

Knave

KNAVE 0.3 is a set of house rules for running old-school fantasy role-playing games. Some of its features include:

High compatibility with OSR games. If you have a library of OSR monster manuals, adventure modules and spell books, they will all work just fine in Knave.

Fast to teach, easy to run. If you are introducing a group of new players to OSR games, Knave allows them to make characters and understand all the rules in minutes.

No classes. Every PC is a Knave, a tomb-raiding, adventure-seeking ne'er-do-well who wields a spell book just as easily as a blade. This is an ideal system for players who like to switch up their character's focus from time to time and don't like being pigeonholed. A PC's role in the party is determined largely by the equipment they decide to pack.

Abilities are king. Saving throws, attack bonuses, and skill tests all use the six abilities. The way that ability scores and bonuses work has also been cleaned up, rationalized, and made consistent with how other systems like armor work.

Optional player-facing rolls. Knave easily accommodates referees who want the players to do all the rolling. Switching between the traditional shared-rolling model and players-only rolling can be done effortlessly on the fly.

Copper standard. Knave assumes that the common unit of currency is the copper penny. All item prices use this denomination and approximate actual medieval prices.

A list of 100 level-less spells.

Character Creation

The Steps

1 Player Characters (PCs) have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has two related values: a **bonus** and a **defense**. Roll 3d6 for each of your abilities, in order. The lowest of the three dice on each roll is that ability's bonus. Add 10 to this value to find its defense.

Example: You roll a 2, 2, and 6 for your Strength. The lowest die is a 2, so your Strength has a bonus of +2 and a defense of 12.

Bonus	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Defense	10	11	12	13	14	15	16	17	18	19	20

2 You begin with 3d6 x 10 copper coins to spend on equipment. You have a number of item slots equal to your Constitution defense, and items that you buy must fit into available slots. Most items take up 1 slot, but some take up more. Some small items can be bundled together into a single slot. Ask the referee if you are unsure.

Armor that you buy comes with an Armor defense value. Note that value down on your sheet with its corresponding Armor bonus (see the chart for abilities, above). If you are not wearing any armor, your Armor defense is 10 and your armor bonus is +0.

3 You begin with 1d8 maximum and current hit points. Your healing rate is 1d8+your Constitution bonus. Your exploration speed is 120ft per exploration turn, and your combat speed is 30ft per combat round.

4 Invent or roll the rest of your traits, such as your physique, face, skin, hair, clothing, virtue, vice, speech, background, and alignment. Note that alignment does not indicate your character's personality but instead their allegiance to cosmic forces. Choose a gender and a name for your character, but don't get too attached. It's a dangerous world out there.

Physique

- | | | | |
|--------------|-------------|----------------|--------------|
| 1. Athletic | 6. Hulking | 11. Short | 16. Stout |
| 2. Brawny | 7. Lanky | 12. Sinewy | 17. Tiny |
| 3. Corpulent | 8. Ripped | 13. Slender | 18. Towering |
| 4. Delicate | 9. Rugged | 14. Flabby | 19. Willowy |
| 5. Gaunt | 10. Scrawny | 15. Statuesque | 20. Wiry |

Face

- | | | | |
|-------------|--------------|-------------|-------------|
| 1. Bloated | 6. Elongated | 11. Impish | 16. Sharp |
| 2. Blunt | 7. Patrician | 12. Narrow | 17. Soft |
| 3. Bony | 8. Pinched | 13. Ratlike | 18. Square |
| 4. Chiseled | 9. Hawkish | 14. Round | 19. Wide |
| 5. Delicate | 10. Broken | 15. Sunken | 20. Wolfish |

Skin

- | | | | |
|----------------|----------------|--------------|---------------|
| 1. Battle Scar | 6. Oily | 11. Reeking | 16. Sunburned |
| 2. Birthmark | 7. Pale | 12. Tattooed | 17. Tanned |
| 3. Burn Scar | 8. Perfect | 13. Rosy | 18. War Paint |
| 4. Dark | 9. Pierced | 14. Rough | 19. Weathered |
| 5. Makeup | 10. Pockmarked | 15. Sallow | 20. Whip Scar |

