

Magic

Some of the most powerful weapons player characters have at their disposal in the D&D game are magical spells. Through spells a player character can control earthquakes, call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, create barriers of stone, fire, and ice, and learn secrets long forgotten. These are only a few of the things player characters can do once they master the strange lore of spells.

Not every character is capable of casting spells. The ability requires a certain amount of aptitude depending on the type of spells cast. Magician spells are best mastered by those with keen intelligence and patience for the long years of study that are required. Priest spells call for inner peace and faith and an intense devotion to one's calling. Craft spells require a close association with the earth and its creatures.

The vast majority of people in a fantasy campaign lack these traits or have never had the opportunity to develop them. The baker may be a bright and clever fellow, but, following in his father's footsteps, he has spent his life learning the arts of bread making. There has simply been no time in his life for the study of old books and crumbling scrolls. The hardworking peasant may be pious and upright in his faith, but he lacks the time for the contemplative and scholarly training required of a priest. So it is only a fortunate few who have the ability and opportunity to learn the arcane lore of spellcasting.

A few character classes have a limited ability to cast spells. The ranger, through his close association with nature, is able to cast a few spells, though his choices are limited to his natural inclinations. The paladin, through his devotion and humility, can use some of the spells of the priest. The bard, through luck, happenstance, curiosity, and perseverance, can manage a few spells, perhaps by persuading a lonely wizard or witch to reveal their secrets.

Regardless of their source, all spells come from one of five sources.

Mana, or Arcane magic. This is the source of magic used by Magicians, Healers and some Bards.

Earth or craft magic. This is the source used by Craft, Rangers and some Bards.

Divine magic, sourced from the gods and used at their pleasure. This is the source of magic used by Clerics and Paladins.

Necromancy, or Death magic. The dread necromancer is the sole user of this foul magic sources from the dying of sentient beings.

Vivomancy, or Life magic. This is the most difficult or the magics of master, but the power so contained is said to be without limit. There is only one living Vivomancer. He has no apprentices so difficult is the path.

Although some spells appear in more than one category, the categories differ in how spells are acquired, stored, and cast.

Schools of Magic

Although different forms of magic have different sources and different means of access, the spells themselves are grouped into eight different schools of magic. Each "school of magic" is a group of spells related by form or function.

Abjuration spells are a group of specialized protective spells. Each is used to prevent or banish some magical or non-magical effect or creature. They are often used to provide safety in times of great danger or when attempting some other particularly dangerous spell.

Alteration spells cause a change in the properties of some already existing thing, creature, or condition. This is accomplished

by magical energy channeled through the caster.

Conjuration/summoning spells bring something to the caster from elsewhere. Conjuration normally produces matter or items from some other place. Summoning enables the caster to compel living creatures and powers to appear in his presence or to channel extraplanar energies through himself.

Divination spells include any spell that seeks knowledge, from finding lost objects, detecting lies, or identifying nature or function. More powerful divinations enable the caster to learn secrets long forgotten, to predict the future, and to uncover things hidden or cloaked by spells.

Enchantment/charm spells cause a change in the quality of an item or the attitude of a person or creature. Enchantments can bestow magical properties on ordinary items, while charms can unduly influence the behavior of beings.

Illusions deal with spells to deceive the senses or minds of others. Spells that cause people to see things that are not there, hear noises not made, or remember things that never happened are all illusions.

Invocation/evocation spells channel magical energy to create specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed), while evocation enables the caster to directly shape the energy.

Necromancy/healing is one of the most restrictive of all spell schools. It deals with dead things or the restoration of life, limbs, or vitality to living creatures. Although a small school, its spells tend to be powerful. Given the risks of the adventuring world, necromantic spells are considered quite useful.

Mana Spells

Mana spells range from simple utility to powerful magics. The magic group has no single purpose. The vast majority of mana based spells were created by ancient wizards for many purposes. Some are to satisfy common man in his everyday needs. Others provide knowledge, the might and power to rule, and others are relatively simple and straightforward, but others are complicated, full of hazards and snares for the unwary. Perhaps the greatest wizard spells is the powerful, tricky *wish*. It represents the most difficult of spell-casting, causing things to happen simply because they desire it to be so. However, it is a long and difficult task to master the mastery needed to learn this spell.

Although some characters can use magic, the workings of magic are understood by few at best. It is accepted that the power for magic itself comes from the sun, whether it is present in the sky or not. The mysterious combination of words, gestures, and materials that make a spell somehow taps this source of energy that in turn causes the desired effect. The components of the spells; those words, gestures and materials, route this energy to a specific and desired result. How



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magic happens is not very important to the majority of magicians. It is enough to know that "when you do this, that happens."

Casting an arcane spell is a very complicated ordeal. The process of learning the correct procedure to cast a spell is difficult and taxing to the mind. There is a limit to just how much of this strangeness; illogical mathematics, alchemical chemistry, structuralist linguistics, a magician's mind can comprehend, and so he must live with a limit to the number of spells he can know.

As the magician learns spells, he records their arcane notes into his spell books. Without spell books, a magician cannot memorize new spells. Within them are all his instructions for memorizing and casting all the spells he knows. As the magician successfully learns a new spell, he carefully enters its formula into his spell books. A magician can never have a spell in his books that he does not know, because if he doesn't understand it, he cannot write the formula. Likewise, he cannot enter a spell into his books that is higher in level than he can cast. If he finds an ancient tome with spells of higher power, he must simply wait until he advances to a level at which he can use them.

The exact shape and size of a character's spellbooks is a detail your DM will provide. They may be thick tomes of carefully inked parchment, crackling scrolls in bulky cases, or even well bound books of fine velum.

Ultimately, it is the memorization that is important. To draw on magical energy, the magician must shape specific mental patterns in his mind. He uses his spell books to force his mind through mental exercises, preparing it to hold the final, twisted patterns. These patterns are very complicated and alien to normal thought. Long training is required to remember such things.

Once a magician memorizes a spell, it remains in his memory to be cast as long as he possesses the fortitude to cast spells. The release of the spell energy does not wipe the spell from the magician's memory, but is physically, and mentally taxing. Attempting to cast spells beyond the magician's limit is extremely dangerous to life itself. The number of spells a magician can memorize is given by his level (see Table C25).

Memorization is not a thing that happens immediately. The magician must have a clear head gained from a restful night's sleep and then has to spend time studying his spell books. The amount of study time needed is 10 minutes per level of the spell being memorized. Thus, a 9th level spell (the most powerful) would require 90 minutes of careful study. Clearly, high-level spellcasters do not lightly change their memorized spells. Spells remain memorized until replaced by another spell, or lost through the action of a spell, injury, or an item.

Learning Spells

The magician character must learn his spells from somewhere. While it might be possible for the exceptional magician to learn the secrets of arcane lore entirely on his own, it isn't very likely. It is far more likely that your character was apprenticed to another magician as a child. This kindly (severe), loving (callous), understanding (ill-tempered), generous (mean-spirited), and upright (untrustworthy) master taught your character everything they know at the start of the game. Then, when it was time, the master sent them into the world (threw them out) with a smile and a pat on the back (snarling with his foot on their behind).

Perhaps your character studied at a proper academy for magicians. There they completed lessons under the eye of a firm (mean) but patient (irritable) tutor who was ready with praise for good work (a cane for the slightest fault). Alas, your character's

parents were impoverished and his studies had to end (fed up with this treatment, your youthful character fled during the night).

As you can see, there are a number of ways your character might have learned his spells.

The one good thing that comes from your character's studies is his initial spell book. It may have been a gift from his school or he may have stolen it from his hated master. Whatever the case, your character begins play with a spell book containing a few 1st level spells. Your DM will tell you the exact number of spells and which spells they are. As your character adventures, he will have the opportunity to add more spells to his collection.

When your character attains a new level, he may or may not receive new spells. He may return to his mentor (provided he departed on good terms) and add a few spells to his book. It may be possible for your character to copy spells from the spell book of another player character (with his permission, of course). He may have to wait until he can find a spell book with new spells. How he gets his spells is one of the things your DM decides.

It is assumed that if your character has the intelligence and necessary level to learn a new spell they can. The only limit is that a magician or Healer may have twice the number of spells in their spell books as they can cast per day of that level.

