# Sovereign Stone

## Codex Mysterium



GREG PORTER

d20 system

# SOVEREIGN STONE

## CODEX MYSTERIUM



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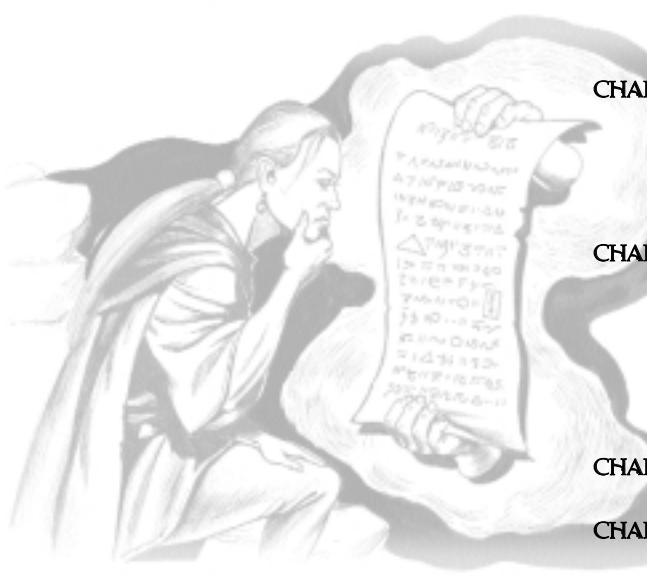

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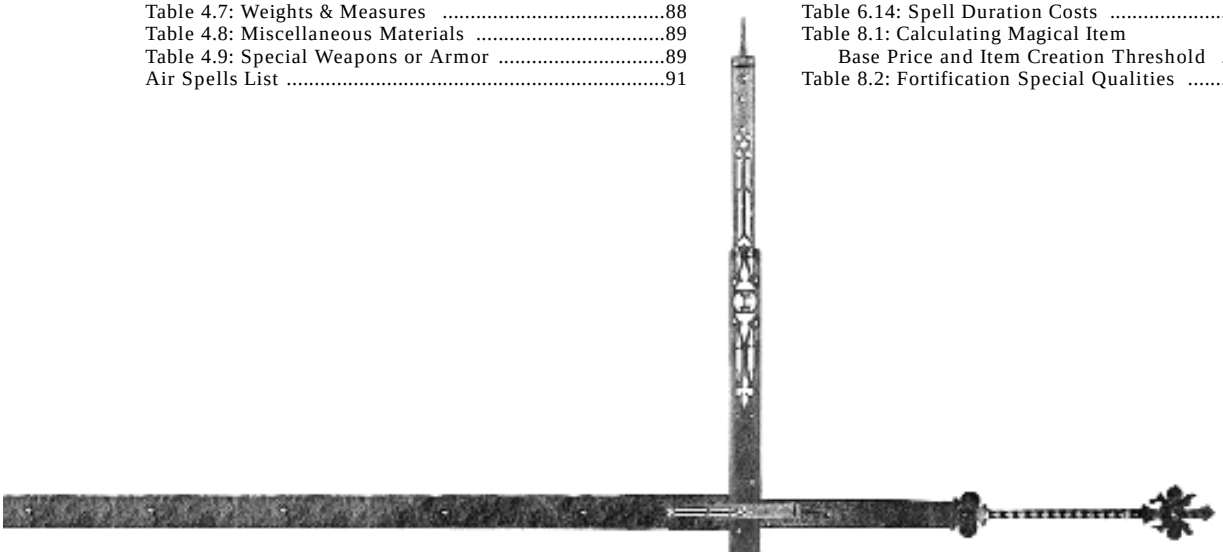


# INTRODUCTION





## From Revered High Magus Lebintho's Address to New Acolytes

Who should be able to use magic? It is a question that has plagued us from time immemorial. Since anyone, anywhere, has the ability to cultivate their magic skills, regardless of race or social station, how can we dictate who can and who cannot wield magic?

The answer is simple. Only those who have received proper training through the Temple of the Magi or a Church-sanctioned tutor have earned the privilege to use magic. Those who practice on their own have not. Their understanding of the forces at work is limited, and thus they are a danger to themselves and to all those around them.

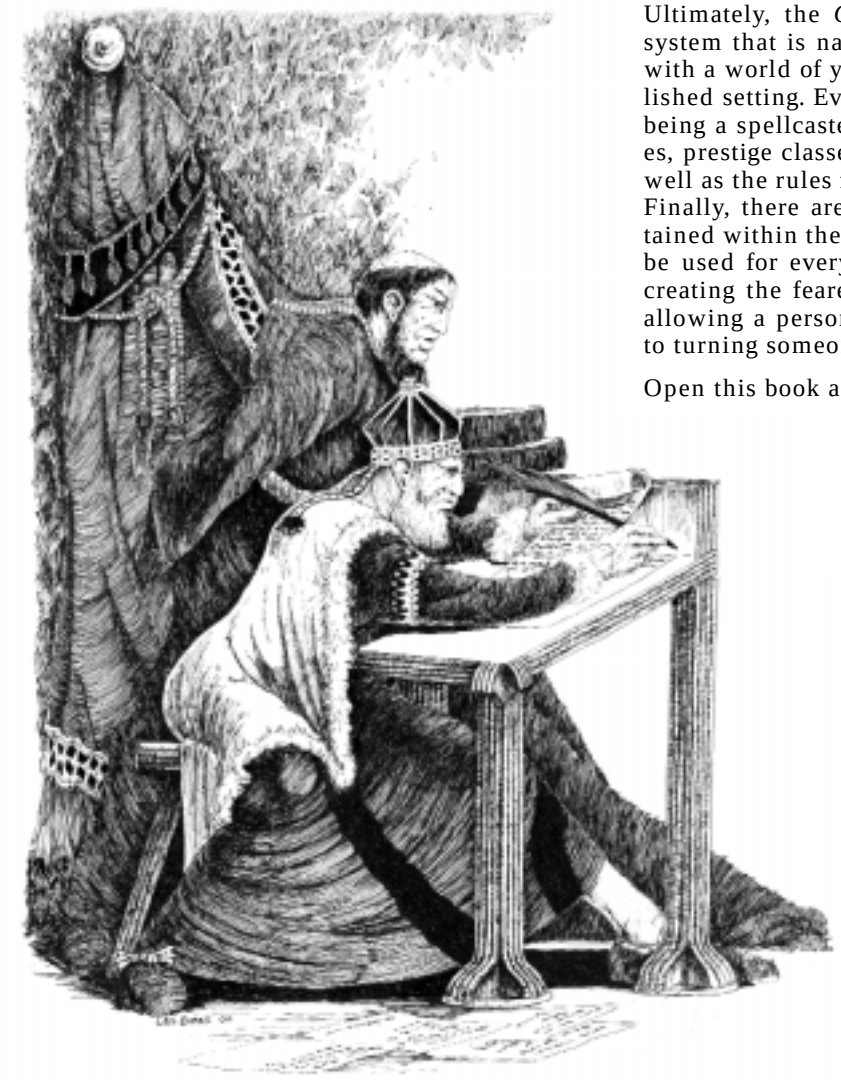
Those like yourselves, who have come to the Temple to study the art as it has been perfected after centuries of magical experience, will learn how and why magic works. Here, you will begin your lives anew, secure in the knowledge that you will leave here in control of a force that so many claim to understand, but so few really do.

Welcome, acolytes, to the Temple of the Magi!

## INTRODUCTION

Magic is the soul of any fantasy role-playing game. Magic is a powerful tool in the hands of both players and referees. Because magic is so powerful, its use can often be abused. Players endowed with too much magical power have no need to think through problems. A pinch of bat guano and the problem is solved. Warriors with powerful magical weapons can slay dragons with one hand while holding a mug of ale in the other.

Magical spells in the *Sovereign Stone* world are designed to challenge the spellcaster, to encourage him to think before he casts. Spellcasting is a dangerous and physically draining experience, potentially weakening the mage (perhaps even killing him) each time he casts a spell. Magical items are rare and difficult to come by in the world of Loerem. Thus, when characters do find a magical object, they tend to value the item and use it carefully and treat it with respect.



Magic in Loerem encourages the players and the referee to be creative. The *Codex Mysterium* provides the means for players and referees to create their own spells, rather than having to constantly rely on spells published between its covers and the covers of other books.

The *Codex Mysterium* penetrates the secret halls of famous institutions of magic such as the Temple of the Magi, the Dunkargan mage-guilds, and the mysterious elven Wyred. The *Codex Mysterium* provides insights into the capabilities of magic, the reasoning and philosophy behind spellcasting, and how magic is harnessed, shaped, and put to use.

Ultimately, the *Codex Mysterium* offers a magic system that is native to Loerem, but may be used with a world of your own creation or another published setting. Everything you need to know about being a spellcaster is included in this book: classes, prestige classes, feats and skills, equipment, as well as the rules for spell and magic item creation. Finally, there are more than 200 new spells contained within the *Codex Mysterium*; spells that can be used for everything from raising a tsunami to creating the feared and deadly ork jellyfire, from allowing a person to walk unscathed through fire to turning someone into an unwitting assassin.

Open this book and prepare to be enchanted!

# Chapter 1

## MAGE CHARACTERS

### P'Tar, Lord of the Shark

I was young once, and wild. I loved climbing up the rigging of my father's ship and hanging from the top of the mizzen, or running along the rail of the main deck.

I put in my fair share of work too, mind, but I was an irresponsible lad.

It was my mother, the ship's shaman, who taught me to see that I could be so much more than another deck hand. I could help the helmsman guide the ship through the roughest storms without ever coming close to the wheel. I could speed the ship along even in the midst of the doldrums.

I owe my mother for the magic. I owe the magic for my life.

## MAGE CHARACTERS

Magic-using characters in Loerem come in two varieties: elemental mages and Void mages.

Every member of every race of Loerem is capable of casting magic. But while the potential is there, the difficulties and hardships of channeling magic are so formidable that only a special few choose magic as a profession. Each natural magical element (Earth, Air, Fire, and Water) is a mystery all its own, so each must be learned separately. The selection of one elemental magic over another is usually determined by the culture in which one lives.

Each race or culture views magic differently. Because Vinnengaeleans regulate the practice of magic through the Temple of the Magi, many mages from Vinnengael are Church priests. Dunkargan mages are almost always affiliated with a mage-guild. Elven mages, known as Wyred, are considered societal outcasts and are viewed among their own people as disgraced individuals without honor. (See Chapter 3: The Races and Magic, for a full description of the role mages play in various cultures.) Of course, in any race, there are independent-minded mages who do not choose to adhere to the roles society expects of them.

There are also Void mages, despite the fact that Void magic is abhorred by most of the people living in Loerem. In times long past, the practice of Void magic was more widely accepted, but the tragic events that led to the fall of Old Vinnengael caused the practice of Void magic to be outlawed, forcing its devotees to work their arcane art in isolation.

### MAGICAL ELEMENTS

There are four different types of elemental magic, each corresponding to one of the four natural elements (Earth, Air, Fire, and Water), and one that corresponds to the unnatural element (the Void). Each race (all human cultures, dwarves, elves, orks, and pecwae) is advantaged in the casting of one magical element and disadvantaged in the casting of another. The two remaining elements are considered neutral elements. Whether an elemental mage is advantaged, disadvantaged, or neutral with regard to the element of a spell that he is casting reflects the ease with which he can withstand the hardships of channeling magic. (See Chapter 2: The Nature of Magic, for more information.) Void mages are advantaged in Void magic. While tainted by the Void, they are disadvantaged in all other elemental magicks.

**Air Magic**: Air magic grants the power to read and control the minds of others, gives the ability to create images without substance, to use the power of magic to aid movement, and to use the air itself as a weapon. Elves are naturally advantaged in Air magic. All humans and pecwae are disadvantaged in Air magic. Dwarves and orks are neutral.

**Earth Magic**: The magic of Earth grants the power of healing, gives the ability to create constructs of earth and stone, change the shape of objects, and provides protection from both magical and physical harm. Humans and pecwae are naturally advantaged in Earth magic. Elves are disadvantaged in the use of Earth magic. Dwarves and orks are neutral.

**Fire Magic**: The magical element of Fire is both destructive and instructive. Flame may be used as more than a weapon, allowing Fire mages to see into the past to learn its many lessons. Dwarves (both Clan and Unhorsed) are advantaged in Fire magic. Orken spellcasters are disadvantaged in the casting of Fire magic. Humans, pecwae, and elves are neutral.

**Water Magic**: Water grants the power of scrying, of seeing and hearing things in the present, and communicating with others. Water magic also facilitates communication with fish and other aquatic creatures. Orks are advantaged in the casting of Water magic. Dwarves are disadvantaged in Water magic. Humans, pecwae, and elves are neutral.

**Void Magic:** Void is the ultimate destructive force. It is the power of death, shadows, and undeath. Those advantaged in the casting of Void magic are disadvantaged in the casting of all other elemental magicks and are tainted by the Void.

Each elemental mage (Air mage, Earth mage, Fire mage, and Water mage) is a separate class unto itself, as is Void mage. An Earth mage can cast Earth magic spells, while an Air mage can cast Air magic spells. A mage of one single elemental magic cannot cast spells from a different element. However, a character who possesses levels in one element and then multiclasses, taking levels in another, is able to cast spells from both elements. For example, an Earth mage possesses levels in Earth magic. He multiclasses, taking a level in Air magic, and he is then able to cast both Earth and Air magic spells. Those who are interested in casting Void magic spells must take levels as a Void mage.

## Game Rule Information

**Abilities:** Intelligence and Constitution are both extremely important abilities for elemental mages (of all types) and Void mages. Intelligence affects the number of spells the mage knows, while a good Constitution allows a mage to channel magic with more ease than a person in poor health.

**Hit Die:** d6.

### Elemental Mage and Void Mage Class Skills

The elemental mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Literacy (—), Profession (Wis), Scry (Int), Speak Language (—), and Spellcraft (Int).

The Void mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Literacy (—), Profession (Wis), Scry (Int), and Spellcraft (Int).

### Class Features

**Weapon and Armor Proficiency:** Elemental mages and Void mages are skilled with all simple weapons. They are proficient in the use of light armor.

**Bonus Feats:** Every five levels an elemental mage or Void mage gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery. (See Feats in this chapter for more information.) These feats are in addition to the standard feats available to all characters and are not limited to a specific category.

**Spells:** An elemental mage or a Void mage can attempt to cast magic spells comprised of his particular element. For example, an Air mage can attempt to cast Air magic spells. A Void mage may attempt to cast Void magic spells. Each round a mage spends casting a spell, he must roll 1d20 and apply the following modifiers: spellcasting bonus plus any additional special modifiers (such as using an enhanced essence or racial casting bonus). These numbers are applied toward the Casting Threshold (CT) of the spell. The spellcasting rolls are added together each round until the CT is reached (or exceeded) and the spell takes effect.

**Elemental Magic Spellcasting:** Channeling elemental magic is dangerous work, draining the mage both physically and mentally. For each round an elemental mage spends spellcasting (including the first), he must make a Fortitude save. The save's DC depends upon the caster's race and whether he is advantaged (DC 8), neutral (DC 10), or disadvantaged (DC 12) with regard to the elemental magic he is channeling.

For each round after the first spent in casting, the Fortitude save's DC increases by +1. Each round the check is failed, the caster takes 1d4 points of subdual damage. (See *Core Rulebook I*, page 134, for information on subdual damage.) This damage does not interrupt casting, unless the damage is sufficient to cause the elemental mage to fall unconscious.

**Void Magic Spellcasting:** Channeling Void magic is very dangerous. For each round of spellcasting (including the first), the Void mage must make a Fortitude save against a DC 8. For each round (after the first) spent in casting, the Fortitude save's DC increases by +1. Each round the check is failed, the caster takes 1d4 points of *normal* (not subdual) damage.

**Tainted by Void:** A Void mage is normally advantaged in his race's natural element (Air for elves, Fire for dwarves, etc.). Once he begins to cast a Void spell, the Void mage becomes *tainted by Void*. While tainted, the Void mage is considered advantaged in the casting of Void magic and disadvantaged in the casting of all other magical elements. While tainted, a character *cannot* be healed by magical means. He must heal all damage (both that taken through casting and that suffered through other means) naturally. Once the Void mage has naturally healed all damage, the taint is removed and he becomes advantaged in his race's natural element and can once again benefit from magical healing.

**Botching:** If a 1 is rolled on any round of spellcasting, it is considered a botch. If an elemental mage is advantaged or neutral with regard to the element of the spell he is casting, he may attempt a Concentration skill check. Success allows him to apply the 1 toward the CT of the spell and to continue casting. Should the elemental mage fail the Concentration skill check, the spell fails and he must start over. If the elemental mage botches while casting a spell of an element in which he is disadvantaged, the spell automatically fails and the mage must begin casting anew. In any case, a botch always indicates an automatic failure of the elemental mage's Fortitude save, whether he succeeds in regaining control of the spell or not.

When a Void mage botches during casting, he may attempt a Concentration skill check as normal. Success allows him to apply the 1 toward the CT of the spell and continue casting. If the Void mage fails the Concentration skill check, the spell fails and he must start over. As with the elemental mage, a Void mage who botches is considered to have automatically failed his Fortitude save for

that round of spellcasting (see Chapter 2: The Nature of Magic).

**Voluntarily Sacrificing Life Essence:** Since Void magic is powered by the very life force of the spellcaster, it is possible for a Void mage to sacrifice hit points to the Void in order to finish a spell more quickly. The Void mage suffers damage equal to the difference between the spell's CT and his current spellcasting total. This damage is taken and the spell is activated in the same round. (Elemental mages are not able to cast spells by sacrificing life essence.)

**Bonus Language:** Elemental mages and Void mages may choose one extra language at 1st level.

**Spell Familiarity:** Elemental mages and Void mages are limited in the number of spells that they know from memory. Thus all mages in Loerem keep spellbooks, scroll collections or some other means of storing spells. The more powerful and intelligent the mage, the more spells he can cast without referring to a book or scroll.

If a mage is unfamiliar with a particular spell (even if it is written in his spellbook), that spell is considered Full Reference. The mage must study the spell for one round for every 25 points of the spell's CT. For example, if an Earth mage is casting *push away* (a spell with a CT 61), he would have to spend three full rounds studying the spell before attempting to cast it.

A mage can have a number of spells that he knows fairly well, but still needs to refer to a manuscript in order to cast. These spells are known as Quick Reference spells. An elemental mage or Void mage must study Quick Reference spells for one round before he may begin casting. Once the mage has consulted the spell, he does not need to review it again for one hour (and may cast the spell as if it were Intimate Knowledge during that time). The numbers listed on Table 2.5 represent the total Casting Threshold points a mage may know as Quick Reference. This value is modified by the mage's Intelligence modifier × 10. For example, a 4th level mage with a 17 Intelligence (+3 Int modifier) could have a number of spells whose collective Casting Thresholds did not exceed 110.

Elemental and Void mages know a number of spells at Intimate Knowledge. A mage casting an Intimate Knowledge spell does not need to refer to his spellbook, but may immediately begin casting. The numbers listed on Table 2.5 represent the total Casting Threshold points a mage may know as Intimate Knowledge. This value is modified by the mage's Intelligence modifier × 10. The mage used in the example above (at 4th level with a 17 Intelligence) can understand 70 CT points worth of spells as Intimate Knowledge.

**TABLE 1.1: ELEMENTAL MAGE AND VOID MAGE**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +0 | +2 | | +1 |
| 2 | +1 | +0 | +0 | +3 | | +2 |
| 3 | +1 | +1 | +1 | +3 | | +3 |
| 4 | +2 | +1 | +1 | +4 | | +4 |
| 5 | +2 | +1 | +1 | +4 | Bonus feat | +5 |
| 6 | +3 | +2 | +2 | +5 | | +6 |
| 7 | +3 | +2 | +2 | +5 | | +7 |
| 8 | +4 | +2 | +2 | +6 | | +8 |
| 9 | +4 | +3 | +3 | +6 | | +9 |
| 10 | +5 | +3 | +3 | +7 | Bonus feat | +10 |
| 11 | +5 | +3 | +3 | +7 | | +11 |
| 12 | +6/+1 | +4 | +4 | +8 | | +12 |
| 13 | +6/+1 | +4 | +4 | +8 | | +13 |
| 14 | +7/+2 | +4 | +4 | +9 | | +14 |
| 15 | +7/+2 | +5 | +5 | +9 | Bonus feat | +15 |
| 16 | +8/+3 | +5 | +5 | +10 | | +16 |
| 17 | +8/+3 | +5 | +5 | +10 | | +17 |
| 18 | +9/+4 | +6 | +6 | +11 | | +18 |
| 19 | +9/+4 | +6 | +6 | +11 | | +19 |
| 20 | +10/+5 | +6 | +6 | +12 | Bonus feat | +20 |

Please note that if an elemental mage or Void mage decides to multiclass into various elements, the totals listed on Table 2.5 do *not* stack. These totals apply only to the type of magic chosen for a particular class.

During character creation the player must choose which spells the mage understands as Quick Reference and Intimate Knowledge, as defined above. Every time the character gains a level as an elemental mage or Void mage, he may switch spells from the three categories as he chooses, with the exception that a spell can improve only one category per level. For example, a mage would have to gain two levels before a Full Reference spell could be understood at Intimate Knowledge. The mage may drop a spell from Intimate Knowledge to Full Reference without restriction.

### FEATS

Feats are special abilities that allow the mage to accomplish the extraordinary. Feats are acquired by class and character level, as described in the *Core Rulebook I*. (For characters in Loerem, the feat descriptions provided below supercede descriptions of similar feats that appear in other sources.)

### Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a particular type. Regardless of the type of item created, all item creation feats have certain features in common.

**XP Cost:** Spellcasters must use vast amounts of energy and must plumb the depths of their knowledge when making a magic item. The XP cost that a mage must pay when creating a magic item equals 1/25 the base cost of the item in argents (silver pieces). A character cannot spend so much XP that he loses a level. However, on gaining enough XP to achieve a new level, he can immediately expend XP on creating an item rather than keeping the XP to advance a level.

**Raw Materials Cost:** Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

Using an item creation feat generally requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he needs unless unusual circumstances apply.

**Time:** The time to create a magic item depends on the feat and the cost of the item. The minimum time is 1 day.

**Item Cost:** The cost of magical items is defined by item type, effect, or CT of a given spell. (See Chapter 8 for more information and specific item creation costs.)

### Metamagic Feats

Through study and practice, the mages of Loerem may learn to improve their spellcasting abilities. The following feats are available to elemental and Void mages: Chain Spell, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Quicken Spell, Silent Spell, Spell Mastery, and Still Spell. (Note that the metamagic feats have been revised for use in Loerem.)

**Effects of Metamagic Feats on a Spell**: A metamagic spell operates in all ways as described, even though it becomes more difficult to cast (with a higher Casting Threshold). Saving throw modifications are not changed (unless stated otherwise in the feat description). Any modification made to a spell because of a metamagic feat applies only to a spell cast directly by the feat-user. A spellcaster cannot use a metamagic feat to alter a spell cast from a wand, scroll, or other device.

**Multiple Metamagic Feats on a Spell**: A spellcaster can use multiple metamagic feats on a single spell. Changes to its CT are cumulative.

### Feat Descriptions

### Brew Potion [Item Creation]

You have learned to create potions that can be enchanted with magical spells. (See Chapter 8 for rules on potions.)

**Prerequisite**: Spellcaster level 3rd+.

**Benefit**: The mage can create a potion of any CT 45 spell (or lower) that the he knows as Quick Reference or Intimate Knowledge and that targets a creature or creatures. When the mage creates a potion, he sets the caster level of the "stored" spell. The base price of a potion is the spell's CT × 30 argents. To brew a potion, the character must spend 1/25 of this base price in XP and use up raw materials costing half this base price. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for the element of the spell, keeping a cumulative total for each day. (There is no chance of botching on this roll.) When the cumulative Item Creation rolls equals or exceeds the Item Creation Threshold for creating the potion, the potion is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

When the mage creates a potion, he makes any choices that he would normally make while casting the spell. Whoever drinks the potion is the target of the spell.

### Cabalistic Spellcasting [General]

You have learned how to cast spells cooperatively with a large group.

**Prerequisites**: Spellcaster level 15+, Shared Spellcasting, Cooperative Spellcasting.

**Benefit**: A mage with this feat may cooperatively cast a spell with up to nine other spellcasters who possess Cabalistic Spellcasting or three spellcasters who do not. The spell that is to be cast using Cabalistic Spellcasting must be known to everyone involved. Cooperative spellcasting is started as a free action. Everyone who is to participate in the cooperative spellcasting must agree to do so. The spell is cast with each mage making his spellcasting roll on his individual initiative. All rolls are totaled and applied toward the spell's CT (Casting Threshold). If, for any reason, one of the casters cannot continue to aid in spellcasting, the remaining spellcasters may continue to cast and finish the spell without him. The spell takes effect on the initiative of the spellcaster whose roll equals or surpasses the spell's CT.



**Special**: This feat does not stack with either Shared Spellcasting or Cooperative Spellcasting.

### Chain Spell [Metamagic]

You have learned how to cast spells that arc from a primary target to secondary targets.

**Benefit:** This feat allows the caster's spells to arc from target to target. Only spells with an area of "ray" or "cone" are affected by this feat (referee's discretion to allow other spells to be used as well). Spells with an area of "cone" become rays when cast with the chain spell feat.

Provided that the caster succeeds at his ranged touch attack, the chained spell hits a primary target first. Once the spell hits the primary target, secondary rays then arc from the primary target to hit a number of secondary targets. The caster may generate a number of rays equal to his caster level. The caster makes a ranged touch attack as normal to strike each secondary target. The caster may choose which secondary targets he hits, but they must all be within 30 feet of the primary target. While more than one secondary ray may be aimed at a secondary target, the target will suffer only the results of one secondary ray, no matter how many rays succeed in striking him. The caster may choose to affect fewer secondary targets than the feat allows.

The primary target is affected by the spell as normal, but secondary targets take half damage (or effect) from the spell. If the spell causes an effect other than damage, the secondary target receives a +4 circumstance bonus to any applicable save.

A chained spell adds 45 points to the chosen spell's CT.

### Concealed Spellcasting [General]

You have the ability to disguise your spellcasting so that others cannot determine its source.

**Prerequisite:** Dexterity 13+

**Benefit:** When casting a spell, the mage may make a Hide skill check (opposed by a Spot check from anyone observing) to disguise the source of a spell. Somatic, verbal, and elemental components are still required; their use is simply disguised as normal gestures and sounds. Note that some spells (such as *sheet lightning* or *fireball*) cannot be concealed, at the referee's discretion.

**Special:** Use of the Still Spell or Silent Spell feat grants a +2 synergy bonus to Hide skill checks when using this feat. (These bonuses stack, granting a +4 bonus to Hide checks when using a silent and still spell.)

### Cooperative Spellcasting [General]

You have learned how to cast spells cooperatively with a small group.

**Prerequisites**: Spellcaster level 10+, Shared Spellcasting.

**Benefit**: The mage may cooperatively cast a spell with up to four other spellcasters who possess Cooperative Spellcasting or one spellcaster who does not. The spell must be known to everyone involved. Cooperative spellcasting is started as a free action. Everyone who is to participate in the cooperative spellcasting must agree to do so. The spell is cast with each mage making his spellcasting roll on his individual initiative. All rolls are totaled and applied toward the spell's CT (Casting Threshold). If, for any reason, one of the mages cannot continue to aid in spellcasting, the others may finish the spell without him. The spell is cast on the initiative of the spellcaster whose roll causes the spellcasting total to equal or exceed the spell's CT.

**Special**: This feat does not stack with either Shared Spellcasting or Cabalistic Spellcasting.

### Craft Magic Arms and Armor [Item Creation]

You can create magic weapons, armor, and shields.

**Prerequisite**: Spellcaster level 5th+.

**Benefit**: The character can create a magic weapon, armor or shield. To enhance a weapon, suit of armor or shield, the mage must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price (see Chapter 8: Magic Item Creation for more information). It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of enchanting, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the item, the item is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

The mage can also mend a broken magic weapon, suit of armor or shield if it is an object that the character could make. Doing so costs half the XP, half the raw materials, and half the time (using the same Item Creation rolls as above, noting half the Item Creation Threshold) it would take to enchant the item in the first place.

The weapon, armor or shield to be enhanced must be a masterwork item that the mage must provide. (Its cost is not included in the above cost.)

### Craft Rod [Item Creation]

You can create a magical rod.

**Prerequisite**: Spellcaster level 9th+.

**Benefit**: To craft a rod, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price (see Chapter 8: Magic Item Creation for more information). It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the rod, the rod is completed on that day. Each day spent enchanting the rod also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

Some rods incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

### Craft Staff [Item Creation]

You can create a magical staff.

**Prerequisite**: Spellcaster level 12th+.

**Benefit**: To craft a staff, the character must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of enchanting, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the staff, the staff is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

### Craft Wand [Item Creation]

You can create wands that cast spells (see Chapter 8: Magic Item Creation for rules on wands).

**Prerequisite**: Spellcaster level 5th+.

**Benefit**: The character can create a wand of any spell he knows that is of CT 60 or lower. The base price of a wand is the spell's Casting Threshold × 450 argents. To craft a wand, the character must spend 1/25 of this base price in XP and use up raw materials costing half of this base price. It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of enchanting, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) When the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the wand, it is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

A newly created wand has 50 charges.

### Craft Wondrous Item [Item Creation]

You can create miscellaneous magic items.

**Prerequisite**: Spellcaster level 3rd+.

**Benefit**: The character can create a miscellaneous magical item. To enchant a miscellaneous magic item, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half of this price. It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of enchanting, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the item, it is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

The mage can also mend a broken miscellaneous magic item if it is one that he could make. Doing so costs half the XP, half the raw materials, and half the time (using the same Item Creation rolls as above, noting half the Item Creation Threshold) it would take to enchant the item in the first place.

Some wondrous items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. The mage must pay such a cost to create an item or to mend a broken one.

### Dual-Elemental Tolerance [General]

You are resistant to spells from one of the dual-elemental magicks.

**Prerequisite:** Elemental Tolerance (for two adjacent elements).

**Benefit:** When this feat is selected, the mage gains a +2 resistance bonus to all spells and spell-like effects from one dual-element magic.

**Special:** This feat may be taken multiple times. Its effects do not stack. Each time the character takes the feat, a new dual-element magic must be chosen. The only dual-element magicks that may be chosen are those for which the character already possesses Elemental Tolerance. For example, a character who has taken the Elemental Tolerance feat for Earth and Fire magic may take the Dual-Elemental Tolerance feat for Earth/Fire magic.

### Elemental Tolerance [General]

You are resistant to spells from one magical element.

