

Arcanist

Requirements: None

Prime Requisite: INT

Hit Dice: 1d4

Maximum Level: None

Arcanists, like magic-users, study arcane secrets and use magic. As an arcanist studies, he/she is able to perform more powerful rituals. However, they are limited in their choice of weapons, as they are only able to use a dagger, staff, or weapons that require little physical strength or skill. They are unable to use shields or wear any kind of armor. Although stronger than magic-users at low levels, they do not have access to the more powerful spells. In an adventuring group they should be protected .

Arcanists carry spell books, which hold the necessary glyphs and material components to perform the various rituals written on their pages. An arcanist can have any number of rituals in a spell book, but can only perform a certain number of rituals a day. This number increases as an arcanist increases in class level.

Arcanists are able to perform rituals based on the amount of energy in a mana pool. To successfully perform a ritual, an arcanists must roll equal to or under that ritual's score. If successfully performed, the point cost of the ritual is deducted from the mana pool and the ritual takes effect. If a roll fails, half the cost of the ritual is deducted from the mana pool. All tokens cost one point regardless of success of the ritual.

An arcanist begins at 1st level with their INT score as the number of points in their mana pool. After each level, an arcanist gains 1d12+1 points in his/her mana pool.

As mages, arcanists begin at 1st level with 1 weapon proficiency and 4 non-weapon proficiencies. New weapon proficiencies are gained every six levels (level 7, 13, 19). Non-weapon proficiencies are gained every three levels. Arcanists can choose non-weapon proficiencies from the Wizard and General lists.

Reaching 9th Level: When a arcanist reaches the 9th level, he is able to create rituals, talismans and other magic items.

An arcanist may build a stronghold, often a great tower, when he/she reaches level 11. He/She will then attract arcanist apprentices (1d3), who will range from level 1-3.

| ARCANIST LEVEL PROGRESSION | | | RITUALS KNOWN | | | |
|----------------------------|-------|----------------|---------------|-------|---------|-----------|
| Experience | Level | Hit Dice (1d4) | Tokens | Rites | Mantras | Ordinaces |
| 0 | 1 | 1 | 1 | 1 | 0 | |
| 2501 | 2 | 2 | 2 | 2 | 0 | |
| 5001 | 3 | 3 | 2 | 4 | 0 | |
| 10001 | 4 | 4 | 2 | 6 | 0 | |
| 20001 | 5 | 5 | 3 | 6 | 1 | |
| 40001 | 6 | 6 | 3 | 6 | 2 | |
| 80001 | 7 | 7 | 3 | 7 | 3 | |
| 160001 | 8 | 8 | 4 | 7 | 5 | |
| 310001 | 9 | 9 | 4 | 7 | 5 | 1 |
| 460001 | 10 | 10 | 4 | 8 | 6 | 2 |
| 610001 | 11 | +1 hp only | 5 | 8 | 7 | 3 |
| 760001 | 12 | +2 hp only | 5 | 8 | 7 | 4 |
| 910001 | 13 | +3 hp only | 5 | 8 | 7 | 5 |
| 1060001 | 14 | +4 hp only | 5 | 8 | 8 | 7 |
| 1210001 | 15 | +5 hp only | 5 | 10 | 9 | 8 |
| 1360001 | 16 | +6 hp only | 6 | 10 | 10 | 10 |
| 1510001 | 17 | +7 hp only | 6 | 12 | 11 | 10 |
| 1660001 | 18 | +8 hp only | 6 | 12 | 12 | 12 |
| 1810001 | 19 | +9 hp only | 6 | 14 | 13 | 12 |
| 1960001 | 20 | +10 hp only | 6 | 14 | 14 | 14 |

Ritual List

| Tokens | Rites | Mantras | Ordinances | | | |
|--------------------|------------------|----------------------|-----------------------|---------------------------------|---------------------|-----------------------|
| Arcanist Mark | Arcane Lock | Levitate | Arcane Eye | Invisibility 10' radius | Animate Dead | Lower Water |
| Create Minor Sound | Charm Person | Light | Charm Monster | Lightning Bolt | Anti-Magic Shell | Magic Jar |
| Courage | Continual Light | Locate Object | Clairvoyance | Massmorph | Cloudkill | Move Earth |
| Detect Poison | Copy | Magic Missile | Confusion | Plant Growth | Conjure Elemental | Part Water |
| Disrupt Undead | Detect Evil | Mirror Image | Dimension Door | Polymorph Others | Contact Other Plane | Passwall |
| Read Languages | Detect Invisible | Phantasmal Force | Dispel Magic | Polymorph Self | Control Weather | Project Image |
| | Detect Magic | Protection from Evil | Fireball | Protection from Evil 10' radius | Death Ritual | Reincarnation |
| | ESP | Read Magic | Fly | Protection from Normal Missiles | Disintegrate | Stone to Flesh |
| | Floating Disc | Shield | Hallucinatory Terrain | Remove Curse | Feeblemind | Telekinesis |
| | Hold Portal | Mirror Image | Haste | Wall of Fire | Geas | Teleport |
| | Invisibility | Ventriloquism | Hold Person | Wall of Ice | Hold Monster | Transmute Rock to Mud |
| | Knock | Web | Infravision | Water Breathing | Invisible Stalker | Wall of Stone |

