

Silverleaf Halfmoon

Character Class: **Fighter/Wizard**

Race: **Elf**

Strength	11
Dexterity	13
Constitution	10
Intelligence	15
Wisdom	9
Charisma	16
Movement	12
Saving Throw	12

THACO	1st Level	2nd Level	3rd Level
	20	19	18
(with bow)	19	18	17

Damage 1d6 (quarterstaff),
1d8 (arrow)

Armor Class 10
(Robes — no armor)

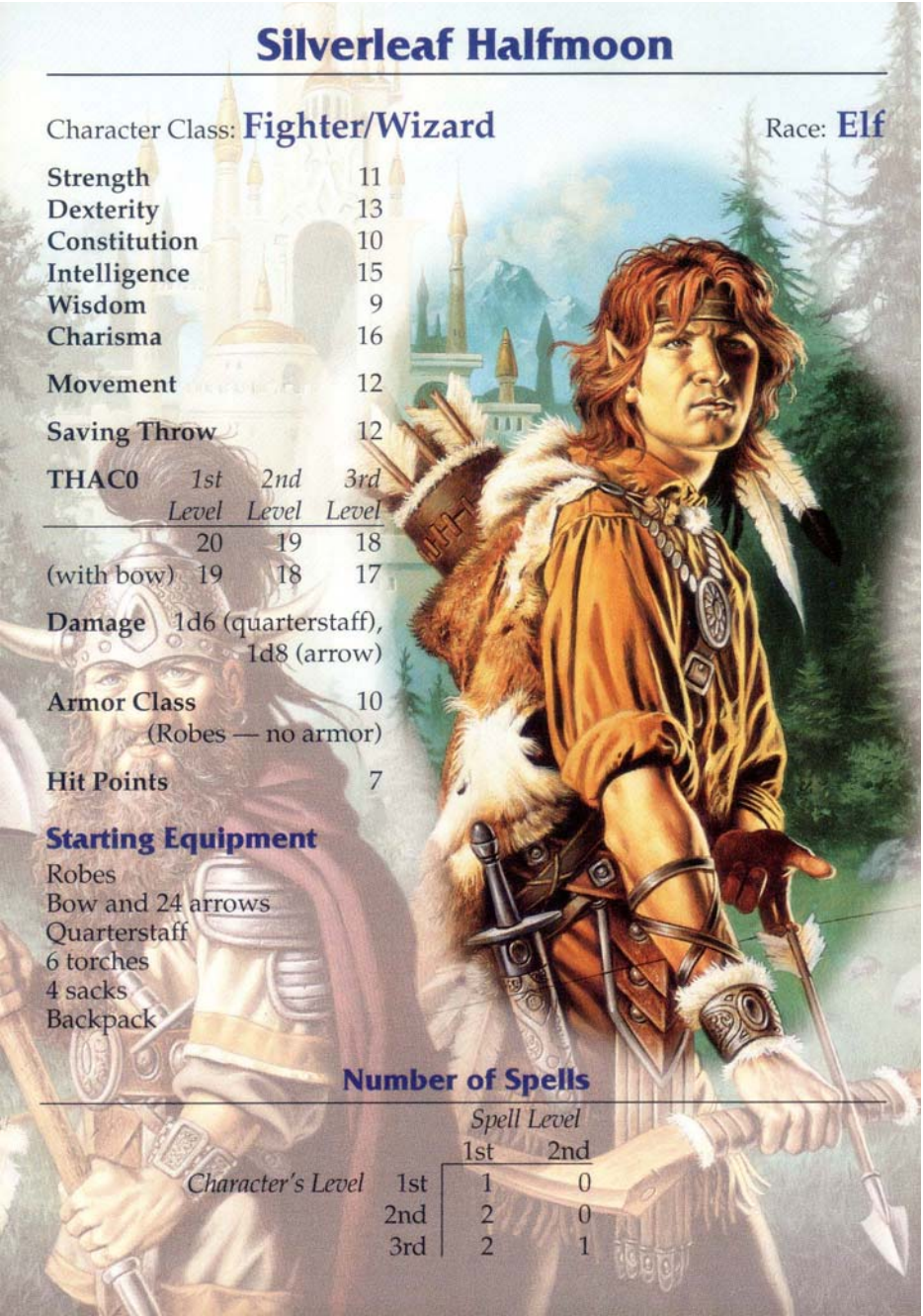
Hit Points 7

Starting Equipment

Robes
Bow and 24 arrows
Quarterstaff
6 torches
4 sacks
Backpack

Number of Spells

		Spell Level	
		1st	2nd
Character's Level	1st	1	0
	2nd	2	0
	3rd	2	1



Elf Fighter/Wizard General Rules

One round = one minute.

Elves can see in the dark, up to 60 feet.

Elves cannot be raised from the dead.

In the woods, elves can sneak up on monsters. The monster gets a -4 penalty to its surprise roll.

Elves can find secret doors twice as easily as humans (1 or 2 on the d6 roll).

In One Round You Can...

- Move 120 feet.
- Make one attack.
- Cast one spell.
- Move 60 feet and make an attack.
- Try one unusual action.

How to Attack

- Roll a 20-sided die.
- Subtract the die roll from your THAC0.
- If that number is less than or equal to the monster's Armor Class, your attack hit it.

If the Attack Hits...

- Roll the die for damage.
- Subtract the damage from the monster's hit points.
- A monster is dead when its hit points reach 0 (zero).

Making a Saving Throw

- Roll a 20-sided die.
- If the die roll is the same or larger than the saving throw number, your saving throw is successful.
- Look at the spell description to see what happens if you succeed or fail.

Experience Points

Your character earns experience points for defeating monsters and doing clever

things. When characters get enough experience points, they gain a level.

Silverleaf is a multiclass fighter/wizard. This means that he is a fighter and a wizard at the same time. While he has lots of good abilities, he gains levels very slowly. Silverleaf must divide all his experience points, giving one half to his fighter class and the other half to his wizard class.

Fighter's Experience Points	Wizard's Experience Points	Character Class Level