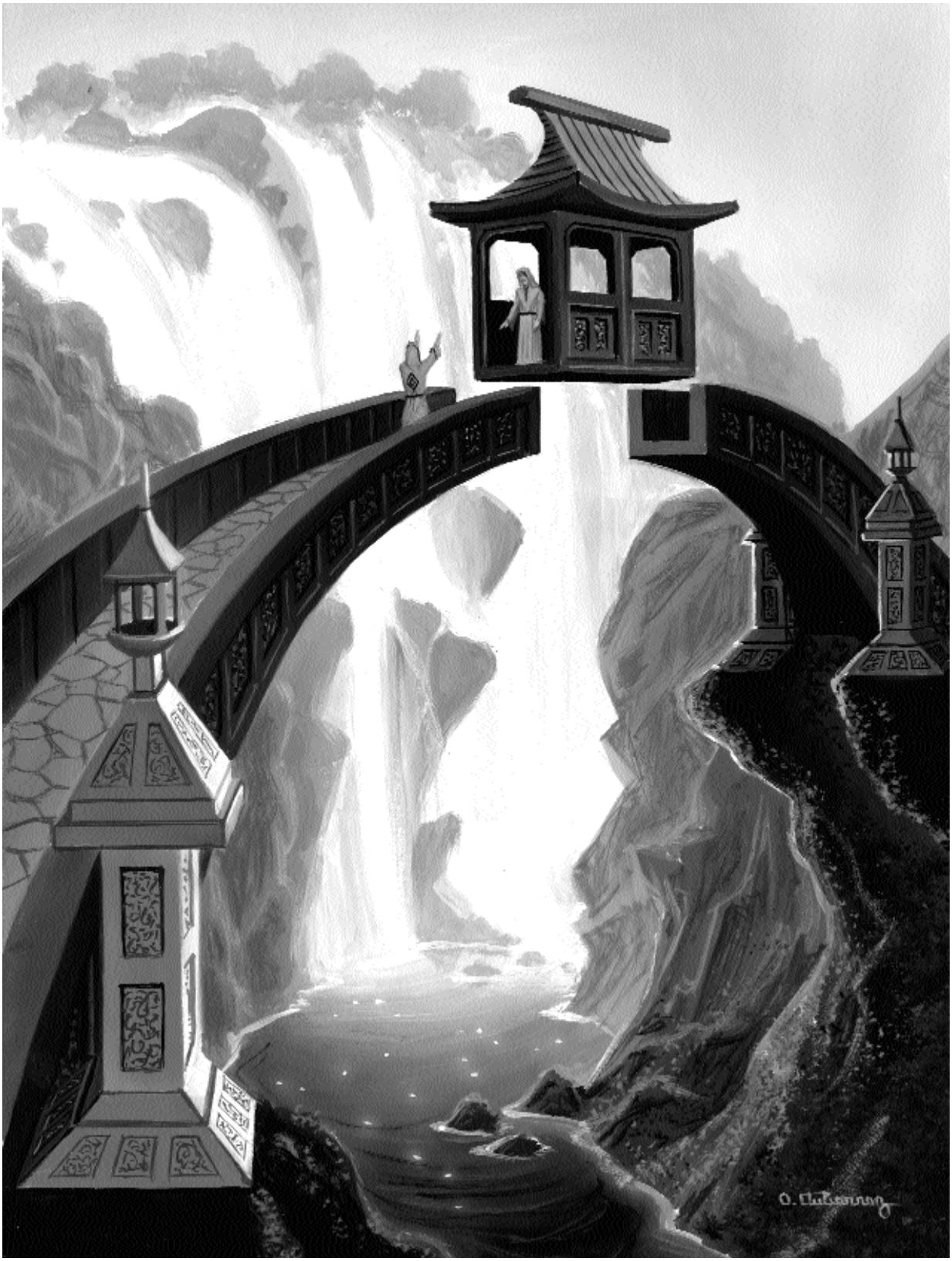
**Benefit:** When this feat is selected, the mage must choose one element of magic (Earth, Air, Fire, Water, or Void) to benefit from this spell. The mage gains a +2 resistance bonus to all spells and spell-like effects from that magical element.

**Special:** The player may take this feat multiple times. Its effects do not stack. Each time the player takes the feat, a new magical element must be chosen.

### Empower Spell [Metamagic]

You can channel additional magical energy to make a spell more effective.

**Benefit**: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls are not affected.



Spells without random variables are not affected. An empowered spell adds 30 points to the chosen spell's CT (Casting Threshold).

### Enlarge Spell [Metamagic]

You understand how to cast spells at longer range than that which would normally be possible.

**Benefit**: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell adds 15 points to the chosen spell's CT.

### Extend Spell [Metamagic]

You have learned how to increase the time during which a spell remains effective.

**Benefit**: An extended spell lasts twice as long as it would normally. Spells with a concentration, instantaneous or permanent duration are not affected by this feat. An extended spell adds 15 points to the chosen spell's CT.

### Forge Ring [Item Creation]

You can create magical rings.

**Prerequisite**: Spellcaster level 12th+.

**Benefit**: The mage can create a magical ring. To craft a ring, the spellcaster must spend 1/25 of its base price in XP and use up raw materials costing half of its base price. It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of enchanting, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) The ring is completed on the day that the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the ring. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

The mage can also mend a broken ring if it is a ring that the character could make. Doing so costs half the XP, half the raw materials, and half the time (using the same Item Creation rolls as above, noting half the Item Creation Threshold) it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or XP as noted in their descriptions.

### Magical Attunement [General]

You have the innate ability to sense and understand magic of a particular element.

**Prerequisite:** Wisdom 13+

**Benefit:** When this feat is selected, you must choose an element of magic (Air, Earth, Fire, Water, or Void) to benefit from this spell. You have the ability to detect magic identical to the *sense magic* spell of that particular element and can make use of the Spellcraft skill without using the *sense magic* spell.

**Special:** You may take this feat only as a 1st-level character.

**Normal:** Characters without this feat must use the *sense magic* spell to detect the presence of hidden magic or make use of the Spellcraft skill to identify specific magic effects.

### Maximize Spell [Metamagic]

You understand how to make the most of the magic you cast.

**Benefit**: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell adds 45 points to the chosen spell's CT.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

### Quicken Spell [Metamagic]

You have learned how to more effectively channel magic during spellcasting, although the sheer physical effort required increases the toll that chanelling magic takes on your body.

**Benefit**: You may choose to cast a quickened spell. By doing this you gain a temporary +5 to your Spellcasting Bonus. This bonus lasts for the casting of only one spell. Due to the exertion, you are considered to have automatically failed your Fortitude save each round while casting and must suffer 1d4 points of subdual damage for Earth, Air, Fire, Water, or dual-element spells or 1d4 hit points of damage for Void spells every round.

**Special**: Once you begin casting a quickened spell, you cannot "turn off" this feat. Its effects (good and bad) last until the end of spellcasting.

### Scribe Scroll [Item Creation]

You can create scrolls from which you or another spellcaster can cast the scribed spells.

**Prerequisite**: Spellcaster level 1st+.

**Benefit**: The mage can create a scroll of any spell that he knows. The base price of a scroll is the Casting Threshold of the spell multiplied by 25 argents. To scribe a scroll, the mage must spend 1/25 of this base price in XP and use up raw materials costing half of this base price. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) The day that the cumulative Item Creation rolls equals or exceeds the Item Creation Threshold for creating the scroll, it is completed. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

### Second Wind [General]

You have learned to focus your thoughts so that you are able to rid yourself of fatigue.

**Benefit:** You may "shake off" an amount of subdual damage equal to 1d6 + your Constitution modifier.

**Special:** Using this feat counts as a full-round action and may be attempted only once per hour.

### Shared Spellcasting [General]

You have learned how to cast spells with a partner.

**Prerequisites**: Spellcaster level 5+.

**Benefit**: The character and one other spellcaster may cooperatively cast a spell. In order to benefit from Shared Spellcasting, the mage's partner must also possess this feat. The spell must be known to both the character and the other spellcaster. Shared spellcasting is started as a free action. Both the mage and the partner who is to participate in the cooperative spellcasting must agree to do so. The spell is cast with each mage making his spellcasting roll on his individual initiative. All rolls are totaled and applied toward the spell's CT (Casting Threshold). If, for any reason, one caster cannot continue to aid in spellcasting, the other spellcaster may continue to cast and finish the spell without him. The spell takes effect on the initiative of the spellcaster whose roll equals or surpasses the spell's CT.

**Special**: This feat does not stack with either the Cooperative Spellcasting feat or the Cabalistic Spellcasting feat.

### Silent Spell [Metamagic]

You have learned to cast spells without making a sound.

**Benefit**: A silent spell can be cast without the use of verbal components or making any vocal sound whatsoever. A silent spell adds 15 points to the Casting Threshold (CT) of the chosen spell.

### Spell Focus [General]

You have become skilled in casting spells from a particular magical element. Spells cast by you from that element are more difficult for your targets to resist.

**Benefit**: When this feat is selected, you must choose one particular element of magic (Earth, Air, Fire, Water, or Void) to benefit from this spell. Spells of that element are more potent than normal. Add +2 to the Difficulty Class for all saving throws against spells from the element of magic that you select.

**Special**: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new magical element.

### Still Spell [Metamagic]

You have learned to cast spells without making any somatic gestures.

**Benefit**: A still spell can be cast with no somatic components. A still spell adds 15 points to the Casting Threshold (CT) of the chosen spell.

**Special**: You may cast a still spell when you are bound or immobilized. An elemental essence must still be available for use to launch the spell.

### Spell Mastery [Special]

You have learned one spell so effectively that you can cast it by rote.

**Prerequisite**: Spell Mastery is available only to elemental mages and Void mages.

**Benefit**: Each time the spellcaster takes this feat, he chooses a spell known at Intimate Knowledge with a CT equal or less than 10 + his level + his Intelligence modifier. A mastered spell can be cast in one round as a standard action with no need for a spellcasting roll—the spell can always be successfully cast with one action. Note the spellcaster must still roll a Fortitude saving throw as normal for the first round of casting.

**Special**: You may take this feat multiple times. Its effects do not stack. Each time the character takes the feat, a new spell must be chosen.

### Spell Specialization [General]

You are well practiced in the casting of one spell, so much so that you cast it as if you were more powerful in magic.

**Prerequisite:** Spell Specialization is available only to elemental mages and Void mages.

**Benefit:** Each time the spellcaster takes this feat, choose one spell known at Intimate Knowledge. A specialized spell is cast as if the spellcaster were two levels higher in that element of magic, including spellcasting bonus, range, duration, and any other factors dependent upon level.

**Special:** You may take this feat multiple times. Its effects do not stack. Each time the character takes the feat, a new spell must be chosen.

### Spell Talent [General]

You have learned enough magic to cast the most basic of spells.

**Prerequisite:** Non-mage class, Intelligence 13+.

**Benefit:** You know at Intimate Knowledge a number of spells from your race's advantaged magical element whose total CT does not exceed your Intelligence modifier × 5. No individual spell can have a CT greater than 15. You may cast these spells with a spellcasting bonus of +0. You have no ability to learn any additional spells without becoming an elemental mage or a Void mage. If you later multiclass into a mage class, these spells do not count as "bonus" spells and must become part of your Intimate Knowledge spell selection at 1st level.

**Special:** You may take this feat only as a 1st-level character.

## Prestige Classes

Each of Loerem's races has its own views and beliefs concerning magic. Despite these differences, cults, philosophies, and societies for mages have emerged that cross racial or cultural boundaries. These have evolved into prestige classes for mages.



### Artificer

Some mages dedicate their lives to the creation and enchantment of magical items. Some artificers set up shops where they sell their skills to the highest bidder, while others putter about their beloved hobby in the confines of their homes.

The artificer is most at home in his workshop, among the tools of his trade. This does not, however, preclude him from adventuring. Quite the contrary, artificers are more than happy to go on expeditions, especially those that have the potential for the discovery of new magical objects.

Other mages often seek out artificers to help them learn

**Table 1.2: Artificer**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Creative ingenuity, bonus item creation feat | +1 effective level |
| 2nd | +1 | +0 | +3 | +0 | Bonus item creation feat | |
| 3rd | +1 | +1 | +3 | +1 | Item lore | +1 effective level |
| 4th | +2 | +1 | +4 | +1 | Bonus item creation feat | |
| 5th | +2 | +1 | +4 | +1 | | +1 effective level |
| 6th | +3 | +2 | +5 | +2 | Bonus item creation feat | |
| 7th | +3 | +2 | +5 | +2 | | +1 effective level |
| 8th | +4 | +2 | +6 | +2 | Bonus item creation feat | |
| 9th | +4 | +3 | +6 | +3 | | +1 effective level |
| 10th | +5 | +3 | +7 | +3 | Bonus item creation feat | |

the history of magical items and/or how to properly employ their effects. Artificers have a knack for uncovering the enchantments of objects and the command words required to activate an item's power.

**Hit Die:** d4.

### Requirements

To qualify to become an artificer, a character must fulfill all the following criteria:

**Knowledge (arcane):** 8 ranks.

**Craft (any one):** 4 ranks.

**Alchemy:** 4 ranks.

**Feats:** Scribe Scroll, Brew Potion.

**Spellcasting Bonus:** A potential artificer must have a +3 spellcasting bonus.

**Special:** The artificer must first spend six months under the tutelage of another artificer and aid in the creation of at least one magical item (not a scroll or potion) during that time.

### Class Skills

The artificer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (item lore) (Int), Literacy (—), Profession (Wis), Speak Language (—), and Spellcraft. See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

### Class Features

**Weapon and Armor Proficiency:** The artificer does not gain any additional weapon or armor proficiencies over and above those that he already possesses.

**Spellcasting:** Every other level (starting at 1st level), the artificer gains one effective additional level to any elemental mage or Void mage class with regard to spellcasting (his choice). He does not, however, gain any other benefit a character of that class would have gained. This essentially means that the artificer can know more spells at Intimate Knowledge and Quick Reference and raises his spellcasting bonus by +1 (every other level), but does not gain any other benefits for going up a level as an elemental mage or Void mage.

**Creative Ingenuity:** For every level an artificer possesses, he reduces the XP cost for creating magical items by 5%. (For example, a 3rd-level artificer would reduce the XP cost for creating a magic item by 15%.) An artificer can also add his level in addition to all other modifiers to his item creation rolls. (See Chapter 8: Magic Item Creation.)

**TABLE 1.3: ITEM LORE**

| DC | Type of Knowledge |
|---|---|
| 10 | May recognize an item as magical. |
| 20 | May recognize an item as magical and can also identify the type of magic used for the enchantment(s) (Air, Earth, Fire, Water, Void, Air/Water, etc.) |
| 25 | As above and may also determine one of the item's effects (referee's choice). |
| 30 | As above and is able to recall a command word that will activate the item. (If there isn't a command word, the artificer is able to reveal another of the item's powers, if any.) |

**Bonus Item Creation Feat:** The artificer concentrates on learning how to create new kinds of magic items. At 1st level, the artificer gains a bonus feat that must be an item creation feat. Levels for the artificer stack with elemental and Void mage levels for fulfilling the item creation feat prerequisites. The artificer gains additional bonus item creation feats at 2nd, 4th, 6th, 8th, and 10th level.

**Item Lore:** An artificer is a storehouse of knowledge concerning magic items, their uses and their effects. At 3rd level, the artificer may make a special item lore Knowledge check with a bonus equal to his level + his Intelligence modifier to see if he knows some information about a magic item. This check can reveal the powers of a magic item and may even produce the command word to activate it. The artificer cannot take 10 or take 20 on this check, since the knowledge of magical items and their effects is spotty at best. Refer to the table to find out what the artificer knows about a particular magic item. The artificer may roll only one item lore Knowledge check per item.

### Hallowed Earth Cultist

The Hallowed Earth Cult has grown in popularity in the years following the destruction of Old Vinnengael. Oftentimes mistaken for Void worshippers, Hallowed Earth Cultists use Earth magic to tap into all that is dark and mysterious beneath the ground. These cultists believe that Earth magic is the most ancient of all magicks, practiced in its true form by the vanished race known as the Ancients. To their minds, Earth magic has been polluted through the years. They want to return to the old, savage ways of their forefathers.

Most Hallowed Earth Cultists are Earth mages who have become disillusioned by the attempt to institutionalize magic, most notably by the Temple of

the Magi. However, some hedge-wizards, guild mages, and excommunicated semveci from the dark Nimran jungles have also become members of this dreaded cult.

Hallowed Earth Cultists are considered fanatics and are hunted, in some countries, more fervently than Void practitioners. The Vinnengaeleans consider their beliefs heretical. The Dunkargans view these cultists as dangerous radicals (Hallowed Earth Cultists advocate the destruction of guilds), while the Karnuans see them as a distinct threat to their well-ordered and disciplined society.

**Hit Die:** d8.

### Requirements

To qualify to become a Hallowed Earth Cultist, a character must fulfill all the following criteria.

**Concentration**: 10 ranks.

**Knowledge (nature)**: 10 ranks.

**Feats**: Any two metamagic feats, Skill Focus: Concentration.

**Spellcasting Bonus**: A potential Hallowed Earth Cultist must have a +3 spellcasting bonus as an Earth mage.

**Special**: In order to become a Hallowed Earth Cultist, the mage must make a bond with the Earth, vowing to rely on the Earth for all his needs. Usually this vow involves a ritual, overseen by another member of the Hallowed Earth Cult, in which the mage casts off all his worldly goods, keeping nothing, not even his clothes, for himself. He must then spend seven days, naked as he was on the day he was born, in the wilderness, relying on the blessed Earth and his magical skill to feed, clothe, and shelter him. Once he has passed this test, he can start his studies.

He must, thereafter, wear nothing except that which the Earth provides. He has no use for money or any other material goods and may not accept money in payment for anything. He may, however, accept food or some other necessity. He may build a shelter, but he may not cut or harm any living tree to do so. He may not cut his hair or shave. He may wear armor and wield weapons, but these have to be of his own making and must come from the Earth. Further, he may not harm any living thing in order to gain the protection of the weapons and armor that he crafts. He may, however, take freely from either plants or animals that are already dead.

The Hallowed Earth Cultist does not believe in any laws established by man, but trusts only in the laws of nature. He does not fear death, because to die is to become one with the Earth. He is not afraid to go forth to try to persuade others to join with him in practicing what he believes is the only pure, true form of magic.

### Class Skills

The Hallowed Earth Cultist's class skills are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Literacy (—), Profession (Wis), Scry (Int), Speak Language (—), Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for more information.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the Hallowed Earth Cultist prestige class.

**Weapon and Armor Proficiency:** The Hallowed Earth Cultist gains no additional weapon and

**TABLE 1.4: HALLOWED EARTH CULTIST**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Trusting Earth enhancement | +1 effective level |
| 2nd | +1 | +0 | +0 | +3 | | +1 effective level |
| 3rd | +1 | +1 | +1 | +3 | Trusting Earth enhancement | +1 effective level |
| 4th | +2 | +1 | +1 | +4 | Fire in blood | +1 effective level |
| 5th | +2 | +1 | +1 | +4 | Trusting Earth enhancement | +1 effective level |
| 6th | +3 | +2 | +2 | +5 | Minor sacrifice | +1 effective level |
| 7th | +3 | +2 | +2 | +5 | Trusting Earth enhancement | +1 effective level |
| 8th | +4 | +2 | +2 | +6 | | +1 effective level |
| 9th | +4 | +3 | +3 | +6 | Trusting Earth enhancement | +1 effective level |
| 10th | +5 | +3 | +3 | +7 | Major sacrifice | +1 effective level |

armor proficiencies over and above those that he already possesses.

**Spellcasting:** Each time the character gains a level as a Hallowed Earth Cultist, he gains an effective additional level in his Earth mage class with regard to spellcasting. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that the Hallowed Earth Cultist can know more spells at Intimate Knowledge and Quick Reference, and raises his spellcasting bonus by +1 (for each level), but does not gain any other benefits for going up a level as an Earth mage.

**Trusting the Earth Enhancement:** The Hallowed Earth Cultist is capable of using metamagic feats without actually increasing the Casting Threshold of the spell—at the price of his health. The Hallowed Earth Cultist can lower his magical aura's resistance to the magic inherent in the world, and absorb more Earth magic energy at one time. The cultist can do this only when he trusts himself to the Earth and is wearing nothing but the barest essentials—no armor, weapons, or protective clothing of any sort. Because the cultist makes himself vulnerable to the elements and becomes a living well of Earth magic, the cultist takes 1 point of temporary Constitution damage for every 15 points of CT the metamagic feat would normally add to the spell, and an equal amount of normal damage. For example, a Hallowed Earth Cultist who uses the Maximize Spell feat on an *ankle biter* with the Trusting the Earth enhancement, would take 3 points of temporary Constitution damage and 3 hit points of normal damage. The Hallowed Earth Cultist must succeed at a Concentration check (DC 10 + the points of damage taken) to overcome any negative effects such as shivering with cold, broiling in the hot sun, being pierced by thorns, or even public ridicule.

The augmentation takes place at the time of casting. If the caster dies or becomes disabled from the damage, the spell fails.

At 1st level, the Hallowed Earth Cultist can use this ability in conjunction with one metamagic feat; he may use the ability with an additional metamagic feat at 3rd, 5th, 7th, and 9th level. The Hallowed Earth Cultist must know the metamagic feat being used.

*Example:* A 1st-level Hallowed Earth Cultist knows the metamagic feats Maximize Spell, Empower Spell, and Silent Spell; he has chosen Silent Spell as his 1st-level Trusting the Earth enhancement power. He casts the spell as normal, but he loses one temporary Constitution point and a like number of hit points for every 15 points of additional CT the feat would normally add. He cannot use Trusting the Earth to empower other metamagic feats until he rises in level.

**Fire in Blood:** At 4th level, the Hallowed Earth Cultist gains a limited understanding of the magical element of Fire that is inherent in all blood. He is able to learn and cast Earth/Fire dual-element spells without having to possess levels as a Fire mage. Such spells use up the Hallowed Earth Cultist's spell familiarity CT points as normal.

To cast Earth/Fire spells, the Hallowed Earth Cultist must perform some feat where, in essence, he entrusts himself to fire. This ritual generally takes the form of walking unscathed on a bed of hot coals. Once this ritual has been performed, the Earth Cultist may call upon its effects by passing his hand through flame. The draining effects of this costs the donor 1 Constitution point per every 15 points of the spell's CT and an equal amount of normal damage. The temporary Constitution and hit point damage for casting an Earth/Fire dual-element spell in conjunction with a Trusting the Earth enhanced feat are added together. If the caster dies or becomes disabled from the damage, the spell fails.

**Minor Sacrifice:** At 6th level, a Hallowed Earth Cultist is capable of using his magic to steal energy from an unwilling victim. While casting a spell augmented with Trusting the Earth enhancement, the cultist needs to touch a wound upon the victim (this is usually a melee touch attack against a victim who has already suffered at least one hit point of damage). The victim must make a Fortitude save (DC 10 + the Hallowed Earth Cultist's Earth magic spellcasting bonus) or take damage as an energy donor. If the victim makes the saving throw, the cultist takes the damage himself as usual, and must succeed on a Concentration skill check (DC 15 + damage + 1 per 20 points of the spell's CT) or lose the spell. Only one metamagic feat at a time can be applied to any spell cast in this way.

**Major Sacrifice:** Mastering the primal energies in blood, a 10th-level Hallowed Earth Cultist can use every drop of energy in a victim. The cultist can stack multiple metamagic feats on any Trusting the Earth enhanced spell cast via a willing or unwilling donor. The DC of the victim's saving throw rises to 13 + the Hallowed Earth Cultist's Earth magic spellcasting bonus.

### Death Mage

There are legends about wizards who have raised great undead armies to wage war against their enemies. While not necessarily accurate, the stories are based upon at least a modicum of truth. Death mages are Void spellcasters who concentrate on the creation of and mastery over undead, raising

grotesque parodies of life from the grave and using them for their own selfish ends.

Death mages are reclusive by necessity. However, death mages must remain near centers of civilization in order to have a ready supply of bodies.

Because every nation in Loerem has laws that condemn death mages to face execution, these Void mages will often use undead to guard their homes and lands. They trust no one and will not be likely to share their secrets with anyone, even other death mages.

**Hit Die:** d6.

### Requirements

To qualify to become a death mage, a character must fulfill all the following criteria.

**Void Spellcasting Bonus:** A death mage must have a Void magic spellcasting bonus of +5 or more.

**Knowledge (arcana):** 6 ranks.

**Knowledge (undead):** 6 ranks.

**Special:** In a special ritual, the death mage must offer himself completely to the Void, permanently losing 2 Constitution points. After this, he will be forever tainted by Void, suffering all the penalties that entails.

### Class Skills

The death mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (undead) (Int), Literacy (—), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the death mage prestige class.

**Weapon and Armor Proficiency:** The death mage gains no further proficiency in weapons and armor over and above those he already possessed.

**Spellcasting:** Each time the character gains a level as a death mage, he gains an effective additional level as a Void mage, with regard to spellcasting. He does not, however, gain any other benefit a character of that class would have gained. Essentially, this means that the death mage can know more spells at Intimate Knowledge and Quick Reference, and raises his spellcasting bonus by +1 (for each level), but does not gain any other benefits for going up a level as a Void mage.

**Rebuke and Command Undead:** The death mage has the ability to rebuke and command undead. The character's levels as a Void mage and as a death mage stack for purposes of calculating the most powerful undead affected by the death mage's turning check. (See *Core Rulebook I*, page 139, for rules on rebuking and commanding undead.) The death mage adds his Void spellcasting bonus as

**TABLE 1.5: DEATH MAGE**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Rebuke and command undead | +1 effective level |
| 2nd | +1 | +3 | +0 | +0 | Animate undead (2 HD) | +1 effective level |
| 3rd | +1 | +3 | +1 | +1 | Necromantic possession (control and sight) | +1 effective level |
| 4th | +2 | +4 | +1 | +1 | Animate undead (4 HD) | +1 effective level |
| 5th | +2 | +4 | +1 | +1 | Intelligent undead | +1 effective level |
| 6th | +3 | +5 | +2 | +2 | Animate undead (6 HD), necromantic possession (speaking) | +1 effective level |
| 7th | +3 | +5 | +2 | +2 | Create undead (ghoul), immunity to paralyzation | +1 effective level |
| 8th | +4 | +6 | +2 | +2 | Animate undead (8 HD) | +1 effective level |
| 9th | +4 | +6 | +3 | +3 | Create undead (ghast), immunity to stench | +1 effective level |
| 10th | +5 | +7 | +3 | +3 | Animate undead (10 HD), necromantic possession (cast spells) | +1 effective level |

well as his Charisma modifier to his roll to rebuke or command undead.

**Animate Undead:** At 2nd level, the death mage may animate 2 HD worth of skeletons or zombies. To do so, the death mage must spend an hour uninterrupted, performing the dark rites that will bring undeath to the corpse(s). The bodies that are to be animated must be appropriate for the sort of undead the death mage wishes to create. For instance, corpses that are still fleshy cannot be animated as skeletons. Skeletal corpses cannot be animated as zombies. The death mage may animate up to 4 HD worth of undead at 4th level, 6 HD at 6th level, 8 HD at 8th level, and 10 HD at 10th level. Undead animated by the death mage in this way last 1 week per level of the death mage. Afterwards, the undead will quit functioning and cannot be animated again.

**Necromantic Possession:** The death mage is able to transfer his psyche from his body to one of his undead creations. This takes but 1 round to accomplish and leaves the death mage's own body helpless. The death mage can see through the possessed undead and use its body as if it were his own, within the constraints of the undead's physical ability scores (i.e., Strength and Dexterity). While the death mage is in the body, the undead is unaffected by attempts to rebuke or command.

At 6th level, the death mage gains the ability to speak through the possessed undead.

At 10th level, the death mage may cast spells through the possessed undead. The death mage still has to make Fortitude saves as normal for casting spells, with the damage taken as the result of a failed Fortitude check affecting his real body.

Should the death mage be injured through any means other than his own spellcasting or if the undead form that he has possessed is destroyed, he is automatically returned to his real form and is *stunned* for 1 round.

**Intelligent Undead:** Skeletons and zombies created by the death mage have a 3 Intelligence and can follow more complex orders similar to undead of normal manufacture. For example, when told to "go fetch a cup," such intelligent undead can do



so, although they will not be able to discern one cup from another, unless specifically told or shown.

**Create Undead:** At 7th level, the death mage gains the ability to create ghouls. The death mage must obtain a corpse that has been dead for one week or less. The ritual for creating the ghoul lasts for 1 hour, during which time the death mage must implant a jet stone worth no less than 75 argents in value into the corpse's chest. If the death mage is disturbed during the ritual, he must start again from the beginning. The ghoul is not automatically under the control of the death mage, who must attempt to command it in order to bring it under his influence.

At 9th level, the death mage gains the ability to create ghasts. The corpse that is to be used cannot have been dead more than 3 days. The ritual for creating the ghast is the same as for creating the ghoul (accept the jet stone must be worth 100 argents). The ghast is not automatically under the control of the death mage, who must successfully command it in order to gain control.

**Immunity to Paralyzation:** At 7th level, the death mage becomes immune to the paralyzing attacks of ghouls and ghasts.

**Immunity to Stench:** At 9th level, the death mage becomes immune to the effects of the horrid stench that ghasts emit.

### Element Master

There are those mages who are steeped in the lore and power of all the natural elements. Element masters quest to become one with the very elements whose power they harness. They are a wild breed, and more akin to the forces of nature than mortal men or women.

Element masters tend to keep to themselves, often living in the wilderness as hermits, or they may congregate in small enclaves where they can share their knowledge and preferred way of life. Although they come from any race and all walks of life, an element master's strict beliefs about magic and the world in general are alien to other people, even other mages.

Element masters are steadfast enemies of Void practitioners, and will hunt a known Void-user relentlessly. They are not among those who believe that the Void has any place in the world. They do not even approve of such mages as the Church inquisitors, who study Void-magic in order to fight it.

**Hit Die:** d6.

### Requirements

**Spellcasting Bonus:** An element master must have at least a +3 spellcasting bonus in the Air mage, Earth mage, Fire mage, and Water mage classes.

**Knowledge (arcane):** 10 ranks.

**Knowledge (nature):** 10 ranks.

**Special:** An element master can never possess a level as a Void mage. An element master who takes a level as a Void mage loses all the benefits of the element master prestige class, as the magical elements rebuke him. He cannot endeavor to gain further levels as an element master.

### Class Skills

The element master's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Literacy (—), Scry (Int), and Spellcraft (Int).

**TABLE 1.6: ELEMENT MASTER**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Element mastery (neutral element) | +1 effective level |
| 2nd | +1 | +3 | +0 | +3 | Elemental resistance (SR 15 advantaged element) | +1 effective level |
| 3rd | +1 | +3 | +1 | +3 | Element mastery (neutral element) | +1 effective level |
| 4th | +2 | +4 | +1 | +4 | Elemental resistance (SR 20 advantaged; SR 10 neutral), elemental cleansing | +1 effective level |
| 5th | +2 | +4 | +1 | +4 | Element mastery (disadvantaged) | +1 effective level |

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the element master prestige class.

**Weapon and Armor Proficiency:** The element master does not gain any further weapon and armor proficiency over and above those that he already possessed.

**Spellcasting:** Each time the character gains a level as an element master, he gains an effective additional level in an elemental mage class of his choosing with regard to spellcasting. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that the element master can know more spells at Intimate Knowledge and Quick Reference and raises his spellcasting bonus by +1 (for each level), but does not gain any other benefits for going up a level as an elemental mage.

**Element Mastery:** The element master delves into the secrets of all the magical elements in an attempt to better understand them and himself. This research and study allows the element master to overcome his natural predisposition toward one magical element.



At 1st and 3rd level, an element master may pick one of the magical elements in which he is neutral and make it an advantaged element for the purposes of spellcasting. At 5th level, the element master's disadvantaged magical element is considered neutral for the purposes of spellcasting.

**Elemental Resistance:** At 2nd level, the element master gains Spell Resistance SR 15 against all spells of the element in which the element master is naturally advantaged (due to the character's race).

At 4th level, the element master's Spell Resistance goes up to 20 against spells whose magical element is the one in which he is naturally advantaged (due to race). Also, the element master gains an SR 10 against spells of the elements in which he is naturally neutral in disposition (due to race).