Hair

- | | | | |
|------------|---------------|---------------|--------------|
| 1. Bald | 6. Disheveled | 11. Limp | 16. Ponytail |
| 2. Braided | 7. Dreadlocks | 12. Long | 17. Silky |
| 3. Bristly | 8. Filthy | 13. Luxurious | 18. Topknot |
| 4. Cropped | 9. Frizzy | 14. Mohawk | 19. Wavy |
| 5. Curly | 10. Greased | 15. Oily | 20. Wispy |

Clothing

- | | | | |
|---------------|----------------|---------------|----------------|
| 1. Antique | 6. Elegant | 11. Foreign | 16. Patched |
| 2. Bloody | 7. Fashionable | 12. Frayed | 17. Perfumed |
| 3. Ceremonial | 8. Filthy | 13. Frumpy | 18. Rancid |
| 4. Decorated | 9. Flamboyant | 14. Livery | 19. Torn |
| 5. Eccentric | 10. Stained | 15. Oversized | 20. Undersized |

Virtue

- | | | | |
|---------------|----------------|----------------|---------------|
| 1. Ambitious | 6. Disciplined | 11. Honorable | 16. Merciful |
| 2. Cautious | 7. Focused | 12. Humble | 17. Righteous |
| 3. Courageous | 8. Generous | 13. Idealistic | 18. Serene |
| 4. Courteous | 9. Gregarious | 14. Just | 19. Stoic |
| 5. Curious | 10. Honest | 15. Loyal | 20. Tolerant |

Vice

- | | | | |
|---------------|---------------|----------------|----------------|
| 1. Aggressive | 6. Deceitful | 11. Lazy | 16. Suspicious |
| 2. Arrogant | 7. Flippant | 12. Nervous | 17. Vain |
| 3. Bitter | 8. Gluttonous | 13. Prejudiced | 18. Vengeful |
| 4. Cowardly | 9. Greedy | 14. Reckless | 19. Wasteful |
| 5. Cruel | 10. Irascible | 15. Rude | 20. Whiny |

Speech

- | | | | |
|-------------|-------------|----------------|----------------|
| 1. Blunt | 6. Droning | 11. Mumbling | 16. Dialect |
| 2. Booming | 7. Flowery | 12. Precise | 17. Slow |
| 3. Breathy | 8. Formal | 13. Quaint | 18. Squeaky |
| 4. Cryptic | 9. Gravelly | 14. Rambling | 19. Stuttering |
| 5. Drawling | 10. Hoarse | 15. Rapid-fire | 20. Whispery |

Background

- | | | | |
|--------------|---------------|---------------|----------------|
| 1. Alchemist | 6. Cleric | 11. Magician | 16. Performer |
| 2. Beggar | 7. Cook | 12. Mariner | 17. Pickpocket |
| 3. Butcher | 8. Cultist | 13. Mercenary | 18. Smuggler |
| 4. Burglar | 9. Gambler | 14. Merchant | 19. Student |
| 5. Charlatan | 10. Herbalist | 15. Outlaw | 20. Tracker |

Misfortunes

- | | | | |
|----------------|----------------|---------------|---------------|
| 1. Abandoned | 6. Defrauded | 11. Framed | 16. Pursued |
| 2. Addicted | 7. Demoted | 12. Haunted | 17. Rejected |
| 3. Blackmailed | 8. Discredited | 13. Kidnapped | 18. Replaced |
| 4. Condemned | 9. Disowned | 14. Mutilated | 19. Robbed |
| 5. Cursed | 10. Exiled | 15. Poor | 20. Suspected |

Alignment

1-5:	6-15:	16-20:
Law	Neutrality	Chaos

Equipment

All prices are given in copper pennies. Payment for things like ships, real estate, and so on usually takes the form of trade goods, favors, or oaths of fealty rather than coins.