Under 2,500	Under 2,000	1
Up to 5,000	Up to 4,000	2
Up to 10,000	Up to 8,000	3

Each Wizard Level...

- You can cast more spells.
- Add half of 1d4 to your hit points (rounding down, always getting at least 1 point).

Each Fighter Level...

- Your THAC0 gets better.
- Add half of 1d10 to your hit points (rounding down, always getting at least 1 point).

Limits

- No armor except elven chain mail.

Casting Spells

A table on the other side shows how many spells you can take on an adventure. The higher your level, the more spells you can take. Each day you can change your spells and get back any you have cast.

Pick your spells from the *Wizard's Spell Book*. Write them down on a separate sheet of paper. As you cast a spell, cross it off. You can take the same spell more than once so that you can cast it more than once a day.

Wizard's Spell Book



Wizard Spells



Each wizard spell described in this booklet has four things listed at the top: range, duration, area of effect, and saving throw. Below that is the actual spell description. Many of these have values like *3 rounds per level*. This means that number is multiplied

by the level of the wizard. In this example, a 2nd-level wizard would have 6 rounds.

Some spells have two names, such as *knock/lock*. This means that the spell can be memorized two different, usually opposite, ways. Knowing one spell means automatically knowing the other. However, wizards must choose which one they are memorizing before the adventure begins.

Range: This is how far away a wizard can cast the spell. It usually refers to the center or beginning point of the spell. Parts of the spell might go past the range. Wizards must always be able to see the place where they are casting a spell (exceptions to this rule are shown in the spell description).

A range of "touch" means the wizard has to touch the creature or object. If the creature does not want to be touched, it takes a successful attack roll for the wizard to touch it.

Many more spells of these levels and higher can be found in the AD&D® game *Player's Handbook*.