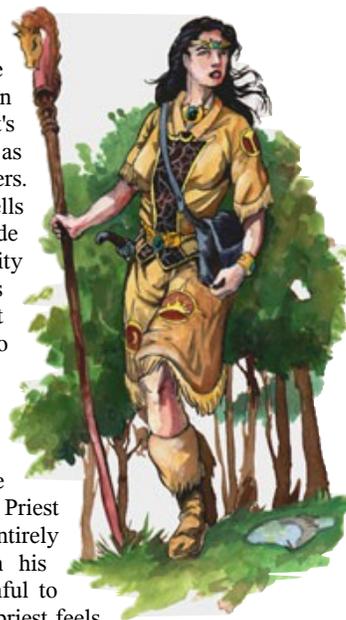
Priest Spells

The spells of a priest, while sometimes having powers similar to those of the magician, are quite different in their overall tone. The priest's role, more often than not, is as defender and guide for others. Thus, the majority of his spells work to aid others or provide some service to the community in which he lives. Few of his spells are truly offensive, but many can be used cleverly to protect or defend.

Like the magician, the priest's level determines how many spells he retains. Unlike the magician, the priest needs no spell book. Priest spells are obtained in an entirely different manner. To obtain his spells, a priest must be faithful to the cause of his deity. If the priest feels confident in this (and most do), he can pray for spells in times of need. There is no need for the priest to memorize spells.

A priest's spell selection is limited only by his level and by the spells granted by his god or gods. The knowledge of what spells are available to the priest becomes instantly clear when he advances in level. This, too, is bestowed by his deity.

Priests must maintain strict adherence to their god's commandments to obtain spells. They are requesting their abilities from some greater power be it their deity or some intermediary agent of this power. Failing to cleave to the precepts of the religion will quickly have consequences. Priests who slip in their duties, harbor indiscreet thoughts, or neglect their beliefs, find that their deity has an immediate method of redress. If the priest has failed in his duties, the deity can deny him spells as a clear



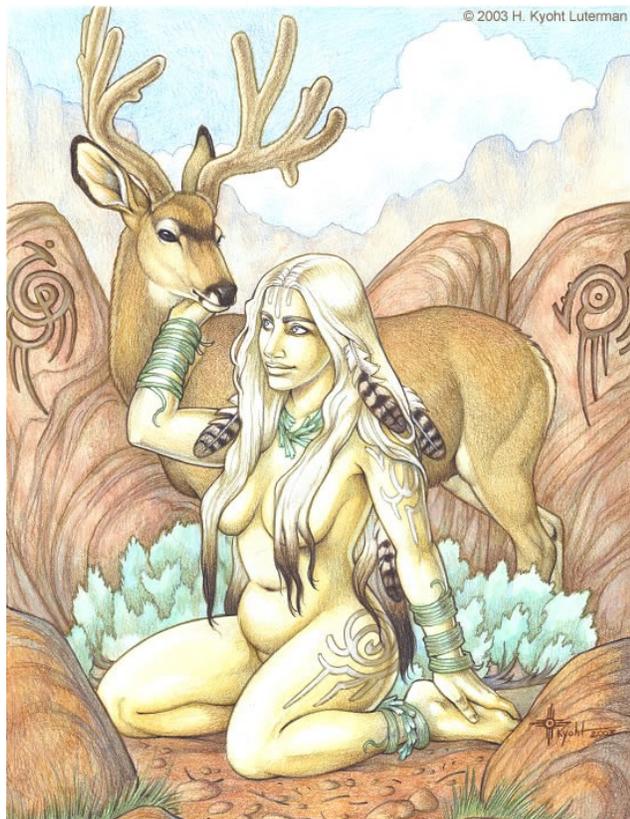
message of dissatisfaction. For minor infractions, the deity can deny the highest level spells. Major failings result in the denial of most spells or, even worse, all spells. These can be regained if the character immediately begins to make amends for his errors. Perhaps the character only needs to be a little more vigilant, in the case of a minor fault. A serious transgression could require special service, such as a quest or some great sacrifice of goods. These are things your DM will decide, should your character veer from the straight and narrow path of his religion. Clearly then, it behooves the priest to maintain himself in good standing with this power, through word and deed.

Finally, not all deities are equal. Those of lesser power are unable to grant certain spells. Powers of demigod status can only grant spells up to the 5th spell level. Lesser deities may be able to grant 6th level spells, while the greater deities have all spell levels available to them. Additionally all spells are not granted by all powers. Spells granted will vary according to the religion's sphere of influence and the god's interests. Players must choose a religion when creating a priest character, and the spell lists, commandments and so forth are all in the religion gloss. This will prevent any unwelcome surprises later on.

Earth Magic

This magic is the result of tapping the power of the earth itself. Calling on the sentient nature of the very ground you walk on for power. Earth magic is used by the Craft, Rangers, and some Bards. Earth magic has both its limits and its advantages.

To use this magic the caster must be in tune with the land itself. The caster must be aware of the world around them, the turn of the seasons and the rhythms of nature. The self absorbed, the greedy, and the rapacious do not possess these traits, and cannot use it.



Earth magic has neither the ease (ease?) of learning and access that mana does, nor the need to adhere to a given belief system that the priest requires. To those willing to maintain the centered and open nature earth magic requires it does grant great power.

Earth magic cannot be used in any place that does not have a connection with the Prime aspect of the world itself. It is not available on the outer planes, space outside the gravity of the world, the afterlife planes, or the astral plane. It can be accessed from the ethereal plane, and the elemental planes, but not renewed there. A few limited items exist that can convert mana into earth magic.

What does the practitioner get in exchange for these limitations? Some of the most powerful spells in the game. Earth magic lends itself best to the spheres of alteration, conjuration/summoning, enchantment/charm, and illusion/phantasm. Evocation and invocation spells are not as easily accomplished because of the disconnection from the planes.

Earth magic is accessed and held in much the same manner as mana. The caster must learn spells, keep records of them and rest to rejuvenate their casting ability. The caster is limited in the number of spells that can be cast in a day as is the magician and the priest. Further details on earth magic are located in the Craft Player Character Class listing.

Learning Earth Magic

The process of learning spells works much the same for the Craft practitioner as the magician. Spells are kept in books. Initial spells are learned from the Mentor, and depending on the relationship further spells can also be gained in that manner. While the means of memorizing craft spells does differ, the same rules apply to learning them. Users of earth magic cannot use scrolls prepared by priests or magicians.

Death Magic

The last of the major sources of magic is death. Any feat that mana can accomplish can be done with this source as well. Some are even easier. Indeed, tapping and using this source of magic is easier than any other. Mastery comes quicker power flows freely to the necromancer. However, as every master of magic that has ever existed warns the curious Apprentice, *"That way lies madness."*

Necrominicons, the dark books of the dark art abound. Most of them are nonsense and unintelligible gibberish. Those few that do tell the truth, and can be understood, were the cause of the unspeakable ends of those that authored them.

The Necromancer will mutilate themselves to prevent the engendering of any child as making life forever separates you from the power of death as long as the child lives. They must sacrifice the living to the purpose of their magics. Torture, and death are their tools and only companions.

No player class uses this magic as it is not a proper school. Individual magicians who start down the dark path, and live among death for the sake of the power they gain seldom remain sane. Dark demands and bargains are the price of this power, and those that will make them are forever cast out from the society of their fellow creatures.

Life Magic

The astute student will ask; *"Master, if there is power in death, is there power in life also?"* The answer is yes, such power exists.

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However, as the path of death comes easily, the path of life is hard. A bitter and difficult road that is littered with the ambitions and dreams of all that have traveled it, save one. That One is more force than man, more power than person. It can be said that Abba Book is as much the magic, as the magic is him. Many have sought him out of the sake of that magic. To date none has proven worthy, not of the Master, for it is said he is kind, if a demanding and fey master. The magic itself has cast away all that have approached it to date.

Illusions

Of all spells, those of the illusion school cause the most problems. Not that they are more difficult for your player character to cast, but these spells are more difficult for you to role-play and for your DM to adjudicate. Illusions rely on the idea of believability, which in turn relies on the situation and the state of mind of the victim. Your DM must determine this for NPCs, which is perhaps an easier job. You must role-play this for your character.

Spells of this school fall into two basic groups; *Illusions* are creations that manipulate light, color, shadow, sound, and sometimes even scent. Higher level illusions tap energy from other planes, and are quasi-real, being woven of extradimensional energies by the caster. Common illusions create appearances; they cannot make a creature or object look like nothing (i.e., invisible), but they can conceal objects by making them look like something else.