Tools & Gear

Air Bladder	5
Bear Trap	20
Bedroll	10
Bellows	10
Black Grease	1
Block and Tackle	30
Book (Blank)	300
Book (Reading)	600
Bottle/Vial	1
Bucket	5
Caltrops (bag)	10
Cards with extra Ace	5
Chain (10 ft)	10
Chalk (10 pieces)	1
Chisel	5
Cookpots	10
Drill	10
Face Paint/Makeup	10
Fake Jewels	50
Fishing Rod/Tackle	10
Glass Marbles (bag)	5
Glue (bottle)	1
Grappling Hook	10
Hammer	10
Holy Water	25
Horn	10
Hourglass	300
Incense (packet)	10
Ink, Pot	1
Iron Tongs	10
Ladder (10 ft)	10
Large Sponge	5

Lens	100
Lockpicks	100
Manacles	10
Metal File	5
Mirror (small, silver)	200
Musical Instrument	200
Nails (12)	5
Net	10
Oilskin Bag	5
Oilskin Trousers	10
Padlock and Key	20
Perfume	50
Pick	10
Pole (10ft)	5
Prybar	10
Rope (50ft)	10
Sack	1
Saw	10
Set of Loaded Dice	5
Shovel	10
Small Bell	20
Soap	1
Spike (iron)	5
Spike (wood)	1
Spiked boots	5
Spyglass	1000
Tar (Pot)	10
Tent (3 man)	100
Tent (personal)	50
Twine (300 ft)	5
Waterskin	5
Whistle	5

Light

Candle, 4 hours	1
Lantern	30
Lamp Oil, 4 hours	5
Tinderbox	10
Torch, 1 hour	1

Armor

Shield	40
<i>(Defense +1, 1 slot, 1 quality)</i>	
Helmet	100
<i>(Defense +1, 1 slot, 1 quality)</i>	
Gambeson	60
<i>(Defense 12, 1 slot, 3 quality)</i>	
Brigandine	500
<i>(Defense 13, 2 slots, 4 quality)</i>	
Chain	1200
<i>(Defense 14, 3 slots, 5 quality)</i>	
Half Plate	4000
<i>(Defense 15, 4 slots, 6 quality)</i>	
Full Plate	8000
<i>(Defense 16, 5 slots, 7 quality)</i>	

Weapons

Dagger, Cudgel, Sickle, Staff	5
<i>(d6 damage, 1 slot, 1 hand, 3 quality)</i>	
Spear, Short Sword, Mace, Axe, Flail	10
<i>(d8 damage, 2 slots, 1 hand, 3 quality)</i>	
Polearm, War Hammer, Long Sword, Battle Axe	20
<i>(d10 damage, 3 slots, 2 hands, 3 quality)</i>	
Sling	5
<i>(d6 damage, 1 slot, 1 hand, 3 quality)</i>	
Bow	15
<i>(d8 damage, 2 slots, 2 hands, 3 quality)</i>	
Crossbow	60
<i>(d10 damage, 3 slots, 2 hands, 3 quality)</i>	
Arrows, 20	5
Quiver, capacity 20	10

Clothing

Poor	10
Standard	50
Noble	3000
Furs	5000
Winter	100

Food

Travel rations (1 day)	5
Animal Feed (1 day)	2
Bacon, side of	10
Bread, 1 loaf	1
Cheese, 1 lb	2
Cider, 4 gallons	1
Cod, whole	20
Eggs, 24	1
Flour, 5 lbs	1
Fruit, 1 lb	1
Garlic, bunch	1
Grain, 1 bushel (8 gal.)	4
Herbs, 1 bunch	1
Lard, 5 lbs	1
Onions, 1 bushel	8
Salt, 1 bushel	3
Spices, 1 lb	100
Sugar, 1 lb	12
Wine/ale, bottle	1

Animals

Chicken	1
Cow	100
Chicken	1
Dog, hunting	50
Dog, small but vicious	20
Donkey/Pack Horse	300
Goat	10
Hawk	1000
Horse, riding	1000
Horse, war	10,000
Ox	300
Pig	30
Sheep	15

Lodging

Bed, per night	1
Private room, per night	2
Meal	2
Hot bath	2
Stabling and fodder	2

Ships

Ship, high quality	720/ton
Ship, good quality	480/ton
Ship, used quality	240/ton
Ship, poor quality	120/ton
Raft	50
Fishing boat	500
Sloop	5000
Caravel	25,000
Galleon	125,000

Transport

Carriage	320
Cart	50
Wagon	120

Henchmen

Wages are per day, not including food, supplies, shelter, etc.