Duration: This is how long the spell lasts. Any spells with an "instant" duration are over in the same round that the wizard cast them. Spells that have a die roll for duration are rolled by the Dungeon Master (DM). The DM keeps the actual duration secret from the players.

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Area of Effect: This is the space the spell takes up when it works or the number of creatures that the spell works on. Most spells are listed in 10×10-foot squares. It is assumed that the squares are also 10 feet high.

Saving Throw: Most spells allow their targets a saving throw to avoid being affected. This entry tells what happens when targets make their saving throws.

First-Level Spells

- 1 Charm Person
- 2 Detect Magic
- 3 Enlarge/Reduce
- 4 Feather Fall
- 5 Hold Portal
- 6 Identify
- 7 Light
- 8 Magic Missile
- 9 Read Magic
- 10 Shield
- 11 Shocking Grasp
- 12 Sleep

Second-Level Spells

- 1 Darkness, 15' Radius
- 2 Detect Evil/Detect Good
- 3 Detect Invisibility
- 4 Flaming Sphere
- 5 Invisibility
- 6 Knock/Lock
- 7 Levitate
- 8 Magic Mouth
- 9 Mirror Image
- 10 Stinking Cloud
- 11 Web
- 12 Wizard Lock

Third-Level Spells

- 1 Clairvoyance
- 2 Dispel Magic
- 3 Explosive Runes
- 4 Fireball
- 5 Fly
- 6 Haste
- 7 Hold Person
- 8 Infravision
- 9 Lightning Bolt
- 10 Slow
- 11 Suggestion
- 12 Water Breathing/Air Breathing

First-Level Spells

Charm Person

Range: 360 feet
Duration: 1 day
Area of Effect: One person
Saving Throw: Spell does not work

Victims of this spell think that the caster is a trusted friend. Wizards cannot control *charm person* victims, but might be able to talk them into doing certain things. Victims will not attack their friends, nor will they do anything stupid or dangerous to themselves. Non-player character humanoids who are victims do not change their opinions of any other characters in a group except the spellcaster, and will probably attack them unless they are convinced not to by the casting wizard.

The spell only works on people, not monsters or animals. For this spell, a person is any humanoid-type creature that is small or man-sized. This includes humans, dwarves, duergar, drow elves, dopplegangers, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, and werebeasts.

Detect Magic

Range: The caster
Duration: 2 rounds per level
Area of Effect: 10-foot-wide path, 60 feet long
Saving Throw: None

The area of effect goes wherever the wizard looks. Any magical object or spell effect in that area glows, but only the wizard sees it. People with *charm person* spells on them glow. Powerful magic glows brighter than weak magic. It takes a full round to look over a 60-degree arc (from 12 to 2 o'clock on a clock).

Enlarge/Reduce

Range: 15 feet per level
Duration: 5 rounds per level
Area of Effect: One creature or object
Saving Throw: Spell does not work

The target of this spell gets 50% bigger and heavier. If the spell is cast on an object, the object must be less than 10×10×10 feet before the spell is cast. The Strength of a person who is the target of the spell increases 5 points, but only for Strength checks. Attack rolls and damage bonuses remain the same. Everything the person is carrying is also enlarged. This includes weapons and armor. The die roll for damage is increased by 50% (rounded up). This is also true for natural weapons like claws and teeth. So if an enlarged warrior hits with a

long sword and rolls a 5 for damage, it becomes an 8. Then his normal damage bonus is added to the 8.

The *reduce* spell makes the creature or object half its normal size. Strength is cut in half. The die roll for damage is also cut in half (rounded up).

Feather Fall

Range: 30 feet per level
Duration: 1 round per level
Area of Effect: 10×10×10-foot cube
Saving Throw: None

If this spell is cast on the same round that the target fell, the target takes no damage from the fall. If the fall lasts longer than a single round, it is possible to cast it anytime the target is still in the air. The spell only affects objects or creatures that are falling straight down. Arrows and flying creatures are not affected.