Phantasms exist only in the minds of their victims; these spells are never even quasi-real. (The exceptions to this are the *phantasmal force* spells, which are illusions rather than phantasms.) Phantasms act upon the mind of the victim to create an intense reaction, fear being most common.

The key to successful illusions or phantasms is believability, which depends on three main factors: what the caster attempts, what the victim expects, and what is happening at the moment the spell is cast. By combining the information from these three areas, the player and the DM should be able to create and adjudicate reasonable illusions and phantasms.

When casting an illusion or phantasm, the caster can attempt to do anything he desires within the physical limits of the spell. Prior knowledge of the illusion created is not necessary but is extremely useful.

Suppose your character decides to cast a *phantasmal force* spell and can choose between creating the image of a troll (a creature they have seen and battled) or that of a beholder (a creature they have never seen but has heard terrifying descriptions of). They can either use their memory to create a realistic troll or use their imagination to create something that may or may not look like a real beholder. The troll, based on first hand knowledge of these creatures, is going to have many little details--a big nose, warts, green, scabby skin, and even a shambling troll-like walk. The illusion of a beholder will be much less precise, just a floating ball with one big eye and eyestalks. He doesn't know its color, size, or behavior.

The type of image chosen by the caster affects the reaction of the victim. If the victim in the above case has seen both a troll and a beholder, which will be more believable? Almost certainly it will be the troll, which looks and acts the way the victim thinks a troll should. He might not even recognize the other creature as a beholder since it doesn't look like any beholder he's ever seen. Even if the victim has never seen a troll or a beholder, the troll will

still be more believable; it acts realistically, while the beholder does not. Thus, spellcasters are well advised to create images of things they have seen, for the same reason authors are advised to write about things they know.

The next important consideration is to ask if the spell creates something that the victim expects. Which of these two illusions would be more believable; a huge dragon rising up behind a rank of attacking Goblins (puny little creatures) or a few ogres forming a line behind the Goblins? Most adventurers would find it hard to believe that a dragon would be working with Goblins. The dragon is far too powerful to associate with such little shrimps. Ogres, however, could very well work with Goblins; bossing them around and using them as cannon fodder. The key to a good illusion is to create something the victim does not expect but can quickly accept.

The most believable illusion may be that of a solid wall in a dungeon, transforming a passage into a dead end. Unless the victim is familiar with these hallways, he has no reason not to believe that the wall is there.

Of course, in a fantasy world many more things can be believed than in the real world. Flames do not spring out of nowhere in the real world, but this can happen in a fantasy world. The presence of magic in a fantasy world makes victims more willing to accept things our logic tells us cannot happen. A creature appearing out of nowhere could be an illusion or it could be summoned. At the same time, you must remember that a properly role-played character is familiar with the laws of his world. If a wall of flames appears out of nowhere, he will look for the spellcaster. A wall blocking a corridor may cause him to check for secret doors. If the illusion doesn't conform to his idea of how things work, the character should become suspicious. This is something you have to provide for your character and something you must remember when your character attempts to use illusions.

This then leads to the third factor in the believability of an illusion, how appropriate the illusion is for the situation. As mentioned before, the victim is going to have certain expectations about any given encounter. The best illusions reinforce these expectations to your character's advantage. Imagine that your group runs into a war party of Orcs in the local forest. What could you do that would reinforce what the Orcs might already believe? They see your group, armed and ready for battle. They do not know if you are alone or are the advance guard for a bigger troop. A good illusion could be the glint of metal and spear points coming up behind your party. Subtlety has its uses. The Orcs will likely interpret your illusion as reinforcements to your group, enough force to discourage them from attacking.

However, the limitations of each spell must be considered when judging appropriateness. A *phantasmal force* spell creates vision only. It does not provide sound, light, or heat. In the preceding situation, creating a troop of soldiers galloping up behind you would not have been believable. Where is the thunder of hooves, the creak of saddle leather, the shouts of your allies, the clank of drawn metal, or the whinny of horses? Orcs may not be tremendously bright, but they are not fooled that easily. Likewise, a Dragon that suddenly appears without a thunderous roar and dragonish stench isn't likely to be accepted as real. A wise spellcaster always considers the limitations of his illusions and finds ways to hide their weaknesses from the enemy.

An illusion spell, therefore, depends on its believability. Believability is determined by the situation and a saving throw. Under normal circumstances, those observing the illusion are

allowed a Will saving throw if they actively disbelieve the illusion. For player characters, disbelieving is an action in itself and takes a round. For NPCs and monsters, a normal saving throw is made if the DM deems it appropriate. The DM can give bonuses or penalties to this saving throw as he thinks them appropriate. If the caster has cleverly prepared a realistic illusion, this certainly results in bonuses on the illusion's DC. If the victim were to rely more on scent than sight, on the other hand, it could gain bonuses to its saving throw. If the saving throw is passed, the victim sees the illusion for what it is. If the saving throw is failed, the victim believes the illusion. A good indication of when player characters should receive a positive modifier to their saving throws is when they say they don't believe what they see, especially if they can give reasons why.

There are rare instances when the saving throw may automatically succeed or fail. There are times when the illusion created is either so perfect or so utterly fantastic as to be impossible even in a fantasy world. Be warned, these occasions are very rare and you should not expect your characters to benefit from them more than once or twice.

In many encounters, some party members will believe an illusion while others see it for what it really is. In these cases, revealing the truth to those deluded by the spell is not a simple matter of telling them. The magic of the spell has seized their minds. Considered from their point of view, they see a horrible monster (or whatever) while a friend is telling them it isn't real. They know magic can affect people's minds, but whose mind has been affected in this case? At best, having an illusion pointed out grants another saving throw with a +4 bonus.

Illusions do have other limitations. The caster must maintain a show of reality at all times when conducting an illusion. (If a squad of low-level fighters is created, the caster dictates their hits, misses, damage inflicted, apparent wounds, and so forth, and the referee decides whether the bounds of believability have been exceeded.) Maintaining an illusion normally requires concentration on the part of the caster, preventing him from doing other things. Disturb him and the illusion vanishes.

Illusions are spells of trickery and deceit, not damage and destruction. Thus, illusions cannot be used to cause real damage. When a creature is caught in the blast of an illusionary fireball or struck by the claws of an illusionary troll, he thinks he takes damage. The DM should record the illusionary damage (but tell the player his character has taken real damage). If the character takes enough damage to "die," he collapses in a faint. A Fortitude roll should be made for the character. His mind, believing the damage to be real, may cause his body to cease functioning. If the character survives, he regains consciousness after 1d3 turns with his illusionary damage healed. In most cases, the character quickly realizes that it was all an illusion.

When an illusion creates a situation of inescapable death, such as a giant block dropping from the ceiling, all those believing the illusion must roll Fortitude. If they fail, they die; killed by the sheer terror of the situation. If they pass, they are allowed a new saving throw with a +4 bonus. Those who pass recognize the illusion for what it is. Those who fail faint for 1d3 turns.

Illusions do not enable characters to defy normal physical laws. An illusionary bridge cannot support a character who steps on it, even if he believes the bridge is real. An illusionary wall does not actually cause a rock thrown at it to bounce off. However, affected creatures attempt to simulate the reality of what they see as much as possible. A character who falls into an illusionary pit drops to

the ground as if he had fallen. A character may lean against an illusionary wall, not realizing that he isn't actually putting his weight on it. If the same character were suddenly pushed, he would find himself falling through the very wall he thought was solid.

Illusions of creatures do not automatically behave like those creatures, nor do they have those creatures' powers. This depends on the caster's ability and the victim's knowledge of the creatures. Illusionary creatures fight using the caster's combat ability. They take damage and die when their caster dictates it. An illusory Orc could continue to fight, showing no damage, even after it had been struck a hundred or a thousand times. Of course, long before this its attackers will become suspicious. Illusionary creatures can have whatever special abilities the caster can make appear (i.e., a dragon's fiery breath or a troll's regeneration), but they do not necessarily have unseen special abilities. There is no way a caster can create the illusion of a basilisk's gaze that turns people to stone. However, these abilities might be manifested through the fears of the victims. For example, Rath the fighter meets an illusionary basilisk. Rath has fought these beasties before and knows what they can do. His gaze accidentally locks with that of the basilisk. Primed by his own fears, Rath must make a Fortitude roll to remain alive. If Rath had never seen a basilisk and had no idea that the creature's gaze could turn him to stone, there is no way his mind could generate the fear necessary to kill him. Sometimes ignorance is bliss.