Tokens cost 1 mana point, Rites cost 4 mana points, Mantras cost 8 points and Ordinances cost 12 points to employ.

Animate Dead

Ritual Score: INT -3

Duration: Permanent

Range: 0

This ritual turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a dispel magic spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 and hit dice equal to the creature in life. Zombies have an AC of 8, and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. A lawful character that casts this ritual may draw disfavor from his god.

Anti-Magic Shell

Ritual Score: INT -4

Duration: 12 Turns

Range: Caster

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from

inside or outside. The caster therefore may not cast any rituals other than those that affect him only. The caster may end this ritual at any time before the maximum duration has expired.

Arcane Eye

Ritual Score: INT -2

Duration: 6 turns

Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the ritual lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Arcane Lock

Ritual Score: INT

Duration: Permanent

Range: 10'

An *arcane lock* ritual cast upon a door, chest, or portal magically locks it in a similar manner to the spell *hold portal*. The caster can freely pass his own *arcane lock* without affecting it; otherwise, a door or object secured with this ritual can be opened with a successful *dispel magic* or *knock spell*. *Dispel magic* removes the *arcane lock*, while *knock* merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the ritual may pass through unimpeded.

Arcanist Mark

Ritual Score: INT+2

Duration: Permanent

Range: 0'

This ritual allows the character to inscribe the character's personal rune or mark, which can be no taller than 6 inches in height and consist of no more than six characters. The writing can be visible or invisible. An arcanist mark ritual enables the character to etch the rune upon any substance without harm to the material upon which the mark is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible (though not necessarily understandable).

Charm Monster

Ritual Score: INT -2

Duration: Special

Range: 120'

Charm monster is identical to the spell *charm person* (discussed below), except that *charm monster* is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Charm Person

Ritual Score: INT+1

Duration: Special

Range: 120'

This ritual makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this ritual, as are humanoid monsters larger than ogres. The ritual does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the ritual. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, charm person can be negated by the spell *dispel magic*.

Clairvoyance

Ritual Score: INT-1
Duration: 12 turns
Range: 60'

Clairvoyance creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Cloudkill

Ritual Score: INT -3
Duration: 6 turns
Range: 0

This ritual generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the ritual.

Confusion

Ritual Score: INT -2
Duration: 12 rounds
Range: 120'

This ritual causes 3d6 targets to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

| Roll 1d10 | Behavior |
|----------------------|-------------------------------------|
| 1-4 | Attack caster's group. |
| 5-6 | Do nothing but babble incoherently. |
| 7-10 | Attack creature's group. |

A *confused* character that can't carry out the indicated action does nothing but babble incoherently.

Conjure Elemental

Ritual Score: INT -3
Duration: permanent
Range: 240'

With this ritual, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the ritual. For the duration of the ritual, the caster can move at ½ movement but may take no other actions, because the ritual requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the ritual, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a dispel evil or dispel magic spell is directed at it. If the caster loses concentration at any point during the duration of the ritual, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Contact Other Plane

Ritual Score: INT -3
Duration: Special

Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer. The caster must concentrate on maintaining the ritual in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the ritual, and the probability is related to the number of questions asked.

| Questions | Don't Know | True Answer | Insanity |
|-----------|------------|-------------|----------|
| 3 | 75% | 50% | 5% |
| 4 | 70% | 55% | 10% |
| 5 | 65% | 60% | 15% |
| 6 | 60% | 65% | 20% |
| 7 | 50% | 70% | 25% |
| 8 | 40% | 75% | 30% |
| 9 | 30% | 80% | 35% |
| 10 | 20% | 85% | 40% |
| 11 | 10% | 90% | 45% |
| 12 | 5% | 95% | 50% |

Results of a Contact:

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives -15% to the insanity roll.