Hold Portal

Range: 60 feet per level
Duration: 1 round per level
Area of Effect: 1 door or entrance
Saving Throw: None

The door is now stuck shut. It can still be broken down, but will not open normally until the spell runs out. Monsters with 4 or more Hit Dice can automatically break down the door.

Identify

Range: Touch
Duration: 1 round per level
Area of Effect: 1 item per level
Saving Throw: None

This spell takes eight hours to prepare. After casting it, wizards must rest for eight hours before doing anything else. Usually *identify* is only cast while a wizard is in between adventures back in town, and rarely in a dungeon.

Wizards casting *identify* on something must hold or use the item normally. For example, a ring must be placed on a finger, a sword must be held by its hilt, etc. Wizards casting the spell have a 50% chance to learn what the magical item does and how it works. If they fail, they can try again only when they go up another level.

Light

Range: 180 feet
Duration: 10 rounds per level
Area of Effect: 20-foot-radius circle
Saving Throw: Spell is fixed to the area



A *light* spell can be cast on a creature, an object, or a place. Creatures get a saving throw. If the saving throw is made, the spell is fixed to the place where the creature was, but not on the creature. If the spell is put on an object or a creature, it moves around as the target moves around. If it is cast into a *darkness*, 15' radius spell, both are canceled.

Magic Missile

Range: 180 feet + 30 feet per level
Duration: Instant
Area of Effect: One creature
Saving Throw: None

A glowing bolt of energy flies out from the wizard's finger and automatically hits the target. The wizard must be able to see the target to hit it, but the missile curves around any obstacles to get to the target. The *magic missile* does 1d4+1 points of damage. First- and second-level wizards fire one missile. Third- and fourth-level wizards fire two missiles. Fifth-level wizards fire three missiles. All missiles must be aimed at the same target.

Read Magic

Range: The caster
Duration: 2 rounds per level
Area of Effect: Magical writing
Saving Throw: None

The wizard can read magical writing at a rate of one page per round. Reading the writing does not activate it, unless it is a written trap, like *explosive runes* or a *glyph of warding*. When the text has been figured out once, the wizard is able to read it again without the spell.

Shield

Range: The caster
Duration: 5 rounds per level
Area of Effect: The caster
Saving Throw: None

This spell creates an invisible barrier in front of the wizard. The *shield* spell automatically stops all *magic missiles*. For other attacks from the front, wizards using a shield spell are Armor Class 3. They also get a +1 bonus for saving throws against attacks from the front. Attacks from the side and from behind are not affected.

Shocking Grasp

Range: Touch
Duration: 1 round per level
Area of Effect: One creature
Saving Throw: None

The wizard's hand becomes supercharged with electricity. Anybody he or she touches gets zapped for 1d8+1 per level points of damage. For example, a 2nd-level wizard would do 1d8+2 points of damage. To touch a monster, the wizard has to make a regular attack roll.

Sleep

Range: 90 feet
Duration: 5 rounds per level
Area of Effect: 15-foot-radius circle
Saving Throw: None

Within the area of effect, 2d4 Hit Dice of monsters fall asleep. Start with the smallest creatures in that area and work up to the ones with the most Hit Dice. No monster with 4+3 Hit Dice or more can be affected by this spell.

Noises do not wake up the sleeping creatures, but shaking or attacking them does. Shaken or attacked monsters spend that entire round waking up and cannot attack. If the player characters are involved in a fight in the area of a sleeping monster, the monster can be automatically hit and takes normal damage. It spends the round it is hit waking up (if it does not die from the damage). If the wizard and other player characters are not busy dealing with a fight, a sleeping monster is automatically killed.

Second-Level Spells

Darkness, 15' Radius

Range: 30 feet per level
Duration: 10 + 1 round per level
Area of Effect: 15-foot-radius circle
Saving Throw: None

A circle with a 15-foot radius is filled with darkness. Absolutely nothing can be seen inside this area, even by monsters with infravision. A *light* spell cancels this spell. People and creatures fighting in the dark have a -4 penalty to all attack rolls, assuming they can even find their opponents.