Casting Spells

All classes use the same rules for casting spells. To cast a spell, the character must first have the spell available, either memorized in the case of the magician, healer, or craft or granted by the god in the case of the priest. The caster must be able to speak (not under the effects of a *silence* spell or gagged) and have both arms free. If the spell is targeted on a person, place, or thing, the caster must be able to see the target. It is not enough to cast a fireball 150 feet ahead into the darkness; the caster must be able to see the point of explosion and the intervening distance. Likewise, a magic missile (which always hits its target) cannot be fired into a group of bandits with the instruction to strike the leader; the caster must be able to identify and see the leader.

Once the casting has begun, the character must stand still. Casting cannot be accomplished while riding a roughly moving beast or a vehicle, unless concentration checks are made. Thus, a spell cannot easily be cast from the back of a galloping horse, nor can a magician or priest cast a spell on the deck of a ship during a storm unless they can pass the Concentration DC. However, if the caster were below decks, protected from the wind and surging waves, he could cast a spell. While it is not normally possible to cast a spell from a moving chariot, a character who was steadied and supported by others could do so. Your DM will have to make a ruling in these types of extraordinary conditions.

If the spellcaster is struck by a weapon or fails to make a saving throw before the spell is cast, the caster's concentration may be disrupted. A Concentration check equal to 10 plus the spell's level must be made. If failed the spell is lost in a fizzle of useless energy. Spellcasters are well advised not to stand at the front of any battle, at least if they want to be able to cast any spells!

Table M1 -- Spell DC

| Spell Level | DC ¹ |
|--------------------|------------------------|
| 0 | 10 |
| 1 | 11 |
| 2 | 12 |

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| | |
|---|----|
| 3 | 13 |
| 4 | 14 |
| 5 | 15 |
| 6 | 16 |
| 7 | 17 |
| 8 | 18 |
| 9 | 19 |

1: Plus the caster Int, Cha, or Wis bonus



Table M2 -- Concentration DC

| Concentration DC ¹ | Distraction |
|---|--|
| 10 + damage dealt | Damaged during the action. ² |
| 10 + half of continuous damage last dealt | Taking continuous damage during the action. ³ |
| Distracting spell's save DC | Distracted by nondamaging spell. ⁴ |
| 10 | Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, below decks in a storm tossed ship). |
| 15 | Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship). |
| 20 | Extraordinarily violent motion (earthquake). |
| 15 | Entangled. |
| 20 | Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.) |
| 5 | Weather is a high wind carrying blinding rain or sleet. |
| 10 | Weather is wind-driven hail, dust, or debris. |
| Distracting spell's save DC | Weather caused by a spell, such as summon weather. ⁴ |

1: If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.

2: Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 standard action) or the action being taken (for activities requiring no more than a full-round action).

3: Such as from acid arrow.

4: If the spell allows no save, use the save DC it would have if it did allow a save.

Spell Resistance

Some creatures or magic items grant "spell resistance". This is the ability to resist a spell before making a saving throw. They simply throw off the magic.

Any spell that directly targets a creature is subject to resistance. A few spells that create effects that do not target a creature are not subject to resistance. That would be those spells that create a tangible object, such as an *ice storm*, a *wall of iron* and like spell effects. When in doubt it is subject to resistance.

The spell caster must overcome the target's resistance. This is done with a d20 roll of "caster level" + Int/Wis + d20. If you equal or exceed the target's spell resistance, your spell succeeds and they take normal effects.

In the case of area effects and multiple creatures only those creatures that the magician does not overcome the spell resistance of are affected. Each creature is rolled for separately. A *fireball* cast on a group of creatures in which the magician fails to overcome the spell resistance of half will mean that those that did not resist take damage and those that did will not. Magic resistance does not cause the spell to fail, it only protects the creature that has it.

Spell Components

The actions required to cast a spell are divided into three groups: verbal, somatic (gestures), and material. Each spell description (found in *The Spell Book*) lists what combination of these components is needed to cast a spell. Verbal components require the caster to speak clearly (not be silenced in any way); somatic components require free gestures (thus, the caster cannot be bound or held); material components must be tossed, dropped, burned, eaten, broken, or whatever for the spell to work. While there is no specific description of the words and gestures that must be performed, the material components are listed in the spell descriptions when they are required. Some of these are common and easy to obtain. Others represent items of great value or scarcity. Whatever the component is, it is automatically destroyed or lost when the spell is cast, unless the spell description specifically notes otherwise.

If a material spell component is listed, your magician or priest must have these items to cast the spell. Without them, that spell cannot be cast. For simplicity of play, it is best to assume that any spellcaster with any sense has a supply of the common items he is likely to need--wax, feathers, paint, sand, sticks, and fluff, for example. For expensive and rare items, it is perfectly proper for your DM to insist that special efforts be made to obtain these items. After all, you simply cannot assume your character has a valuable pearl handy whenever he needs one.

The three different aspects of spell components also change the conditions under which your character can cast his spells. No

longer does he need to be able to speak, move, and use some item. He only needs to fulfill the required components. Thus a spell with only a verbal component could be used by a naked, bound spellcaster. One requiring only gestures could be cast even within the radius of a *silence* spell. Most spells require a combination of components, but clever spellcasters often create new spells that need only a word or a gesture, enabling them to take their enemies by surprise.

Magical Research

One oft-ignored asset of both magicians and priests is magical research. While the spell lists for both groups offer a wide variety of tools and effects, the clever player character can quickly get an edge by researching his own spells. Where other spellcasters may fall quickly into tired and predictable patterns ("Look, it's a magician! Get ready for the fireball, guys!"), an enterprising character can deliver sudden (and nasty) surprises!

Although your DM has the rules for handling spell research, there are some things you should know about how to proceed. First and foremost, research means that you and your DM will be working together to expand the game. This is not a job he does for you. Without your input, nothing happens. Second, whatever your character researches, it cannot be more powerful than the spells he is already able to cast. If it is, you must wait until your character can cast spells of an equal power. (Thus, as a 1st level magician, you cannot research a spell that is as powerful as a fireball. You must wait until your character can cast a fireball.) Finally, you will have to be patient and willing to have your character spend some money. He won't create the spell immediately, as research takes time. It also takes money, so you can expect your DM to use this opportunity to relieve your character of some of that excess cash. After all, how better for a spellcaster to spend his money?

Knowing these things, you should first write up a description of the spell you want to create. Be sure to include information on components, saving throws, range, duration, and all the other entries you find in the normal spell listings. When you give your DM the written description, tell him what you want the spell to do. (Sometimes what you write isn't really what you mean, and talking to your DM is a good way to prevent confusion.) After this, he will either accept or reject your spell. This is his choice and not all DMs will have the same answer. Don't kick and complain; find out what changes are needed to make the spell acceptable. You can probably resolve the differences.

Once all these things are done, your character can research the spell. Be ready for this to take some time. Eventually he will succeed, although the spell may not do quite what he expected. Your DM may revise the spell, perhaps reducing the area of effect or damage inflicted. Finally, all you have to do is name your spell. This should be something suitably pompous, such as "Delsenora's Malevolent Steamroller." After all, you want something to impress the locals.

Spell Descriptions

The spells are organized according to their group (magician, priest, craft, healer, illusionist) and level, listed in *The Spell Book*. Within each level, the spells are arranged alphabetically. At the start of each spell description is the following important game information:

Name: Each spell is identified by name. In parentheses after the name is the school to which that spell belongs. When more

than one is listed, that spell is common to all schools given.

Some spells are reversible. Casters that must memorize spells must memorize both versions to use them. When the spell is learned, both forms are recorded in the casters' spell books. However, the caster must decide which version of the spell he desires to cast when memorizing the spell, unless the spell description specifically states otherwise. For example, a magician who has memorized *stone to flesh* and desires to cast *flesh to stone* must wait until the latter form of the spell can be memorized (i.e., rest eight hours and study). If he could memorize two 6th level spells, he could memorize each version.

Priests who have reversible spells can call on either version as long as they have the strength (spell levels) to cast it. If the priest's religion does not allow a given spell to be reversed that version will not be listed on the priest's spell sheet.