Laborer	1
Scribe	2
Archer	3
Mason	4
Man-at-arms, on foot	6
Armorer or Blacksmith	8
Man-at-arms, mounted	12
Master Builder	15
Barber-Surgeon	25
Knight	25

Buildings

Hovel	120
Row House	1200
Craftsman's House	2400
Merchant's House	7200
House with Courtyard	21,600
Guildhall	32,600
Stone Tower	48,000
Temple	75,000
Stronghold	100,000
Cathedral	500,000
Imperial Palace	2,500,000

Rules of Play

Abilities

- **Strength:** Used for melee attacks and saves requiring physical power.
- **Dexterity:** Used for saves requiring poise, speeds, and reflexes, like dodging, climbing, sneaking, balancing, etc.
- **Constitution:** Used for saves to resist poison, sickness, cold, blood loss, etc. The Constitution bonus is added to healing rolls. Your number of available item slots is always equal to your Constitution defense.
- **Intelligence:** Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.
- **Wisdom:** Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.
- **Charisma:** Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. You may employ a number of henchmen equal to your Charisma bonus.

Item Slots

PCs have a number of item slots equal to their Constitution defense. Most items, including spellbooks, potions, a day's provisions, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium to heavy weapons may take up more slots. Groups of small, identical items may be bundled into the same slot, at the referee's discretion. In a more "realistic" game, 100 coins can fit in 1 slot, but other referees may increase this if they want.

Item slots are numbered from 1 to 20. If you want to pull out an item during combat (or any scene where time is of the essence), you have to roll the item's number or higher on a d20. If you don't, you can't get to it and will have to try again next round.

Saving Throws

If a character wants to do something where the outcome is uncertain and failure has consequences, they make a **saving throw**, or "**save**". To make a save, add the bonus of an appropriate ability to a d20 roll. If the total equals or exceeds 16, you succeed. If not, you fail.

If the save is opposed by another character, then instead of aiming for a 16, the side doing the rolling must get a total **greater than** the opposing character's relevant defense score in order to succeed. If they fail, the other side succeeds. This type of save is called an **opposed save**. Note that it doesn't matter which side does the rolling, since the odds of success remain the same.

Example: A wizard casts a fireball spell at a target, who gets a saving throw to avoid. This is resolved as an opposed save using the caster's Intelligence and the target's Dexterity. The target may roll plus their Dexterity bonus, hoping to exceed the caster's Intelligence defense, or the caster may roll plus their Intelligence bonus, hoping to exceed the target's Dexterity defense.

If there are situational factors that make a test significantly easier or harder, the referee may grant the roll **advantage** or **disadvantage**. If a roll has advantage, roll 2d20 and use the better result. If it has disadvantage, roll 2d20 and use the worse result.

The Hazard Die

The game is divided into chunks of in-game time called turns. The length of a turn depends on the environment: Combat: up to 1 minute, Dungeon: 10 minutes to an hour, Wilderness: a day and a night, Haven: days or weeks. At the end of each turn, roll the 6-sided hazard die to inject a complication into the game. See The Hazard System by Brendan S. for more information.

<http://www.necropraxis.com/2017/11/22/hazard-system-v0-3/>

Reactions

When the PCs encounter an NPC whose reaction to the party is not obvious, the referee may roll 2d6.

2	3-5	6-8	9-11	12
Hostile	Unfriendly	Unsure	Talkative	Helpful

Combat

Determine initiative by rolling a d6. On a 1-3, PCs go first, on a 4-6 their enemies act first. Reroll initiative every round. Remember to roll the Hazard die too.

When your side has initiative and it's your character's turn, you may take two actions, only one of which may be an attack. A movement action lets you move anywhere nearby (about 30'). Interacting with your stored items takes one action, and casting a spell takes two actions.

Melee weapons can strike adjacent foes, but ranged weapons cannot be used if the shooting character is engaged in close combat. To make an attack, roll a d20 and add your Strength or Wisdom bonus, depending on whether you are using a melee or ranged weapon, respectively. If the attack total **exceeds** the defender's Armor defense, you hit them. Unarmored characters have an armor defense of 10.

Note that just like with ability tests, either the attacker or defender can be the one to make the roll. If the defender rolls, they add their Armor bonus to the roll, looking to exceed the attacker's Strength or Wisdom defense. This allows the referee to run the game with players making all the rolls if they prefer it that way.