Detect Evil/Detect Good

Range: 180 feet
Duration: 5 rounds per level
Area of Effect: 10-foot-wide path
Saving Throw: None

Wizards must concentrate in the same direction for a full round to use this spell. Only evil monsters or characters within 360 feet are detected. The spell also shows monsters or people to be evil if they are plotting against the wizard using the spell. Such monsters or people must have at least a low intelligence. Animals kill for food or to protect themselves, and if they are about to attack, it is not a evil act. Traps and other simple objects, no matter how dangerous they are, are not detected by this spell.

The *detect good* spell does the same thing for detecting good-aligned creatures.

Detect Invisibility

Range: 30 feet per level
Duration: 5 rounds per level
Area of Effect: 10-foot-wide path
Saving Throw: None

The wizard sees all invisible creatures and objects in the path of the spell. The spell also reveals partially concealed or hidden creatures (in bushes or shadows, etc.). The spell does not reveal illusions or allow the caster to see through solid objects.

Flaming Sphere

Range: 30 feet
Duration: 1 round per level
Area of Effect: Not applicable
Saving Throw: No damage from sphere

Wizards casting a *flaming sphere* spell make a flaming ball appear anywhere they want within 30 feet of them. The ball is as tall as a human (6 feet in diameter). The ball rolls around on the floor wherever a wizard points, moving up to 30 feet each round. It can roll up and over anything less than 4 feet tall.

It automatically sets wood and cloth on fire. If the sphere is aimed at one or more creatures, they each make a saving throw. If the saving throw is successful,

it means they dodged the sphere and take no damage. Anyone touched by the sphere takes 2d4 points of damage. People or creatures within 5 feet of the sphere take 1d4 points of damage.

Invisibility

Range: Touch
Duration: 1 day or until the wizard attacks
Area of Effect: Creature or object touched
Saving Throw: None

People that wizards cast this spell on become invisible. (Wizards can cast this spell on themselves.) All the equipment that they are wearing when the spell is cast on them becomes invisible, too. They can still talk and make noise, and animals can still smell them. If they drop something they are carrying, it becomes visible. Invisible people or creatures that attack other creatures immediately become visible. They get a +4 bonus for that first attack. Spells that affect another creature are considered attacks.

Knock/Lock

Range: 180 feet
Duration: Instant
Area of Effect: One door or entrance
Saving Throw: None

This spell unlocks, unbars, unjams, or in some way opens a door. Whatever is holding the door shut is undone, even if it is nailed or welded shut. The *knock* spell permanently cancels *hold portal* spells, but only cancels *wizard lock* spells for 10 rounds. After that time the *wizard lock* spell takes effect again.

The *lock* spell closes the door, and throws all normal bars and locks. It does not magically seal the door like *hold portal* or *wizard lock*.

Levitate

Range: 60 feet per level
Duration: 10 rounds per level
Area of Effect: One creature or object
Saving Throw: Spell does not work

Intelligent targets of this spell can make themselves float up or down at a speed of 2 feet per round. If *levitate* is cast upon an object or unintelligent animal, the wizard who cast the spell controls the motion. Creatures, and objects held by a creature, get saving throws to avoid the spell. Objects and creatures being levitated must weigh less than 500 pounds.

Magic Mouth

Range: 30 feet
Duration: Until the mouth speaks
Area of Effect: One object
Saving Throw: None

A mouth appears on the target object. The wizard gives the mouth instructions for when to talk, and what to say. The mouth can say no more than 25 words. When it has delivered its message, the magic mouth disappears.

The instructions for when to speak can be as complicated and detailed as the wizard wants. However, the magic mouth can only "see" and "hear" normally. For example it could be told to speak when "an old woman carrying a sack of blue dragon eggs sits cross-legged on a stork within one foot of you." However, it could not be told to speak when an invisible person walks by, because it cannot see invisible things.