**Elemental Cleansing:** At 4th level, the element master can use elemental spells to their maximum effect against creatures and entities who are tainted by the Void or draw their power from the Void. Whenever casting spells against opponents who draw their power from the Void or are tainted by the Void (undead or Void mages, for instance), the element master's spells are considered to be effected by the Maximize Spell feat. (The spell's CT is not affected by this.)

### Hebentorin

Nimran magical knowledge runs deep. Many believe that the Nimrans were the first human culture to ever use magic. Thus it is no surprise that the name given to mages who specialize in the ways of dual-elemental Earth/Fire magic should come from them.

Hebentorin means "of an animal spirit." These mages are known to exist among all the races of Loerem. They are considered eccentrics at best, mad at worst. They are largely left alone.

Most hebentorin discover early on that they have a special affinity for animals and that animals are drawn to them and trust them. Their magical studies guide them down a path that leads to a simpler life and a better understanding of what it is to be alive.

Some hebentorin have achieved success living among "civilized" people. They have been known to work as hostlers and animal trainers. These are rare, however. Because most people do not understand a person who enjoys living with wolves, most people tend to fear the hebentorin, who may be shunned or driven out of communities. Thus, most hebentorin find it easier to live in the wilds.

Hebentorin are much loved and honored by the pecwae.

**Hit Die:** d4.

### Requirements

To qualify to become a hebentorin, a character must fulfill all the following criteria.

**TABLE 1.7: HEBENTORIN**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Rebuke animal or beast | +1 effective level |
| 2nd | +1 | +3 | +0 | +0 | Animal lore | +1 effective level |
| 3rd | +1 | +3 | +1 | +1 | Animalism | +1 effective level |
| 4th | +2 | +4 | +1 | +1 | Shapechange (1/day, Small or Medium-size) | +1 effective level |
| 5th | +2 | +4 | +1 | +1 | Alter tracks | +1 effective level |
| 6th | +3 | +5 | +2 | +2 | Shapechange (2/day) | +1 effective level |
| 7th | +3 | +5 | +2 | +2 | Animalism | +1 effective level |
| 8th | +4 | +6 | +2 | +2 | Shapechange (3/day, Large) | +1 effective level |
| 9th | +4 | +6 | +3 | +3 | Venom Immunity | +1 effective level |
| 10th | +5 | +7 | +3 | +3 | Shapechange (4/day) | +1 effective level |

**Spellcasting Bonus:** +2 spellcasting bonus as an Earth mage and as a Fire mage.

**Feats:** Alertness, Skill Focus: Handle Animal.

**Handle Animal:** 4 ranks.

**Wilderness Lore:** 4 ranks.

**Special:** The character must have never perpetrated a violent act against an animal except in self-defense or for self-preservation.

### Class Skills

The hebentorin's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the hebentorin prestige class.

**Weapon and Armor Proficiency:** A hebentorin does not gain any further proficiency with weapons and armor than he already previously possessed. However, a hebentorin finds the use of armor or weapons made of animal products to be reprehensible. A hebentorin will not use weapons or wear armor or clothing made from such materials. An exception to this is wool, since shearing does not harm the sheep.

**Spellcasting:** Each time the character gains a level as a hebentorin, he gains a +1 spellcasting bonus for casting Earth/Fire dual-element spells. This spellcasting bonus does not aid in the casting of single element Earth or Fire magic spells.

**Spell Familiarity:** A hebentorin is allowed spell familiarity dedicated to Earth/Fire dual-element spells. A hebentorin can know a number of Quick Reference and Intimate Knowledge Earth/Fire dual-element spells , as indicated by level on Table 2.5 in Chapter 2. For instance, a 1st-level hebentorin could know 25 CT points worth of Earth/Fire dual-element spells as Intimate Knowledge, and 50 CT points worth as Quick Reference. This number is modified by the hebentorin's Intelligence modifier × 10.

Earth/Fire dual-element spells known previously by the hebentorin do not automatically count toward the maximum total of CT points available for Earth/Fire spells. However, a hebentorin may choose to use this new spell familiarity to free up CT points enabling him to learn more Earth magic or Fire magic spells without losing levels of spell familiarity in the process.

**Rebuke and Command Animals:** At 1st level, a hebentorin has the supernatural ability to rebuke animals a number of times a day equal to 2 + the character's Charisma modifier. A hebentorin rebukes the closest animals to him, and cannot rebuke targets more than 60 feet away or those who have total cover in relation to him.

When rebuking animals, the hebentorin must first determine if he can overcome the animal's natural instincts in order to affect it. This is achieved by means of a Charisma check modified by the hebentorin's Earth/Fire dual-element spellcasting bonus (1d20 + Charisma modifier + Earth/Fire dual-element spellcasting bonus). The table gives the Hit Dice of the most powerful animal the hebentorin can affect, relative to level. With any given attempt

**TABLE 1.8: REBUKE AND COMMAND ANIMALS**

| Rebuke or Command Check Result | Most Powerful Animal or Beast Affected (Maximum Hit Dice) |
|---|---|
| Up to 0 | Hebentorin's level – 4 |
| 1–3 | Hebentorin's level – 3 |
| 4–6 | Hebentorin's level – 2 |
| 7–9 | Hebentorin's level – 1 |
| 10–12 | Hebentorin's level |
| 13–15 | Hebentorin's level + 1 |
| 16–18 | Hebentorin's level + 2 |
| 19–21 | Hebentorin's level + 3 |
| 22+ | Hebentorin's level + 4 |

to rebuke, the hebentorin cannot affect an animal whose Hit Dice exceed the result of the roll on this table.

If the hebentorin's roll on the table above is high enough to affect at least some of the animals within 60 feet, the character rolls 2d6 + his hebentorin level + his Charisma modifier. The result is how many total Hit Dice of animals are rebuked. Animals that have already been rebuked may be skipped, so that the hebentorin does not waste his rebuking capacity on them.

Rebuked animals cower in awe before the hebentorin or try to flee his presence. (Attack rolls against creatures affected in this manner receive a +2 bonus.) The effect lasts for 10 rounds.

If the character has twice as many levels (or more) as a hebentorin than the animals have Hit Dice, he commands any that he would normally rebuke.

Commanded animals are under the mental control of the hebentorin. He must make a standard action to relay mental orders to those he commands. The character may command any number of animals whose total Hit Dice do not exceed his level as a hebentorin. The hebentorin may relinquish command of any commanded animal at will, in order to command new ones.

**Animal Lore:** At 2nd level, a hebentorin can identify animals (their species and special traits) with perfect accuracy.

**Animalism:** At 3rd level, the hebentorin may choose one species of animal among which he will always be recognized as a member of the same species. For instance, a hebentorin may choose to always be recognized as a horse when he is among horses. This ability gives the hebentorin a +5 bonus to all Animal Empathy and Handle Animal skill checks made when dealing with an animal of that particular species. At 7th level, the hebentorin is accepted as a family member whenever dealing with animals of the species he chose at 3rd level. This level of acceptance bestows a +10 bonus to all Animal Empathy and Handle Animal skill checks made by the hebentorin when dealing with members of that particular species.

**Shapechange:** At 4th level, the hebentorin gains the ability to change his physical form into that of any Small or Medium-size animal (not a dire animal) and revert back to his normal form once per day. The hebentorin may adopt only one other form per shapechange. Once the hebentorin returns to his normal form, he regains hit points as if he had rested for an entire day.

The hebentorin acquires the physical and natural abilities of the creature into which he has shapechanged, while retaining his own mind. Physical abilities include natural size, Strength, Dexterity and Constitution scores. Natural abilities include armor, attack routines (bite, tail slap, etc.), and similar gross physical qualities (presence or absence of fins, number of extremities, wings, etc.). Natural abilities also include mundane movement capabilities, such as swimming or flying. Other nonmagical abilities (such as a constrictor snake's ability to constrict) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The hebentorin's new scores and faculties are average for the species into which he transforms.

The hebentorin retains his Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in his Constitution score), base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The hebentorin retains his own type (for example, "humanoid"), extraordinary abilities, spells, and spell-like abilities. The hebentorin can cast spells, but needs a humanlike voice for verbal components and humanlike hands for somatic components, as well as holding elemental essences.

Any equipment carried or worn melds into the hebentorin's new form and becomes nonfunctional.

If slain while in another form, the hebentorin reverts to his original form, though he remains dead.

At 6th level, the hebentorin may shapechange twice per day. At 8th level, the hebentorin is able to shapechange 3 times per day and can assume the form of Large animals. A 10th-level hebentorin is

able to shapechange four times per day. This is a spell-like ability.

**Alter Tracks:** A 5th-level hebentorin can change his tracks to match those of any animal. The Difficulty Class for tracking a hebentorin who is actively using this ability is modified by +5 (in addition to any other applicable modifiers). This is a spell-like ability.

**Venom Immunity:** At 9th level, the hebentorin becomes immune to poisonous venoms of animals (but not mineral poisons, poison gas, or poisons derived from plants).

### Kalatorin

The Nimorean priests of the Oden-Klidip Temple have long experimented with many forms of magic. In recent times, their main focus has been marrying Earth magic to other elemental magicks, including Water magic. Their studies led some to become kalatorin, meaning "plant wizard."

Kalatorin are rare, but are known among the Nimoreans and Vinnengaeleans, as well as Nimrans. A few are scattered among the pecwae, and there are a small number rumored to exist within the elven Wyred. Kalatorin are most comfortable when living in deep woods and dark jungles, where plants are the rulers and humanoids must play by their rules and obey their laws.

As kalatorin become more knowledgeable with plants and *plant* aspect magic, they find that they have little in common with their own kind. Thus kalatorin often seem aloof to those who do not know them, more interested in discussing the weather with a oak tree than hearing the latest gossip from the taverns.

Kalatorin are much in demand from those adventurers whose expeditions will lead them through dense forests, or bring them into contact with dangerous plants. A kalatorin can be useful in a fight, for he is able to manipulate plants so that they can distract, confuse, and even harm opponents.

**Hit Die:** d6.

### Requirements

To qualify to become a kalatorin, a character must fulfill all the following criteria.

**Class and Level:** 3rd-level Earth mage and 3rd-level Water mage.

**Intuit Direction:** 5 ranks.

**Knowledge (nature):** 8 ranks.

**Wilderness Lore:** 5 ranks.

**Feats:** Second Wind.

### Class Skills

The kalatorin's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Move Silently (Dex), Scry (Int), and Wilderness Lore (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the kalatorin prestige class.

**Weapons and Armor Proficiency:** The kalatorin does not gain any new proficiency with armor or weapons above and beyond what he already possesses.

**TABLE 1.9: KALATORIN**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Plant lore | +1 effective level |
| 2nd | +1 | +3 | +0 | +0 | Woodland stride | +1 effective level |
| 3rd | +1 | +3 | +1 | +1 | Plantspeak | +1 effective level |
| 4th | +2 | +4 | +1 | +1 | Flesh of ironwood (damage reduction 5/—) | +1 effective level |
| 5th | +2 | +4 | +1 | +1 | Venom immunity | +1 effective level |
| 6th | +3 | +5 | +2 | +2 | Camouflage | +1 effective level |
| 7th | +3 | +5 | +2 | +2 | Infallible guide | +1 effective level |
| 8th | +4 | +6 | +2 | +2 | Preternatural spellcasting | +1 effective level |
| 9th | +4 | +6 | +3 | +3 | Timeless body | +1 effective level |
| 10th | +5 | +7 | +3 | +3 | Flesh of ironwood (damage reduction 10/—) | +1 effective level |

**Spellcasting:** Each time the character gains a level as a kalatorin, he gains a +1 spellcasting bonus for casting Earth/Water dual-element spells. This spellcasting bonus does not aid in the casting of single element Earth or Water magic spells.

**Spell Familiarity:** A kalatorin is allowed spell familiarity dedicated to Earth/Water dual-element spells. A kalatorin can know a number of Quick Reference and Intimate Knowledge Earth/Water dual-element spells, as indicated by level on Table 2.5**.** For instance, a 1st-level kalatorin could know 25 CT points worth of Earth/Water dual-element spells as Intimate Knowledge, and 50 CT points worth as Quick Reference. This number is modified by the kalatorin's Intelligence modifier × 10.

Earth/Water dual-element spells known previously by the kalatorin do not automatically count toward the maximum total of CT points available for Earth/Water spells. A kalatorin may use this new spell familiarity to free up CT points enabling him to learn more Earth magic or Water magic spells without losing levels of spell familiarity in the process.

**Plant Lore:** At 1st level, a kalatorin can identify plants (their species and special traits) with perfect accuracy.

**Woodland Stride:** At 2nd level, a kalatorin can move through naturally growing thorns, briars, overgrown areas and similar terrain at his normal speed without suffering damage or other impairment. Thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect the kalatorin.

**Plantspeak:** At 3rd level, a kalatorin gains the ability to communicate with plants and plant creatures. The kalatorin can ask questions and receive answers from plants. However, since plants usually have a limited sense of their surroundings, plants cannot answer questions about events beyond their immediate vicinity, nor can they relay detailed descriptions of creatures. Plant creatures who may be opposed to the kalatorin, or simply in no mood to speak, may give misleading information or ignore the mage altogether. Those friendly to the kalatorin may offer better information or offer to do him a service. Plantspeak is a spell-like ability.

**Flesh of Ironwood:** A 4th-level kalatorin's flesh becomes the consistency of ironwood. This empowers the kalatorin with damage reduction 5/—. At 10th level, the kalatorin's damage reduction becomes 10/—.

**Venom Immunity:** At 5th level, a kalatorin gains immunity to all organic plant poisons (but not to mineral poisons, poison gas, or poisons derived from animals).

**Camouflage:** At 6th level, when he is in surroundings that are rich in plant-life (a woods, forest, jungle, etc.), the kalatorin can blend into his surroundings. This ability gives the kalatorin a +10 circumstance bonus to his Hide check when in such surroundings. This is a spell-like ability.

**Infallible Guide:** At 7th level, a kalatorin can never become lost in a woodland environment (woods, forest, jungle, etc.).

**Preternatural Spellcasting:** An 8th-level, the kalatorin's understanding of *plant* aspect magic is so great that he no longer needs to use material essences to cast Earth/Water dual-element spells. Instead he draws the energy directly from the magical plane. Further, the DC for the kalatorin's Fortitude save against channeling magic is always treated as if he were advantaged in the element he is casting, so long as the spell is an Earth/Water dual-element spell. Single element spells, or other dual-element spells are still treated normally with regard to the kalatorin's Fortitude save and material essence requirement.

**Timeless Body:** A 9th-level kalatorin no longer suffers ability penalties for aging (see Table 2.4: Character Age in the *Sovereign Stone Campaign Sourcebook*, page 31) and cannot be magically aged. Any penalties he may have already suffered remain in place. Bonuses still accrue and the kalatorin still dies of old age when his time is up.

### Sea Witch

There are those mages who feel at one with the mighty oceans. Even safe at home on shore, they retain an intense longing for the sea and are never happier than when strolling the pitching deck of a sailing ship. These sea-going mages protect their ships and crew from the often destructive forces of the sea. They share an intimacy with the creatures of the sea, communicating with them and entreating them for aid when necessary. Some command ships, pushing their crews and their vessels to their limits as they sail to find riches and adventure.

Most sea witches come from among the orks. That seafaring race is most at home on the high seas, and their highest ranking shamans are often sea witches. But there are sea witches among the other races too, who most likely learned their art from the orks.

Sea witches respect the sea, and although they often pursue their own ends, they are careful to pay homage to the power of the sea and the many creatures that call the sea their home. Sea witches

**TABLE 1.10: SEA WITCH**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Bond with small boat | +1 effective level |
| 2nd | +1 | +0 | +3 | +3 | Ignore metamagic penalty (CT 15) | +1 effective level |
| 3rd | +1 | +1 | +3 | +3 | Communicate with aquatic animals | +1 effective level |
| 4th | +2 | +1 | +4 | +4 | Bond with large boat | +1 effective level |
| 5th | +2 | +1 | +4 | +4 | Ignore metamagic penalty (CT 30) | +1 effective level |
| 6th | +3 | +2 | +5 | +5 | Aquatic shapechange (Medium-size only) | +1 effective level |
| 7th | +3 | +2 | +5 | +5 | Bond with small ship | +1 effective level |
| 8th | +4 | +2 | +6 | +6 | Ignore metamagic penalty (CT 45) | +1 effective level |
| 9th | +4 | +3 | +6 | +6 | Aquatic shapechange (Small, Large, 2/day) | +1 effective level |
| 10th | +5 | +3 | +7 | +7 | Bond with large ship | +1 effective level |

are quick to placate the gods if they believe that they have made a transgression against the sea. Sea witches have no hesitation eating of the bounty of the sea. Indeed, some orken sea witches insist that eating a steady diet of fish is good for the health. They insist that nothing be wasted, however, and are adept at putting every left-over fish bone to good use.

Sea witches will sail the sea until the sea takes them at the end. A death on land is much to be avoided and elderly sea witches, who feel their time is upon them, will often take boats out alone to become one with the rolling waves.

**Hit Die:** d8.

### Requirements

To qualify to become a sea witch, a character must fulfill the following criteria.

**Spellcasting Bonus:** A sea witch must have a spellcasting bonus of +4 as a Water mage and +2 as an Air mage.

**Concentration:** 6 ranks.

**Profession (sailor):** 6 ranks.

**Knowledge (nature):** 3 ranks.

**Wilderness Lore:** 3 ranks.

**Special:** A mentor sea witch must accept the character as a student. The mentor sea witch arranges tests that try the student's resolve and abilities. The time that a pupil will remain with his mentor varies, but is usually no more than one year.

### Class Skills

The sea witch's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex, Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (all skills, bought separately) (Int), Literacy (—), Profession (Wis), Sense Motive (Wis), Speak Language (—), and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the sea witch prestige class.

**Weapon and Armor Proficiency:** A sea witch does not gain any further proficiency with weapons and armor beyond those he previously possessed.

**Bond with Boat/Ship:** When casting any spell with a personal range, a sea witch can target the ship on which he is sailing. This ability works for all such spells cast by the sea witch, regardless of the mage class that provides them.

To bond to a ship, the sea witch must perform a ritual that requires one day for every 25 feet (or less) of the ship's length. The sea witch must be in contact with the target ship for the duration of the ritual. The sea witch may eat and drink during the bonding but may not engage in combat, spellcasting or extended conversation. The sea witch may only be bonded to one vessel at a time, but may change the bond whenever he wants. If he changes

ships, he must go through the ritual to bond to a new ship.

For the purposes of this ability, a small boat is a vessel less than 25 feet long. A large boat is between 25 and 50 feet long. A small ship is between 50 to 100 feet long. A large ship is any ship over 100 feet long.

**Spellcasting:** Each time the character gains a level as a sea witch, he gains an effective additional level in either his Water mage or Air mage class (the sea witch's choice), with regard to spellcasting. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that the sea witch can know more spells at Intimate Knowledge and Quick Reference and raises his spellcasting bonus by +1 (for each level), but does not gain any other benefits for going up a level as an Air mage or Water mage.

**Ignore Metamagic Penalty:** Sea witches of sufficient level may reduce the cost of metamagic feats by 15 or more points of Casting Threshold when casting Air, Water, or dual-element Air/Water spells. The reduction applies once per day, and the spell's CT can never be lowered below its listed value. For example, Nania is a 4th-level sea witch. She is going to cast *hills of water* using the Extend Spell feat. Normally, this feat would add an additional 15 points of CT to the spell's listed CT 44. However, Nania is able to ignore the 15 additional points and cast the spell normally, gaining the effects of the feat. If Nania had been 5th level, she would have had the ability to ignore up to 30 points of additional CT for using metamagic feats. However, since the Casting Threshold of a spell can never be reduced below its listed value, Nania would still be able to ignore only the 15 points for the Extend Spell feat.

**Communicate with Aquatic Animals:** At 3rd level, the sea witch gains the ability to communicate once per day with an aquatic animal that is no more than 100 feet distant from the sea witch. Communication is limited by the intelligence of the animal, the concepts that are discussed, and may last for up to 1 hour. This communication is non-verbal and there is no need for the sea witch to have sight of the animal with which he is communicating. The animal may break off contact at any time and may decide to ignore future attempts at communication. This ability in no way compels or beguiles the animal in question and relies on the mutual goodwill between the sea witch and the animal.

**Aquatic Shapechange:** At 6th level, the sea witch gains the ability to change his physical form into that of any Medium-size aquatic animal (not a dire animal) and back again once per day. The sea witch may adopt only one other form per shapechange. Once the sea witch returns to his normal form, he regains hit points as if he had rested for an entire day.

The sea witch acquires the physical and natural abilities of the creature into which he has shapechanged while retaining his own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, attack routines (bite, tail slap, etc.), and similar gross physical qualities (presence or absence of fins, number of extremities, etc.). Natural abilities also include mundane movement capabilities, such as swimming. Other nonmagical abilities (such as a squid's improved grab) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The sea witch's new scores and faculties are average ones for the species into which he transforms.

The sea witch retains his Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in his Constitution score), base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The sea witch retains his own type (for example, "humanoid"), extraordinary abilities, spells and spell-like abilities. The sea witch can cast spells, but needs a humanlike voice for verbal components and humanlike hands for somatic components.

Any equipment carried or worn melds into the sea witch's new form and becomes nonfunctional.

If slain while in another form, the sea witch reverts to his original form, though he remains dead.

At 9th-level, the sea witch may shift into the forms of Small and Large aquatic animals, and may change twice per day. This is a spell-like ability.

### War Mage

To some, combat is the ultimate test of a mage's ability. It is during combat that a mage has to come to terms with his deepest fears, measure the depths of his courage. There are those mages who are trained to use spells and sword equally well, wreaking ruin upon those who would stand against them. War mages are usually trained as military units. Men and women who become war mages are subject to rigorous training that may injure or even cause the death of some recruits. Only the best and strongest are finally accepted into the ranks, for victory may be dependent on the skills of the war mage.

War mages are found mostly within the ranks of Karnuan and Vinnengaelean armies and among the elven Wyred. (The Karnuans are rumored to use Void mages among their forces.) Dunkargan war mages have their own guild that offers, among other benefits, employment to retired war mages. The peaceful Nimrans and Nimoreans also train war mages, often employing them as Temple guards.

The dwarves have never in the past had much use for war mages, considering that any dwarf who prefers magic to steel in battle is a coward. Rumor has it that a rising new clan chieftain among the dwarves has been training dwarven Fire mages for this purpose with great success. Few orken ships set sail without a war mage or two on board, although the orks have rarely employed war mages in land battles, a policy that may change following the ork's disastrous loss of their sacred mountain to the Karnuans. War mages are unknown among the pecwae and are despised by the Trevenici.



During times of peace or after retirement, war mages are often left to their own devices, free to pursue their own interests. Many war mages become mercenaries and adventurers, selling their abilities to the highest bidder. Due to their amazing skill with combative magic, they often demand and receive top wages. A war mage who chooses to live outside the law is considered especially dangerous.

**Hit Die:** d10.

### Requirements

To qualify to become a war mage, a character must fulfill all the following criteria.

**TABLE 1.11: WAR MAGE**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spellcasting Bonus |
|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Improved armor proficiency +2 | +1 effective level |
| 2nd | +2 | +3 | +0 | +3 | Defensive spellcasting | +1 effective level |
| 3rd | +3 | +3 | +1 | +3 | Metamagic battlecasting (15 points) | +1 effective level |
| 4th | +4 | +4 | +1 | +4 | Bonus feat | +1 effective level |
| 5th | +5 | +4 | +1 | +4 | Improved armor proficiency +4 | +1 effective level |
| 6th | +6 | +5 | +2 | +5 | Metamagic battlecasting (30 points) | +1 effective level |
| 7th | +7 | +5 | +2 | +5 | Bonus feat | +1 effective level |
| 8th | +8 | +6 | +2 | +6 | | +1 effective level |
| 9th | +9 | +6 | +3 | +6 | Improved armor proficiency +6, metamagic battlecasting (45 points) | +1 effective level |
| 10th | +10 | +7 | +3 | +7 | Bonus feat | +1 effective level |

**Base Attack Bonus:** +5.

**Spellcasting Bonus:** +3 (any elemental magic or Void magic).

**Feats:** Weapon Focus (any weapon), Combat Casting.

**Concentration:** 7 ranks.

**Special:** War mages must be accepted and trained by an existing order of war mages. Examples are a Karnuan war wizard unit, a militant faction of the elven Wyred, the Temple of the Magi's Order of Battle. Orken war mages receive training in the newly formed ranks of the Captain of Captains Battle Magi. Since locating the roaming dwarven clan chief can be difficult, dwarves can receive training from a mentor dwarf who has been trained in the art. The initial training takes six months and is extremely arduous.

### Class Skills

The war mage's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Literacy (—), Profession (Wis), Ride (Dex), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the war mage prestige class.

**Weapons and Armor Proficiency:** A war mage is proficient with all simple and martial weapons, all armor (heavy, medium, and light) and shields. Note that heavy armor has a negative impact on some Dexterity and Strength-based skills. Also, armor can penalize spellcasting (see Chapter 2: The Nature of Magic).

**Spellcasting:** Each time the character gains a level as a war mage, he gains an effective additional level in any elemental mage class or as a Void mage with regard to spellcasting. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that the war mage can know more spells as Intimate Knowledge and Quick Reference and raises his spellcasting bonus by +1 (for each level), but does not gain any other benefits for going up a level as an elemental mage or Void mage.

**Improved Armor Proficiency:** At 1st level, a war mage gains a +2 bonus to spellcasting rolls while wearing light, medium or heavy armor. At 5th level, this bonus increases to +4 and at 9th level increases to +6. This bonus does not apply to spellcasting rolls made while the war mage is not wearing armor or using only a shield.

**Defensive Spellcasting:** At 2nd level, war mages are trained to cast spells defensively. A war mage never provokes an attack of opportunity for casting a spell.

**Metamagic Battlecasting:** At 3rd level, a war mage casting a spell that causes damage is able to minimize the cost of metamagic feats that add more points to the spell's Casting Threshold. The war mage is able to eliminate up to 15 points from a metamagic feat's additional CT cost. At 6th level, a war mage is able to eliminate up to 30 points of a metamagic feat's additional cost. At 9th level, a war mage can eliminate 45 points of additional CT. A spell may never have a CT less than that which is listed.

**Bonus Feat:** At 4th level, the war mage receives a bonus feat. He gains an additional bonus feat at 7th and 10th level. These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, or any metamagic feat.

Some of the bonus feats available to a war mage cannot be acquired until the war mage has gained one or more prerequisite feats. These feats are listed parenthetically after the prerequisite feat. A war mage can select feats marked with an asterisk (*) more than once, but each must be for a different weapon. A war mage must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.



# Chapter 2

# THE NATURE OF MAGIC

**Griffith, Elven Wyred**

I have seen my mighty nation fall into bloody civil war. I have seen my Shield fall prey to the duplicity of a prince believed to have been dead these past two centuries.

The Mother and Father look down upon us with concern. The Void is ascendant. The power of the elements wanes. I can feel it in the magic.

An old elven curse states, "May your days be filled with excitement." Since I was three years old and stolen away from my family by the Wyred, my days have been filled with excitement. I hope that I may live long enough to find peace.

# The Nature of Magic

The whole of existence in Loerem is not limited to what can be seen, touched, heard, smelled or tasted. Nor is it limited to locales that can be reached by land or sea. The Portal to the Gods in Old Vinnengael was a testament to this. Elves speak with ancestors who have been dead hundreds of years. Orks read omens that are sent to them by the gods. The universe is large, and only the gods know its true extent.

To understand the nature of magic, it is useful to think of the world as existing on two "planes." The first plane is the physical world, the "real world," where men and women live everyday lives. The physical plane is the world of the senses, a place that is tangible and easy to comprehend. The second plane is the world of magic. This is a complex web of elemental energy that courses through everything that exists in the physical world. Everything and everyone in the physical plane is connected to the magic plane, some more strongly than others.

Mages use a small amount of an element to bridge the gap between the physical world and the magical one. Known as an essence or "spark," this could be a pinch of dust, a single puff of breath, a tiny bit of burning charcoal, or a drop of water. This spark opens a conduit that allows the magic to flow from the magical plane to the physical plane.

Every living thing (be it plant or animal) possesses what is known as a magical aura. The magical aura surrounds its owner out to a distance of six inches. The aura enables mages to use raw magic, providing protection to mages while they are channeling magic, thus allowing them to cast spells.

When a magic-user learns a spell, he records the syllables that he must utter and any physical gestures he must make in his spellbook, which will then allow him to use the elemental essence to pierce the veil between the physical world and the magical. Running through these paradigms in his mind, the mage is able to manipulate the constituent element(s) within his magical aura, causing his aura to open a small conduit through the veil. Once the conduit is established, the mage then proceeds to the next set of memorized patterns that help him shape the magic into its desired effect.

All members of the major races of Loerem have the potential to manipulate the elemental energy of magic. Other intelligent beings are capable of utilizing magical energy, but are usually limited in their abilities since they are typically more closely tied to one specific elemental energy. Many creatures can create magical effects through instinct or force of will, but the scope of their magic-use is not nearly as broad as that of humans, orks, elves, dwarves, and pecwae.

Although the gods blessed each race with an affinity for a particular type of elemental magic, all of the major races are able to use magic born of any element. Thus dwarves, whose advantaged magic is Fire, have the ability to cast Water, Earth, and Air spells. Not so with the other magic-using creatures of Loerem. Each magic-capable species is more closely related to one particular elemental magic than any other and thus derives its power almost exclusively from that element. (There are a rare number of magical creatures that draw their power from two elements, creating effects similar to dual-element spells.) This means that some of the more powerful creatures and entities are able to produce magical effects that have long eluded spellcasters. These creatures do not need a "spark" or an elemental essence within their living aura to shape or channel magic. They use magic instinctively. Dragons are an example of this type of creature.

**Table 2.1: Races and the Magical Elements**

| Race | Advantaged | Neutral | Disadvantaged |
|---|---|---|---|
| Humans | Earth | Fire & Water | Air |
| Pecwae | Earth | Fire & Water | Air |
| Dwarves | Fire | Air & Earth | Water |
| Elves | Air | Fire & Water | Earth |
| Orks | Water | Air & Earth | Fire |

## Magic Aspects

Magic aspects define the magical effects produced by different elements. Some aspects are related to a pair of elements. These are known as dual-element spells (see Dual-Element Spells below). Once the aspect of a spell is defined, the aspect determines which of the elements (or which two elements) must be used to power the spell.

*Elemental:* Every magical element (Earth, Air, Fire, Water, and Void) is capable of producing elemental effect spells. These spells manipulate or transmute their particular element. For example, *hungry water* changes water into acid.

Elemental magic can also detect, dispel, or augment spells of the same element. (Dual-element spells may be detected or dispelled by spells of either element involved.)

### Earth Magic Aspects

*Healing:* These spells deal specifically with restoring health and well-being to the injured or the diseased. Magical healing is not always effective, mainly due to the aura that surrounds every living

person. Healing magicks do not have the ability to restore life to someone who has expired, no matter what the circumstances of death. Spells of the healing aspect will not rid a being of parasitic infestation or malignant growths, but will be able to repair damage and temporarily ease the pain caused by these. Further, healing spells specifically state whether they will heal normal hit points of damage or subdual damage, but do not automatically heal both (see the Limits of Magic later in this chapter).

*Protection:* Spells of this aspect are designed to shield the recipient from physical injury and/or magical attack. These spells often imbue otherwise mundane items with temporary magical power that deflects or diminishes physical damage, affects spellcasting or interrupts magical effects. Other protection aspect spells can guard areas against intrusion.