Continual Light

Ritual Score: INT

Duration: Permanent

Range: 120'

This ritual is similar to the 1st level cleric spell light. A 60' diameter sphere of light is brought into being, and is a permanent effect. This ritual can be cast on objects so that the light is portable. This ritual may be cast directly on a creature, but the creature receives a saving throw versus spells. If successfully cast on a creature's eyes, blindness results until the ritual is negated with *dispel magic*.

Control Weather

Ritual Score: INT -4

Duration: See below

Range: 0

The radius of this ritual is limited to a localized 240 yards in an outdoor setting only. This ritual has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

| Weather | Effects |
|---------|---------------------------------------|
| Calm | Dissipates foul weather |
| Hot | Will dry wet conditions, all movement |

| | |
|--------------|---|
| | divided by 2 |
| Cold | Water and mud freezes, all movement divided by 2 |
| Severe Winds | All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind. |
| Tornado | The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage. |
| Foggy | Visibility drops to 20', and all movement is divided by 2. |
| Rainy | Missile attacks hit at -2. Mud forms in 3 turns, and movement divided by 2. |
| Snowy | Visibility drops to 20', and all movement is divided by 2 |

Copy

Ritual Score: INT+1

Duration: Permanent

Range: 5'

A *copy* ritual allows the arcanist to make a copy of any non-magical writing or picture. The range determines how close the original must be to the person performing the ritual.

Courage

Ritual Score: INT

Duration: 1 Turn

Range: Touch

The *courage* ritual grants the target a +1 to all saving throws while the ritual is in effect.

Create Minor Sound

Ritual Score: INT+2

Duration: 1 round per level

Range: 20'

Create minor sound allows the character to create a volume of sound. The character chooses what type of sound the ritual creates when casting the ritual and cannot thereafter change its basic character. The loudness of sound created is equivalent to as much noise as four normal humans can generate.

Death ritual

Ritual Score: INT -4

Duration: 1 round

Range: 240'

This formidable ritual kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Detect Evil

Ritual Score: INT

Duration: 2 turns
Range: 60'

With the exception of differences in duration and range, this ritual is identical to the 1st level cleric spell of the same name.

Detect Invisible

Ritual Score: INT
Duration: 5 rounds per level
Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

Detect Magic

Ritual Score: INT+1
Duration: 2 turns
Range: 60'

All enchanted items, creatures, places, or other things within 60' of the caster will glow for the duration of the ritual. The caster may move around to bring objects within the radius during the duration of the ritual.

Detect Poison

Ritual Score: INT+2
Duration: 2 rounds
Range: 30'

All poisonous items and creatures within 30' of the arcanist will glow for the duration of the ritual. The caster may move around to bring objects within the radius during the duration of the ritual.

Dimension Door

Ritual Score: INT -2
Duration: 1 round
Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the ritual fails.

Disintegrate

Ritual Score: INT -4
Duration: Permanent
Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this ritual. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the ritual disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not magical effects such as an *anti-magic shell*.

Dispel Magic

Ritual Score: INT-1
Duration: permanent
Range: 120'

The caster can use *dispel magic* to end ongoing spells that have been cast on a creature or object within a 20' cube area by a spell caster of the same or lower level. If the level of the caster of the effect to be dispelled is higher than the caster of *dispel magic*, there is a cumulative 5% chance per level difference that the attempt to dispel will fail. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

Disrupt Undead

Ritual Score: INT+2

Duration: 1 round

Range: 150'

The character directs a ray of positive energy from the caster's fingertip and strikes the nearest undead target, dealing 1d6 points of damage. The ray strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific targets or parts of a target can't be singled out.

ESP

Ritual Score: INT

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the ritual, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Feeblemind

Ritual Score: INT -3

Duration: Indefinite

Range: 240'

If the target creature fails a saving throw versus spell with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *dispel magic* spell is used to cancel the effect of the feeblemind.

Fire Ball

Ritual Score: INT-1

Duration: Instant

Range: 240'

A *fireball* ritual is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Floating Disc

Ritual Score: INT+1

Duration: 6 turns

Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within ritual range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the ritual's duration, whatever it was supporting falls to the surface beneath it.

Fly

Ritual Score: INT-1

Duration: See below

Range: 0

For a number of turns equal to the caster's level +1d6 turns, the caster can *fly* with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Geas

Ritual Score: INT -4

Duration: See below

Range: 30'

This ritual functions in an identical manner to the 5th level cleric spell *quest*.

Hallucinatory Terrain

Ritual Score: INT -2

Duration: See below

Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this ritual may affect. If the illusion comes into contact with an intelligent being, the ritual is negated.