Mirror Image

Range: The caster
Duration: 3 rounds per level
Area of Effect: 6-foot-radius circle
Saving Throw: None

The spell creates illusory copies of the wizard. First- and second-level wizards get 1d4 mirror images. Third- through fifth-level wizards get 1d4+1 mirror images. When someone or something makes a successful attack roll on the wizard, the DM should roll randomly to see if the wizard is hit or an image. If an image is hit, it vanishes. The images move around in such a confusing way that even if the real wizard is hit



one round, it is impossible to figure out which one is the real wizard the next round.

Stinking Cloud

Range: 90 feet
Duration: 1 round per level
Area of Effect: 20×20-foot square
Saving Throw: Creature is unaffected

Any person or creature caught inside the cloud must make a saving throw or else be unable to attack. The victim remains unable to attack for 1d4+1 rounds after leaving the cloud. A new saving throw must be made each round a person or creature remains in the cloud.

Web

Range: 15 feet per level
Duration: 20 rounds per level
Area of Effect: Eight 10×10×10-foot cubes
Saving Throw: Creature dodged webs

The *web* is made of thick, sticky ropes. It must be stretched between two places that hold it up (floor and ceiling, left wall and right wall, etc.). It is impossible to shoot arrows or other missiles at anything trapped in webs. The webs burn easily, going away in a single round. Everything in the webs takes 2d4 points of damage when they are burned.

If a creature makes its saving throw, but has nowhere it could have dodged, it is only partially trapped in the *web*. It can move at twice the rate given below through the webbing.

Man-sized creatures can move through the web at one foot per round. Large creatures can move two feet per round. Anything bigger than that moves 10 feet per round through the webs. Small creatures, or characters with a Strength of 12 or less, cannot get themselves out of the webs.

Wizard Lock

Range: Touch
Duration: Permanent
Area of Effect: 1 door or entrance
Saving Throw: None

This spell keeps a door magically closed, even if it does not have a normal lock. The wizard who cast the spell can open the door at any time, but it locks again behind him or her. A *knock* spell temporarily opens the door. The only other way to open the door is by breaking it down, which removes the spell.

Third-Level Spells

Clairvoyance

Range:	Special
Duration:	1 round per level
Area of Effect:	As far as the wizard can see
Saving Throw:	None

Wizards who cast *clairvoyance* place their minds at any single place they know, place they can see, or an obvious location. In their minds, they can see everything they would be able to see if they were really there. For example, they could cast the spell to see what is behind a door. The location behind the door is obvious and they know where it is, even though they cannot see it right now.

The spell does not let wizards see in the dark. It does not let them move their view around. Their mental vision is fixed in the place they chose.

Dispel Magic

Range:	360 feet
Duration:	Instant
Area of Effect:	1 item or 30×30-foot square
Saving Throw:	None

This spell has a 50% chance of removing spells and other magical effects. It can also destroy potions. Roll separately for each spell, magical effect, or potion in the area of effect.

If the spell is cast directly on a single magical item, it automatically stops working for 1d4 rounds. If the item is held by a creature, the creature gets a saving throw to block the *dispel magic* spell.

Explosive Runes

Range:	Touch
Duration:	Until read
Area of Effect:	1 book, map, scroll, etc.
Saving Throw:	No saving throw or half damage

The wizard can add magical letters and runes to anything that already has normal writing on it. Anyone reading the normal writing triggers the *explosive runes*. Thieves and other wizards have a 5% chance per level of detecting the runes before they go off while reading them.

Everyone within 10 feet of the runes takes 6d4+6 points of damage. Everyone except the reader gets to make a saving throw to cut that damage in half. The object the *explosive runes* was written on will probably be destroyed in the explosion unless it is made of a very tough material, like steel or rock.

Fireball

Range:	30 feet + 30 feet per level
Duration:	Instant
Area of Effect:	20-foot-radius circle
Saving Throw:	Half damage

The entire area of effect is filled with roaring flames. If there is not room for a 20-foot radial blast area, the *fireball* pushes into the available space until it fills 12 10×10-foot squares. Everything in the area takes 1d6 points of damage per level of the caster. For instance, a 5th-level wizard does 5d6 points of damage to everyone in the *fireball*.