*Construction:* These spells cause a change in the properties of an already existing object or substance, as long as that object does not clearly belong to another element. For instance, while a construction aspect spell might erect a wall of mud, it would not be able to erect a wall of flame (clearly the purview of Fire magic). Even though a poison can be neutralized or transformed into a non-harmful substance, its constituents still retain their basic elemental properties. For instance, although a poison might have both arsenic and wine mingled together, the wine will be unaffected by the Earth spell, while the arsenic is neutralized.

### Air Magic Aspects

*Charm:* Spells that can affect the behavior of other intelligent beings (animals are unaffected by such spells). Charms can also animate normally inanimate objects for short periods of time. Some charms are used to enchant items in order to beguile or entice those who look at them.

*Mentalism:* Spells that discern between truth and falsehood and between that which is real and unreal. Spells of this aspect are used to detect hidden or secret doors and compartments, reveal traps, discount illusions, ascertain the veracity or accuracy of one's statements, read another's mind, and uncover objects that are hidden or shrouded by magic.



*Travel:* Those magicks that affect either the speed at which a creature or an object moves or its means of movement.

*Illusion:* Spells that are created to mislead the senses or minds of the affected. Illusion spells typically create scenes, sounds, or smells that do not exist in reality. Illusion aspect spells do not normally affect animals or beasts, since their perceptions of the world are different from those of other creature types, and their senses tend to be sharper.

### Fire Magic Aspects

*Divination (past):* Spells of this aspect allow the caster to scry events that happened sometime in the past. Such spells do not allow the caster to determine the veracity of scenes witnessed while scrying. For example, it is possible that a spellcaster might scry a time when an area is cloaked with an illusion or view a meeting that was staged for the benefit of any who might be "watching." The spellcaster will not be able to penetrate the illusion, nor will he be able to tell that the meeting was being staged. Divination (past) spells penetrate Time, not Space, and thus do not allow the mage to scry over distances. Divination (past) spells are effective only if cast in the location where the event in question took place.

*Conversion:* These spells are often mistaken for construction aspect spells. Conversion spells deal solely with fluctuations in temperature and illumination in small, localized areas. Conversion aspect spells are not capable of changing the shape of an object or its basic properties, unless the object can be altered by heat (melt ice, boil water). Conversion aspect spells cannot be used to cause magical darkness, although they might prove useful in combating such magic.

### Water Magic Aspects

*Divination (present):* Such spells allow the caster to divine events as they are currently happening. Divination (present) spells can be accomplished over long distances and are useful for overhearing conversations and for spying.

*Communication:* Spells that allow the exchange of information, signals, or messages in various ways including verbal, physical, and written.

### Void Magic Aspects

*Destruction:* Spells that can replicate any harmful or destructive effect produced by spells of other elements. Void spells of this aspect are capable of harming not only other living creatures, but the other elements themselves. For example, destruction aspect spells might cause water to become brackish or make once fertile fields barren and unable to support life.

*Necromancy:* Spells that deal with death, dying, the dead, decay, despair, disease, communication with spirits beyond the grave, the manipulation of bodies (living or dead), the transference of life essence, and the creation of undead.

*Shadow:* Spells that are capable of utilizing shadows for travel, causing darkness, and constructing semi-real illusions.

### Air/Water Magic Aspects

*Weather:* Spells that allow the caster to control the forces of nature. These spells allow the conjuration of all types of weather from a blizzard to a thunderstorm, as well as the commensurate side-effects, such as a drop in temperature, fierce winds, thunder and lightning. Weather aspect spells also allow the caster to mitigate the effects of weather, both magical and natural.

### Earth/Water Magic Aspects

*Plant:* Spells that can restore health to plants, speed plant growth, improve crops and establish an ability to communicate with plants and plant-like beings. Such spells can also cause transmutations that involve plants, the changing of one type of matter into plant-matter, or vice versa.

### Air/Fire Magic Aspects

*Lightning/Electricity:* Spells that allow the caster to harness and shape electrical energy. Some lightning/electricity aspect spells provide protection from the effects of electricity or electrical attacks.

### Earth/Fire Magic Aspects

*Animal:* Spells that affect creatures classified as animals (including dire animals), beasts, humanoids, magical beasts, or vermin. (Affected creatures belonging to one of these types can be land-based or avian, but not aquatic.) Transmutations from one form to another fall under this aspect, as well.

### Casting Spells

A mage must first select the spell he is going to cast. In Loerem, a mage may cast any spell in his repertoire, without limitation. This does not mean that a mage's access to spells is unlimited, but rather that he can cast the spells he knows in any order, as many times as he wants (so long as he is still conscious).

All spells have verbal, somatic, and material (also known as essence) components. This means that a mage must be able to speak and use his hands (and sometimes his feet) in order to successfully com-

plete a spell. The verbal and somatic components of a spell serve as mnemonic devices, helping the mage traverse the mental hurdles required for channeling and shaping raw magic into spell effects.

A mage must also possess some of the element to which the spell belongs within his magical aura in order to initiate the spell. This means that if a mage wishes to cast a Fire magic spell, he must have the means of producing a spark or have access to an open flame. The same is true of the other elements. A Water magic spell needs a drop of water to initiate the casting. An Earth magic spell requires a stone or a pinch of dirt or dust. A spell born of Air magic requires some of the air surrounding the caster, or perhaps his breath.

Spellcasting requires an enormous amount of concentration, making it difficult for an elemental mage or Void mage to concentrate on casting while he is in the middle of melee combat or other distracting situations.

### Spellcasting Roll

To cast a spell, roll:

1d20 + SPELLCASTING MODIFIER

(Spellcasting modifier = spellcasting bonus + special modifiers)

Each spell has a Casting Threshold (CT). This roll is applied toward the CT of the spell that the mage is casting. He performs the spellcasting roll each round until the total of all of the rolls equals or exceeds the spell's CT. Once this happens, the spell takes effect.

**Example:** Cael, a 5th-level dwarven Fire mage, is in a desperate combat with two jackals. He decides to use the *fiery breath* spell to give himself an extra attack. The spell has a CT 26. On his initiative, Cael uses a small ember from his campfire as his material component and begins casting. He rolls 1d20, and receives a +5 spellcasting bonus due to his level. Cael obtains an 18 on his first spellcasting roll. During his initiative next round, Cael rolls again for 10. The 18 from his previous roll and the 10 from his current roll equal 28 (and exceeds the spell's CT). The *fiery breath* takes effect on Cael's initiative this round.

### Dual-Element Spells

Dual-element spells fall in the domain of two adjacent magical elements. When attempting to cast a dual-element spell, the caster must have levels in both elemental mage classes included in the spell. For instance, to cast *heal plant*, a character must have at least 1 level as both an Earth mage and a Water mage. Further, in order to cast a dual-element spell, a mage must have a small amount of both of the elements within his magical aura. Casting a dual-element spell is handled normally, except that the spellcasting bonus of the lower elemental mage class is used.

Mages may gain the benefits of using an essence of quality when casting dual-element spells. However, if using two quality essences, only the higher bonus of the two essences counts toward spellcasting (both essences are still consumed when the spell is completed). The same is true for using contaminated essences. If two contaminated essences are being used, the only the highest penalty of the two essences counts against the mage's spellcasting, not both.

### Tainted by Void

A Void mage who wants to become advantaged in Void magic may do so by simply stating that he is becoming "tainted by Void." The Void mage immediately takes 1 point of normal damage due to the Void magic stealing a bit of his life force in order for the magic to work. It should be noted on the character sheet that the Void mage is now tainted by Void. If the Void mage decides to remain advantaged in Void magic, he may maintain the 1 point of damage and remain tainted by Void indefinitely.

Once a Void mage becomes tainted by Void magic, he becomes disadvantaged in the casting of all other magical elements, including the one in which he is naturally advantaged. Because the mage knowingly sacrifices some of his life force to work his magic, healing spells will not work on a mage who is tainted by Void. All wounds the Void mage suffers must heal normally, until he is able to rid himself of the Void's taint.

**Example:** Zaqandra becomes tainted by Void and suffers one point of damage. Through the course of casting *darts of decay*, she suffers 12 points of damage from spellcasting. She is now injured for 13 points of damage. Because she is tainted by Void, healing spells will not work on Zaqandra until she has healed naturally from all damage, the last point of damage being the one that tainted her with Void.

Regardless of when a Void mage actually becomes tainted by Void, the last point of damage healed is always considered to be the one that lifts the taint.

**Example:** Zaqandra is struck with a sword during combat and suffers 5 points of damage. Fearing for her life, she decides to cast *ghostly flesh*. She suffers 12 points of damage from the spellcasting and is now tainted by Void. She must heal all damage (including that taken from the sword wound and that caused by spellcasting) before she can heal the point that taints her with Void magic. Note that

even though the sword wound damage was taken prior to her becoming tainted by Void, that damage may not be healed magically (due to the Void taint), but must heal naturally.

Some creatures and spell effects can taint their victims or targets with Void magic. In these cases, the targets suffer the same penalties to healing and spellcasting as Void mages who are tainted by Void.

### Botching

If a mage rolls a 1 on a spellcasting roll, it is considered a botch (regardless of modifiers). If he is advantaged or neutral with regard to the element of the spell, the mage may attempt a Concentration skill check. The DC check for the mage advantaged in the spell's element is 12. If he is considered neutral to the element, the DC is 15. Botching while casting a spell in an element in which a mage is disadvantaged means that the spell automatically fails. No DC check is allowed.

A successful Concentration skill check allows the mage to apply the 1 he just rolled (plus any bonuses) toward the spell's CT and to continue casting on the following round. If the mage botches on what would have been the final round of casting and makes the Concentration skill check, the spell takes effect normally. Failing the skill check means the spell fails and the mage must start casting over again.

Whether the mage regains control of the spell or not, a botch always means that his Fortitude save against the spellcasting strain fails and damage is applied as indicated below (see Spellcasting Strain).

**Example**: Ector is casting *ease pain*, an Earth magic spell. On the first round of casting, he rolls a 1. He is a 2nd-level Earth mage and receives a +2 spellcasting bonus to his roll, but since he rolled a 1, the spell is still considered a botch. Because Ector is a human, Earth magic is his advantaged element and he might be able to salvage the spell. He rolls a Concentration skill check against a DC 12 (1d20 + skill rank + Constitution bonus). After all of his bonuses are added in, Ector rolls a 13. He is able to apply 3 points toward the spell's CT and continues casting normally the next round. However, because of the botch, Ector automatically fails his Fortitude save against spellcasting strain for that round and suffers 2 points of subdual damage.

### Spellcasting Strain

Channeling magic is difficult and dangerous. Although a mage's magical aura endeavors to protect him from the harmful effects of raw magic, prolonged exposure during spellcasting can still prove debilitating (deadly in the case of Void magic). For each round a mage spends channeling magic during spellcasting, he must make a Fortitude saving throw. The check's DC depends upon the mage's race and whether he is advantaged, neutral, or disadvantaged in the spell's element (see Table 2.2).

**TABLE 2.2: SPELLCASTER FORTITUDE SAVES**

| Spell Status | DC |
|---|---|
| Advantaged | 8 |
| Neutral | 10 |
| Disadvantaged | 12 |

Each round after the first round spent in spellcasting, the Fortitude save's DC increases by +1. If a mage is casting a spell from one of the natural elements (or a dual-element spell), he suffers 1d4 points of subdual damage each round he fails the Fortitude save (see *Core Rulebook I*, page 134). If the mage is casting a Void magic spell, he suffers 1d4 points of normal damage due to a failed Fortitude save. Damage suffered because of casting will never interrupt the casting of a spell, unless it is sufficient to cause unconsciousness, in which case the spell fizzles and is left unfinished. (Spellcasters using dual-element spells are considered neutral for purposes of the Fortitude save against spellcasting strain.)

**Voluntarily Sacrificing Life Essence:** Since Void magic is powered by the very life force of the spellcaster, it is possible for the Void mage to sacrifice hit points to the Void in order to finish a spell more quickly. The Void mage suffers damage equal to the difference between the spell's CT and his current spellcasting total. The spell is activated in the same round that the Void mage voluntarily sacrifices his life essence. (Sacrificing life essence to the Void is not a free action, but takes place *instead* of the spellcasting roll.)

**Example**: Renton is casting *death touch* (CT 32). He has accumulated 12 points by round 2 of casting. He decides that he needs to finish the spell this round. Renton opens himself up to the Void and voluntarily sacrifices life essence. He suffers 20 points of normal damage (CT 32 – 12 spellcasting total = 20).

Spells cast in this manner activate on the same round in which the Void mage sacrifices life essence. By casting a spell this way, the Void mage need not worry about botching or making a Fortitude saving throw.

It is possible for Void mages, in desperate situations, to cast entire spells by sacrificing their life essences to the Void.

**Example**: Renton needs to cast *death touch* (CT 32) instantly or face certain death himself. He chooses to cast the spell on his initiative by sacrificing his life essence. He suffers an amount of damage equal to the CT of the spell (32 points of damage), but the spell is successfully cast.

The Void is a greedy partner. Void mages cannot parcel out life essence a little bit at a time. To use this ability, the Void mage must either give all his life essence at the beginning of casting or make up the remainder at the end of casting. He cannot sacrifice a little life essence here and there in between spellcasting rolls in an attempt to move things along more quickly.

If a Void mage should fall unconscious or die because of sacrificing life essence to the Void, the spell is ruined.

### Spellcasting in Armor

Armor interferes with a mage's ability to make precise somatic movements, while visors can sometimes make it difficult for the mage to speak clearly and succinctly. Because of this, those mages who cast spells while wearing armor suffer a penalty to their spellcasting roll every round of casting. Mages wearing light armor suffer a –2 penalty to their spellcasting rolls. Those in medium armor suffer a –4 penalty, and mages wearing heavy armor suffer a –6 penalty to their spellcasting rolls. A mage with the Still Spell or Silent Spell feat may halve the armor penalty for casting. If using both, the penalty for casting in armor may be completely eliminated. (See the *Sovereign Stone Campaign Sourcebook*, page 77, for more information about armor types.)

### Interruptions During Casting

A mage can be distracted in his spellcasting. The distraction can be minor, such as having his elbow jostled, or it may be major, such as having a knife plunged between his ribs.

An interruption is effective only if it occurs during the time that the mage is actively spellcasting. For instance, an attack that happens just before a mage begins to cast his spell will not cause an interruption.

If a mage is distracted during spellcasting, he must roll a Concentration skill check to determine if he can maintain control of the spell. The skill check's DC is based on the severity of the interruption.

**Attack:** The quickest way to stop a mage from casting a spell is to cause him physical harm. If a mage is physically attacked and takes damage while casting, he is in peril of losing his spell and must make a Concentration skill check. The DC is 10 + points of damage taken + number of previous rounds of casting for that particular spell. If the check is failed, the spell ends immediately, without taking effect.

**Spells:** Affecting a spellcaster with magic is another way in which one may attempt to ruin a spell before it is able to take effect. Regardless of whether or not he made his saving throw, a mage affected by a damaging spell must make a Concentration skill check or the spell being cast is automatically lost. The DC of the Concentration check is 10 + points of damage + number of previous rounds of casting for that particular spell. Spells that distract or interfere with the caster, but do not necessarily cause damage, force a Concentration skill check against the spell's saving throw DC + number of previous rounds of spellcasting for the current spell. Spells without a saving throw have a Concentration check DC of 10 + 1 per 20 points of CT + number of previous rounds of spellcasting for the current spell.

Some spells and physical attacks cause continuous damage (such as the damage dealt by *circle of flame*). Since casting a spell can last several rounds, continuous damage is considered to be a separate attack each round, triggering a new Concentration skill check (as described above), taking into account only the continuous damage suffered in the current round (not continuous damage suffered in previous rounds).

**Grappling or Pinned:** Since all spells have somatic components, it is almost impossible for a mage to cast spells while grappled or pinned. If grappled or pinned while casting a spell, the mage is still allowed a Concentration skill check. The DC is 20 + the number of previous rounds of casting for the current spell. If the check is successful, the mage is allowed one more round of casting. If he is able to complete the spell in that time, the spell takes effect normally. If not, the spell is ruined.

Feats such as Still Spell allow a mage to cast even when grappled or pinned. If a mage is already casting a spell when he is grappled or pinned, he may decide to add the extra CT to the spell and continue to cast without a somatic component. He must still pass the Concentration checks each round he is grappled or pinned, but the DC is reduced to 10 + the number of previous rounds of casting.

**Vigorous Motion:** A mage who is attempting to cast a spell while in situations in which he is being jostled must make a Concentration check (DC 10 + the number of previous rounds of casting) or the spell is ruined. Examples of such circumstances are

casting magic from the back of a moving mount, in a canoe on a choppy lake, during a mild earth tremor. The mage must make this check each round that he is casting under such adverse conditions.

**Violent Motion:** A mage attempting to cast a spell in situations in which he is being severely knocked about must make a Concentration check (DC 15 + the number of previous rounds of casting) or the spell is ruined. Examples of such situations are casting magic from the back of a swooping hippogriff, while in a kayak sailing in whitewater, during an earthquake. The mage must make this check each round that he is casting under such adverse conditions.

**Violent Weather:** If a mage attempts to cast a spell while exposed to strong winds with rain, sleet, dust, or snow, he must make a Concentration skill check against a DC 5 + the number of previous rounds spent casting the spell. If casting while exposed to gale force winds, hail or blizzard conditions, the Concentration check is made against a DC 10 + the number of previous rounds spent casting the spell. (If the adverse weather conditions are created by a spell, refer to the rules above.) The mage must make the Concentration check for each round that he is casting under such adverse conditions.



**Casting Defensively:** A mage who wants to cast a spell without provoking an attack of opportunity must keep an eye on enemies close at hand in order to avoid confrontation. He must make a Concentration check (DC 15). The spell is ruined if the mage fails the check. Note that casting a spell provokes attacks of opportunity only during the round the spell is initiated. Casting defensively allows the caster to avoid altogether the attack of opportunity on the first round of casting.

**Entangled:** A mage who wants to cast a spell while caught in a net, chained to a wall, bound with rope or in a similar constrained situation must make a Concentration skill check (DC 15) to cast the spell. This check must be made for each round the mage spends casting the spell. If he fails the check, the spell is ruined.

### Range

A spell's range indicates how far from the caster of the spell can reach, as defined by the Range line in the spell description. A spell's range is the maximum distance from the wizard that the spell's effect can occur, as well as the maximum distance at which the mage can designate the spell's point of origin. If any portion of the spell's area extends beyond the range, that area has no effect. Standard ranges include:

**Personal:** Only the caster is affected.

**Touch:** The caster must touch a creature or object to affect it.

**Close:** The spell can reach up to 25 feet away from the caster. The maximum range increases by 5 feet for every two levels of the caster.

**Medium:** The spell can reach up to 100 feet + 10 feet per level of the caster.

**Long:** The spell can reach up to 400 feet + 40 feet per level of the caster.

**Unlimited:** The spell can target anywhere on Loerem.

**Range Expressed in Feet:** Some spells have no standard range category, just a range expressed in feet.

### Aiming a Spell

When casting a spell, a mage must choose the object or being the spell is meant to affect or a location where the spell's effect is to originate within the parameters of the spell itself.

**Target or Targets:** Some spells have a target or targets. The mage casts these spells directly on creatures or objects, as defined by the spell. The caster must specifically choose the target of the spell and must be able to see or touch the target. However, the caster does not have to select the target until the moment he finishes casting the spell.

If a spellcaster casts a targeted spell on an object or being not meant to be affected by the spell, such as

casting *allergy season* on a dog, the spell has no effect.

If the target of a spell is the caster ("Target: caster"), the caster does not receive a saving throw and spell resistance does not apply. The Saving Throw and Spell Resistance lines do not appear in such spells.

**Effect:** Some spells create or summon things (the *dazzle* spell, for example). The spellcaster must designate the location where these things are to appear, either by seeing the location or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the spell's range.

*Ray:* Some effects are rays. The caster can aim a ray as if using a ranged weapon, although typically the caster makes a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, the caster can fire into the dark or at an invisible creature, but there is no guarantee that he will hit. Unlike casting a targeted spell, the caster does not have to see the creature he is trying to hit with a ray. Intervening creatures and obstacles can block the caster's line of sight or provide cover for the creature at which he is aiming.

If a ray spell has a duration, this duration is a measurement of the ray's effect, not the duration of the ray itself.

*Spread:* Some effects—notably clouds and fogs—spread out from a point of origin to a distance proscribed by the spell. The effect can extend around corners and into areas the caster cannot see. Distance should be figured as actual distance traveled, taking into account any turns the spell effect takes.

The caster must designate the point of origin for such an effect, but need not have line of effect (see Line of Effect below) to all portions of the effect.

**Area:** Some spells affect an area. The caster selects where the spell starts, but does not otherwise control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the categories below.

*Burst:* As with an effect, the caster selects the spell's point of origin. The spell bursts out from this point, affecting anything in its area. A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

*Cone:* When a mage casts a spell with a cone area, the cone shoots away from the caster in the direction he designates. A cone starts as a point directly in front of the caster and widens out as it extends. A cone's width at a given distance from the caster is always equal to the distance from the caster. The terminus of a cone is always as wide as it is long.

**Example**: A spell with a cone area 15 feet long is 10 feet wide down 10 feet of its length and 15 feet wide at its farthest end.

*Creatures:* Some spells affect creatures directly (such as targeted spells), but they now affect creatures in an area defined by the spell rather than defined by the individual creatures selected by the caster. The area might be a burst, a cone or some other shape.

Many spells affect "living creatures," which means all creatures other than constructs and undead. If a spell has a limited amount of targets it can effect, it will ignore those that it cannot effect.

*Cylinder:* As with a burst, the mage selects the spell's point of origin. This point is the center of a horizontal circle and the spell shoots down from the circle, filling a cylinder.

*Emanation:* Some spells, such as *suppress*, have an area like a burst except that the effect continues to radiate from the point of origin for the duration of the spell.

*Objects:* Some spells affect objects within an area the caster selects (as with creatures above, but affecting objects instead).

*Spread:* Some spells spread out like a burst, but can also turn corners. The caster selects the point of origin and the spell spreads out a given distance in all directions. Calculate distance by actual distance traveled, taking into account turns taken by the spell effect.

*(S) Shapeable:* If an Area or Effect entry ends with "(S)," the caster can shape the spell. A shaped effect or area can have no dimension smaller than ten feet. Many effects or areas are given as cubes to make it easy to model irregular shapes. Three-dimensional volumes are most often needed to define aerial or underwater effects and areas.

**Line of Effect:** A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. Line of effect is similar to line of sight for ranged weapons, except a line of effect is not blocked by fog, darkness or other factors that limit normal sight.

The caster must have a clear line of effect to any target on which he casts a spell or to any space in which he wishes to create an effect. The caster must have a clear line of effect to the point of origin of any spell he casts. For bursts, cones, cylinders, and emanating spells, the spell affects only areas, creatures or objects to which the spell has

line of effect from its origin: a burst's point, a cone's starting point, a cylinder's circle, an emanating spell's point of origin.

An otherwise solid barrier broken by a hole of at least one square foot does not block a spell's line of effect. So long as such an opening exists, a five-foot length of wall is not considered to be a barrier to a spell's line of effect. However, the portion of the wall not damaged by the hole can still block the spell.

### Saving Throws

Most spells permit unwilling targets a chance to avoid some or all of their effect. Each spell states what sort of saving throw is needed, the save's DC, and what happens if the save is successful.

**Negates:** This means that the spell has no effect on its target if the saving throw is successful.

**Partial:** A successful save against a spell such as this means that the spell's effect is not as severe as it might have been.

**Half:** The damage that the spell inflicts upon a target is halved with a successful saving throw.

**None:** No saving throw is allowed against this spell.

**Disbelief:** A successful save means that the character has been able to see through the effects of the spell and is able to ignore it.

**(Object):** A spell with this notation may be cast upon objects that receive a saving throw only if they are magical in nature or if they are held, worn or similarly attended by something that is resisting the spell. In such cases, the object receives the resisting being's saving throw bonus, unless its own bonus is greater. Spells of this nature are not necessarily restricted to objects as targets. (See each individual spell description for details.) The saving throw bonus for a magic item is 2 + one-half its caster level.

**(Harmless):** Such spells are rarely injurious to the target, but may be saved against if the target wishes.

**Saving Throw DC:** The saving throw DC of a spell is equal to 10 + 1 per 20 points of the spell's Casting Threshold + the spellcaster's level. Illusions and spells that affect the target's mind have their own saving throws that are already built into the spell (refer to each individual spell for saving throw DCs).

**Succeeding at a Saving Throw:** When the target of a spell successfully saves against a spell that does not manifest obvious physical effects, the target can still feel that hostile magic was just aimed at him. This does not mean that the target knows what the spell was or who cast it. A mage knows when his spell has failed to affect his chosen target, but he cannot sense when the target of an effect or area spell successfully made his saving throw.

**Voluntarily Failing a Saving Throw:** A saving throw may be voluntarily failed. In this case, the target accepts the spell's effect. Creatures or characters with special resistance to magic or certain spells can suppress their resistance, allowing the magic or spell to take effect.

**Items Surviving after a Saving Throw:** Unless the spell states otherwise, all items carried and worn are assumed to survive a magical attack. If the target rolls a natural 1 on his saving throw, an exposed item is harmed (as long as the spell is capable of harming objects). The four items nearest the top on Table 2.3 are the most likely to be struck.

**TABLE 2.3: ITEMS AFFECTED BY MAGICAL ATTACKS**

| Order* | Item |
|---|---|
| 1st | Shield |
| 2nd | Armor |
| 3rd | Magic helmet |
| 4th | Item in hand (weapon, wand, etc.) |
| 5th | Magic cloak |
| 6th | Stowed or sheathed weapon |
| 7th | Magic bracers |
| 8th | Magic clothing |
| 9th | Magic jewelry (including rings) |
| 10th | Anything else |

*In order of most likely to least likely to be affected.

**Example**: Rathix rolls a natural 1 on his save versus a *firebolt*. His shield, leather armor, shortbow and sheathed shortsword are the items most likely to be affected. He is not wearing a magic helmet or cloak, so these are skipped. The item that is affected is randomly determined. The item that is determined must make a saving throw versus the magical attack, suffering whatever damage the attack inflicts. (See *Core Rulebook II* for information about magic item saving throws.)

Items that are unattended and are not magical do not receive a saving throw. The item simply suffers the appropriate damage. An item that is worn or attended by a character is allowed a saving throw as if the character was making the saving throw. (See *Core Rulebook I,* page 136, for information about item saving throws.)

### Spell Resistance

Some creatures are imbued with an innate power that automatically resists the magical effects of spells (and spell-like abilities). A mage whose spell is being countered by spell resistance must make a penetration check (1d20 + caster level) that is equal to or greater than the target's spell resistance rating in order for the spell to take effect.

Each spell's description states whether spell resistance is effective in protecting a target against the spell's effects. Spell resistance often applies only when a resistant creature is the target of the spell, not when the creature encounters a spell already in place.

Creatures with spell resistance must voluntarily drop their resistance in order to receive the effects of a spell noted as Harmless or Object without the penetration check.

### Duration

A spell's duration is the length of time the effects of the spell last.

**Timed Durations:** Durations are measured in rounds, minutes, hours, days, or even months. Once the time for the spell has elapsed, the spell ends. Timed durations that are variable are secretly determined by the referee.

**Instantaneous:** Such spells do not have a duration at all. Once the spell is cast, the effect happens and the magic disappears. The consequences of the spell might be long lasting, but that is not a function of the spell itself. Most damaging spells are instantaneous.

**Permanent:** The spell's magical energies remain as long as the effect lasts or the caster remains alive. (Some permanent spells are permanent only for the span of the caster's life and will fail once the caster dies.) Permanent spells of any type are subject to the effects of dispelling magic.

**Concentration:** The spell lasts as long as the caster concentrates on it. Concentrating on a spell does not provoke an attack of opportunity. Some spells may a have a timed duration, which may be extended with concentration.

Anything that could disturb the caster's concentration while casting a spell will disturb him while he is maintaining a spell through concentration (see Interruptions During Casting above). A mage cannot cast another spell while maintaining concentration on a spell.

A spell can last a certain length of time even after the caster has quit concentrating on it. In such cases, the spell lasts for the stated duration, at which point it ends. Some concentration spells cannot be maintained for more than a stated duration, but require constant concentration in order to remain functioning. If concentration is broken, the spell ends immediately.

**Targets, Effects, and Areas:** If a spell directly affects a target, the spell's result is attached to the target for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might be immobile or it might move. Spells that affect an area are immobile, remaining in that area for the duration of the spell. The power of the spell is triggered by entering into the affected area. Those leaving the area are no longer subject to the spell.

**Holding a Spell:** A mage may choose not to discharge a spell on the round in which he completes casting. Each round that a mage holds a spell, he must make a Fortitude save as if he were still casting the spell and suffer the appropriate damage for each failed check.

**Example**: Ephraim, a human Earth mage, takes 3 rounds to complete an Earth spell and now he wishes to hold it. On round 4, he must make a Fortitude save (DC 11) or suffer 1d4 points of subdual damage. On round 5, the DC of his check goes up to 12 and so on until he casts the spell.

A mage can hold a spell indefinitely in this manner (or until he falls unconscious). A mage cannot cast another spell while holding a spell. A mage can take only one standard action each round while holding a spell.

**Touch Spells:** If a mage is unable to discharge a touch spell on the same round that he completes casting, he can hold the spell, under the conditions related above.

The mage can make touch attacks round after round until the spell is discharged. He can touch himself or a friend as a standard action, or up to six friends (for touch spells that allow multiple targets) as a full-round action. If the mage touches anything while holding a touch spell, the spell discharges. For instance, a mage that casts a touch spell who absent mindedly touches his face unleashes the effects of the spell. However, simply wearing clothes will not force the spell to become active. The touch spell ends if the mage casts another spell while holding the touch spell.

**Discharge:** Some spells last for a set duration or until triggered or discharged.

**(D):** If a "(D)" is indicated in the duration of a spell, this means that the spell can be dismissed by the caster. The caster must be within the casting range of the spell and speak a command word or make a

gesture that cancels the spell. Dismissing a spell is considered a standard action, and does not provoke an attack of opportunity. Spells that depend upon concentration are dismissible by their very nature (since all the mage has to do is stop concentrating).

### Spell Components

All spells in Loerem require these spell components: the use of verbal (spoken incantation), somatic (measured and precise movements of the hand or some other part of the body), elemental essence material (a bit of the spell's element: Earth, Water, Fire, Air, or Life Essence in the case of Void).

In order to provide the verbal component to a spell, the mage must be able to speak aloud and be clearly understood, even if he uses only a whisper. A gag or other form of hampering a mage's speech will spoil the incantation and ruin the spell. A spellcaster who has been deafened has a 20% chance each round (non-cumulative) of spoiling any spell he tries to cast.

A mage must have at least one hand free (or the body part specified by the spell) in order to provide the somatic component for a spell. Verbal and somatic components to spells may be eliminated with the use of metamagic feats.

### Elemental Essences

The material component of a spell—commonly known as an "essence" or "spark"—must always be present for the casting of a spell. Only a small amount of the essence is required in order to cast the spell, but it must be fully within the spellcaster's magical aura. A pinch of soil is used to cast Earth magic spells. A drop of water is needed to cast Water magic spells. A spark must be generated to cast a Fire magic spell, although an open flame or embers will serve just as well. To cast an Air magic spell, a caster needs only clean air within his aura.