School: In parentheses after the spell name is the name of the school of magic to which the spell belongs. The school notation is used only for reference purposes, to indicate which school the spell is considered to belong to, in case the DM needs to know for spell resistance.

Range: This lists the distance from the caster at which the spell effect occurs or begins. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him. "Touch" means the caster can use the spell on others if he can physically touch them. Unless otherwise specified, all other spells are centered on a point visible to the caster and within the range of the spell. The point can be a creature or object if desired. A spell that affects a limited number of creatures within an area affects those closest to the center of the area first, unless there are other parameters operating (such as level or Hit Dice). Spells can be cast through narrow openings only if both the caster's vision and the spell energy can be directed simultaneously through the opening. A magician standing behind an arrow slit can cast through it; sending a fireball through a small peephole he is peering through is another matter.

Components: This lists the category of components needed, V for verbal, S for somatic, and M for material. When material components are required, these are listed in the spell description. Spell components are expended as the spell is cast, unless otherwise noted. Priest holy symbols are not lost when a spell is cast. For cases in which material components are expended at the end of the spell (*free action*, *shapechange*, etc.), premature destruction of the components ends the spell.

Duration: This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a *dispel magic*. Some spells have a variable duration. In most cases, the caster cannot choose the duration of spells. Spells with set durations (for example, 3 rounds/level) must be kept track of by the player. Spells of variable duration (for example, 3 + 1d4 rounds) are secretly rolled and recorded by the DM. Your DM may warn you when spell durations are approaching expiration, but there is usually no sign that a spell is going to expire; check with your DM to determine exactly how he handles this issue.

Certain spells can be ended at will by the caster. In order to dismiss these spells, the original caster must be within range of the spell's center of effect--within the same range at which the spell can be cast. The caster also must be able to speak words of dismissal. Note that only the original caster can dismiss his spells

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in this way.

Casting Time: A spell's casting time indicates how long it takes to cast. Most spells take a standard action, that is half a round. The caster can move as well as cast a spell. Some spells require a full round and a few take longer still. These are usually referred to as ritual spells and are not castable in a combat situation. They generally wouldn't be helpful in any case. A few spells are listed as a free action and can be cast at any point in a round even if it is not the caster's turn. However, no caster can cast more than one spell a round.

In the case of a full round spell, the caster spends the entire round casting; they cannot move except for a five-foot step.

For standard actions, the caster can take a move action as well as cast.

For free action spells, they can take a full move action and cast.

Area of Effect: This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell. Spells with an area or volume that can be shaped by the caster will have a minimum dimension of 10 feet in any direction, unless the spell description specifically states otherwise. Thus, a cloud that has a 10-foot cube per caster level might, when cast by a 12th-level caster, have dimensions of 10'x10'x120', 20'x20'x30', or any similar combination that totals twelve 10-foot cubes. Combinations such as 5'x10'x240' are not possible unless specifically allowed.

Some spells (such as *bless*) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast. For example, a chaotic good character allied with a lawful neutral cleric would receive the benefits of the latter's *bless* spell.

Saving Throw: This lists whether the spell allows the target a saving throw and the effect of a successful save: "Neg." results in

the spell having no effect; "1/2" means the character suffers half the normal amount of damage; "none" means no saving throw is allowed.

Spell DCs are usually 11 + spell level + ability bonus of the caster. Int for Magicians, Healers, and Craft, Wis for Clerics. Saving throws will be against the Will of the target, mind-affecting spells and the like, the Fortitude of the target, for things you just have to bodily resist, or the Reflex of the target, you get to dodge out of the way.

Solid physical barriers provide saving throw bonuses and damage reduction. Cover and concealment may affect saving throws and damage.

A creature that successfully saves against a spell with no apparent physical effect (such as a *charm*, *hold*, or *magic jar*) may feel a definite force or tingle that is characteristic of a magical attack. The exact hostile spell effect or creature ability used cannot be deduced from this tingle.

A being's carried equipment and possessions are assumed to make their saving throws against special attacks if the creature makes its saving throw, unless the spell specifically states otherwise. If the creature fails its saving throw, or if the attack form is particularly potent, the possessions may require saving throws using either item saving throws or the being's saving throw. The DM will inform you when this happens.

Any character can voluntarily forgo a saving throw. This allows a spell or similar attack that normally grants a saving throw to have full effect on the character. Likewise, any creature can voluntarily lower its magic resistance, allowing a spell to automatically function when cast on it. Forgoing a saving throw or magic resistance roll need not always be voluntary. If a creature or character can be tricked into lowering its resistance, the spell will have full effect, even if it is not the spell the victim believed he was going to receive. The victim must consciously choose to lower his resistance; it is not sufficient that he is caught off guard. For example, a character would receive a saving throw if a magician in the party suddenly attacked him with a fireball, even if the magician had been friendly to that point. However, the same character would not receive a saving throw if the magician convinced him that he was about to receive a *levitation* spell but cast a fireball instead. Your DM will decide when NPCs have lowered their resistances. You must tell your DM when your character is voluntarily lowering his resistance.

Spell Description: The text provides a complete description of how the spell functions and its game effects. It covers most typical uses of the spell if there are more than one. It cannot deal with every possible application the players might find. In these cases, the spell information in the text should provide guidance on how to adjudicate the situation.

Spells with multiple functions enable the caster to select which function he wants to use at the time of casting. Usually a single function of a multiple-function spell is weaker than a single-function spell of the same level.

Spell effects that give bonuses or penalties to abilities, attack rolls, damage rolls, saving throws, etc., are not usually cumulative with each other or with other magic: the strongest single effect applies. For example, a fighter drinks a *potion of giant strength* and then receives the 2nd-level magician spell *strength*. Only the strongest magic (the potion) is effective. When the potion's duration ends, however, the *strength* spell is still in effect, until its duration also expires.



Making Magic Items

Another thing that the magic using classes can do is make magic items. Most adventuring magicians do not because the process is time consuming. Magic items are expensive because the process to make them is so time consuming.

If one examines the creation of great items from myth and legend one finds that in all cases the effort was heroic in nature, or outright gifts from the gods themselves.

The following method is used with variations by any class capable of enchanting.

To enchant an item it must meet several criteria:

First it must be made from virgin materials, unless the magic to be evoked requires something different, a matter of research.

Second the item must be worth, in labor and materials, one tenth the final value of the magic item, at the least. Even plain looking objects will be of the best make and materials.

Other than the object itself it will cost one half the final value of the item in magical materials that will be expended on the enchantment.

Time is money. The greatest expenditure for the enchanter is time. Items must be personally crafted, they must have magical substances poured over and into them., they must have long hours of chanting and burning incenses. It will cost on average one day per 100 gold pieces spent on making an item to enchant it. Not the final market value, but the money put into the item.

So a +1 sword must be of 200 gp value to start with, made of virgin materials, of flawless and fine manufacture. An additional 1000 gp of material will be expended in the enchantment of the item and it will take ten days to finish.

During the enchantment of an item the magician will be totally occupied. Outside of brief breaks for meals and the necessities of life they will have no time for anything but the necessary sleep to recharge their "magical batteries". Enchanters have no social life, no love life, and frankly, no life. The stereotype of the lonely wizard in the silent tower who never comes out is pretty close to the truth if that wizard is indeed making magic.

Last the spells used for enchantments are not the typical ones found in the spell books. Often the magician that wishes to be an enchanter must research the spells that make the items. Many items do duplicate spells, and those are the easiest to make, but others require magics not found in the common books.

Potions

The above is the method for enchanting things that last, such as swords and rings. Potions and charged items are simpler to make due to the limits that chargers provide.

To make a potion requires two thirds the cost of the potion in materials, and one day per 100 gp of the material cost. So a **potion of healing** 300 gp market price would cost 200 gp and two days to make.

All prices listed are the costs to make the potion, they can be sold for a third more.