Haste (reversible)

Ritual Score: INT-1

Duration: 3 turns

Range: 240'

This ritual makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A hasted creature may make double the normal number of attacks. However, a creature may not cast a second ritual. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple haste effects do not stack. Haste dispels and counters slow effects.

Slow, the reverse of *haste*, halves all attacks and movement, including spell casting such that only one ritual may be cast every two rounds.

Hold Monster

Ritual Score: INT -3

Duration: See below

Range: 120'

The duration of this ritual is a number of turns equal to the casters level +6 turns. In all other respects this ritual is identical to the 2nd level cleric spell *hold person*, but can affect non-humanoid monsters and larger monsters.

Hold Person

Ritual Score: INT-1

Duration: 1 turn per level

Range: 120'

In all respects this ritual is identical the cleric spell of the same name.

Hold Portal

Ritual Score: INT+1

Duration: 2d6 turns

Range: 10'

This ritual magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can

negate a *hold portal* spell.

Infravision

Ritual Score: INT-1

Duration: 1 day

Range: 0

The caster or another creature is able to see 60' in the dark with infravision.

Invisibility

Ritual Score: INT

Duration: See below

Range: 240'

The creature or object touched becomes *invisible*, vanishing from sight, even from *infravision*. If the recipient is a creature carrying gear, that vanishes, too. If the ritual is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an *invisible* creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes *invisible*, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The ritual ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this ritual, an attack includes any ritual targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the ritual. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility 10' radius

Ritual Score: INT-1

Duration: See below

Range: 120'

This ritual has the same effects as *invisibility*, but it affects all creatures within 10' of the caster and any creatures that move beyond the 10' radius of effect become visible again.

Invisible Stalker

Ritual Score: INT -4

Duration: See below

Range: 0

The caster uses this ritual to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell *dispel evil* will send an invisible stalker back to its home plane.

Knock

Ritual Score: INT

Duration: 1 round

Range: 60'

The knock ritual opens stuck, barred, locked, or *held* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

Levitate

Ritual Score: INT

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).

Light (reversible)

Ritual Score: INT+1

Duration: See below

Range: 120'

This ritual is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

Lightning Bolt

Ritual Score: INT-1

Duration: Instantaneous

Range: 180'

The caster releases a powerful stroke of electrical energy that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the ritual's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw versus spells. A successful save reduces damage by half.

Locate Object

Ritual Score: INT

Duration: 2 turns

Range: 60' +10' per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the ritual fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

Lower Water

Ritual Score: INT -4

Duration: 10 turns

Range: 240'

This ritual allows the caster to reduce the depth of 10,000 square feet of water by half for the duration of this ritual.

Magic Jar

Ritual Score: INT -3

Duration: Special

Range: 30'

By casting *magic jar*, the caster places his soul in a gem or large crystal (known as the *magic jar*), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The ritual ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the ritual, the *magic jar* must be within ritual range. While in the *magic jar*, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the *magic jar*, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a dispel evil spell is cast.

The ritual ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the ritual, both the caster and the host die. If the caster's life force is within the *magic jar* and his own body is slain, the caster is trapped in the *magic jar* until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the *magic jar* is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the ritual and destroys any life force inside it.

Magic Missile

Ritual Score: INT+1

Duration: 1 turn

Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles—3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Massmorph

Ritual Score: INT -2

Duration: See below

Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This ritual can be dismissed by the caster at any time, but unless dispelled by *dispel magic* the enchanted area is permanent.

Mirror Image

Ritual Score: INT

Duration: 6 turns

Range: Self

Several illusory duplicates of the caster pop into being, making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

Move Earth

Ritual Score: INT -4

Duration: 6 turns

Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved.

Part Water

Ritual Score: INT -4

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the ritual effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Passwall

Ritual Score: INT -3

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Phantasmal Force

Ritual Score: INT

Duration: See below

Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this ritual. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the ritual.

Plant Growth

Ritual Score: INT -2

Duration: See below

Range: 120'

This ritual causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000 square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this ritual to take effect, and the effects last until a *dispel magic* spell is cast. This ritual has no effect on plant creatures.

Polymorph Others

Ritual Score: INT -2

Duration: See below

Range: 60'

By means of this ritual, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the ritual does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This ritual may not be used to reproduce the appearance of a specific identity.

Polymorph Self

Ritual Score: INT -2

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this ritual, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a mantichore, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell *dispel magic* negates the effects of this ritual, and if the caster dies while in a different form he will revert to his natural form in death.