A dual-element spell requires the use of essences from both of the spell's elements. For instance, a dual-element Earth/Fire spell requires both a pinch of soil and a spark or open flame.

The essence is always consumed during spellcasting.

**Essences of Quality:** A spell can be cast more quickly if an essence of quality is used. There are three types of essences of quality: *fine* essence, *exceptional* essence, and *holy* essence.

A fine essence of quality adds +2 to the mage's spellcasting roll every round. Examples of fine essences of quality are: purified water; air from a crisp, cold winter day; an ember of high-grade charcoal. These are fairly common and may be purchased from temples and mageware shops for 5 argents (3 argents for members of the faith in good standing or repeat clientele).

Exceptional essences add +4 to a mage's spellcasting roll each round. Exceptional essences are more difficult to come by. Examples of exceptional essenses are: a spark from the Holy Fires of Dwarfdom, air from the top of the highest mountain in the Divine Lands of the Tromek. Cost for such essences is what the market will bear—though they are seldom for sale.

A holy essence is immensely valuable and rare in the extreme. These essences add +10 to a mage's spellcasting roll every round. Examples of holy essences are water from the Ork's holy site, Mt. Sa 'Gra a relic from the ruined Temple of the Magi in Old Vinnengael. Holy essences are closely guarded and are never for sale (at least not on the open market).

As with normal essences, essences of quality are consumed by the magic on the first round of spellcasting.

The addition of quality essences does not affect botches or Fortitude saving throws in any way. Determine botches and Fortitude saving throws normally.

**Void Essence:** Since a Void mage sacrifices his own life force to power his spells, he can never be deprived of his elemental essence. The moment a Void mage becomes tainted by Void, lesions and pustules form on his body as it reacts to the unwholesome touch of Void magic. Such lesions and pustules continue to occur or worsen so long as he continues to cast Void magic. These ugly marks are hard to conceal and can be very painful. They cannot be healed by magic, but must heal naturally. They will not start to heal until the mage ceases to be tainted by Void.

**Contaminated Essences:** Elemental mages usually prefer to use the purest available form of the element for their spells. It is assumed that a mage is using fresh air, pure spring water, rich soil (or pure stone), or clean-burning fire when spell-casting. In times of need, a mage may use contaminated essences. These are the opposite of essences of quality, penalizing each round's spellcasting roll by at least –1. The exact penalties for using contaminated essences will be decided by the referee according to each situation (but should never be greater than –5).

*Example:* Alastrea is caught off-guard by her enemies while she is in a stable. She is forced to cast

spells using dirt from the stable's floor, giving her a –2 to her spellcasting rolls.

An Air magic spell using the air of a smoke-filled tavern would suffer the same penalties. The essence is corrupted, which makes the channeling and shaping of magic more difficult.

Void mages can suffer the same problems if they are wasting with disease (such as the plague) or suffering from the effects of poison.

### Considerations in Spellcasting

#### Attacks

Spells that refer to attacks or attacking. Any offensive combat actions, even those that do not cause harm (such as bull rush and disarm) are considered to be attacks. All spells that must be resisted with a saving throw, inflict damage, harm or hamper targets in other ways are attacks.

#### Bonuses

Spells that give their targets bonuses to ability scores, AC, attacks, and other attributes. Each type of bonus indicates how the spell grants the bonus. Remember that two bonuses of the same type do not generally stack. With the exception of dodge bonuses, most circumstance bonuses and bonuses granted by armor and shield are used in conjunction, but only the better bonus works. The same is true for penalties. A creature suffering from two or more penalties of the same type applies only the worst one.

#### Bringing Back the Dead

There is no power (short of the reclusive gods) able to restore life to a living being that has died. Attempts to raise the dead always fail. The reunion of a dead physical form with the soul that once inhabited it creates an undead creature, who has a limited memory of its previous life, but enough understanding to know that it is an abomination and to hate those who are still living (especially those who disturbed its well-deserved rest).

#### Combining Magical Effects

Normally, spells and magical effects work as described without regard for other spells or magical effects operating in the same area or on the same target. However, under certain special circumstances, a spell will affect the way another spell operates. Spells that have an effect on other spells provide an explanation of that effect in their descriptions.

The following general rules apply when spells or magical effects are operating in the same place or on the same target.

**Stacking Effects:** Spells that bestow a bonus or penalty to attack rolls, damage rolls, saving throws and other attributes usually do not stack with themselves. Two bonuses of the same type do not stack, even if they are caused by different spells or magical effects. The best bonus (or worst penalty) is used by the target.

**Different Bonus Types:** Bonuses or penalties that are of different types and originate from different spells (or magical effects) can stack under the right conditions. Unnamed bonuses ("+2 bonus" not a "+2 morale bonus") or penalties can stack with any named (or unnamed) bonus or penalty.

**Same Effect with Differing Results:** Spells that produce varying effects when cast upon a recipient more than once do not cancel the previously cast spell. Their effects are superceded while the final spell in the series is in effect. Should the later spell be dispelled or its duration end, the earlier spell will take effect, assuming its duration has not elapsed as well.

**Same Effect More than Once in Different Strengths:** In a case when two or more spells are active in the same area, but at different strengths, only the spell with the best results applies. As above, the earlier spell is not dispelled, merely relegated to a secondary role. Should the later spell be dispelled or its duration end, the earlier spell takes effect, again assuming its duration has not elapsed as well.

**One Effect Makes Another Irrelevant:** Spells may be cast that will make spells cast earlier and which are still active in the same area or on the same target irrelevant.

**Example**: A horse under the effects of a *dressage* spell may move at twice its normal movement. If the enchanted horse falls into the effects of a *hole* and is buried up to its chest in dirt, the *dressage* will not allow the horse to continue to move.

**Multiple Mental Control Effects:** Some spells and magical effects can establish mental control over creatures. Sometimes these spells and effects cancel each other out. Mental controls that do not remove the target's ability to act usually do not interfere with each other. Those mentally controlled by two or more entities try to obey each controller to the best of their ability. If a controlled being receives conflicting orders, the different controllers must make opposed Charisma checks to find out which order the controlled creature obeys.

**Spells with Opposite Effects:** Spells that possess opposite effects that are cast upon the same target or area apply their effects normally. All bonuses, penalties, and alterations happen in the order that the spells were cast or became relevant. Some

spells have the ability to counter or negate a different spell completely. These sorts of effects are noted in each spell's description.

**Instantaneous Effects:** Instantaneous duration spells take effect normally even when they affect the same area or target.

### Illusions

There are two very distinct types of illusions.

The first and the most common type of illusion is one that creates false sensory perceptions, such as images, noises, and scents, all within a defined area. Those close enough to perceive the illusion—be it visual, auditory, olfactory or tactile—are affected by it.

The second form of illusion is one that acts solely on the mind of one particular person. These illusions are not perceivable by others, and affect only the intended target's mind. This sort of illusion can be used to entice the person, refocus his attention, force him to ignore a particular object or being, or cause him to feel fear or other emotions.

The most difficult aspect of using illusions effectively in a role-playing game is judging whether or not an illusion is believable. An illusion's believability relies heavily upon the situation in the game, as well as on the mental condition of the illusion's intended target(s) at the time of the spell's casting or during the illusion's effect. Special care should be taken by both players and referees to fairly ascertain and judge these circumstances, so that illusions are created within reason and have a reasonable chance of success.

It is important to remember that so long as the mage works within the framework of the spell, the



mage is able to create any sort of image or deception he wants. However, the believability of the illusions will be affected by the amount of information or personal knowledge the caster possesses regarding the illusion he is about to create. For instance, a mage looking at a stone floor might easily create the illusion of that same stone floor covering a pit lined with steel spikes. However, a magic-user who tries to create the illusion of a thermrider without ever having seen one will likely produce a monster that has only the vaguest resemblance to a thermrider. If the mage is casting the illusion to fool the local peasant folk, who have never seen a thermrider either, they may be impressed simply because they see a monster. If the mage tries to use this illusion to impress someone who is knowledgeable about thermriders, that person will have trouble believing the illusion.

The illusion's relation to the player's surroundings or events in the game should be taken into consideration when determining believability. A person already walking across a stone floor will tend to be fooled by the illusion of this same stone floor covering a pit lined with spikes. This same person witnessing a giant bear with squid-like tentacles rising from the stone floor might find that illusion hard to swallow.

**TABLE 2.4: MODIFIERS FOR DISBELIEVING ILLUSIONS**

| Modifier | Situation | Example |
|---|---|---|
| -5 | Completely Inappropriate | Taan warrior dancing in a Vinnengaelean wedding gown. |
| -3 or -4 | Largely Inappropriate | Elf drinking ale and telling bawdy jokes in a tavern. |
| -1 or -2 | Slightly Inappropriate | Iron door without rust in a damp abandoned mine. |
| 0 | Believable | A bridge over a river. |
| +1 or +2 | Very Believable | A marble bust of the king in the king's palace. |
| +3 or +4 | Completely Believable | Orken sailor on a ship. |
| +5 | Incredibly Believable | A bird flying overhead in the woods. |

The final factor for believability is the overall complexity of the spell itself. If the spell is capable of producing an illusion with only visual properties, the magic-user will probably not want to use such a spell to fashion the image of a trumpeting elephant. Spell limitations will often determine what sort of illusion can be created and still maintain believability. A spellcaster wanting to create the illusion of a fully armored knight on horseback must conjure up the sound of clanking armor, the snort of the horse, the stamp of the horse's hooves upon the ground, the smell of the horse, etc. Creating such a complex spell is far more difficult than creating the illusion of a mouse running across the floor.

The base DC for disbelieving an illusion is included in the spell's description. An illusion's appropriateness can affect its disbelief DC, as presented in Table 2.4: Bonuses and Penalties for Disbelieving Illusions.

Some illusions allow the victim an immediate attempt to disbelieve. In most cases, the victim(s) will not automatically have a chance to disbelieve. A solid reason for the disbelief must be present. For instance, a character who has just seen a bear with tentacle legs emerge from a wall has good reason to disbelieve what he is seeing. However, the character who sees an illusion of a ghostly figure emerging from the wall of a haunted house has a good reason to believe what he sees. In those cases where the illusion is unreasonable, the DC for disbelieving should be lowered.

Disbelieving an illusion counts as a free action, requiring a Will saving throw against the spells disbelief DC + spellcaster level + special modifiers. If successful, the creature is able to see through the illusion, recognizing it for what it is. Failing a saving throw means that the character does not notice the illusion and believes that everything is as it appears.

It is not an easy task for one person to convince another that what he is seeing is an illusion. Since illusions are spells that affect the mind by deceiving and manipulating a person's perceptions of reality, the person affected will not readily believe that he is being deceived. The mind tends to rationalize what it perceives as reality. Simply telling someone that he is viewing an illusion will not convince him. In some instances, even trying to convince him through example will fail. A person in the party who sees through the illusion of a stone floor to the pit below may try to warn others that there is an illusion by throwing a stone into the pit. The people who believe the illusion see the stone hit the floor and skitter away. Players must be creative in trying to persuade their comrades that they are under the effects of a spell. The referee should take such creative endeavors into consideration in adjudicating the results of the actions.

The dead, undead, animated items, creatures with an Intelligence of 2 or less and all manner of magical constructs are unaffected by illusions. Magic-using undead (such as Vrykyl) may cast illusion spells, but they are never fooled by them.

**Illusory Damage:** Damage caused by an illusion is dependent upon the nature of the illusion. An illusion of an attacking wolf causes bite and claw dam-

age. An illusion of a giant with a club attacks by smashing its opponents over the head. In all cases, illusory damage is always subdual damage. An illusion cannot inflict damage upon a creature who is unconscious. However, if the creature is still within the area affected by the illusion when he regains consciousness, he is again subject to the illusion's attacks. He is then allowed another Will save to disbelieve the illusion.

### Transmutation Spells

If a spell changes the nature of an object or living being, either temporarily or permanently, the essence of the original object or creature is detectable to those who can cast the same magic that achieved the transmutation. To do so, a mage must make a Spellcraft skill check (DC 20 + the level of the spellcaster who cast the spell). If successful, the mage is able to determine whether the object or being is what it appears to be. However, the true shape is seen only as a vague shadow around the subject and is insufficient to allow the caster to dispel the transmutation.

## Spell Categories

Spell categories provide the referee with a framework to help determine the availability of spells. Spells fit into one of three following categories.

**Trade Spells:** Spells that have been around for such a long time or have been used so often that knowledge of their existence has become commonplace among both mages and the uninitiated. Since trade spells are the easiest to learn on one's own, they are normally the first spells taught to aspiring wizards and it is rare to meet a mage who does not know at least one or two. Most of the spells presented in the *Sovereign Stone Campaign Sourcebook* are trade spells.

**Dweomers:** Spells most commonly known among persons who seriously study magic and those who have dealings with mages. Because these spells tend to be more difficult to learn, finding mages able or willing to teach dweomers is more difficult than finding those willing to teach trade spells. Resource materials concerning dweomers are more scarce as well. Some dweomers may have religious connotations and are not taught to the unqualified or to nonbelievers. Others may be used only in certain geographic regions or among certain people.

**Forbidden Spells:** Spells that unleash such awful magicks that they are almost impossible to control, as well as spells that twist the powers of the elements toward the Void, causing terror, pain, suffering, and death. Most civilized nations have laws against the use of forbidden spells, although mages tend to make their own rules when it comes to their spellcasting. Many a sorry wizard has been burned at the stake, drawn and quartered, drowned, or horribly maimed because he was suspected of casting forbidden spells.

The laws of magic differ from one land to another. Forbidden spells that are banned in one country may not be banned in another. For instance, the use of Void spells is forbidden within the Vinnengaelean Empire, Nimra, and Nimorea. Dunkargans do not share the same prejudice against Void magic and tend to take a more lenient view of Void mages, so long as they do not cause trouble. Orks believe that *all* magic other than Water magic is forbidden, and only rarely do orks allow their spellcasters to learn the magic of other elements. (Cultural differences are discussed at more length in Chapter Three: The Races and Magic.)

## Learning Spells

Throughout Loerem, mages acquire spells by different means: taught within an institution, taught by paid tutor, self-taught. Spells newly acquired by elemental and Void mages must be learned in one of these manners before they can be considered Full Reference spells and successfully cast.

### Taught in an Institution

In an institutional setting, the spells are taught according to need and difficulty and may be divided into categories and areas of concentration. Each institution has a list of spells that are routinely taught to students (usually trade spells and perhaps a few dweomers). An example of such an institution is the Temple of the Magi in New Vinnengael.

Due to the number of students, learning spells progresses slowly in an institutional setting. However, a mage in an institution has access to an immense collection of spells, far more than a mage who is self-taught or those who study with tutors.

After each month +1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond CT 100 spent in study within an institution, the mage may attempt to learn one new spell. At the end of this time, the mage can roll 1d20 + Intelligence modifier + the mage's level (in the appropriate mage class) against a DC of 10 + 1 per 10 points of Casting Threshold. If successful, the mage learns the spell and is able to add it to his repertoire and spellbook. If the check fails, the mage is unable to learn the spell and must wait until he achieves a new level in the appropriate mage class before attempting to learn the spell again (repeating the process).

### Taught by a Tutor or Mentor

Spells are taught according to the amount of money paid and the amount of time contracted. Each tutor or mentor has a different price for the service and each specializes in different spells.

After every two weeks +1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond CT 100 spent in study with the tutor, the mage may attempt to learn one new spell. At the end of this time, the mage can roll 1d20 + Intelligence modifier + the mage's level (in the appropriate mage class) against a DC of 15 + 1 per 10 points of Casting Threshold. If successful, the mage learns the spell and is able to add it to his repertoire and spellbook. If the check fails, the mage is unable to learn the spell and must wait until he achieves a new level in the appropriate mage class before attempting to learn the spell again (repeating the process).



### Self-Taught

Finding or gaining access to spellbooks, spell scrolls or other recordings of spells is probably the most difficult aspect of teaching oneself. All major cities have shops that specialize in arcane merchandise, but they tend to be pricey, while their owners may try to take advantage of a novice. Some religious institutions in Nimra and Nimorea permit the study of magic on one's own, although the priests will keep close watch on the material the mage studies. Most Vinnengaelean temples do not permit self-taught mages in their libraries. Guards will escort the erstwhile mage to the door and may even have him arrested. Dunkargan guilds are very jealous of their spellbooks and magical knowledge. Only guild members in good standing are permitted to access them. Karnuans have laws against self-taught mages and will either recruit such a mage into the military or have him executed for treason.

Due to their secretive and dangerous practices and lack of trust of others, Void mages are almost always self-taught. Occasionally a Void mage will take a student, but such instances are rare.

Once a mage gains access to a spell, he must learn the spell through self-study and trial and error. Because each mage uses his own notations and shorthand to remind himself of what he needs to do in order to cast a spell, a student often has difficulty deciphering the written version of a spell obtained from another mage.

Learning a spell from a manuscript that has been either purchased or discovered requires more time than scribing a spell that a mage already knows or has been taught. The mage must first be able to use the element (or elements) of the spell in question. Second, he must spend one day simply trying to figure out the meaning of the different notations and symbols used by the original owner. This requires a Spellcraft skill check (DC 20 + 1 per every 10 points of Casting Threshold). Should the spell that the mage discovered be from his advantaged element, he gains a +2 bonus to the check. A spell may be copied in this manner from a spellbook or magical scroll without causing harm to the source.

If the check fails, the mage can attempt to decipher the spell again once he has gained at least one additional rank in Spellcraft. The source has proven to be beyond the mage's ability to decipher and understand. However, new experience and

information may make understanding easier for him later.

If successful, the mage discovers the name of the spell and its effects. This does not allow the mage to cast the spell, although such knowledge might indicate that the mage already knows a spell with the same or similar effects.

Once the mage has deciphered the writing of the original manuscript and has decided that he wants to add the spell to his book, he must spend time trying to translate the information into a format that is useful and understandable to him.

Each spell is learned at a different rate. Roll 1d20 + Intelligence modifier, double the result and subtract it from 60 days +1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond CT 100. This is the amount of time needed to learn a new spell self-taught. At the end of this time, the mage can roll 1d20 + Intelligence modifier + the mage's level (in the appropriate mage class) against a DC 20 + 1 per 10 points of the spell's Casting Threshold. If successful, the mage learns the spell and is able to add it to his repertoire and spellbook. If the check fails, the mage is unable to learn the spell, and must wait until he achieves a new level in the appropriate mage class before attempting to learn the spell again (repeating the process).

### Independent Research

Many talented mages like to devise their own spells, which they can then name after themselves, giving them an immortality of sorts that will last long after they have departed this life. Or, sometimes, a wizard simply cannot find a spell that produces the effect he wants to create. Whatever the reason, mages often find themselves in the position of researching and creating spells from scratch.

Researching a spell is not an easy task, nor is it inexpensive. A mage must purchase books and laboratory equipment, rent work space and commit to a great many other expenditures, all of which add up to 750 argents per week. The time it will take for a mage to research a new spell varies from spell to spell and from mage to mage. To determine the amount of time it will take, roll 1d20 + Intelligence modifier, double the result and subtract it from 80 days +1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond CT 100. After this time has elapsed and the mage has paid all of his bills, the mage can roll 1d20 + Intelligence modifier + the mage's level (in the appropriate mage class) against a DC 20 + 1 per 10 points of the new spell's CT. If successful, the mage learns the spell and it is added to his spellbook and repertoire as normal. Failure means that the research has failed to produce a viable spell and the mage must start over again. The cost remains the same, due to breakage and damage. (For rules on spell construction, see Chapter 6: Spell Creation.)

### Finding Teachers and Spell Resources

When a mage wants to learn or research a new spell, he has several options open to him. One is to learn the desired spell from a spellcaster who is familiar with the spell (if it exists). This is the preferred way for mages to learn spells, since it takes the least amount of time, even though it can be quite expensive. If the mage cannot find anyone who knows the spell and is willing to tutor him, he can visit local libraries, bookstores and mageware merchants (dealers specializing in arcane merchandise) in hopes of finding enough information to teach himself the spell. This method is often long and tedious, but can be more rewarding in the end. The mage may enter an institution where the spell is taught, although this often means performing services for the institution or undergoing indoctrination into the institution itself. If all these fail or are unsatisfactory, the mage may attempt to devise a spell of his own that produces the desired effects.

The ease of obtaining mage tutors and spell resources varies depending upon the region, the region's population, and the spell's category. Typically, it is easiest to find tutors or source material for trade spells. Dweomers are less easy to find, while forbidden spells are the most difficult. An aspiring mage will find it easier to obtain a tutor or spell resources (scrolls and books pertaining to the particular spell, its effects, and magic in general) among the race that is advantaged in the desired spell's element. Among races that are neutral or disadvantaged in the spell's element, the hunt for a tutor or resources becomes increasingly difficult. Mages will have better access to magic related texts, teachers, and institutions (such as the Temple of the Magi and mage-guilds) in larger population centers, with major cities providing the most opportunities, villages the least.

The mage rolls a Knowledge (arcana) skill check. The Difficulty Class for finding source materials or a teacher for a trade spell is 8 among the race advantaged in the element of the spell, 13 among races neutral to the element, 18 among those who are disadvantaged in the spell's element. This DC increases by +1 if the mage is searching for a teacher or source material concerning a dweomer. (Source material for spells independently

researched by the mage always count as dweomers.)

Finding forbidden spell resources and teachers is extremely difficult. Mages who know these sorts of spells usually live outside the law. They understand the consequences for possessing such knowledge and are loath to impart the same power to others, who might use it against them. Manuscripts and treatises on forbidden magic are closely guarded and rarely discussed. Large universities, mage-guilds, and the larger churches of the Temple of the Magi harbor books of this nature, but severely restrict access to them. The DC for finding forbidden spell resources is increased by +3.

Performing searches for magical resources in a city reduces the DC of the mage's Knowledge (arcana) skill check by -1. Searching in a village raises the DC by +1, since mages who live in rural areas far away from large population centers usually have a very good reason for doing so. They may be hedge-wizards on the run from the authorities or they may have simply grown tired of being hounded by upstart mages looking for a tutor. Those practicing dark magic also find it advantageous to live in areas where their magic may not be as visible. Guild mages are rarely found in small towns or villages. A Church temple might be present in rural areas, but the aspiring mage will not find many valuable magical texts other than the resident Revered Brother's personal spellbooks. Towns that are larger than villages, but smaller than cities, do not modify the search's DC.

If the skill check succeeds, the referee may inform the mage that he has found a willing tutor to teach him the spell (the price of training can be negotiated) or a sufficient source of materials to learn the spell himself. (Learning the spell can then continue normally as described above.)

If the skill check fails, the mage's efforts do not come to fruition. He is unable to locate a tutor who knows the spell(s) he wants, nor can he find any other resources that can help him learn. This does not mean all hope is lost. The referee may allow multiple checks if the mage is in a town or city, each check representing one week spent searching every nook and cranny, following up every lead. Depending on the size of the town, the referee could allow up to three separate checks. In a city, a mage might poke around for six or seven weeks before exhausting all possibilities.

A failed roll does not necessarily mean that a resource is non-existent. A mage who knows the spell might be unwilling to teach it. Perhaps the local mage-guild or Church temple will not permit the struggling wizard inside their libraries or a cranky old bookseller thinks that the dusty tome in the corner is simply too valuable to part with. The roll of a die should never supercede the role-playing aspect of the game. Through superior role-playing, a player might be able to persuade the tutor to take on another student, bribe a guild member to let him have a few hours in the library, or steal the book, if thievery is not out of character.

**Example:** Quantii, a human Earth mage, wants to learn *hole*, an Earth magic trade spell. She is visiting a small town in Nimorea, where she makes some inquiries and visits the town's only book dealer. She rolls a Knowledge (arcana) skill check against a DC 7 (DC 8 because the spell is a trade spell – 1 because she is in an area whose populace is advantaged in Earth magic). Quantii succeeds by rolling a 10. Quantii visits a blacksmith's shop, where she finds a dusty old spellbook that was left as collateral by a mage some years before and never recovered. Quantii flips through the tome, finds the *hole* spell, purchases the book and teaches herself the spell.

Weeks later, Quantii decides to try to find someone that will teach her an Air magic trade spell. Since she is in Dunkar and its human population is disadvantaged in Air magic, and since Dunkar is a large city, finding a teacher or resources for the spell will require her to succeed at a Knowledge (arcana) skill check (DC 17). In such an environment, if Quantii isn't able to find the resources or teacher on her first try, she will definitely have other opportunities to do so.

### Spell Familiarity

Elemental mages and Void mages must keep a spellbook, scroll collection, or devise some other

**TABLE 2.5: SPELL FAMILIARITY AND TOTAL CT BY LEVEL**

| Level | Intimate Knowledge | Quick Reference |
|---|---|---|
| 1 | 25 | 50 |
| 2 | 30 | 60 |
| 3 | 35 | 70 |
| 4 | 40 | 80 |
| 5 | 45 | 90 |
| 6 | 50 | 100 |
| 7 | 55 | 110 |
| 8 | 60 | 120 |
| 9 | 65 | 130 |
| 10 | 70 | 140 |
| 11 | 75 | 150 |
| 12 | 80 | 160 |
| 13 | 85 | 170 |
| 14 | 90 | 180 |
| 15 | 95 | 190 |
| 16 | 100 | 200 |
| 17 | 105 | 210 |
| 18 | 110 | 220 |
| 19 | 115 | 230 |
| 20 | 120 | 240 |

means of storing spells they haven't learned completely. The more powerful and intelligent the mage, the more spells he can cast without referring to a book or scroll.

**Full Reference:** Spells that are in a mage's repertoire but still unfamiliar to him are known as Full Reference spells. In order to cast a Full Reference spell, a mage must study the spell for one round for every 25 points of CT. For instance, an Earth mage attempting to cast *push away* (a spell with a CT 61) as a Full Reference spell, would have to study the spell for three full rounds before attempting to cast it. A mage may possess any number of Full Reference spells, but must always refer to them before casting. All newly learned spells begin as Full Reference spells.

**Quick Reference:** A mage has a number of spells that are fairly well known to him, but he still needs to refer to his spellbook in order to cast. These spells are known as Quick Reference spells. The total listed on Table 2.5 represents the total number of Casting Threshold points a mage may know as Quick Reference. This value is modified by the mage's Intelligence modifier × 10. For example, a 4th-level mage with a 17 Intelligence (+3 Int modifier) can have a number of Quick Reference spells whose collective Casting Thresholds do not exceed 110 (80 + 30). The mage must study Quick Reference spells from his spellbook for one round before he may begin casting. Once the mage has referenced the spell, he does not need to review it again for one hour and may cast the spell as if it were Intimate Knowledge (see below) during that time.

**Intimate Knowledge:** Mages can cast a number of spells directly from memory. These spells are called Intimate Knowledge spells. Table 2.5 relates the total number of various spell Casting Threshold points a mage may know as Intimate Knowledge. This value is modified by the mage's Intelligence modifier × 10. At 4th-level, a mage with a 17 Intelligence can have 70 CT points worth of spells known as Intimate Knowledge spells. A mage does not have to refer to a spellbook while casting a spell known as Intimate Knowledge and can begin casting immediately.

The CT totals listed on Table 2.5 do *not* stack if a mage decides to multiclass. They apply only to spells for that class's particular magical element. For example, a 1st-level Earth mage who multiclasses as a 1st-level Fire mage will have a base 50 CT points of Earth spells that he can know as Quick Reference and a base 50 CT points of Fire spells he can know as Quick Reference. This also applies to Intimate Knowledge spells.

**Switching Spell Familiarity:** When a player creates a mage character, spells are assigned to his spell familiarity, so long as the total of all the spells' Casting Thresholds do not exceed the number listed on Table 2.5: Spell Familiarity and Total CT by Level. Every time the character gains a level as a mage, he may switch spells from the three categories as he chooses, with these exceptions: a spell can improve only one category per level, the CT totals can never be exceeded. For example, a mage would have to gain two levels before a Full Reference spell could be known at Intimate Knowledge. The mage may drop a spell from Intimate Knowledge to Full Reference without restriction.

**Dual-Element Spells:** When a character possesses levels in two elemental mage classes (whose elements are adjacent to each other: Earth and Fire, Earth and Water, Fire and Air, etc.), he may learn and cast dual-element spells. Dual-element spells may be learned as Quick Reference and Intimate Knowledge, using spell familiarity points from either of the two elemental mage classes.

*Example:* Surin has levels in both Earth magic and Fire magic. He may learn Earth/Fire spells and use points from either his Earth mage or Fire mage class to know the spells at Intimate Knowledge or Quick Reference. A dual-element spell's CT may not be divided between the two classes, but must be paid for entirely from one spell familiarity pool or the other.

### Magical Writings

Mages use complex formulae and symbolization to explain the processes through which they can harness the powerful forces of magic, bend them to their will, and produce specific effects. The symbols and formulae vary from spellcaster to spellcaster, but the system for writing out a spell rarely changes. A spellcaster generally has no trouble deciphering his own handwriting and notations. Other mages who try to read his spells must take time to study and make sure that they understand his meaning.

To decipher magical writing (such as a single spell in written form in another mage's spellbook or on a scroll), a character must make a successful Spellcraft check (DC 20 + 1 per every 10 CT). If the skill check fails, the character cannot attempt to read that particular spell until the next day. If the person who created the magical writing is on hand to help the reader, success is automatic. (See Learning Spells elsewhere in this chapter.)

Once a character deciphers a particular magical writing, he does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing is on a scroll and the reader can cast

spells, he can attempt to use the scroll (see information about scrolls in Chapter 8: Magical Item Creation).

### The Spellbook

An elemental mage or Void mage begins play with a spellbook containing spells that the mage learned while studying on his own or while at school or under tutelage. Within the spellbook are spells whose total Casting Thresholds equal 1d20 + (the mage's Intelligence modifier × 10) + 100. (The mage and the referee should decide which spells are appropriate for the start of the adventure and choose from those that are available.) The mage can place the spells into the spell familiarity of his choosing (so long as the total CT of the spells does not exceed the total on Table 2.5). All spells that cannot fit into Quick Reference or Intimate Knowledge are known at Full Reference.

*Note:* A non-spellcasting character who wants to multiclass as an elemental mage or a Void mage must have some means of acquiring a spellbook and spells, since such is not automatically provided for him.

**Spellbook Size:** Spellbooks can be sizable objects. Several volumes might be required to house a mage's entire repertoire. A spell takes up 1 page for every 5 points of CT. A spell with a Casting Threshold of 62 requires 13 pages. Spellbooks are usually made to contain 100-200 pages.

**Writing a Spell:** Writing a spell is a time-consuming process.

To write a newly learned spell into a spellbook requires 1 day plus 1 additional day for every 20 points of the spell's Casting Threshold. A spell will always require at least 2 days to write.

This same process is used when trying to duplicate spells from a spellbook or in copying spells from another source (after the spell has been learned).

**Materials and Costs:** Special materials are required for writing spells, including unique quills and rare inks. The cost for these materials is 100 argents per page.

**Losing a Spellbook:** If a mage loses his spellbook, he loses the ability to cast the Full Reference and Quick Reference spells contained in it. Unless he has copies of these spells or is able to recover the lost spellbook, he must relearn these spells as normal, except that the learning time is halved due to the fact that he has already studied them. Any Intimate Knowledge spells that the mage knows at the time may be written down in a new spellbook (as described above).

## The Limits of Magic

While magic in Loerem is extremely powerful, centuries of studies in the arcane art have caused mages to come to the conclusion that magic does have its limits. No spell should break these limits, unless there is *very* good reason to do otherwise.