Table M3 -- Potion Creation

Animal Control

The potion generally only controls one class of animal. The enchanter decides which class before creating to potion. Potions to control multiple kind of animals cost more to make.

| | |
|-------------------|--------|
| mammal/marsupial | 165 gp |
| avian | 165 gp |
| reptile/amphibian | 165 gp |
| fish | 165 gp |

| | |
|------------------------|--------|
| mammal/marsupial/avian | 330 gp |
| reptile/amphibian/fish | 330 gp |
| all of the above | 660 gp |

| | |
|-----------------------|--------|
| Clairaudience | 165 gp |
| Clairvoyance | 165 gp |
| Climbing | 200 gp |
| Diminution | 200 gp |
| Dragon Control | |

The potion generally only controls one color of dragon. The enchanter decides which color it will affect. Attempting potions that control a broader spectrum costs more.

| | |
|---------------------------|---------|
| One color | 660 gp |
| All color or all metallic | 2600 gp |
| All dragons. | 5000 gp |

Energy Resistance 10

The potion is effective against one one kind of energy. The enchanter chooses the energy affected.

| | |
|-------------------------|---------|
| Elixir of Health | 230 gp |
| Elixir of Youth | 3300 gp |
| ESP | 330 gp |
| Extra-healing | 260 gp |
| Fire Breath | 260 gp |
| Flying | 330 gp |
| Gaseous Form | 200 gp |
| Giant Control | 400 gp |

The potion is effective against one one kind of giant. The enchanter chooses the Giant affected.

Giant Strength

The cost of the potion depends on how much strength the potion provides. The cost increases by the base cost for each additional +2

| | |
|-----|---------|
| +2 | 360 gp |
| +4 | 720 gp |
| +6 | 1080 gp |
| +8 | 1440 gp |
| +10 | 1800 gp |
| +12 | 2160 gp |

| | |
|----------------|--------|
| Growth | 165 gp |
| Healing | 130 gp |
| Heroism | 200 gp |

Humanoid Control

The potion is effective against one one kind of humanoid. The enchanter chooses the class of humanoid affected.

| | |
|------------------------------|---------|
| Dwarves | 330 gp |
| Elves/Half-Elves | 330 gp |
| Gnomes | 330 gp |
| Hobbits | 330 gp |
| Orcs | 330 gp |
| Humans/Half-humans (exotics) | 330 gp |
| Goblins/Hobgoblins | 330 gp |
| Any Above | 1650 gp |

| | |
|---|---------|
| Invisibility | 165 gp |
| Invulnerability | 230 gp |
| Levitation | 165 gp |
| Longevity | 3300 gp |
| Oil of Acid Resistance | 330 gp |
| Oil of Disenchantment | 495 gp |
| Oil of Elemental Invulnerability | 330 gp |

The Potion is effective against one kind of elemental. The type must be chosen at the time of enchanting.

| | |
|-----------------------------|--------|
| Oil of Ethereality | 400 gp |
| Oil of Fiery Burning | 330 gp |
| Oil of Impact | 490 gp |
| Oil of Slipperiness | 260 gp |

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| | |
|---------------------------|---------|
| Oil of Timelessness | 330 gp |
| Philter of Glibness | 330 gp |
| Philter of Love | 130 gp |
| Philter of Persuasiveness | 260 gp |
| Plant Control | 165 gp |
| Polymorph Self | 130 gp |
| Rainbow Hues | 130 gp |
| Speed | 130 gp |
| Super-heroism | 2970 gp |
| Sweet Water | 130 gp |
| Treasure Finding | 400 gp |
| Undead Control | 460 gp |

The potion general only controls one class of undead. The enchanter decides which class before creating to potion. Potions to control multiple kind of undead cost more to make. Increasing the DC of the potion likewise increases the cost.

Mindless Undead (Skeletons, Zombies)
Lessor Corporeal (Ghouls Juju Zombies)
Major Corporeal (Ghosts Whights)
Greater Corporeal (Mummies, Death Knights)
Lessor Dis-Corporeal (Shadows, Shades)
Major Dis-Corporeal (Wraiths, Specters)
Greater Dis-Corporeal (Ghosts)
Vampires
Liches

| | |
|-----------------|--------|
| Vitality | 200 gp |
| Water Breathing | 260 gp |

Simples

Simples are like potions. They are small items of relatively little value that have at most three charges. A small silver charm for example that will cast *protection from evil* three times. Simples will always work solely for the wearer so are limited to protection, healing, and buffing spells.

Simples do not follow the rule that the item must be worth a tenth of the value. However the greater the value the more charges a simple can hold, up to three. Items up to a twentieth of the value can hold one charge. Those under a tenth can hold two, and an item that is a tenth the value of the finished item can hold three.

Simples like potions require little preparation, often the spell is simply imbued within the item without the *enchant item* spell. Any *dispel magic* spell will destroy such items. Spells over third level cannot be placed into simples.

While the market value of well made simples is equal to potions, they are often made on the cheap, easily destroyed, and sold for little money. They are the one item of magic that can be commonly found on the common man. Simples of the one change kind can sell for as little as ten silver (for first level spells) or even a service for the witch that made it.

To get an item that cheap the witch must make it for the person that is buying it, so it isn't even something you can sell. They will require a drop of blood or some such item to personalize them.

Wands

Wands are effectively complex simples. An item that is powered by charges. The simplest wands are inexpensive to make but take time due to the charging method. Any wand that contains a single spell such as a **wand of magic missiles** or a **wand of cure light wounds**. requires little more than an *enchant an item* spell and as many castings of the given spell as the wand holds.

The wand itself need only be of a quality to match a tenth the cost of one charge. Once it is prepared for enchantment the

enchanter must cast, or have cast as many examples of the single spell as they wish charges in the wand. Not that costly, but time consuming.

Wands that have more than a single function or are rechargeable must be made to a quality of standard magic items.

Rods

Rods are usually complex multi function items with charges. Rods can seldom be recharged so are cheaper to make than Staves. Rods will follow the rules for the cost of the item and the time to make it.

Staves

The Staves can be some of the most complex multi function magic items that can be had. If a magician makes one, they make one and those that are found have been handed down from generation to generation. Simpler staves such as the **staff of healing** will be more common. Indeed the symbol of office carried by many a religious leader is such a staff.

Rings

Rings can be one of the most powerful items to make, in spite of the fact that the arguably most powerful ring is a very powerful simple, the ring of three wishes.

Rings follow the standard rules and often require complex and time consuming research. The enchanter must of course know the necessary spells.

Miscellaneous Items

This category is difficult to typify because it encompass so many possibilities. It is any item that is not one of the other categories. Everything from simples like the Quaal's Feather Token to the large and complex Apparatus of Kwalish, and ancient tomes of great power.

In general these items follow the same rules for creation. The base material must be worth a tenth the end cost and half the price in materials must be spent. Creation time is 1 day per 100 gp in cost.

Nearly any item can be made except the ancient books of power. It is believed than these books were penned by gods. Indeed some contend that the books do not cease to function when used, but are cast again on the winds of fate to be found by other mortals. The number is fixed and never changing.

Weapons and Armor

One of the most desired of magic items are those that both defend and harm. Weapons and armor are items of lasting magic and value and follow the usual rules for making items. They also benefit from a fixed repertory of properties and functions that are well understood and usable by most enchanters..

In general, no weapon or armor can be made with greater than a +10 enhancement bonus. This includes the to hit/to damage bonus and the properties placed on the weapon in addition to that.

Weapons and armor in legend are works of great effort. They take time and heroic effort to make or are gifts from the gods themselves. They follow the standard rules for creating magic. Yes that means a suit of +1 plate armor takes 10 days to make. A +5 suit 160 days. The stuff is expensive for a reason. High end

armor is costly in time as well as money. Powerful swords are an heroic effort.

Special Materials

Adamantine: Adamantine is the hardest metal known to exist. It triples the cost of any suit of armor or weapon. The metal has a deep purple-green iridescences.

Armor made of this metal gains a DR of 5/Adamantine. It takes Adamantine to hurt Adamantine.

Weapons made of Adamantine will overcome such damage resistance and overcome hardness as well.

Cold Iron: This iron, mined deep underground, is known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Armor made of cold iron cost twice as much to make as its normal counterparts. Also, any magical enhancements cost an additional +1 enchantment with no benefit.

Cold Iron armor is always -1 on any armor value, but it will give a +6 save bonus against any spells or spell like abilities used on the wearer. The abilities of fey creatures do not work at all.

Crystal: Armor is not usually made of crystal, but weapons are. The famous Phoenix Blade is the best known of these. Crystal doubles the cost of any magical weapon and requires an additional +1 enchantment bonus to hold it together.

Crystal increases the critical threat range by 1, and is well suited to channeling energy. The type of energy depending on the crystal used.