If you hit, roll your weapon's damage die and subtract the result from the defender's current **Hit Points** (HP). You may add a bonus damage die (of the weapon's type) to the roll if you attack an enemy from hiding or use the ideal weapon against an enemy type (for example, using a blunt weapon against a skeleton). It's possible to add multiple bonus damage dice this way.

When a character reaches 0 HP, they die. When a PC dies, they should create a new level 1 PC and rejoin the party as soon as possible.

Stunts

When a character makes an attack roll with a total of 20 or higher, they may perform a stunt in addition to any damage dealt. Examples of stunts include disarming an enemy, stunning them, knocking them back, leaping over them, tripping them, etc. Stunts may not directly cause extra damage but may do so indirectly (for example, pushing an enemy off a cliff). The referee may allow the defender to make an opposed save against the attacker's attack total if the stunt seems implausible.

Item Quality

During an attack roll, if the attacker rolls a 20 or the defender rolls a 1, the defender's armor loses 1 point of quality. If the attacker rolls a 1 or the defender rolls a 20, the attacker's weapon loses 1 point of quality. At 0 quality, the item is destroyed. Each point of quality costs 10% of the item's original cost to repair.

Morale

Monsters and NPCs all have a morale rating (usually between 5 and 9). When they face more danger than they were expecting, the referee will make a **morale roll** by rolling a 2d6 and comparing the result to the NPC's morale rating. If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley. Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, or reducing a lone enemy to half HP. Other effects may also trigger a morale roll at the referee's discretion.

Hirelings also make morale rolls when they aren't paid, their employer dies, or they face extraordinary danger. Morale may also be improved by paying hirelings more and treating them well.

Healing

After a meal and a full night's rest, PCs regain lost hit points equal to a d8 plus their Constitution bonus. Resting at a safe haven restores all lost HP.

Monsters

All monsters from OSR bestiaries should work as-is in Knave with no major conversion needed. Here are some guidelines.

Hit Dice/Hit Points: All monster hit dice can be assumed to be d8s unless otherwise specified. To get the monster's hit points, just multiply the number of hit dice they have by 4.

Armor: Monster AC (if ascending) is identical to Armor defense. If the AC is descending, subtract it from 19 (if it is from OD&D or B/X D&D) or from 20 (if it is from AD&D) to find its ascending equivalent.

Attack Bonus: Any attack bonus given is unchanged, and can be added to both melee and ranged attacks. If an attack bonus is not given, assume that it is the same as the monster's number of hit dice.

Damage: Damage remains the same.

Morale: Morale rating remains the same.

Saves: Since OSR monsters usually don't come with ability scores, assume that monsters have ability bonuses equal to their level, and the corresponding ability defenses.

Example: a typical 4 HD monster would have a bonus of +4 and a defense of 14 in all of its abilities by default, unless modified by the referee.

Advancement

Whenever a PC accumulates 1000 XP, they gain a level. As a guideline, PCs receive 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, and 200 XP for high-risk accomplishments. The referee should feel free to notify the PCs of how much XP different objectives are worth when asked.

When a PC gains a level, they roll a number of d8s equal to their new level to find their new HP maximum. If the result is less than their previous maximum, their maximum HP is increased by 1. They also raise the defense and bonus scores of 3 three different abilities by 1 point. The abilities may be chose by the player or picked randomly.

Magic

The spell lists from any old-school RPG will work perfectly well in Knave, provided that they go up to 9th level. There are many free version available online, such the list in OSRIC or this one:

pandaria.rpgworlds.info/cant/rules/adnd_spells.htm

In Knave, PCs may only cast spells of their level or less, so a level 3 PC could only cast spells of level 0 to 3. Spells are cast out of spell books, which must be held in both hands and read aloud. Each spell book can only be used once per day. Importantly, each spell book only holds a single spell, and each spell book takes up 1 item slot, so if a PC wants to be able to cast a wide variety of spells, they'll have to fill most of their inventory with spell books.

PCs are unable to create, copy or transcribe spell books. In order to gain new spell books, PCs must adventure for them, by either recovering them from dungeons or looting them from other magicians. The higher the level of the spell book, the rarer and more valuable it is. PCs openly carrying high level spell books are likely to be hounded by bandits and wizards looking to acquire them.

When a spell allows for a save, make an opposed Intelligence save against the defender's relevant ability (usually Dexterity for damage spells, Intelligence for mind-altering spells, or Wisdom for Illusions.)