### Shapechanging

It is possible for mages to alter or enhance their shape or the shape of another with magic. Shapechanging can range from changing the color of one's eye to taking on the form of an animal. Mages cannot shapechange living creatures into inanimate objects, nor can they shapechange inanimate objects into living beings. A shapechange will not change the mentality or intellect of the affected. For instance, a human who takes on some of the traits of a cat would not lose his personality nor any of his knowledge, although the ability to make his wishes known could be impaired due to physiological changes. Such transformations are rarely permanent, usually lasting for only a short time.

### Teleportation

The arcane art of teleportation was at its height with the creation of the Portals that linked the nations of the dwarves, elves, orks, and ultimately the gods, to Old Vinnengael. The knowledge of such magic was lost in the fiery explosion that leveled that city and sundered the Portals. Those wizards who have tried to recreate the Portals agree that because of a fundamental change in the nature of magic during the destruction of Old Vinnengael, teleportation is no longer possible, except through the Portals (known and unknown) that exist today. Although some Void *shadow* magic allows for almost instantaneous travel, the means by which this is achieved is not considered teleportation.

### Healing

When a spell or magical power cures hit points of damage, it does *not* automatically cure an equal amount of subdual damage. Spells must state specifically that they heal subdual damage. Some may heal only hit points of normal damage, while others only subdual damage, and some may heal both normal and subdual damage.

**Example:** Darren has taken 8 hit points of damage from a longsword, and has been punched for an additional 4 points of subdual damage. Darren's friend, Alvor, is a learned Earth mage and casts *gentle touch* on his friend and heals 4 hit points of damage. This leaves Darren with 4 hit points of damage and 4 points of subdual damage. (See *Core Rulebook I*, page 134, for more information about subdual damage.)

### The Demographics of Spellcasting

Although it has been said that every member of every race of Loerem is capable of casting spells, spellcasting requires time and dedication in order to learn how to use magic properly. Due to the difficulty and time-consuming nature of these studies, the dangers involved and cultural aspersions cast upon magic-use, those people who have persevered with their studies to become even semi-proficient magic-users are relatively few in number.

Only about one in every two hundred individuals has become a full-fledged spellcaster, devoting his life solely to the advancement of his art. These mages are typically Revered Magi from the Temple of the Magi, guild mages, elven Wyred or orken shamans.

About one in every three hundred people has been trained in the ways of magic, but does not actively strive to further his magic skills. Such a person has other duties, and considers his magic a tool that allows him to go about his disparate tasks more easily. A stonecutter, for example, might use Earth magic to help him make his daily tasks easier.

Self-taught magic-users are the most uncommon. Perhaps only one out of five hundred persons has the means and latent ability to pursue magical studies on his own. Those that do often find the going quite slow, and either give up their endeavors for easier pastimes or find themselves a suitable mentor to help them along.



# Chapter 3



**Telwin, Order of Scribes, to a colleague:**

The novitiates speak of their dreams of glory and of battle. They tell how they are going to make themselves famous by solving the mystery of the Portals.

They never speak of days spent in quiet solitude, copying spells. No, that is not glory enough for them.

Where would they be without us scriveners? In sad straits, I can tell you. We compile the records of their explorations. We record their battle spells. We keep the cogs of magic's wheels turning.

And do we receive any thanks? No. Only orders to work faster and better. It's almost enough to make me go out and burn a book.

## THE RACES AND MAGIC

### HUMANS

The differing attitudes of humans regarding magic are born from each culture's diverse history, political situation, and religious movements. Generally speaking, the humans of Loerem have an affinity for shaping and channeling Earth magic. Most humans believe that magic comes from the gods and therefore they combine magic with religion. Human religions are widely diverse, however, and vary from culture to culture. Although the major aspects of Earth magic are *healing*, *protection*, and *construction*, not all spells born of Earth magic are benign. Like any tool, magic is neither good nor evil. The good or ill for which magic is used comes from the will of the caster. Because of the potential misuse of magical power for evil ends, each culture has established laws and ethics that help govern the use of magic. Each human culture's laws and attitudes toward magic may differ from the rest, but all are linked to some degree.

#### Vinnengaeleans

The Vinnengaeleans, as a people, believe that magic is a gift bestowed upon mortals by the gods. The majority of Vinnengaelean mages are members of the Temple of the Magi. The Church was born some five hundred years ago, and has since come to dominate the worlds of religion and magic in Vinnengael. The Church teaches that the proper use of magic comes only from being educated at the feet of Temple mages, because if magic-use is not kept in check and watched vigilantly, the magic may spiral out of control and wreak havoc upon the nation, akin to the disaster that destroyed Old Vinnengael. For the most part, the people of the Vinnengaelean Empire believe what the Church patriarchs tell them.

There are, within Vinnengael, those mages of a more individualistic mind-set who decide that they cannot live by the rules established by the Church and that they want to learn the art of spellcasting on their own. There are also those mages in Vinnengael who secretly study Void magic. Such mages, known as "hedge-wizards," exist outside of the Church and therefore outside the law. Law-abiding Vinnengaeleans are wary of such people, and are quick to report seeing men or women casting spells who do not wear the identifying robes and trappings of a Revered Magus from the Temple of the Magi. If a hedge-wizard is caught, he is usually turned over to the local Revered Magus of highest rank, or to Church authorities (if in a large town or city). Depending on his crime, the Church authorities will either try to persuade him to join the fold or they will recommend a suitable punishment. Foreign spellcasters who are not members of the Church are supposed to report to the nearest Temple of the Magi upon arrival in Vinnengaelean lands in order to obtain the proper documents that will permit them to practice magic while within the empire.

#### Dunkargans

The King of Dunkarga is also the nominal head of the Dunkargan religion. Some Dunkargan kings have taken on both tasks, while others—most notably their current ruler, King Moross—leave the leadership of religion to powerful advisers. Moross is a believer, unlike most of his subjects, in the tenets presented by the Temple of the Magi, and thus makes his decisions based upon the advice of the head of the Temple of the Magi in Dunkarga, Revered High Magus el'Kabir.

Dunkargans, by and large, take a less reverent view of magic than do Vinnengaeleans. Dunkargans believe that the gods created magic. The gods created trees and cows, as well, and magic, like trees or cows, was put on earth for human use. Dunkargan religion is therefore separate from magic-use. Some Dunkargan priests use magic, but magic-use is not a requirement.

Dunkargans have always treated magic as an object to be studied, learned, and shaped. Magic's mysteries are meant to be penetrated. For centuries, Dunkargan universities taught the children of aristocrats and well-to-do merchant families mathematics, philosophy, history, language, and magic. The rise of the mage-guilds in Dunkarga removed the teaching of magic from the university, primarily for economic reasons.

During the time of King Tamrond II of Vinnengael, the Temple of the Magi sent missionaries to Dunkarga and established a foothold there. Never fully accepted by the Dunkargans, the Church worked hard to gain a following. The universities, and the mage-guilds fought with the Church over the proper teaching of Dunkargan mages, and who was or was not qualified to use magic.

Dunkargan mages believed that whoever wanted to practice magic should be allowed to practice magic without having to join the Church and abide by their rules. Dunkargan mages affiliated with the mage-guilds were offended by the "hedge-wizard" label the Revered Magi bestowed upon a practitioner if he had not received an education from the Church. For their part, the Temple of the Magi believed that the uncontrolled, unauthorized use of magic led to a society in chaos. They pointed out, with some justification, that magic was being misused for evil ends in Dunkarga and that very little was being done to stop it.

The mage-guilds were forced to concede this point and for many years, an uneasy truce existed between the Dunkargan government and Church officials. During the reign of the legendary Vinnengaelean king, Tamaros, and the creation of the magical Portals, the Church made considerable headway in changing the opinions of Dunkargan mages toward magic, for the gods obviously favored Tamaros and his subjects. The Dunkargan people at large were not so easily convinced, however, and with the subsequent destruction of Old Vinnengael the Church presence in Dunkarga collapsed. Their power base destroyed, the Church leaders in Dunkar were thrown into turmoil. The Dunkargans could not help but notice that the gods had not come to the rescue of Old Vinnengael, nor did the gods come to the rescue of Church officials in Dunkarga.

The current Dunkargan king, Moross, is a devout man and under his rule the Temple of the Magi has risen in stature once again. Illiem el'Kabir, the current Revered High Magus, a Dunkargan by birth, was trained at the Temple of the Magi in New Vinnengael. An intelligent man with a forceful personality, the Revered High Magus wields considerable influence over King Moross, so much so that some whisper the High Magus is the true ruler of Dunkarga.

The common Dunkargan cares little about any of this. He is aware of the existence of magic. However, he does not see magic as something that impacts his everyday life and he certainly sees nothing mystical about it. Dunkargans do not discriminate between one type of magic and another. The practice of Void magic is not outlawed among the Dunkargans, although those who use it are generally shunned or watched with suspicion. Because of this, Void practitioners who work in the open are rare, although they are more plentiful in Dunkarga than anywhere else in Loerem.

**Karnuans**

Karnu is a military state. Every Karnuan citizen is required to serve in the military. From childhood up, all Karnuans are trained to be soldiers first and other occupations second. To say that the Karnuans aren't a religious people is inaccurate. Caliph Krana Dhur, like his predecessors, has effectively combined his people's strong nationalism and his country's military strength into a strong religion. Instead of worshipping the gods that others believe to have created the world, the Karnuans worship national heroes, generals, and past caliphs. All the power of the Karnuan religion rests with the caliph.

Karnuans, like their Dunkargan cousins, do not associate the use of magic with gods. Gods may have created the world and magic, but it was the Karnuans who learned to use it. Just as the gods may have provided Karnuans with iron, it was the Karnuans who used the iron to make swords. The way the Karnuans see it, the gods have done nothing for Karnu that the Karnuans have not already done for themselves. Besides, there is no proof that a belief in great mystical beings that affect the destinies of mortals is anything but erroneous. The orks merely babble about superstitious omens as their proof. Nimrans and Nimoreans have deluded themselves into thinking that quietly praying for divine influence will allow them to negotiate better with their trading partners. The elves never speak plainly, so it is impossible to ever tell what their true beliefs are, and the Vinnengaeleans will lie about anything simply to save their own hides.

With these attitudes prevalent in Karnu, it is little wonder that Karnuan mages are trained for war. To this end, some are learned in the healing arts, while others excel at combat. It is not uncommon to see Karnuan mages wielding swords or hammers, sometimes with as much efficiency as they wield their magic. The Karnuans have made a special study of the use of magic in warfare and they have come to learn two important facts: (1) war-wizards cannot lend magical support if they are dead and (2) it is wasteful to hold a force in reserve just to protect spellcasters. Therefore, mages must be able to defend themselves on the battlefield.

Karnuan war-wizards are some of the most feared mages in Loerem. They are held to be even more powerful than the famed battlemages fielded by the Temple of the Magi during the reign of King Tamaros of Vinnengael. While this is arguable, Karnuan war-wizards are skilled in the use of arms as well as magic, and can unleash a vast array of devastating magic before charging headlong into hand-to-hand combat. Rumor has it that one entire regiment of Karnuan war-wizards is dedicated to the use of Void magic. It is said (mostly by Karnuans) that this rumor was started by the Vinnengaeleans after the disastrous battle of Delak 'Vir and should be discounted. The object of battle is to win, and preserve your forces in doing so. Casting Void magic can severely weaken a mage's usefulness on the battlefield, especially since the damage he suffers due to spellcasting cannot be magically healed.

Neither mage-guilds nor temples are permitted in Karnu. Both have been deemed divisive and counter to the unification of one strong Karnuan state. Those temples that existed before the civil war with Dunkarga have been torn down and replaced with barracks. Every major city in Karnu is host to an Academy for the Study of Magic, sanctioned by the government. The training that the young men

and women undergo at these institutions is grueling, and is much more difficult than the training of a regular foot-soldier. Since the training of war-wizards is so costly, war-wizards rarely retire from military life. Veteran war-wizards make worthy military advisers, government officers, and in some cases skillful field commanders. Like all Karnuans, those war-wizards who do leave the service are expected to keep themselves ready to be called up for active duty. The profession of choice for retired war-wizards is to teach at one of the Academies for the Study of Magic.

The unauthorized and unregulated use of magic, of any type, anywhere in the Caliphate of Karnu is not permitted and may be severely punished by Karnuan authorities.

**Nimrans**

The Kingdom of Nimra is believed to be Loerem's oldest human civilization, having existed as it does now for more than two millennia. The Nimran religion and their religious association with magic goes even farther back in Nimran history. Although there are slight regional variations in dogma, the Nimran belief that the gods are the wellspring of all magic is a common bond that binds all Nimrans in one faith. The Nimrans believe magic is a gift bestowed unto the races of Loerem with the understanding that misuse can bring down punishment from the gods themselves. Fearing to invoke the wrath of the gods, the Nimrans are very private about their religion. Since they strongly associate with the Earth Mother, Milakk, and worship her almost exclusively, the Nimrans build all of their temples underground and restrict entry to only recognized members of the community.



All Nimran priests and priestesses are required to be magic-users and all are deeply involved in religious life. Their children are born and raised within the temple community and most go on to become priests and priestesses like their parents, although this is not required. A child who has reached the age of majority may choose to leave the religious community and enter the world. Many become *semveci* or "watchers." Semveci are the only Nimrans appointed to high governmental positions, with women achieving the highest ranks. The Nimrans, as a nation, have always been ruled by a queen, and she serves as the highest ranking semveci.

While many Nimran priests and priestesses live cloistered lives within their temples, the semveci travel about Nimra and into other lands, helping the injured, comforting the infirm, acting as teachers, advisers, historians, and storytellers. While most Nimran mages are semveci, magic-use is not restricted solely to their ranks. Anyone in Nimra is allowed to study magic. Studying magic is viewed as a way to benefit the community and is therefore considered a pious act. Thus most Nimran mages concentrate on the *healing* and *construction* aspects of Earth magic.

One of the semveci's duties is to visit non-semveci mages to insure that the magic-users have not been corrupted by malign influences (namely Void practices), or that they have not used their magical powers to do harm to others. The Nimrans value and cherish all life, even the lives of those who cause pain to others. Rarely does a Nimran spellcaster fall away from his beliefs and turn to evil. Rather than return evil for evil, the semveci will not punish a fallen spellcaster, but will try to bring him back into the fold. They attempt to divert him from a path that they know will ultimately lead to sorrow and death. If they cannot dissuade the individual from his chosen path, they banish him from their community. Since the rogue mage might pose a danger to others, he is branded on the face with the symbol of a skull, so that all who meet him may be forewarned.

Religious practices differ from one region to another in Nimra. Many remote Nimran tribes have never seen, or are completely unaware of, the great cities of Neyshabur and Kaltay that were built centuries ago. For these isolated Nimrans, time stands still. Their lives have not changed in the last thou-

sand years. It is among these isolated groups that ancient practices of Earth magic can still be found. Tribal rulers rely on strong wizards to aid them in battle. Because these primitive people hold all magic in fear and awe, and because they have not been taught that the gods abhor the use of evil magic, forbidden spells are more likely to be performed in such remote areas, including Void magic.

A foreign mage in Nimra will be visited by semveci almost immediately upon his arrival in a town or city. This is a nominally social visit and may include the giving of gifts to welcome him to Nimra. Beneath the friendly surface, the semveci will be studying the stranger closely. If they see any signs that he is tainted with Void or has knowledge of forbidden magic, he will be escorted to the edge of town by armed guards and ordered not to return.

**Nimoreans**

Like their Nimran cousins, Nimoreans strongly associate magic with their religion, believing Milakk is the source of all Earth magic. Nimoreans are more open to various sorts of magic, but because they live and work closely with the elves, Nimorean mages are less inclined to resort to spellcasting than mages of other races. Worship of gods associated with other forms of magic is not uncommon among the Nimoreans, although the majority still exclusively worship the Earth Mother.

The Nimoreans do not adhere to the tradition that all priests and priestesses are born to the use of magic. Those who wish to study magic are encouraged to develop their skills for the betterment of all Nimoreans and devote themselves to the service of a temple, but they are not required to do so. Practitioners of the arcane art are numerous in Nimorea, making life easier for those who live in the harsh climate of this mountainous region.

Although they are a deeply religious people, Nimoreans take a more practical view of magic than do their Nimran cousins. They are more likely to tolerate destructive magic, aware that in some instances the soothing word must make way for the sword. They do not tolerate Void magic, which deals with Death, and they are far less gentle in their dealings with Void practitioners than their Nimran cousins.

Entrance into Nimorean temples is restricted to Nimoreans only, except in extreme or very special cases. They do not wish to try the patience of the gods and risk defiling their holy sanctuaries by permitting foreigners to enter. Magical texts in the temples are kept for the use of the priests and priestesses. No one else, not even other Nimoreans, are permitted to see them. Because Nimoreans tend to travel to other parts of the world more frequently than do the Nimrans, the Nimorean temples are said to have collected veritable treasure troves of knowledge pertaining to all types of magic. Nimorean priests and priestesses will pay well for books pertaining to magic. The largest of these libraries is at the temple at Myanmin.

Recently, under the influence of their Dunkargan neighbors, mage-guilds have begun to spring-up in Nimorea. The guilds were founded because mages who were not affiliated with the Nimorean priesthood needed a place where they could meet to exchange ideas, buy and sell magic paraphernalia, and find resource materials. The mage-guilds are very good about policing their own, and have not yet come into conflict with the priests.

As more Nimoreans are traveling abroad, the use of Void magic is becoming a growing problem among them. The Nimorean temples, along with the mage-guilds, are doing all that they can to remove Void cultists and users from their society. Because of this problem, they act swiftly to arrest and remove any mage, native or foreign, caught using Void magic. Accused Void-users are tried before a tribunal of priests. If found guilty, they are put to death.

Foreign elemental mages are treated with causal courtesy in Nimorea, so long as they respect the customs of the Nimorean people, particularly in regard to the privacy of their temples.

**Trevenici**

Unlike the other human cultures of Loerem, Trevenici spellcasters are extremely rare. In the Trevenici mind, magic is a gift of the gods to those who are too weak to wield a sword. The Trevenici consider that the use of magic is logical for those who have no other means of defending themselves, but it is not right for a Trevenici to resort to such cowardly means of fighting his enemies.

Even healing magic is seldom used among the Trevenici. They are a hardy people, but the entire population and the Trevenici way of life might have died out if they had not developed a symbiotic relationship with a race of people known as pecwae, who have vast knowledge of Earth magic. Trevenici provide the pecwae protection, both at home and abroad. In return, the pecwae perform magical services for the Trevenici.

The pecwae provide the Trevenici clans with magical aid whenever such aid is needed. The spells cast by the pecwae are almost always healing or constructive in nature, usually having to do with plants and animals or the creation of the marvelous pecwae jewelry that is so highly prized by other races in Loerem. The Trevenici would never under

any circumstances turn to the pecwae for any type of martial magic.

Trevenici are usually cool toward magic-users other than pecwae. Trevenici who have befriended mages of other races tend to ask awkward and embarrassing questions about spellcasting. The Trevenici may loudly criticize the mage's reliance on spellcasting, and will constantly attempt to wean the mage away from magic-use by urging him to perfect his skills in other, more acceptable professions.

Trevenici who decide to study magic are treated as outsiders. While they may prove useful to the community, they are considered highly eccentric, if not dangerous, and are given a wide berth. Those Trevenici who do use magic usually end up living alone, on the outskirts of their village, lending aid when they think it appropriate. Trevenici wizards are rarely, if ever, asked for help from other tribe members. There have been stories of Trevenici spellcasters who have become respected elders of their tribes, but these Trevenici have been able to wield a weapon as well as any of their tribesmen, and restricted their magic-use to healing and other spells beneficial to the tribe.

Trevenici who discover a mage using his talents to do harm will not argue or ask questions, arrest him or try to convert him. They will simply kill him.

### PECWAE

Pecwae are not a religious people, and do not attribute magic to the gods. They believe that every living thing is magical and that magic was in the world before the gods found it. All pecwae are strongly associated with the earth and Earth magic, and receive a +1 bonus to their spellcasting rolls when casting Earth magic spells. However, their very nature insures that the pecwae people will never rise to prominence in the field of magic.

Hunter-gatherers, the pecwae are considered lazy by the hard-working Trevenici, for the pecwae would much rather create lovely works of art than till the land. Pecwae have no ambition, no lust for power, no desire for wealth. Small and weak, they are cowards by nature and will immediately flee at the first sign of danger. The use of magic in combat is completely foreign to them.

The head of a pecwae village is the oldest of the village's family elders. The other elders serve in an advisory capacity to the village leader. Pecwae life is simple. They tend to live from moment to moment, rarely worrying about the future. Rare is the pecwae who decides to leave the village for parts unknown, although some more adventurous youths will often travel with Trevenici warriors in order to perform healing on the wounded. The pecwae approve of this, knowing that their youths will return (if they survive), having gained wisdom, patience, and a love for life.

Magic lore is taught to pecwae from the time they are old enough to walk. Pecwae teach magic in the same leisurely manner that they do everything else. Spell-learning takes time, it is not rushed. Each spell must be mastered before proceeding to the next. This means that, with the exception of the most difficult or rarely used spells, a pecwae will always endeavor to know all of his spells at Intimate Knowledge or Quick Reference.

Having no written language, the pecwae do not learn spells in the "normal" manner. Village elders pass what magical knowledge they possess on to the youths of the village through means of legends, parables, stories, and songs. Each generation of pecwae is expected to do the same for their offspring.

While mages from other races study or develop complex formulae to help them cast spells and keep their spells written in spellbooks, the pecwae use music and song to help them remember and cast spells. Pecwae possess beautiful voices and their music can be soothing and haunting at the same time. Some Trevenici claim that they can tell the type of spell a pecwae is casting simply from the tempo and pitch of the song he sings. Pecwae mages must still use elemental essences to cast their spells as normal.

Since magical knowledge is handed down by word of mouth, some spells may be lost over time, but pecwae know that there is wisdom to be gained in seeking and discovering lost magicks. Since most pecwae consider magic to be as natural as eating or breathing, they rarely devote their lives to its study. Occasionally, one might come across the odd pecwae who has dedicated his life to magic, experimenting with and formulating new spells and rediscovering old ones.

Because the pecwae live close to Nature and they have such a strong affinity for Earth magic, many individuals learn to cast dual-element Earth/Fire or Earth/Water spells. Pecwae also have a strong affinity for animals. Pecwae will not cast nor teach spells that coerce plants or animals to do their bidding, save those spells that can benefit the target. For example, a pecwae who has a squirrel for a friend might cast a *call animal* spell if he is worried that the squirrel might be in danger. The pecwae would not use the same spell for the task of keeping a Trevenici house free of animal visitors, even if they are annoying. Pecwae will not normally teach or use lethal combat magic. Magic spells that cause subdual damage are used only in

the most dire of circumstances (life or death situations), and are taught with great caution.

### Elves

The elves believe that magic springs from the gods, whom they term the Mother and the Father, divine beings from whom all elves are descended. According to elven tradition, magic is the tool that the Mother and the Father used to create the world. For mortals to tamper with such a divine tool is believed to be highly dangerous, almost sacrilegious. Magic's workings are unfathomable, chaotic, and destructive to the well-ordered elven mind.

This being said, elves understand that magic is highly useful both in warfare and in everyday life. Since other races use magic, the elves would be foolish to leave themselves vulnerable to an enemy by renouncing the use of magic. Faced with this



conundrum, the elves had to devise a means to use the power of magic without seeming to use the power of magic. Thus was created the mysterious elven order of mages known as the Wyred (pronounced "weird").

The Wyred are elves who study the ways of magic and use it to further the aims of their families and Houses. Although the Wyred are ofttimes responsible for the very survival of the family or House, they are never recognized and publicly reviled, if secretly rewarded. Wyred are never formally recognized for their abilities. Non-magic-using elves do not acknowledge the presence or even the existence of elven mages. The worst insult one can offer an elf is to accuse him of using magic or of having magic-using members in his family (regardless of the accusation's veracity). Such comments have led to bloody and long lasting feuds.

### Honored Ancestors

Every elven family has an honored ancestor, who voluntarily leaves the eternal family of the Father and Mother to return to the living and offer them counsel and guidance. Every elven household has a shrine setup to honor this ancestor. Even when traveling, the elf may take the means to construct a small shrine with him and may sometimes be seen consulting with the ghostly presence. Since the elf would regard this as spying, the person who views this ceremony is warned to sneak away and make no mention of it.

Other races view this practice with curiosity, suspicion, or outright hostility. The Temple of the Magi is divided on the practice—some see it as consorting with the undead, while others take a more lenient view, pointing out, rightly, that the elven ancestor is not dragged back by magical means but returns of his or her own free will. Orks consider the practice rude, since the elves keep pestering someone who has passed on to the next world. The elves point out that if an honored ancestor decides to leave the family and return to the Father and Mother, the ancestor is free to do so. A different ancestor usually volunteers to fill the vacancy.

Due to the fact that the honored ancestors can draw on their own past wisdom and experiences, their counsel is highly valued by the living. Reliance on the counsel of the honored ancestor may or may not be justified. The honored ancestor may sometimes have his own agenda and may try to persuade the living to take a course of action that is not beneficial to the elf, his family, or his House. The advice of an honored ancestor may always be ignored, but only by risking the ire of the ancestor and its probable departure.

Honored ancestors cannot see into the future. Since an honored ancestor cannot manipulate objects in the physical world, it cannot perform magic or undertake any other physical task for the living. Never, to anyone's knowledge, has there been an honored ancestor who was a member of the Wyred. Rumor has it that the spirits of dead Wyred return to the mysterious place where the Wyred undergo their training, but what it is they do there is unknown.

Although they operate outside the bounds of elven society, the Wyred are expected to abide by the strictures of elven society, honor and serve their families, but remain secret and aloof from those families. The Wyred are removed from their families when they are very young (usually between the ages of three and four years) and taken to a mysterious location to receive their training. When their training is complete, the Wyred, who are adults by now, are sent back to either their families or their House to enter into service. By this time, the Wyred is a complete stranger to his family. He has siblings he has never met (and who may not be pleased to meet him!). Family members, perhaps even his parents, may have passed on without his knowledge.

The most important aspect of Wyred training maintains that a Wyred's first duty is to his family and his House. Such loyalties take precedence over bonds developed among the Wyred themselves. Members of that organization may form deep and abiding friendships or even fall in love with each other during training, but when each departs to take up his or her duties with the family, those friendships and love affairs might well end in war, as each finds himself on an opposing side in a conflict.

Of all magic-users on Loerem, the Wyred undoubtedly pay the highest price for their magic in terms of personal comfort and relationships. The life of a Wyred may be lonely and barren, for Wyred are not considered suitable candidates for marriage by elven parents. Understanding this reluctance, the central organization of the Wyred has begun to offer a substantial dowry for their people, a dowry that is so tempting it often encourages even noble families to permit a fifth or sixth child who lacks other prospects to wed one of the mysterious mages. The Wyred have a good reason for such generosity, for they have discovered that skill in the magic art runs in families. Having also discovered that interbreeding among the Wyred tends to dilute the skill in magic, the Wyred generally refuse to permit mages to marry each other.

### ORKS

Orks liken magic to the sea. Magic is unpredictable and can be very dangerous. Magic can also be bountiful, helpful and beneficial. Orks gladly reap the rewards magic can bestow, but are continually wary of the perils that lurk beneath its surface.

Orks mingle magic and omens to formulate their religious beliefs. All orks are believers in a synchronicity between events, a link between the mundane and the important. In short, orks are a superstitious people, devout believers in omens and portents.

According to most orks, the gods take a great interest in Loerem and its people, but will not directly interfere in the lives of the people, since this would violate a person's free will. Because the gods love their creation (the orks) so much, the gods are unable to resist tossing out little hints here and there as to which path the orks should take. Orks constantly watch for these omens, and rarely make an important move without first studying to see what the gods might have in mind.

Sighting an omen is easy. Interpreting an omen's meaning can be difficult. Although all orks may attempt to interpret omens, most agree that trained shamans are best suited for such serious business. Shamans are the orken mages and holy men. Every orken ship has at least one shaman onboard, if not more. Omens may portend good fortune or warn against evil. The orks know that if an omen can be recognized and interpreted in time, it is possible to take action to counter or minimize the evil or to take advantage of the good.

Orks who want to become shamans are apprenticed to an elder shaman. Training as an apprentice involves memorization of commonly encountered omens (for example, a red streak running vertically down a pregnant ork's stomach means she is going to give birth to twins). The apprentice shaman learns the proper rituals used to avoid creating evil omens of one's own, and also learns the various rites that are required for the safe use of magic.

Orks who are not trained shamans are allowed to practice magic and may try to interpret omens, but they are not to be trusted. The interpretation of omens separates orken shamans from other orken spellcasters. The shaman must learn to interpret omens correctly, for if he does not, he is labeled as a "fork-tongued crow," a teller of falsehoods. Such an orken shaman is reviled and may be shunned, cast out, or even slain. Thus shamans will often remain with their mentors even after they have completed their training, learning all that they can from the elder ork, until the mentor has died and the apprentice takes over in rank and duties. The bond between a shaman and his mentor is a strong one, stronger even than the bond between a parent and a child. If an apprentice decides to leave his mentor and go out on his own, the two will maintain contact, usually through magical means.

As orken mages gain in power they are able to branch out into other forms of magic. Orks tend to frown upon the use of any other magic than that of Water. This distrust of other elemental magicks is a tricky subject. Magic-users understand that there

are benefits to be gained by studying other sorts of magic. However, they will try to shield the casting of other sorts of magic from the view of their orken brethren. Orks who are widely known to use other forms of magic are believed to be a little "touched" in the head, and aren't to be trusted.

The leader of the orken people, the Captain of Captains, keeps a retainer of ork shamans who specialize in casting other forms of magic, including Void magic. The orks honor these shamans, since all know that they do this against their will, out of loyalty to the Captain of Captains.

Orks tend to be accepting of foreign magic-users, even those who practice Void magic, so long as they leave the orks alone. Any foreign mage who attempts to use magic on an ork for any purpose, even healing, will find himself in a great deal of trouble if he has not received permission from the ork, who, of course, must first check the omens.

### DWARVES

Dwarves believe that they are descended from the wolf, an animal that is not noted for its skill in the magical arts. Seeing that the wolf lives his life free of the use of magic, the dwarves do not see much reason for using magic in their lives. Dwarves do take note that the wolf fears only one element and that element is Fire. Because the wolf reveres Fire, the dwarves have also come to revere Fire, an element that can both sustain life and take it.

Thus, down through the centuries, the dwarves have become adept at the use of Fire magic. Just because they are adept at Fire magic does not mean that they rely on it. Dwarven mages, regardless of whether they are Clan or Unhorsed, see themselves as productive members of dwarven society first and mages second. Magic is held to be a secondary skill, used to aid the completion of a dwarf's daily labors. For instance, a smith skilled with Fire magic might use a spell to light his forge or heat it to high temperatures. A herdsman might use Earth/Fire spells to quiet his horses for the night.

Neither the Clan dwarves nor the Unhorsed have schools for teaching magic to aspiring mages. Magic is self-taught, with little or no help from other mages. Dwarven mages are an independent lot, and they believe that since they had to teach themselves magic, everyone else should have to do the same. Rumor has it that this practice is starting to change. A new Clan chief is said to believe that Fire magic would aid his people in battle against other races—most notably humans. He is said to be gathering together a cadre of Fire mages and giving them the task of passing on their knowledge to other Clans. Dwarves deny that this rumor is true.