Demon Heart: This strange orange metal is well suited to enchantment. Demon Heart triples the cost of a weapon, but allows up to a +12 enhancement bonus and +6 on the to hit/damage bonus, without getting into artifact grade enchantments. Demon heart overcomes hardness, but has no special ability to overcome DR.

The most difficult part of using demon heart is finding some. No living being knows where this strange metal comes from. It is so called because it is as rare as a demon's heart.

Dragon Leather: Dragon leather armor is just that, armor made from the tanned hide of a dragon. Such armor has a number of bonuses for the wearer.

Dragon hide armor is supple and easy to move in, It is unencumbering, and clings to the body like a snakeskin suit. Dragon hide armor affords the wearer protection from the breath weapon of the dragon it is made from, and like affects. I.E. White dragon armor will protect from a *cone of cold*, or *ice storm* spell as well as the breath of white dragons. This effect is only gained with full coverage. A vest of dragon hide will give only 40% coverage, or reduce the damage by 40% from such an attack. The AC bonus and typical cost of dragon leather armor is listed below. All figures are for average man sized suits.

| Dragon Color | AC | Gp Value | Protection |
|--------------|----|----------|-----------------------------|
| Black | 17 | 10,000 | Acid |
| Blue | 18 | 20,000 | Lightning/electrical attack |
| Brass | 18 | 10,000 | Fire/sleep gas or spell |
| Bronze | 20 | 30,000 | lightning/repulsion |
| Copper | 19 | 20,000 | acid/slow, gas or spell |
| Gold | 22 | 50,000 | Fire/Acid |
| Green | 18 | 15,000 | Acid |

| | | | |
|--------|----|--------|--------------------------------|
| Red | 21 | 25,000 | Fire |
| Silver | 21 | 40,000 | Cold/Paralyzation gas or spell |
| White | 17 | 5,000 | Cold |

The hide of a dragon cannot be simply skinned off and used as armor, it has to be tanned by a master tanner, and made into armor by someone skilled at the art. With any raw skin there is a chance it will be ruined in the process of making armor. The chance is 10% +5% per age class of the dragon +5% for every base AC under 1. So the chance for ruining the skin of an adult red dragon would be. 10%+30%+10%=50%. Add 20% if a journeyman tanner attempts the effort, and 40% if an apprentice should be so bold. Special materials acquired and used will double the cost of the tanning, but lower the chance of ruining the hide by half.

The making of the suit is again, a difficult matter. The tanned dragon hide is well, tough, and common needles, scissors and thread will not make a suit of the finished hide. Specially magicked tools must be used, and the making of each suit will wear the tools and materials out, so with each suit they must be replaced. Only a master tailor need even try making a dragon hide suit. Anyone less will surely ruin the hide in the trying.

Once finished a magician must cast *enchant an item* on the suit followed by a *mend* spell. This will bind the sewn edges of the suit into a single unit, and render the garment seamless. This is necessary if the protection and AC of the dragon are to be maintained. Without this step, it is simply a dragon hide suit, and unfit as armor. This last step can be done at any time after the suit is finished, and before it is worn.

A single dragon will yield enough usable hide for one suit of armor per 3 ages classes of the dragon. This is assuming the dragon is taken in the normal fashion of blasting and chopping. In the rare event that a dragon hide is taken without damage, it will yield a man sized suit per age class.

The cost listed is for the purchase of a finished suit of dragon armor. The cost for making the suit, including sewing and tanning with the special materials would be 80% of that figure.

Nethermetal: The metal that is the roots of the afterlife planes. It is a colorless nearly clear substance that easily takes on the properties and appearances desired.

Nethermetal is known for its ease of enchantment and willingness to focus magic. Only a smith with access to the "fires of Hell" can even work this metal. Nethermetal will triple the material cost of the armor or weapons, but halve the costs of enchantment. Nethermetal armor also gives the wearer a +1 against any save vs a spell or spell like effect in addition to properties added to the armor. "Spell Resistance" is also one degree better than paid for. It will produce armor of half the normal weight. And will allow a maximum Dex of two points higher than the armor would normally allow.

Nethermetal weapons are ideal for channeling any energy. Elemental weapons made of nethermetal will gain one better die type on their elemental damage. Likewise it will improve the damage from the Holy/Hnholy subtype by an additional die.

Mithrial: the legendary *true silver*. Mithrial doubles the cost of the physical item Mithrial adds a +1 to the value of any armor or weapon that is made with it. It counts as silver for any resistances or weaknesses. It will produce armor of half the normal weight. And will allow a maximum Dex of two points higher than the armor would normally allow.

Magical

Weapons will have the additional +1 as indicated.

Armor

The basic armor types are listed below and the cost for various enhancement bonuses. Unless there is an exceptional reason no armor will have a greater than +5 AC enhancement. Greater enhancements reflect properties placed on the armor in addition to the AC protection.

Table M4 -- Armor Type & Base Cost

| Armor | Base GP value |
|-----------------|---------------|
| Brigandine | 750 |
| Chain mail | 500 |
| Leather | 200 |
| Plate | 1,000 |
| Ring mail | 350 |
| Scale mail | 500 |
| Shield | 50 |
| Studded leather | 250 |

Table M5 -- Enhancement Bonus Cost

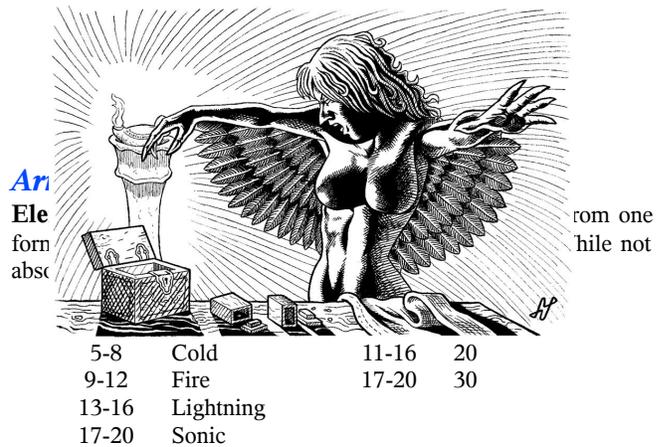
| Bonus | GP Value |
|-------|----------|
| +1 | x1 |
| +2 | x2 |
| +3 | x4 |
| +4 | x8 |
| +5 | x16 |
| +6 | x32 |
| +7 | x64 |
| +8 | x128 |
| +9 | x256 |
| +10 | x512 |

Table M6 -- Unusual Armor Material

| Material | Base cost Multiplier |
|-------------|----------------------|
| Adamantine | x1 |
| Cold Iron | x1 |
| Nethermetal | x2 |
| Mithrial | x1 |

Table M7 -- Armor Properties

| Property | Plus |
|---------------------------------------|------|
| Glamored | +1 |
| Elemental Resistance | |
| Acid, Cold, Fire, Lightning, or Sonic | |
| 10 | +1 |
| 20 | +2 |
| 30 | +3 |
| Fortification | |
| Light 25% | +1 |
| Moderate 50% | +2 |
| Greater 75% | +3 |
| Heavy 100% | +4 |
| Ghost touch | +2 |
| Invulnerability | +2 |
| Spell resistance | |
| 13 | +1 |
| 15 | +2 |
| 17 | +3 |
| 19 | +4 |



Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally

| d20 | Effect |
|-------|--------------|
| 1-10 | Light 25% |
| 11-16 | Moderate 50% |
| 17-19 | Greater 75% |
| 20 | Heavy 100% |

Ghost touch: Armor with this property is always a barrier to incorporeal creatures. Both the armor and the enhancement count as full armor class when attacked by incorporeal creatures.

Glamored This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results). However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the



appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a *true seeing* spell will reveal the true nature of the armor when disguised.

Invulnerability: This suit of armor grants the wearer damage reduction of 5/magic. This does not stack with other armor DR effects..

Spell resistance: This armor grants the wearer resistance to spells and spell-like effects. There are four grades indicated below.

| D20 | SR |
|-------|----|
| 1-10 | 13 |
| 11-16 | 15 |
| 17-19 | 17 |
| 20 | 19 |



Weapons

Occasionally a character will find themselves rich enough to commission the making of a magical weapon. Often this will mean a weapon with abilities the character desires. The purpose of the following tables is to aid in determining the cost of building the weapon desired.