Note that spellbooks can be easily re-skinned as rune stones, clay tablets, potions, scrolls, or whatever else fits your campaign. If you wanted a more dangerous, low-magic setting for example, you could make turn all spellbooks into potions or scrolls that are only used once and then lost forever.

Level-less Spells: If you prefer spells that are level-less and scale up as the caster becomes more powerful, use the list below. In the following spells, "L" is a number equal to the caster's level, an **item** is an object able to be lifted with one hand, and an **object** is anything up to human size. Unless otherwise noted, all spells with ongoing effects last up to Lx10 minutes, and have a range of up to 30 feet. If a spell directly affects another creature, the creature may make a save to avoid it (as described previously). Success reduces or negates the spell's effects, referee's call.

1. **Adhere:** Object is covered extremely sticky slime.
2. **Animate Object:** Object obeys your commands.
3. **Anthropomorphize:** A touched animal either gains human intelligence or human appearance for L days.
4. **Arcane Eye:** You can see through a magical floating eyeball that flies around at your command.
5. **Astral Prison:** An object is frozen in time and space within an invulnerable crystal shell.
6. **Attract:** L+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
7. **Auditory Illusion:** You create illusory sounds that appear to come from a direction of your choice.
8. **Babble:** A creature must loudly and clearly repeat everything you think. It is otherwise mute.
9. **Beast Form:** You and your possessions transform into a mundane animal.
10. **Befuddle:** L creatures of your choice are unable to form new short-term memories for the duration of the spell.
11. **Bend Fate:** Roll L+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
12. **Bird Person:** Your arms turn into huge bird wings.
13. **Body Swap:** You switch bodies with a creature you touch. If one body dies, the other dies as well.
14. **Catherine:** A woman wearing a blue dress appears until end of spell. She will obey polite, safe requests.
15. **Charm:** L creatures treat you like a friend.
16. **Command:** A creature obeys a single, three-word command that does not harm it.
17. **Comprehend:** You become fluent in all languages.
18. **Control Plants:** Nearby plants and trees obey you.
19. **Control Weather:** You may alter the type of weather at will, but you do not otherwise control it.
20. **Counterspell:** Make an opposed Intelligence save against the Intelligence of the caster of a nearby spell. You may do this out of turn as a reaction, or against an ongoing magical effect. On a success, you may cancel the spell or turn it back on its caster.
21. **Deafen:** Creatures of your choice are deafened.
22. **Detect Magic:** You hear nearby magical auras singing. Volume and harmony signify the aura's power and refinement.
23. **Disassemble:** Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
24. **Disguise:** You may alter the appearance of L characters at will as long as they remain humanoid. Attempts to impersonate other characters will seem uncanny.
25. **Displace:** An object appears to be up to Lx10' from its actual location.
26. **Earthquake:** The ground begins shaking violently. Structures may be damaged or collapse.
27. **Elasticity:** Your body can stretch up to Lx10'.
28. **Elemental Wall:** A wall of ice or fire Lx 30' long appears.
29. **Filch:** L visible items teleport to your hands.
30. **Fog Cloud:** Dense fog spreads out from you.
31. **Frenzy:** L creatures erupt in a frenzy of violence.
32. **Gate:** A portal to a random plane opens.
33. **Gravity Shift:** You can change the direction of gravity (for yourself only) up to once per round.
34. **Greed:** L creatures develop an overwhelming urge to possess a visible item of your choice.
35. **Haste:** Your movement speed is tripled.
36. **Hatred:** L creatures develop a deep hatred of another creature or group of creatures and wish to destroy it.
37. **Hear Whispers:** You can hear faint sounds clearly.
38. **Hover:** An object hovers, frictionless, 2' above the ground. Can hold up to L humanoids.
39. **Hypnotize:** A creature enters a trance and will truthfully answer L yes or no questions you ask it.
40. **Icy Touch:** A thick ice layer spreads across a touched surface.
41. **Illuminate:** A floating light moves as you command.
42. **Increase Gravity:** The gravity in a area triples.
43. **Invisible Tether:** Two objects within 10' of each other cannot be moved more than 10' apart.
44. **Knock:** L nearby mundane or magical locks unlock.
45. **Leap:** You can jump up to Lx10' in the air.
46. **Liquid Air:** The air becomes swimmable.
47. **Magic Dampener:** All nearby magical effects have their effectiveness halved.
48. **Manse:** A sturdy, fully furnished cottage appears. You can permit and forbid entry to it at will. Lasts Lx12 hours.
49. **Marble Madness:** Your pockets are always full of marbles.
50. **Masquerade:** L characters' appearances and voices become identical to yours.
51. **Miniaturize:** You and L other touched creatures are reduced to the size of a mouse.
52. **Mirror Image:** L illusory duplicates of yourself appear under your control.
53. **Mirrorwalk:** A mirror becomes a gateway to another mirror that you looked into today.
54. **Multiarm:** You gain L extra arms.
55. **Night Sphere:** A Lx30' wide sphere of darkness appears.
56. **Objectify:** You become any inanimate object between the size of a grand piano and an apple.
57. **Ooze Form:** You become a living jelly.
58. **Pacify:** L creatures have an aversion to violence.
59. **Phantom Coach:** A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, even water.
60. **Phobia:** L creatures are terrified of an object of your choice.
61. **Pit:** A pit 10' wide and Lx5' opens in the ground.
62. **Primeval Surge:** An object grows to the size of an elephant. If it is an animal, it is enraged.
63. **Psychometry:** The referee answers L yes or no questions about a touched object.
64. **Pull:** An object of any size is pulled directly towards you with the strength of L men. Lasts for one round.
65. **Push:** An object of any size is pushed directly away from you with the strength of L men. Lasts for one round.
66. **Raise Dead:** L skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.
67. **Raise Spirit:** The spirit of a dead body manifests and may choose to answer questions.
68. **Read Mind:** You hear the surface thoughts of creatures.
69. **Repel:** L+1 objects are strongly magnetically repelled from each other if they come within 10 feet.
70. **Scry:** You can see through the eyes of a known creature.
71. **Sculpt Elements:** All inanimate material behaves like clay in your hands.
72. **Shroud:** L creatures become invisible until they move.