Project Image

Ritual Score: INT -4

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or ritual effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Protection from Evil

Ritual Score: INT+1

Duration: 12 turns

Range: 0

This ritual wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the ritual prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Protection from Evil 10' radius

Ritual Score: INT-1

Duration: 12 turns

Range: 0

This ritual is identical to protection from evil, except that the effective protection extends 10' around the caster, and protects companions within this area.

Protection from Normal Missiles

Ritual Score: INT-1

Duration: 12 turns

Range: 30'

While under the effects of this ritual, the caster is completely unharmed by small and non-magical missiles. Only the caster receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

Read Languages

Ritual Score: INT+2

Duration: 1 turn

Range: 0

For the duration of this ritual, the caster may read any language, coded message, map, or other set of written instructions. This ritual does not grant any ability to speak unknown languages.

Read Magic

Ritual Score: INT+1

Duration: 1 turn

Range: 0

By means of *read magic*, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the ritual is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic*. All spell books are written such that only the magic-user who owns the book can decipher it without the use of this ritual

Reincarnation

Ritual Score: INT -4

Duration: Permanent

Range: 0

With this ritual, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the ritual creates an entirely new young adult body. If the result on the table below indicates reincarnation into a class, roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table, but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

| | <u>Incarnation</u> | <u>Chaotic</u> | <u>Neutral</u> | <u>Lawful</u> |
|------|--------------------|----------------|----------------|---------------|
| 1 | Cleric | Bugbear | Ape | Blink Dog |
| 2 | Dwarf | Gnoll | Baboon | Gnome |
| 3 | Elf | Goblin | Centaur | Neanderthal |
| 4 | Fighting Man | Hobgoblin | Lizardfolk | Pegasus |
| 5 | Halfling | Kobold | Pixie | Roc (small) |
| 6 | Magic-user | Minotaur | Werebear | Unicorn |
| 7 | Creature | Ogre | | |
| 8 | Creature | Orc | | |
| 9-10 | Same class | | | |

Remove Curse (reversible)

Ritual Score: INT -2

Duration: Permanent

Range: 0

In all respects this ritual is identical to the 3rd level cleric spell *remove curse*.

Shield

Ritual Score: INT+1

Duration: 2 turns

Range: 0

Shield creates an invisible field of force that protects the caster. Against missile attacks, the ritual grants the

caster an AC of 2. The caster has an effective AC of 4 for all other attacks.

Sleep

Ritual Score: INT+1

Duration: 4d4 turns

Range: 240'

A *sleep* ritual causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the ritual will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead creatures.

Stone to Flesh (reversible)

Ritual Score: INT -4

Duration: Permanent

Range: 120'

This ritual restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. *Flesh to stone* (reverse of stone to flesh) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Telekinesis

Ritual Score: INT -3

Duration: 6 rounds

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport

Ritual Score: INT -3

Duration: Instantaneous

Range: 10'

This ritual instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place the caster has been very often. "Studied carefully" is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as scrying) to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly

| Familiarity | On Target | High | Low |
|--------------------|------------------|-------------|------------|
| Very familiar | 01-95 | 96-99 | 00 |

| | | | |
|----------------------|-------|-------|-------|
| Studied carefully | 01-80 | 81-90 | 91-00 |
| Seen casually | 01-50 | 51-75 | 76-00 |
| Viewed once | 01-30 | 31-65 | 66-00 |

Note that the caster cannot intentionally *teleport* himself or another creature off target or into solid matter.

Transmute Rock to Mud (reversible)

Ritual Score: INT -3

Duration: 3d6 days

Range: 120'

This ritual turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have movement reduced by 90%. *Transmute mud to rock* (reverse of *transmute rock to mud*) changes an equal volume of mud described above into rock. This alteration is permanent.

Ventriloquism

Ritual Score: INT+1

Duration: 2 turns

Range: 60'

For the duration of this ritual the caster may make his voice appear to come from any location or source within the ritual range.

Wall of Fire

Ritual Score: INT -2

Duration: See below

Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the ritual. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures who use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Ice

Ritual Score: INT -2

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the ritual. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Wall of Stone

Ritual Score: INT -3

Duration: See below

Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a dispel magic spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Water Breathing

Ritual Score: INT-1

Duration: 1 day

Range: 30'

The caster or another creature can breathe water freely by means of this ritual. The ritual does not make creatures unable to breathe air, and creatures under the influence of the ritual are not granted any additional proficiency at swimming.

Web

Ritual Score: INT

Duration: 48 turns

Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a *web* become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

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