Table M8 -- Base Cost per + in Gold Pieces

| plus | Light Weapons | Medium Weapons | Heavy weapons |
|------|---------------|----------------|---------------|
| +1 | 250 | 1,000 | 1,500 |
| +2 | 500 | 2,000 | 3,000 |
| +3 | 1,000 | 4,000 | 6,000 |
| +4 | 2,000 | 8,000 | 12,000 |
| +5 | 4,000 | 16,000 | 24,000 |
| +6 | 8,000 | 32,000 | 48,000 |
| +7 | 16,000 | 64,000 | 96,000 |
| +8 | 32,000 | 128,000 | 192,000 |
| +9 | 64,000 | 256,000 | 384,000 |
| +10 | 128,000 | 512,000 | 768,000 |

The Multiplier table is to determine the final cost of the weapon. Add all the appropriate multipliers, plus one (for the base cost) multiply the resulting number by the base plus cost of the weapon, and you will have the cost to make the weapon. Example: A +2 ghosttouch sword would have a total enchantment of +3 and cost 4,000 gp, market value 8,000 gp. If you added sharpness to the sword it would be a +5 and cost 16,000. Market value 32,000 gp.

Table M9 -- Weapons Properties

| Property | Plus |
|-------------------|------|
| Bane | +1 |
| Dancing | +3 |
| Disruption | +2 |
| Elemental | |
| Acid (Searing) | +1 |
| Cold (Frost) | +1 |
| Fire (Flaming) | +1 |
| Lightning (Shock) | +1 |

| | |
|----------------------------|----|
| Ghosttouch | +1 |
| Holy | +2 |
| Impact (blunt only) | +2 |
| Merciful | +1 |
| Returning (ranged only) | +1 |
| Sharpness (edged only) | +2 |
| Speed | +3 |
| Wounding | +2 |
| Unholy | +2 |
| Vorpal (edged only) | +4 |
| Intelligent Weapon bonuses | |
| Intelligence | +1 |
| Minor Power | +1 |
| Greater Power | +2 |

With the limit of +10 one can see that intelligent weapons will not be the most powerful for pure attack. Too many enhancement bonuses are tied up in the various powers.

Table M10 -- Unusual Weapon Material

| d20 | Material | |
|-------|-------------------|----|
| 01-05 | Adamantine | x3 |
| 06-10 | Crystal | x2 |
| 11-20 | Cold Iron | x2 |
| 21-25 | Demonheart | x3 |
| 26-35 | Nethermetal | x3 |
| 36-00 | Silver (Mithrial) | x2 |

Weapon Properties

Bows, crossbows, and slings so crafted with properties bestow them upon their ammunition. Unless otherwise stated the properties can be placed on any weapon.

Dancing: Dancing consists of loosing the weapon on any round after the first. The apou then fights on its own at the same level of experience as its wielder. After three rounds of dancing, the weapon returns to its wielder, who must hold it (and use it) for three rounds before it can dance again.

When dancing, the sword will leave its owner's hand and may go up to 30 feet distant. At the end of its third round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the weapon cannot be physically hit, although certain magical attacks such as a *fireball*, *lightning bolt*, or *transmute metal to wood* spell could affect it.

Finally, remember that the dancing weapon fights alone exactly the same; if a 7th-level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for three melee rounds, the possessor may act in any manner desired-resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat, etc.-as long as he remains within 30 feet of the weapon. If he moves more than 30 feet from the weapon, it falls lifeless to the ground.

Disruption: This is a normal looking magical weapon, but it has a good aura, and any evil creature touching it will receive 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a weapon of disruption strikes any undead creature or evil creature from one of the lower planes, it may utterly destroy the creature.

Skeletons and zombies, if hit, are instantly blasted out of

Magic

existence. Other undead creatures must make a Fortitude save DC 14 + the weapon bonus or be blasted out of existence. Evil outsiders that fail a Will save DC 14 + the weapon bonus are shoved back onto their own plane of existence taking 6d6 damage in the process.

Even if these saving throws are effective, the weapon of disruption scores full double damage upon opponents of this sort.

The weapon of disruption is considered “good” for overcoming DR.

Elemental Weapons: Elemental weapons add damage from the element that they are enchanted with. Descriptions of the four types follows.

Acid Weapon: A searing weapon drips with acid on the command of the wielder. The acid does an additional 1d6 points damage to all creature subject to acid damage. Acid is associated with Earth and the *searing weapon* will do double damage to any air based or air using creature. Air elementals, Avaiards, Djinn, and other such creatures. The Acid will also prevent trolls and like regenerating creatures from regenerating.

Cold Weapon: Frost brand weapon does an additional 1d6 of cold damage with activated. It will do double damage to any fire using creature.. Conversely the cold damage will not harm cold using creatures. Cold is associated with the element of water. Fire-using creatures are those whose attack mode involves fire (Phoenixes Red Dragons, Fire Elementals, etc..) The frost brand will have a halo of hoar frost about it when activated. This sheds a faint light equal to moonlight. The wielder of the frost brand cannot be harmed by their own weapon, but it offers no other protection from cold.

Flaming Weapon: A flame tongue weapon Does an additional 1d6 of fire damage when activated. It will do double damage to any cold using creature.. Conversely the fire damage will not harm fire using creatures. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.).

The flame tongue also sheds light when activated, the flame tongue's fire illuminates the area as brightly as a torch. The flame from this weapon easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. The wielder of the flame tongue cannot be burned by their own weapon, but it offers no other protection from fire.

Lightning Weapon: A shocking weapon does an additional 1d6 of lightning damage when activated. It will do double damage to Earth creatures. Conversely the lightning will not harm any air related creature. Earth creatures are things like earth elementals and Xorn.

When active the weapons dances with sparks and lightning in the fashion of a plasma ball. It sheds light equal to a torch. If touched to highly combustible items such a gunpowder the shocking weapon will set them off. The weider of the shocking weapon is protected from the weapon itself. It conveys no other protection from lightning.

Ghosttouch: A weapon with this property is always a danger to incorporeal creatures. There is no chance of mischance when using a ghosttouch weapon.

Holy: A Holy weapon is infused with the power of good. It will

do an additional 2d6 of good damage to any creature that is not likewise good. A small list indeed. It will do double full damage to evil creatures if they are encountered. Evil creatures will take a negative level for handling a “holy” weapon.

Impact: Weapons of impact increase their critical threat range by +1 and increases its critical damage multiplier by +1. So a heavy mace with a critical threat of 20 and x2 damage would become a critical threat of 19-20 and x3 damage. The weapon also does an additional 1d4 points of damage on any attack.

Impact can only be placed on crushing weapons. The critical threat is useless against creatures that cannot be criticaled, and the extra damage does nothing to creatures that are resistant to blunt attacks.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. When suppressed the weapon deals normal lethal damage.

Returning: Returning only works for ranged weapons, either thrown or bows of any kind. A returning weapon returns at the end of the round it is thrown. And can be use on the next round as well. In the case of bows (any kind) with the returning property it works on the ammunition. Arrows that miss the target are returned to be used again. Arrows and bolts that hit are not returned.

Sharpness: Sharpness increases a weapons critical threat range by +1 and increases its critical damage multiplier by +1. So a longsword with a critical threat of 19-20 and x2 damage would become a critical threat of 18-20 and x3 damage. The weapon also does an additional 1d4 points of damage on any attack.

Sharpness can only be placed on edged melee weapons. The critical threat is useless against creatures that cannot be criticaled, and the extra damage does nothing to creatures that are resistant to cutting attacks.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a haste spell.)

Wounding: A wounding weapon does an additional 1d4 of bleeding damage. This damage continues for 3 rounds per wound made. On a critical hit the wounding weapon does not do extra hit point damage but does 1d4 Con damage to the target.

A wounding weapon is considered evil, and has that property for overcoming any DR.

Unholy: An Unholy weapon is infused with the power of evil. It will do an additional 2d6 of evil damage to any creature that is not likewise evil. A small list indeed. It will do double full damage to good creatures if they are encountered. Good creatures will take a negative level for handling an “unholy” weapon.

Vorpal: On a successful critical hit a vorpal weapon will sever the head of any target it is used on. Obviously the power does not work on things with no head or those that don't really need a head. It must also be placed on a slashing weapon that can cut off a head.

No vorpal maces. Last the creature must not be more than two size categories larger than the weapon size. A medium vorpal weapon will decapitate a huge creature, but not a gargantuan creature. Creatures too big to cut right behead take an extra +1 to the critical multiplier and 1d4 Con damage.