The dwarves do not have an organized religion, no central church or authority that guides religious thought. Instead, certain basic themes, mainly dealing with the wolf, run through dwarven religion. Each Clan builds off these themes, creating a mythology that is unique and sacred to its people.

Only one task is considered sacred by the dwarves—the nightly lighting of the Clan fire. That sacred task is always performed by the eldest Fire mage in the Clan. The ceremonial rite is passed down from one Fire mage to another, as the elder nears death. The lighting of the sacred Clan fire is the only knowledge that is handed down from one dwarven mage to another.

Spellbooks are rarely found among the Clan dwarves. The dwarves have a written language, but since a dwarf must carry all he owns on horseback, he is keenly aware that a book (or collection of books) takes up room that might be used for food, water or other necessities. However, dwarven mages, much like mages of other races, must face the fact that they cannot know every spell that is useful to them at Intimate Knowledge. To solve this problem, Clan dwarf mages embroider their spells into their garments. Once the dwarven mage knows the spell at Intimate Knowledge, he tears out the stitching of that particular spell, creating room for new spells. This can present problems for the mage, however, since spells embroidered into clothing are subject to destruction should the spellcaster's garments be harmed in anyway.

Since one of the aspects of Fire magic is *divination (past)*, dwarven Fire mages are the historians for their Clans, using their spells to look back in time to discover the truth about past events. This can be important in determining which Clan was at fault during a past blood feud, for example, or discovering the truth between boundary disputes. Such determinations can either start wars or stop bloodshed. When spells that allow a mage to look back in time are lost, the dwarven mage loses the ability to look into the past and this can put his Clan at risk. To insure against destruction, dwarven Fire mages have taken to replicating past divination spells on more than one garment.

Since Clan dwarves typically spend a lot of time on horseback, magic-users have little time to develop new spells. Their magic deals mostly with the fundamentals of survival. The Unhorsed, those dwarves who can no longer ride with their Clans, have time to study their magic and they are the mages who are taking dwarven magic into new and unexplored territory. Although Unhorsed mages still have a strong independent spirit, they are no longer inhibited by Clan loyalties and will often compare notes, and loan research materials to one

another. Outside of this, Unhorsed wizards study on their own, much like their clannish counterparts. Some Unhorsed mages have taken to using spellbooks and may keep small libraries, while other Unhorsed dwarves follow tradition by sewing their spells into their garments.

Dwarves, having discovered at the dawn of their existence that they were gifted in the use of Fire magic, have always had the hardship of keeping usable elemental essences easily at hand. A flame is difficult to transport on horseback (constantly bearing a torch or lantern can become tiresome, and is dangerous at a full gallop). Instead, dwarven Fire mages carry small censers that burn long lasting incense or small ceramic pots of dried dung that will smolder for extended periods of time. Since only a small portion of the whole is used to instigate the spell, the incense or dung will usually last up to five or six hours before needing to be replenished.

Each Clan's eldest Fire mage must carry with him a sacred flame from the fire of the previous night and he must take care that the flame does not go out, for the dwarves believe that this fire is a part of the first fire ever built by the Clan and that if it dies, some terrible disaster will befall the Clan. If the eldest Fire mage has the misfortune to allow the sacred flame to die, he may replenish it by only one means: he must take the flame from a wild fire that has been started by lightning.

All dwarves have a latent distrust of magic-users, even their own. Mages within the Clan are regarded somewhat askance by the rest of the Clan and are the first to be blamed should something go wrong. The exception to this is the eldest Fire mage, who is held in high regard. Dwarves have no use for foreign magic-users of any type and will just as soon slay them as not. A foreign mage had better talk pretty fast to convince a dwarf that he is not out to cause him or his Clan harm.







# Chapter 4

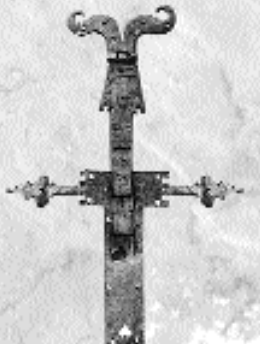
## MAGES, MONARCHIES & MONEY

### Guild Master Sekim ibn Alakir of the Serpent's Tongue Mage-guild

A mage's greatest strength and strongest defense is not his prowess but his reputation.

We dress as wizards because that is how we are expected to dress. When we look the part we gain the respect that is commensurate with the part. The soldier has his sword, we have our rings and chains of office. They mark us as powerful men.

The lowly should be wary that they do not anger us, for we control the power of the gods!










## MAGES, MONARCHIES AND MONEY

Three major institutions govern magic on the continent of Loerem. These are the Temple of the Magi, mage-guilds, and the Wyred. The first two organizations are human in origin, ostensibly created to teach spells and proper casting techniques, give wizards access to libraries of magical information, and introduce them to others who share the same aspirations. In reality, the Church and mage-guilds serve to regulate the use of magic. The Wyred was created by the elves in order to extract potentially dangerous magic-users from common society, take from them rights and privileges given to most elves, and keep them constantly under surveillance. The most important function of all three of these organizations is that they permit the society in which they exist to maintain control of who uses magic, where, how, and when.

Predictably, humans were the first to turn magic-use into a business. Healers peddle their wares in market squares and on street corners of all cities, towns, and villages found in human lands. Visitors should be wary of these, since many supposed healers are charlatans, out to bilk hopeful or needy consumers with fake potions. Some may actually have healing skills, but these tend to have more to do with herbs and common sense than magic. Those who require healing in Vinnengael would do well to go to the official, Church-sanctioned Houses of Healing. The Church will never deny healing to anyone. Fees are based on the ability to pay and on the nature of the services rendered.

Houses of Healing in Karnu are run by the state. Foreigners will be treated, but without much enthusiasm, and the fees charged may be exorbitant. Mage-guilds handle healing in Dunkarga. These establishments are well-run and efficient with set fees. Foreigners are not encouraged, but if they have money they will be treated. Those without means to pay will be expected to perform services in exchange for treatment. The semveci handle magical healing in the lands of Nimra and Nimorea. No payment is ever required, for the semveci consider healing to be a gift of the gods and thus they will not accept money for it. Donations are accepted, however.

Since elves refuse magical treatment for their ailments, they have specialists who are quite skilled in the arts of medicine and surgery, combined with peaceful recuperative retreats. Elves are reluctant to treat members of other races for the simple reason that they feel they know too little about them to do much good and fear that they might cause greater harm. Only an elf who has come to greatly trust a mage (a great feat indeed) will allow himself to be treated with healing magic (and never from an elven mage).

Orken healing techniques are considered outlandish and even dangerous by other races. These include playing loud and raucous music to frighten away the ill humors, filling the healing hut with noxious odors, smearing fish oil on the body of the patient, pouring fish oil down the patient's throat, dousing the patient in sea water, and other cures that seem far more likely to kill the patient rather than heal him. The orken methods have worked well for centuries, however, although there is some thought that the patient survives in spite of treatment rather than because of it. Orks will cheerfully accept healing from other races (with the exception of Karnuans), but will often insist on having some of their own methods employed as well. Those of other races who are injured in orken lands would do well to suffer in silence.

Dwarven healing arts are crude at best. The dwarves have no patience for those who fall ill or are injured, for if a dwarf cannot ride, he puts his entire Clan in danger. Dwarves have some rudimentary skill in herbal treatments, but if the patient does not recover within a day or two, the dwarves will simply ride off and leave him or drop him off at one of the Unhorsed cities for further care. In either instance, the patient is considered to be cast-out of the clan and may not return. The Unhorsed have more skills in the healing arts, gained through years of having to care for their own. Being naturally private, independent and mistrustful, dwarves are not eager to share their healing skills with non-dwarves and will do so only under the most dire circumstances. Magic is not wholly trusted by Clan dwarves, and they will only accept magical healing if they are unconscious or trust the administering mage.

Charlatans and other types of false healers are a problem found mainly in human lands. In Vinnengael, the local lords and the Church are accustomed to dealing with these individuals, who may be arrested and fined or even imprisoned if their wares or claims are found to be harmful. Hedge-wizards (magic-users practicing magic without the consent or the teachings of the Temple of the Magi) are considered outlaws only in Vinnengael, where hedge-wizardry is specifically banned. Church officials decide whether a suspected hedge-wizard will be pursued and punished. In these cases, local soldiers and levies are at the Church's disposal for purposes of bringing the accused to trial.

Charlatans are fewer in Nimra and Nimorea, since these nations do not officially regulate magic. The semveci handle any problems in this area, first






gently admonishing the person and then, if he does not change his ways, taking more drastic action. In Dunkarga, magic is an open market, although the guilds will take it ill if someone (particularly an outsider) is seen to be profiting at their expense. Usually a payment to the guild will satisfy them and they will turn a blind eye to any shady dealings.

Because magic is an unregulated (for the most part), cut-throat business in Dunkarga and what is now Karnu, mages once exhibited their skills and dealt with rivals through spectacular magical duels. Since such duels often resulted in extensive property damage and loss of life and limb, they have been banned in Karnu. Dunkarga, duels are still held, often between members of rival guilds. Duelists are held to be financially accountable for any damage they may cause to people or surrounding property. Refusal to pay could result in a revocation of a mage's guild license and possible legal complications.

### The Temple of the Magi

Under the reign of the Vinnengaelean king, Hollorond, the Vastgorge Bridge was completed and the overland route between Vinnengael and Nimra was opened. Trade between Vinnengael and Nimra increased markedly. Many Nimrans came to study at the College of Wizardry located in the empire's capital, Vinnengael. Through this influx of new ideas concerning magic and spirituality, the college began to reevaluate its ideology and beliefs concerning magic. Prior to this, the college, and most Vinnengaeleans, had viewed magic as a part of nature, something to be used like the wood that grows in the forest or the current of a mighty river that can be harnessed to run a mill. The devout Nimrans brought with them the notion that magic was tied directly to the gods and that it was a force to be revered and respected.

Enthralled by this idea, the College of Wizardry became a hotbed of religious fervor. After a decade of debate, and a changing of the hierarchy in the college's upper echelons, the heads of the College of Wizardry issued what is now known as the Edict of Arcana. This edict affirmed that (1) magic is a gift from the gods to mortals; (2) the use of magic is a privilege, not a right; (3) mortals are not to use magic without first having a firm religious foundation to build upon. After the announcement of this edict, the college disbanded itself. The Temple of the Magi, an institution dedicated to the gods and the study of magic, was established in its place.

The Edict's effect was felt immediately throughout the kingdom. Universities that included magic studies as part of the curriculum converted to the new faith. Wizards who taught at these institutions were given the choice of becoming part of the clergy or forfeiting their right to use magic. Those magi who decided that they would prefer to study magic without the guidance of the Church were labeled heretics and were jailed until such a time that they recanted and recognized the divine authority of the Church.

As it happened, the change in the way Vinnengaeleans viewed magic turned out to be beneficial to most of the populace. Temple missionaries were sent forth to educate the masses, many of whom had come to fear magic; to bring hedge-wizards and folk-healers into the fold; and to make magic-use safe throughout all Vinnengael. The Temple of the Magi was active in promoting religious beliefs beyond its borders, and missions moved into the Dunkargan Empire and into Nimra.

In Nimra, the Church was accepted as an offshoot branch of the Nimran religion. The Church hierarchs learned from the Nimrans, who were long known to be masters of Earth magic. In Dunkarga, however, the Temple of the Magi never did gain wide acceptance. Jealousy of Vinnengael and its growing wealth, as well as fear that Vinnengael wanted to rule Dunkarga, caused the Church to be viewed with much suspicion. Most Dunkargans saw Church teachings as yet another attempt by Vinnengael to swallow up Dunkarga. The Dunkargan university and mage-guild systems had been long entrenched in Dunkargan society and were difficult to dislodge, especially where money was concerned. Still, the Church made some headway and is credited with cleaning up the corrupt mage-guilds of Armrah 'Lin and Karfa 'Len, ridding the guilds of mountebanks and Void magic-users. The Church educated the poor, fed the starving, and taught young people the wonders of the gods' gift of magic. The heads of the magic guilds saw that the people were impressed by these efforts. Fearing that the masses might come under the sway of the Temple of the Magi, they pressured the Dunkargan monarchy to curb the Church's growing power. The guilds took measures to police themselves and set out to take care of their own poor and indigent.

After the destruction of Old Vinnengael, the power of the Church throughout the continent was broken. Inner turmoil rocked the institution to its core. Most of the heads of the orders perished in the destruction of Old Vinnengael. Central authority no longer existed to rule over the Church's far flung branches. Worse, many magi were disillusioned by the destruction of Old Vinnengael and the sundering of the Portals there.

Debate raged over what had caused the explosion. The devout maintained that the gods had rained

down destruction to punish the Vinnengaeleans for their hubris. The more pragmatic held that the explosion had been due to the awful Void magicks being used by Dagnarus and his armies and the powerful elemental magicks used by the city's defenders. Combined with the potent magicks of the Portals, the forces of magic became so great that none could control them. This theory was born out by survivors of the blast, who reported feeling strange eddies and fluxes in the magical currents just prior to the explosion.

Modern thinking now holds with the later theory (the Second Edict of Arcana), but two hundred years ago most Vinnengaelean mages held with the religious view. They were angered that the gods would repay the mages' devotion with death and destruction. Like small children who think they deserve special treatment just because they've been good, the mages claimed it wasn't fair and took their toys and went home, closing down the temples and leaving them abandoned. Still others saw the destruction as a sign that the gods were punishing Vinnengaeleans for their lack of devotion and took it upon themselves to become even more dedicated, often to the point of persecuting those who held different beliefs or who were lukewarm in their faith.

In areas where Church temples closed and mages departed, hedge-wizards moved in to fill the void, practicing magic in the open, with the Church powerless to stop them. In the larger cities, such as Forden and Krammes, the Church's strong leadership was able to exert a calming influence over their members and the population in general. They were also able to maintain some semblance of control on magic-use in their immediate vicinities.

The struggle to reestablish the Temple hierarchy took two decades, during which the Temple of the Magi almost did not survive. Civil war wracked the kingdom. Worship of the Void was on the rise everywhere and the practice of Void magic, long thought to be eradicated from Vinnengael, reappeared in force. Political struggles within the





Church rendered it ineffectual to help with the political turmoil gripping the kingdom.

With the founding of New Vinnengael and the crowning of a new king, Ervan, born of an obscure scion of the Ildurel line (rumor whispered that he was descended from a bastard son of Prince Dagnarus), the Church was able to begin to rebuild. Whatever his heritage, Ervan proved to be a courageous and wise ruler. A grand new temple was built in New Vinnengael, for it was agreed that the heart of the kingdom should also be the heart of the faith. The Heads of the Orders were reestablished. The lines of communication were restored to temples in distant places that had long been on their own. The reconstruction of the Church saw some of the old temples reopened, but a majority of them still remain closed.

Most important to the reestablishment of order, the Church issued the Second Edict of Arcana. This edict announced that after much research and prayer, the Church hierarchy had determined that the gods had **not** acted to punish Vinnengaeleans by destroying Old Vinnengael. The destruction came about because powerful magicks had been allowed to spiral out of control, thus causing a whiplash effect that destroyed the city and ripped the Portals apart. The Church's rationale was that these findings supported their overarching belief that magic should be tightly controlled, and that strict laws must be emplaced governing magic's use and enforced with ruthless efficiency. All of Loerem had witnessed the sorrow and devastation caused by magic-users who were not properly educated and merely feigning understanding. Most Vinnengaeleans readily accepted the edict and took comfort in it.

Church temples in Dunkarga and Karnu did not fare well after the fall of Old Vinnengael. When the tensions between the Karnuans and Dunkargans exploded into war, the leaders of the Church in the newly formed Karnuan Caliphate faced either conscription or execution. They were forced to abandon their bastions in Dalon 'Ren and Karfa 'Len and flee back to Vinnengael. The mages of the main temples in Dunkar and Armrah 'Lin, remained. While distrusted by the populace at large, the mages proved useful to the Dunkargan war machine. Revered Magi offered their aid as healers. Due in large part to the tireless work of the Revered Magi, the Dunkargans survived the war in greater numbers than they might have done otherwise. This is probably the single most significant reason that the Temple of the Magi basilica in Dunkar still exists today.

Currently, Dunkargan support for the Temple of the Magi is tepid at best, even after so many years of relative peace. The Church temples in Dunkarga carry on their original mission. Although facing diminishing numbers and authority, the Temple of the Magi in Dunkar and Armrah 'Lin are given grudging respect for the services they render. The current ruler, King Moross, is a staunch supporter of the Temple of the Magi and its teachings and relies heavily upon the advice of the Revered High Magus Illiem el'Kabir. This could mean the rise of Church prominence in a land that has always been inhospitable to them.

In Nimra and Nimorea, the Revered Magi remained devoted to their faith after the fall of Old Vinnengael and carried on as usual. Since these temples were built as centers of learning to investigate the depth and breadth of the magical experience as embodied by the Nimrans and Nimoreans, the temples were little affected by the strife. They remained in touch with the various larger temples in Vinnengael, but refused to get involved in politics, remaining independent and outside the internal fighting. Their independence has been greatly reduced in the years since the Church's revitalization.

The first goal of the newly rebuilt Church was to reestablish its beliefs and teachings throughout the Vinnengaelean Empire. The Church was also determined to crush the practice of Void magic and wipe out Void worship. Upon investigation, the Church blamed the rise of Void-use on the Dunkargans, who were doing little to halt the practice and spread of Void magic. Consequently Void cults were spreading from Dunkarga like a plague. The Church cracked down on unauthorized magic-use in the large cities where major temples were located. Through savvy political maneuvering, the Temple of the Magi was able to persuade the emperor to grant them sole legal authority and jurisdiction in matters involving magic, outranking all local authorities and any claims by local nobility.

Such a system works well for the most part, although there are occasional conflicts between local authorities and those of the Church. In places where the Temple of the Magi does not have a local temple or a ranking official to oversee such matters, the accused is usually imprisoned until such time that a Church inquisitor can be dispatched. Convicted hedge-wizards usually end up joining the Church. Convicted Void practitioners are either imprisoned or put to death, if it is found that their magic has resulted in the death of another.

In Vinnengael, the only recognized form of magical training is available through the Church or Church-sponsored tutors. Students who want to study magic must join the Church and learn at the feet of the Revered Magi. Despite the Church's seemingly

draconian measures to insure its power base, most apprentices are glad to gain acceptance among the Revered Magi. The benefits are exceptional—room and board, spell-teaching from some of the best mages in the world, access to the vast knowledge held within Church libraries. Many mages choose to remain within the Church temples, pursuing their work out of faith and a desire to serve, although they are not required to do so. Celibacy is not a requirement for any temple magi. Special housing is provided for married brethren and their families.

The Church recognizes that not all those with magical talent are suited for ecclesiastical life. After a suitable number of years spent in study, Revered Magi may leave the Church, reside where they will, and even run private businesses if that is their choice. The Church collects a yearly tithe of ten argents from Revered Magi who operate in the secular world. These tithes help support the mages of the Church who do their work for charity, such as the Order of Hospitaliers. Extensive lists are kept by the various temples recording those mages who have paid their tithes and those who have not. Mages who are recalcitrant are denied access to Church resources until their debts are settled.

Small towns and villages often have a small Church temple or shrine. These temples are usually devoted to the Order of Hospitaliers or perhaps to the Order of Acolytes. The local lords are sworn to protect the temple and their Revered Magi. The Revered Magi, in turn, support the lord in times of need, serving in whatever capacity the lord should see fit.

### Orders Within the Church

Each member of the Temple of the Magi who decides to remain with the Church must join one of eight orders. These orders are (in descending order of importance): the Order of the Art, Order of Diplomacy, Order of the Watch, Order of Battle, Order of Instructors, Order of Scribes, Order of the Inquisition, and the Order of Hospitaliers. Each order has its own special function within the Temple of the Magi and each is directed by a Magus Provost. Each order has its own color, determined long ago when the order was first formed. The color of the ceremonial robes worn by a Revered Magi corresponds to the order to which he belongs. Lower ranking magi are not required to wear such attire on a daily basis, but are expected to do so on formal occasions. Normally, magi will display their order's color and their rank by various means, including a belt or sash worn around the waist or a badge of office worn around the neck. High ranking officials tend to wear their formal raiment on a daily basis, since it immediately marks their standing within the Church.

### Order of the Art

Members of this order are the Church's innovators. Under the guidance of the Magisteria Appercept, they forward the art of magic through experimentation, investigation, and the creation of new spells and enchantments. Innovations that come from the Order of the Art keep magic alive and continually moving forward. Members of this order are usually the most adventurous of all Revered Magi, often going on quests to distant locations to investigate rumors of lost magical knowledge, relics, and artifacts. The Order of the Art was responsible for the daring expedition to Old Vinnengael, where they recovered the body of King Helmos and the silver chain and pendant that had once held the human portion of the Sovereign Stone. (Sadly, they did not find the Stone itself.) The Revered Magi of the Order of the Art experiment with all the different magical elements, except Void. They are the only Revered Magi who actively pursue levels as Air mages. Mages of this order proudly display the orange colors of the order in their everyday attire, toning down the bright color with muted yellows or white.

### Order of Diplomacy

The Order of Diplomacy is a small contingent among the Temple of the Magi. Headed by a Magus Provost known as the Diplomat, the Order of Diplomacy acts as a liaison between the Temple of the Magi and the magi of other races and nations. The Diplomats attempt to serve as a buffer for foreign mages visiting Vinnengael, shielding them from the full extents of Church law in minor disputes and misunderstandings. They also serve as advisors to political diplomats. Although skilled in Earth magic, these mages are expert in Water and Fire magic spells that allow quick communication over long distances, as well as the divining of past events. Magi of this order are recognized for their flowing blue robes. Those with the darkest color robes are lower-level functionaries, while the Diplomat's garb is a blue the hue of the sky on a cloudless day.

### Order of the Watch

The Seneschal and personal attendant to the Emperor of Vinnengael is the Provost Magus of the Order of the Watch. This organization is a secretive sect within the Temple of the Magi, and exists only in New Vinnengael. The exact number of this order and the identities of its members are known only to the Seneschal, the Inquisitor General, and the Most Revered High Magus. Members of this order protect the king and the royal family and also serve as




an internal spy network that allows the Seneschal to remain abreast of the politics of the royal court. Revered Magi from the Order of the Watch serve as food tasters, making sure that the royal food is safe for the emperor to consume. They also keep a close eye on the emperor's personal bodyguard, verifying that they remain unswerving in their loyalty. Since this order depends upon anonymity, it has no official colors, except for the green robes worn by the Seneschal himself.

### Order of Battle

The Order of Battle is perhaps the most well known of all the Church orders. These Revered Magi were once feared across the face of Loerem and are still highly respected for their abilities. Battlemages undergo the most strenuous training of any Revered Magi. They are schooled not only in the art of magic, but martial skills as well. They are equally comfortable wielding steel or sorcery or both. The Crusader Marshal is the supreme commander of the battlemages, answering only to the Most Revered High Magus and the emperor. The Order of Battle is divided into companies, who are then sent to guard every major Temple in Vinnengael. One battalion of the Vinnengaelean army is comprised of battlemages. Battlemages are an impressive sight when encountered in full regalia. They usually wear half-plate or full plate armor, covered by crimson capes that are clasped at the neck with gold brooches. Those at the highest levels wear armor gilded with gold.

### Order of Instructors

The gray robed academicians who teach temple novitiates belong to the Order of Instructors. Members of this order are responsible for preparing the acolytes for their magical training, as well as instilling in them a strong moral foundation to help guide them in their studies and their lives. Children usually enter temple training at the age of eleven or twelve. For five to ten years, the instructors are the only parents that the students know, since the novitiates are rarely allowed visitors or to return home. The children have daily chores to perform, as well as acts of charity. The children engage in moral debate, learn discipline, and expand their magical talents under the temple instructors until either they choose to leave their studies to return to secular life or they join one of the Church's orders. The Master of Acolytes approves the curriculum for all of the Church's universities of magic, located in each of Vinnengael's major cities. The Master of Acolytes travels to each of these sites to assure high teaching standards, inspect the conditions of the classrooms and lecture halls, and evaluate the performance of the instructors. Only certified tutors of the Order of Instructors are allowed to teach magic outside of the Church's universities. These tutors are not as strictly regulated by the Temple of the Magi (although they are checked on from time to time) and are able to teach more specialized spells. This order is also responsible for providing tutors for the children of the royal family.

### Order of Scribes

The Order of Scribes is led by the Most Learned Librarian. Although each major temple has a Librarian, the Most Learned Librarian resides at the temple in New Vinnengael. The brown clad Order of Scribes is responsible for Church record keeping, the binding and rebinding of books, the collection of data and notes from other mages so that their findings may be kept for current and future use, and maintaining the temple library's general appearance. Magi of this order generally lead introspective, quiet, and studious lives. They do not often leave the confines of their respective temples. They are some of the most knowledgeable mages in the world. They have a saying that ten Vinnengaeleans will know less in their lifetimes than one scribe will forget in his.

### Order of the Inquisition

The Inquisitor General heads the Temple of the Magi's internal police—the Order of the Inquisition. It is the job of inquisitors to locate heretics in society at large, but especially among the Church's own and bring the accused before a council convened of all of the heads of the orders and the Most Revered High Magus, who determine guilt or innocence. Because of their stealthy ways, their penchant for spying and eavesdropping, and their ability to effectively ruin a person's life, inquisitors are the most universally detested and distrusted order of the Church. Since part of their job is to locate and bring Void worshippers to justice, inquisitors are the only Revered Magi given sanction to study Void magic. This is not widely known, nor is it advertised. Inquisitors are closely watched by the Inquisitor General and the Most Revered High Magus, in case one of the order's members should stray too far down the path of darkness. If this happens, the mage is removed from the order and reassigned to another order. Continued misuse of Void magic will ultimately result in the mage's termination.

### Order of the Hospitaliers

The Order of Hospitaliers is responsible for magical healing, for operating and maintaining the Houses of Healing, and for insuring the general good health of the populace. Because of the importance of their work to society and because their work requires dealing with large numbers of the

population, this order has the most members, being larger than all the other orders combined. Hospitaliers may be found throughout the Vinnengaelean Empire. Hospitals are established in every city and town in the empire. Small shrines and temples dedicated to the hospitaliers are found in villages and along all the kingdom's major thoroughfares. The King's Chirurgeon is the head of this order. Not only is he responsible for dealing with an immense bureaucracy—a job he usually gives to minor functionaries—he also has the task of caring for the royal family. His quarters are located within the palace, and he travels with the king wherever he goes.



### The Ninth Order

Technically, there exists a ninth order of magi, the Order of Portals. This order has become defunct since the splintering of the Portals and the destruction of Old Vinnengael. For a short time after the cataclysmic blast that leveled that city, the magi of this order tried desperately to recreate the equations that allowed the magical formation of the Portals, but to no avail. Because of their failure, the order lost its ability to vote during a convened Magi Council (consisting of the various Provost Magi and the Most Revered High Magus) and therefore they lost their Provost Magus. Now, few mages see any reason to join the order. Those who do are dedicated to their work and very defensive of their position within the Church. They no longer attempt to recreate the Portals, but have now begun to map every portal created by the explosion of the four main Portals, including the small "splinter" portals that may be only a few feet long. They produce maps of these portals for the use of their brethren, although occasionally one slips out into the general populace. Such maps are hard to come by and may be found for sale only in large cities. The maps are far from complete. The mages of the Ninth Order have identified and mapped almost two hundred different portals. These maps include information about when the portals are known to open or when they were last seen active. The Order



of Portals was also responsible for the discovery that an unstable portal will not close completely should a living being enter it. One end might seal up, but the other will remain open until the person or creature exits (they will close on undead). The magi hope that such important discoveries will eventually allow them to become a respected order again, and that once more their order will rise to the high position that it held under the reign of King Tamaros.

**WYRED**

According to elven beliefs, the Wyred have always existed apart from other elves. When the Mother and the Father walked upon the earth, they had many children. These children took up various vocations. Some planted and raised crops, others herded animals or hunted the animals that the Mother and Father provided. Still others took on the role of protector and defender for the family. The Void and the evil it spawned were strong in the world and these warriors battled constantly to drive it from their blessed lands. In all of these endeavors, the elven children maintained a sense of honor and a warrior's pride, even in disagreements among themselves.

One child alone had no interest in the pastimes of her siblings. The youngest of them all, she was a dreamer and mystic. She cared nothing for planting and harvesting, she had no interest in the hunt. She was fascinated by the arcane power wielded by the Mother and Father, a power that belonged only to the gods, for they had decided that it was too powerful to be shared with any of their children. This child did nothing useful, but asked endless questions about the magic and begged the Mother and Father to allow her to use it. The other children grew weary of the youngest daughter's pleadings and her refusal to help them in their labors. She ate their food, but contributed nothing to the growing of it. She accepted the warriors' protection, but did nothing to aid them. At last, tired of her whining and what they saw as her laziness, her siblings cast her out of the blessed realm.

She had not gone far when she ran afoul of the Void. She had no skill in weapons. She could not defend herself. The Father and Mother could not bear to see her slain, so they lent her some of their magical power. Using this power, she defeated the Void and drove it away from the blessed realm, something the warriors had not been able to accomplish. The Father and Mother told the other children how the youngest daughter had used the magic for good.

The warriors admitted that the youngest had done what they could not do. They maintained, however, that she had not fought honorably and so, while they would take her back into the blessed realm, they would not treat her as an accepted member of the family. The Father and Mother were disappointed, but the daughter maintained that her siblings were right. She had not fought an honorable battle. She had used the magic to trick the Void creatures. She loved the magic, however, and she agreed to trade her place in the family for the right to wield the gods' gift. The youngest daughter of the Mother and Father was the first of the discarded, the mistrusted—the Wyred.

Since that far off time, the Wyred have been a society unto themselves within elven culture. Even within their own families, the Wyred are mostly ignored, and rarely spoken to directly, at least not in public. The Wyred accept this as part of the sacrifice for the right to use magic. They bear the burden without complaint.

Wyred are taken from their homes as young children, no less than three years old and rarely older than five. How the Wyred decide which children they are going to take is a mystery. Children are taken from families of poor and rich alike. The Wyred remove the children during the night, under cover of deceptive magic. Most families do not even know the child is missing until they wake in the morning to find him gone.

Legend has it that the head of a noble House woke to find the Wyred stealing his eldest son. The warrior fought the Wyred and took back his child. He kept the child with him at night, ringed round by mighty warriors. During this time, a strange curse descended upon the House. The people were afflicted with all manner of disasters: business reversals, freak accidents, fire, drought, and flood. At last, the noble lord could no longer bear the suffering of his House. He put the child back in his own bed and removed the warriors. The next morning, the child was gone. The strange curse that had afflicted the House vanished with the child.

It is widely believed, although no one can say for certain, that the Wyred take these children to a hidden fortress known as the *Ergil Amdissyn*, or "floating castle," located in a remote area far from civilization. This fortress serves as a training facility for apprentice Wyred, as well as the center of magical knowledge for more than a millennia of spellcasting. Once taken into the Wyred, an elven child loses all rank, status, and wealth that would have been his in another life. Even the name given to him by his parents is lost. His new name is chosen for him by his teacher at the Ceremony of Naming. At this time, the apprentice also receives his






new facial tattoo that forever marks him as a member of the Wyred.