Fly

Range:	Touch
Duration:	10 rounds per level + 1d6×10 rounds
Area of Effect:	One creature
Saving Throw:	None

The target is able to fly at a speed of 18. The flying creature can hover or move slowly, while attacking or casting spells normally.

Haste

Range:	180 feet
Duration:	3 rounds + 1 round per level
Area of Effect:	40×40-foot square
Saving Throw:	None

The wizard can affect one creature per level in the area of effect. A hasted creature moves twice as far each round and attacks twice as many times. Spellcasting is *not* affected. A wizard or cleric can still only cast one spell per round. If there is a hasted creature in the group, the group gets a +2 bonus to its initiative roll.

Hold Person

Range:	360 feet
Duration:	2 rounds per level
Area of Effect:	20×20-foot square
Saving Throw:	Person is not paralyzed

This spell paralyzes 1d4 people in its area of effect. The caster gets to pick which people are affected. A paralyzed person cannot talk, move, attack, or cast spells.

People include humans, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, orcs, sprites, etc. Any creature that is humanoid in appearance and is size small or man-sized is considered a person for this spell.

Infravision

Range: Touch
Duration: 2 hours + 1 hour per level
Area of Effect: One person
Saving Throw: None

This spell lets a person see in the dark up to 60 feet away. It does not allow the person to see invisible things.

Lightning Bolt

Range: 120 feet + 30 feet per level
Duration: Instant
Area of Effect: 5×80-foot path, or a 10×40-foot path
Saving Throw: Half damage

The wizard can begin the bolt of lightning at any point within range. The *lightning bolt* must shoot directly away from the wizard. Everything in the area of effect takes 1d6 points of damage per level of the caster. For instance, a 3rd-level wizard does 3d6 points of damage to everyone in the *lightning bolt*. The bolt shatters up to 1 inch of wood, or a half an inch of stone. If the bolt reaches a wall before it has reached its full length, it bounces. The bounce may take it in a new direction or back along its previous path. Anyone getting hit twice because of a bounce must make two saving throws (keeping the worst of the two), but only takes damage once.

Slow

Range: 270 feet + 30 feet per level
Duration: 3 + 1 round per level
Area of Effect: 40×40-foot square
Saving Throw: Creature not slowed

The spell affects up to one creature per level of the wizard in the area of effect. So, a 5th-level wizard can only slow up to five creatures in the 40×40-foot square. Creatures nearer the caster are affected first. The creatures affected move at half their normal speed and make half their normal attacks. Usually this means they make the normal number of attacks, but they only attack every other round. They have a -4 Armor Class and attack roll penalty.

Suggestion

Range: 90 feet
Duration: 1 hour + 1 hour per level
Area of Effect: One creature
Saving Throw: Spell does not work

Wizards casting *suggestion* tell their victims to do something; in other words, they make a suggestion. A wizard must keep the *suggestion* short—a few words or phrases, no more than a sentence or two. The wizard can even

put conditions on the *suggestion*, such as, "Your leader is a traitor. When he enters the room attack him." In this example, so long as the leader enters the room before the spell ends, the suggestion works.

Whatever wizards suggest to their victims must seem reasonable. In the example above, just saying "attack your leader," would not work. It is not reasonable to expect people or creatures to attack their leader for no reason. However, if they *already* believe their leader is a traitor...

Water Breathing/Air Breathing

Range: Touch
Duration: 1 hour per level + 1d4 hours
Area of Effect: Creatures touched
Saving Throw: None

Wizards casting *water breathing* can touch as many creatures as they want on the round they cast this spell. However, the duration for each of creature touched is divided by the total number of creatures the casting wizard touches.

The spell allows the target to breathe water as if it were air. The opposite of this spell, *air breathing*, allows creatures that normally breathe water to breathe air.