73. **Shuffle:** L creatures instantly switch places.
74. **Sleep:** L creatures fall into a light sleep.
75. **Smoke Form:** Your body becomes living smoke.
76. **Snail Knight:** 10 minutes after casting, a knight sitting astride a giant snail rides into view. He is able to answer most questions related to quests and chivalry, and may aid you if he finds you worthy.
77. **Sniff:** You can smell even the faintest traces of scents.
78. **Sort:** Inanimate items sort themselves according to categories you set. The categories must be visually verifiable.
79. **Spectacle:** A clearly unreal but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound.
80. **Spellseize:** You may steal or erase L spells from the mind of a nearby creature.
81. **Spider Climb:** You can climb surfaces like a spider.
82. **Summon Cube:** Once per second, (6 times per round) you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.
83. **Swarm:** You become a swarm of crows, rats, or piranhas.
84. **Telekinesis:** You may mentally move L items.
85. **Telepathy:** L+1 creatures can hear each other's thoughts.
86. **Teleport:** An object disappears and reappears on the ground in a visible, clear area up to Lx30' away.
87. **Thaumaturgic Anchor:** Object becomes the target of every spell cast near it.
88. **Thicket:** A thicket of trees and dense brush up to Lx30' wide suddenly sprouts up.
89. **Time Jump:** An object jumps Lx10 minutes into the future.
90. **Time Rush:** Time in an area becomes 10 times faster.
91. **Time Slow:** Time in an area slows to 10%.
92. **Transfer Heat:** You may transfer heat or cold between two inanimate objects.
93. **True Sight:** You see the true nature of your surroundings.
94. **Upwell:** A spring appears and starts gushing seawater.
95. **Vision:** You have total control over what a creature sees.
96. **Visual Illusion:** A silent, immobile, illusion of your choice appears, up to the size of a bedroom.
97. **Ward:** A silver circle 30' across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, monsters, projectiles or metal.
98. **Web:** Your wrists can shoot thick webbing.
99. **Summon Idol:** A carved stone statue the side of a four poster-bed rises from the ground.
100. **Wizard Mark:** Your finger can shoot a stream of brightly-colored paint. This paint is only visible to wizards, and can be seen at any distance, even through solid objects.