The training given an apprentice Wyred is difficult and dangerous. Many elven children die during their training, as evidenced by the fact that they do not return to their families and are never seen again. The Wyred brook no weakness, either mental or physical. A mage must be able to commit spells to memory, to cast spells quickly and accurately, to recognize magical spells as they are being cast, and either halt, destroy or evade an enemy. Much training is spent building mental stamina in order to help mitigate the effects of illusions and mind-bending spells, resist intimidation, and withstand physical torture.

Apprentices are taught to honor their families and Houses. They are taught to cope with the lonely and barren existence that awaits when they return to their families. The apprentices also create strong bonds of friendship and love with other Wyred that will last them their entire lives and help them persevere in trying times. Since the Wyred return to their own families and Houses, such ties might be considered a conflict of interest, but the Wyred always know where their loyalties lie. The Wyred training teaches the mages that if two Wyred find themselves on opposite sides of a conflict, each is to support his own family, even if it means the destruction of the other Wyred. Those who fail face retribution at the hands of the Wyred, and the Wyred are not known for their mercy.

The natural aptitude and ambition of the apprentices are the final determinant of how long they will stay at Ergil Amdissyn. Once their training is complete, they return to their families, where they are expected to take up their duties as a House wizard and honor all responsibilities and restrictions that go with that post.

The best of the Wyred do not return to their families. Trained to become instructors, or *cylamod*, these Wyred make Ergil Amdissyn their permanent home. At that point, all other loyalties are discarded. Their loyalty is only to the Wyred. These mages teach future Wyred, as well as continue their own studies. As they advance in their magical studies, they add to the significant magical knowledge already stored at Ergil Amdissyn.

Cylamod are free to travel about Tromek and into the world beyond, but they are required to serve as instructors from time to time and to take on apprentices. Although they are free to leave Ergil Amdissyn, they do not involve themselves in the every day affairs of elves. It is believed that there is a ruling council of cylamod, at whose direction elven children are taken. The cylamod who form this council are extremely mysterious. The Wyred are not supposed to speak of them and few do, but dread rumors have leaked out. It is whispered that the Cylamod Council is made up of the dead.

### MAGE-GUILDS

Mage-guilds are found primarily in Dunkarga, but they are quickly becoming more prevalent in the southern cities of Nimorea. The first mage-guild was established soon after Dunkarga became a unified nation. The first mage-guild was sponsored by the University in Dunkar, an exclusive fraternity for those who specialized in magical studies. However, over the course of three or four decades, the mage-guild became more capable of teaching magic than the university itself and was wealthy enough to become financially independent. The guild separated from the university and became a self-contained entity, naming itself the Wizard's Guild of Dunkar.

The mage-guild began accepting its own students, the mage-guild's hierarchy maintaining that the university was more interested in pleasing wealthy patrons and placating nobility than seriously teaching magic. Whereas the university would accept almost anyone with money, the guild held the right to turn away potential students deemed unsuited to the rigors of spellcasting or those who did not uphold the "wizardly" ideal. As the Wizard's Guild of Dunkar grew, internal friction caused groups of mages to split off and create their own guilds. Some traveled to other cities, such as Armrah 'Lin. A few left Dunkar altogether and made their way east into the lands of the barbarians. One of these was a mage named Tarras Weldar, who helped his friend Verdic Ildurel raise a settlement on the eastern shore of what was then Lake Klarwell, a settlement that would eventually become the greatest city in all Loerem, Old Vinnengael. This splintering led to the creation of dozens of guilds throughout Dunkar, which in turn led to the development of many differing philosophies regarding magic.

In theory, Dunkargans encourage people to learn magic on their own, holding that all magic-users are supposedly equal. In practice, Dunkargan mages are forced to join a guild or have a hard time earning a living. There is a strict hierarchy among mages. Guild-trained mages look down upon those who are not. Mages who have become members of the more prestigious mage-guilds view mages affiliated with lesser guilds with scorn. Due to the destruction caused by magical duels, guild mages are supposed to be civil to each other, at least in public. Friendships tend to form along guild alliances, although there are cases where friendships override guild loyalties. Maintaining such friendships is not easy, for guilds are jealous of



their secrets and are quick to suspect spies. More than one guild member has been removed for harboring a friend of an opposing guild.

Mage-guilds teach magic to the young. They offer a haven to traveling guild members, providing information regarding guild-friendly inns and taverns. Guilds will forward messages to friends, and are sources for news from abroad. Mage-guilds place the resources of their established libraries at the disposal of their members, and give members the opportunity to make valuable contacts that could help them in the future. Mage-guilds also supply legal aid, should the need arise. The largest guilds keep advocates on retainer (most are mages themselves). All of this is paid for by dues that are collected annually from guild members. Guild dues range from 10 argents per annum for membership with the small guilds to upwards of 80 argents for the larger or more prestigious guilds. The largest guilds have branch offices in all of the major cities in Dunkarga and are now extending into Nimorea.

Mage-guilds can no longer be found in Karnu. After the Dunkargan civil war, the mage-guilds and all of their resources were brought under the control of the caliph. All rivalries between the various guilds ceased. Those mages who refused to pledge their time, their allegiance, and their resources to Karnu were immediately executed. Those few mages who were able to escape Karnuan retribution fled back to Dunkarga, where they were taken in by solicitous guild members. The mages who served Karnu were well rewarded when the various guild resources were made available to all wizards living under Karnuan rule.

The Dunkargan mage-guilds are extremely ethnocentric. Mages who attempt to join must be of Dunkargan blood. If there is any doubt as to one's ancestry, most guilds will turn a petitioner away. The guilds are also very particular about which people are allowed to use their resources. In most instances, only mages who are members of that particular guild are allowed to use the guild's resources, which include the library and also



access to a laboratory. A mage who is not affiliated with the guild in question might gain access to guild resources if he is accompanied by a mage who is a member and if he has the coin to pay for the privilege. Guild members have free access to these resources. Nonmembers will generally have to pay an exorbitant fee.

Such restrictions are not as strictly enforced in Nimorea, since the Nimoreans do not harbor the racial prejudices of the Dunkargans. Most mages, so long as they are not tainted by Void, may use a Nimorean guild's library resources for the "donation" of 1 argent per day. Renting a laboratory usually costs 3 argents per day and since there is no guarantee that laboratory space will be available from one day to the next, it is advised that a mage rent the space in advance.

The feud between the mage-guilds and the Church is of long standing and shows no signs of cooling. The Temple of the Magi has been steadfast in its attempts to shut down the guilds and bring "morality to wizardry" in Dunkarga. The guilds are just as steadfast in proclaiming "freedom for wizards" and doing their best to drive the Church out of Dunkarga.

The most recent revival of the feud dates back to the reign of King Tamaros. The Temple of the Magi sent missionary forces into the Kingdom of Dunkarga, preaching that since magic was a gift of the gods, magic should be held in reverence, while only those who viewed magic in its spiritual light were permitted to wield it. The populace was impressed with these teachings, particularly as the mage-guilds charged high rates for magic and the Church charged little or nothing.

With the death of King Tamaros and the rebellion of his youngest son, Prince Dagnarus, who was related to the King of Dunkarga, war erupted between Dunkarga and Vinnengael. The Church's temples in Dunkarga were plunged into turmoil. Most of their members were Dunkargan, while the majority of their high officials hailed from Vinnengael. Those belonging to the Orders of Battle and the Art were disengaged from active service. The Order of Diplomats tried to allay hostilities. When fighting broke out among the Dunkargan Church members and some were killed, the Church officials in Vinnengael decided to shut down the missions and await the outcome of the war. Membership in the mage-guilds increased during this time, as did their power.

After the destruction of Old Vinnengael, those few Church missionaries left in Dunkarga found themselves isolated and alone, subject to attack by angry guild members, who saw this as their chance to drive out the Temple of the Magi for good. Then civil war erupted in Dunkarga. The war saved the Church in Dunkarga. Putting aside differences from the past, Vinnengaelean mages helped save many Dunkargan mages (including those who belonged to guilds) from execution in Karnu, while they aided the Dunkargan war effort as healers.

To this day, relations remain strained between the Church and many mage-guilds. The current ruler of Dunkarga, King Moross, is doing his best to settle the dispute, but has made it clear that his support belongs to the Church. The guilds have not given up their fight against the Church, but the battle has cooled substantially.

### Code of Conduct

Each mage-guild has its own written code of conduct to which all members of the guild are required to adhere. The codes of conduct for the oldest guilds are extensive, requiring volumes to contain all the rules. Commonly, codes of conduct require guild mages to use magic responsibly. They prohibit mages from using magic in such a way that will reflect badly upon the guild and its membership or that will cast aspersion upon the profession of magecraft. Mage duels are heavily restricted and must be pursued in private, so that innocent bystanders are not injured or damage done to public property. Mages who take their fight into the streets risk being expelled from their guilds and face the wrath of local authorities without the guild's legal support.

Mages caught committing petty crimes that do not involve the use of magic can ask for legal aid from the guild. Such requests are usually granted. A mage who commits a crime using magic cannot count on guild support, since such crimes make the guild look bad in the public eye. The merits of these cases are weighed very carefully by the guild council before the guild will assent to give legal aid.

Most codes of conduct make a differentiation between committing a crime, and being caught while committing a crime. The crime itself is of no concern to the guild. Only if the mage is apprehended does the crime become a problem. Guilds will try to shield their own as long as possible, without disgracing themselves. As far as the mage-guilds are concerned, it is up to the local authorities to uphold the laws of the land.

Crimes committed by one guild mage against another mage of the same guild are always handled internally. Complaints are normally settled with a magical duel, moderated by one of the guild's ruling council. Depending on the severity of the crime, the duel may simply be a display of magical prowess or it might end in the death of one of the



participants. In cases where the victim is incapable of leveling an accusation for himself (such as a guild member who has been murdered by another guild member), a tribunal will be called and the accused will stand trial before his peers. The guild chooses an advocate for the victim, while the accused may choose an advocate for himself. Both advocates are usually members of the guild and are specially knowledgeable in the guild's by-laws. The advocates question witnesses before the collective tribunal. When all of the evidence is heard, a vote is held to either convict or exonerate the accused. Punishment for crimes such as murder or the maiming of a fellow guild mage is always death.

### Laws Pertaining to Magic

The governments of all races regulate use of magic, although to different extents. Elves do not permit spellcasting of any type in public without special dispensation. Dwarves and orks are permitted to cast acceptable magic anywhere, at any time. In human lands, spellcasting is permitted in the course of normal business or in keeping with cultural values. Spellcasting that involves unwitting targets or offensive magic is illegal, unless used in self-defense. Determining if magic was used in self-defense usually depends on the testimony of witnesses and whether the force used against the perpetrator was "reasonable." Stopping a thief with an *ankle biter* because he stole a money pouch is an example of reasonable force. Burning him to a cinder with a *fireball* is not.

In all realms, crimes that involve the use of magic usually carry the same penalties as similar crimes that do not involve spellcasting. The taking of a life is considered a capital crime, whether it is done with a knife or a spell. The most serious offenses merit the death penalty. In human realms, this is traditionally done by beheading the victim. Mages whose infractions are still serious, but not deserving of death, are generally blinded. While not completely depriving a mage of magical abilities, being blind does limit the types of spells he can cast with any degree of success (normally limiting the spellcaster to touch range spells). Mages who are caught stealing may suffer the removal of a hand or foot, like any common criminal.

If incarceration is required, several cells within New Vinnengael's dread island prison, Penitent's Watch, have been designed specifically to hold magic-users. These cells have continual wards placed upon them that act to make spell-casting extremely difficult, thus preventing wizards from using their magic to escape.

### Hedge-Wizards

A mage who practices magic without having first received Church training is known throughout the Vinnengaelean Empire by the derogatory term "hedge-wizard." Hedge-wizards come upon their power haphazardly, teaching themselves the art or learning what they can from other hedge-wizards. The Church has worked long and tirelessly to eliminate and/or educate hedge-wizards. In this area, the Church has been sometimes accused of trying to stamp out free will and free thinking. The Church refutes this notion, stating that all students within the Church are free to act and think creatively about magic once they have the educational and moral foundation to know how to use it responsibly. The Church points out that just as a sword is dangerous in the hands of the unskilled, so, too, is magic. The Church does not advocate depriving people of their right to use magic. The Church wants simply to teach people the best and safest ways to use this god-given power.

Most hedge-wizards are rural folk who live far from a Church temple and yet have need of simple magic to help them get on with everyday life. Some are village healers who use spells to aid their neighbors. Farmers will sometimes learn a spell or two to help crops grow, keep weeds out of their fields or cure an animal of a minor ailment. Many rural hedge-wizards are unable to read, but use a variety of mnemonic devices to help them remember Quick Reference or Full Reference spells. Such devices may take the form of songs or rhymes and are often ancient in origin, having been passed down from father to son, mother to daughter. Although most mages are literate, the ability to read and write a spoken language is not necessarily a requirement for casting spells.

The Church understands the necessity for such practices. They would like to be able to send Revered Magi to every part of the country, but this is not practical and so they generally turn a blind eye to the usage of such minor magicks. This is made easier by the fact that most peasant wizards will cease any sort of magical activity if they know a Church official is in the vicinity.

Some hedge-wizards are adventure seekers, who like nothing more than to shock people by dabbling in forbidden arts. Generally these sorts find that learning to cast magic requires too much effort and they soon drift off to other pastimes.

The Church is far more concerned with halting the practices of those hedge-wizards who seek power yet refuse to accept the responsibility that accompanies such power. These hedge-wizards are much more likely to be dangerous, for they tend to be undisciplined and chaotic in their use of magic,





with no thought that they may be causing great harm to innocents. Many spiral downward into Void worship and practice, since these spells offer the lure of vast power.

Once discovered, hedge-wizards deemed to be dangerous to themselves or others are given the choice of joining the Church or suffering the consequences. Hedge-wizards who are using magic for raising crops or minor healings are generally left to their own devices. Even so, Revered Magi carry the Church's message into the city streets and country lanes, preaching redemption, a better life, and an understanding of magic that can come only with the Church's teaching.

Violence is rarely used to force a hedge-wizard to conform to Church doctrine. Most who are interested in studying magic admit that the Church's rules make sense. In addition, most wizards realize that they can advance far more rapidly in magic inside the Church, with tutors to teach them spells and the Church's extensive libraries. Still, there are those people who dislike authority of any sort and will practice magic in defiance to Church rules. Such hedge-wizards may be using their magic for the benefit of all, but they are so powerful that the Church mistrusts them. These are the most difficult for the Church to deal with.

As the practice of Void magic continues to rise, so do the numbers of hard-line Church mages who are strong in their demands that all hedge-wizards of every sort be brought to trial, forced to recant their heresies and made to undergo an examination that will determine whether or not they are Void practitioners. They maintain that hedge-wizards who do not repent their sins before a Church quorum should be imprisoned until such time that the accused confesses and agrees to join the ranks of the Revered Magi, while mages who practice Void magic should be put to death. Zealots have also called for the Order of the Inquisition to cease its training in Void magic. They believe that to teach Void magic is heresy in the extreme, even if it is used to hunt down illegal practitioners.

Foreigners who use magic in Vinnengael are at risk of being mistaken for hedge-wizards. Foreign wizards are required to report to a local temple so that they may be informed of the laws of the land and warned about any trouble in the region. Dunkargan and Karnuan spellcasters are watched closely and may be persecuted if they fall into the hands of Church zealots, who consider them heretics who may corrupt the population with their outlandish views regarding magic. Since Nimrans and Nimoreans are known to be a devoutly religious people, they are generally left alone to go about their business. The Church gave up long ago trying to teach elves, orks, and dwarves the proper use of magic. The pecwae are so rarely seen and cause so little trouble that the Temple of the Magi has never given a thought to influencing their magic-use or beliefs.

In Karnu, citizen wizards who are not members of the war-wizards—the *hab mallut*—are given a commission which orders them to join this state-run organization. If the magic-user refuses the commission, he is held to be an enemy of the state and is immediately put to death. Foreign magicians are deported or enslaved, depending upon the mood of the sentencing officer. Enslaved wizards are usually given to high ranking officers in the hab mallut, who use them as servants or assistants. Some have become trusted advisors and have even been given their freedom. A few have joined the hab mallut of their own accord, although these tend to find that they receive little respect, for most native-born Karnuans regard them as money-grubbing mercenaries.

Hedge-wizards in Dunkarga are known as *istillaan*, or "the independent," since they are not affiliated with a mage-guild. The istillaan are not persecuted or hunted. The Dunkargan government and mage-guilds leave them to their own devices. The mage-guilds do not see them as a threat, for they are well aware that the istillaan will have trouble finding spell resource materials, teachers, and other benefits that come with guild membership. To their advantage, the istillaan are free of the intrigues and constraints of guild politics. Istillaan may study what they like, when they like, without having to explain themselves to others. Istillaan dress and act as they please. They enjoy showing up guild mages whenever they can and more than a few end up fighting magical duels that are, for the most part, good-natured. Powerful istillaan may find themselves courted by rival guilds, who will often pay good money and offer other incentives to acquire them as members.

Nimrans are, for the most part, relaxed in their view toward magic-users and permit them to go about their business, so long as they do not practice Void magic. Perhaps because the practice of magic is an ancient art in Nimra, there exist within that society wizard hermits known as *kenlu*. The kenlu are very rarely seen by either Nimrans or foreigners. The kenlu dedicate themselves body and soul to magic and thus have little use for people. They practice all forms of magic, including ancient magic that has been long forgotten and Void magic. The kenlu worship strange gods, perform strange and sometimes terrible rites, and are generally greatly feared. Because they are so mysterious, the kenlu have become the stuff of legend and folk lore. There are stories of kindly kenlu who help





lost travelers, but most stories of kenlu involve abducted children and butchered livestock.

Of all of the races and cultures, the Nimoreans are probably the most open-minded when it comes to magic. They do not believe in labeling anyone, and the guilds that have formed in Nimorea's southern cities are open for anyone to join, regardless of age, race, or creed. However, the Nimoreans still shun Void magic and do what they can to minimize its worship and practice.

Among the elves, the Wyred are the only spellcasters. If an elf is not part of the Wyred, he does not cast spells. In all the long history of Tromek, this law has never been broken. Elves regard all foreigners (with the exception of the Nimoreans) with suspicion and are especially distrustful of foreign wizards. A foreign mage traveling in Tromek lands is advised to have an elven protector along with him or, at the very least, numerous papers from high-ranking members of leading elven Houses testifying to his virtue and good-standing in the community. Even Nimorean wizards must have the proper paperwork to enter Tromek lands. A foreign wizard lacking this will almost certainly be arrested and deported—if he is lucky. If he is not, he may find himself languishing forgotten in prison. Any foreign wizard caught practicing Void magic will be slain on the spot.

Among the dwarves, so long as a mage continues to perform his duties as a member of the Clan and does not use his magic to harm the Clan, he is left alone. However, if a Clan dwarf mage is found to fail in his duties due to his use of magic of that he has used magic maliciously to injure another of his Clan, he is labeled a *rembdah* and cast out of the Clan. Any of his possessions that bear a marking that appears to be magical writing is burned, while the mage is abandoned on the plains without food or water. To some this seems harsh, but to the dwarves, they don't want to inflict the rembdah upon some innocent tribe. If he survives, they consider that the gods have spared him for some reason. Those who do survive often make their way to the Unhorsed, where they are expected to follow the laws or face death.

Orks distrust magic that does not emanate from Water. According to one orken proverb: "You don't need healing magic if you read the omens right," meaning that no ork should ever have to rely on Earth magic for healing. Ork shamans who are caught casting spells composed completely of another element will not physically harmed. This is due to the fact that ork shamans are held in such high regard that even if one has paddled his boat against the current, as the saying goes, he is not considered a threat to society. The offending shaman may be exiled from the community, but that is the most severe form of punishment. Lately, the Captain of Captains has started to search out these contrary shamans, inducting them into her service. Since the orks revere their Captain, they do not question her right to do so, although some predict that nothing but ill fortune will come of it. The Captain has repeatedly assured her people that true orken shamans keep close watch on such untrustworthy individuals.

### Hiring Spellcasters

Humans are the only race in Loerem to have turned magic into a commercial endeavor. One can hire a mage to perform almost any task, no matter how important or mundane. In Dunkarga, for example, one mage-guild is devoted to architectural design. Another guild specializes in mining, using its Earth mages to dig mine shafts and find precious mineral deposits. In Vinnengael, mages open businesses to perform the same tasks, charging varying rates depending on whether or not they are "Church sanctioned."

Church-sanctioned mages are those who studied in the Church, but chose to leave after their studies were complete, using the arcane arts to assist them in their daily endeavors. Due to their training and skill, such Church-sanctioned craftsmen are often able to charge higher fees for their labor than those who are not skilled in the use of magic or who have not studied with the Church.

Almost no magic in human lands comes free, with the exception of healing magic in certain locations. In Nimra and Nimorea, temples provide healing magic free of charge, although a donation of some sort is encouraged. Since foreigners are not permitted in these temples, those needing healing must ask permission of the temple guards for permission to enter. Permission will usually be granted, unless the foreigner has committed some crime or unless he is tainted by Void. In Vinnengael the Church opens its healing houses to all free of charge, although donations from those who can afford to pay are expected. In Dunkarga, healing is handled by guilds specializing in healing arts. Fees are set by the individual guilds. Those who cannot afford

**Table 4.1: Hiring Spellcasters**

| Spell CT | Cost Per Point of CT |
|---|---|
| Up to 25 | 1 argent |
| 26 to 50 | 3 argents |
| 51 to 75 | 6 argents |
| 76 to 100 | 7 argents |
| 101 to 150 | 10 argents |
| 151 and higher | 10 argents per point x 1.25 |

to pay often turn to non-guild mages, who are known to be cheaper, if less skilled.

Hiring a mage to cast spells is an expensive proposition. One of the reasons hedge-wizards are so prevalent in rural areas is because poor farmers and villagers do not have the money to pay Church-trained mages to heal their sick, help with the harvest, or cure their livestock.

Mages generally have set fees, but will often trade goods or services in exchange for casting spells. Only very wealthy households can afford a "family mage"—a wizard who lives and works on the premises. Most people use wizards only when the need arises, hiring them on a temporary basis. Table 4.1 gives the average cost for hiring mages to cast spells on a per spell basis.

mages who agree to cast such spells usually charge whatever they feel is fair payment for the danger involved. Those who hire mages to cast forbidden spells are always required to pay up front. Since such mages are outlaws, they tend to be a dangerous lot, notoriously untrustworthy. Buyer beware.

As a rule, wizards would like to be paid on a "per spell" basis, since that is extremely lucrative work. But there are few people who can employ a spellcaster in this manner for any length of time. Thus hired mages often contract out their services for periods of time and are assumed to be on call during the full extent of the contract. A typical contract pays the character's mage levels + half the number of spells known that are useful for the job × 10 argents per month. An employer will always want to see proof that the mage can cast the spells he claims before he hires him.



The cost for high CT spells does not take into account cooperative spellcasting. In this case, the casting costs for all the mages must be paid for separately. A buyer may request that a wizard use essences of quality while casting, in order to help insure the desired results. The use of an essence of quality normally increases the cost of the spell by an amount (in argents) equal to the spell's Casting Threshold. Trade spells can usually be cast for half the listed price. Since it is difficult to find a mage who will openly admit to casting forbidden spells,

**Example:** Ildrick is a 3rd-level Earth mage, a 2nd-level Water mage, and a 2nd-level fighter. He knows 5 spells that are useful to a prospective employer. He may expect to receive 75 argents (5 + 2.5 × 10)for a month-long contract.

Those mages skilled in battle provide protection for a fee, either acting as bodyguards, standing guard in shops to deal with thieves, or serving as bouncers in taverns. Skilled combat mages often hire themselves out to traveling merchant cara-



vans. Merchants will generally try to find mages traveling in the same direction as their caravans, offering the mages food and a place in the caravan in exchange for protection. Any spellcasting otherwise requested is paid for on a case by case basis. Thus the merchants acquire magical support on the road without paying heavy fees and the magic-users don't have to make a dangerous trip alone. The mage can also look forward to making a small amount of money performing services (especially healing) for the caravaneers.

This practice is still used, but caravaneers, after many of years of experience, have learned to be wary of the mages they hire. Some crafty mages learn in advance the route a caravan plans to take. They advertise they are traveling the same route, thus duping the caravan master into hiring them. When the caravan is in the middle of nowhere, the mages signal their bandit comrades to raid the caravan. The mages depart with a fat fee and a share of the loot.

### ESSENCES

Only a very small amount of any particular element is needed to "spark" a spell. Known as a spell essence or material component, the element must be wholly within the caster's magical aura during the casting. Spellcasting always consumes the element. (See Chapter 2 for more information on essences.)

### Essences of Quality

Essences of quality allow a spell caster to cast the magic more quickly, making spellcasting easier on the mage and helping insure (but not guaranteeing) that the spell will be successful. There are three types of quality essences: *fine*, *exceptional*, and *holy*. A fine essence of quality adds a +2 bonus to the mage's spellcasting every round. Exceptional essences add +4 to a mage's spellcasting roll each round. A holy essence is the most rare and valuable of all essences. It will add +10 to a mage's spellcasting roll every round, and are highly coveted. The effects of quality essences are, for the most part, derivative of the physical nature of the essence. Quality essences cannot be magically produced or altered in any way. For instance, a cinder from a blaze started with a fireball could be used as an essence to fuel a Fire spell, but it would not bestow any added bonuses to the casting.

Fine essences of quality are considered to be a purer form of the element than what can be readily obtained. Exceptional essences of quality are examples of the element that can be obtained in only a very few places, or only during particular days during the year. Holy essences are rare in the extreme, with perhaps no more than twenty examples existing for each element at one time. Holy essences are powered by faith and almost always have mystical origins.

**Earth Essences:** Under normal circumstances, any pinch of dust or dirt from the ground can serve as a spark for a mage to begin casting an Earth magic spell. A fine Earth essence is any uncommon or rare mineral taken from nature as it naturally occurs, unshaped and unaltered. Examples of such minerals would be small nuggets of precious metals (copper, silver, and gold). Small uncut semi-precious gemstones (garnets, peridots, and topazes) serve in the same capacity. Since these are usually too small to be of use to gem-cutters and jewelers, they may be purchased from mageware shops or some temples. More common metals and gems than these (iron shavings, quartz crystals) serve simply as normal essences, without any enhancement to spellcasting.

Gems of greater value (diamonds, rubies, and emeralds) may be used as exceptional Earth essences, so long as they have not been altered from their natural state (cut or impurities removed). So too can large nuggets of precious metals such as silver, copper, and gold. A good measure of a mineral's capacity to serve as an exceptional essence is its unworked market value. Gems and precious ores valued at two hundred argents or more, unaltered, are of a quality such that they may be used as an exceptional Earth essence. Mageware shops in large cities might keep a few of these on hand. Church temples have them, but rarely circulate them.

Only a few essences in all of Loerem qualify as holy Earth essences. For example, each link of the silver chain that once held the human portion of the Sovereign Stone carries the power of a holy Earth essence due to the residual magical power left within the chain by the Sovereign Stone. The bones of dead Dominion Lords are purported to bestow extra benefits to spellcasting, but most of these are well guarded and kept away from would-be thieves. Among Nimrans and Nimoreans, it is said that a sliver of granite from the statues of Milakk in the great temples at Neyshabur and Myanmin will grant the benefits of a holy essence. Of course, to remove such a sliver would be considered the most heinous of sacrilegious acts. It is said that only the goddess has created such splinters in the past, and then only under the most dire circumstances.

**Fire Essences:** For those casting Fire magic spells, any sort of spark or flame may be used to start the spell. As long as the spark or flame is not tainted, it will work without penalty. Fine essences for Fire magic are a little more difficult to come by than

those for Earth. Charcoal made from the ancient dragon trees that grow only in the far eastern reaches of Loerem can be used as a fine essence of quality for Fire spells. The White Clan dwells in the region of these trees and it is the duty of the White Clan to protect the dragon trees from despoilers. The White Clan also regulates the number of trees that can be harvested and shipped to the Unhorsed city of Karkara every year for refinement. Since the process to create the charcoal is very destructive and wasteful of the trees that are harvested, the White Clan limits the number of trees so that there is not much of this charcoal available and its cost is great. This charcoal is one of the main dwarven exports from Karkara and is highly prized by Fire mages of other races.

The price for one briquette of dragon tree charcoal usually ranges between 25 and 50 argents, depending on the area and demand. The charcoal can rarely be found in villages or small towns, and then only for a greatly inflated price. Each charcoal briquette may be used only once. The briquette must be lit before it is used as the essence for a Fire magic spell. The magic consumes the entire briquette. Those who have tried to break the briquette in order to obtain more pieces discover that the entire briquette will burst into flame once one portion is lit, including those pieces that have been removed far from other pieces. A mage who puts these pieces in his pocket before lighting another piece of the briquette may be in trouble.

The Holy Fires of Dwarfdom reside in the three cities of the Unhorsed dwarves: Karkara, Saumel, and Saudamos. These holy fires are attended by specially appointed Unhorsed Fire mages who never let the fires die. Embers taken from these fires may be used as exceptional essences of quality. Getting hold of these embers is no small task. Dwarves guard these fires day and night, allowing only dwarven Fire mages to have access to them. The embers are rarely removed and then only under the most special circumstances. An ember from one of the Holy Fires of Dwarfdom will give off heat for years, but if used in spellcasting, it is utterly consumed.

Dwarven legend maintains that the gods placed a great caldera of fire in the frozen wastes far to the north of Grak. The legend of this caldera is known across Loerem. Many have sought to find the caldera, for it is believed that any who locate it may obtain from it a holy Fire essence. All dwarven Clans have tales of encountering dwarves who have returned from the icy barrens after searching for the caldera. Most are wild-eyed, driven mad by the experience. In fact, one polite term for an insane dwarf is to say he has "seen the caldera." Unscrupulous traders have been known to claim that they are in possession of holy essences, but the canny mage should be skeptical. So far as anyone knows, none have ever returned from the frozen wastes with a holy essence of Fire.

**Air Essences**: Air is the most readily available of all the essences, but fine Air essences are difficult to recognize and even harder to contain. The Wyred have devised simple glass vials that can be used to hold quality air essences. Sales of these vials filled with fine air are forbidden by the elven government, yet many find their way into human and orken lands.

Fine Air essence is found in the high reaches of mountain ranges where only avian creatures dwell. The Wyred are said to have methods to obtain such essences, but they will not reveal these secrets to anyone. Only the most adventuresome or foolhardy dare climb the summits of these peaks.

Exceptional Air essences are obtained only from the hidden Wyred fortress in Tromek. The cost of vials containing exceptional Air essence is always high. Elves do not traffic in such items (if they know what is good for them), and it is almost impossible to find quality essences for sale in Tromek.

A holy Air essence is so rare that its price is almost incalculable. Examples of such a holy essence have been: the vial that contained the last breath of the former Divine before he died, the vial that contained the first breath of the future Shield of the Divine, a vial that contained the almost imperceptible air currents created by the appearance of the Divine's Honored Ancestor on the day of the Divine's Ascension.

**Water Essences:** Human mages have tried for centuries to remove the impurities from water to obtain a benefit from the element in their spellcasting. Such experiments have always failed. This comes as no surprise to orks. Down through the years, the secret for obtaining the sacred waters that are essences of quality have been revealed to only a handful of non-orks and they have been sworn to secrecy.

While most forms of water will do for casting a Water spell, a fine essence of quality must be water that is taken from the deep ocean, far from the sight of land. An exceptional essence of quality is available only from the water of mineral springs that flow from the orks' sacred volcano Mt. Sa 'Gra. The orks believe that this water is sacred because it has triumphed over all the other elements: quenching the Fires of the mountain, capturing the minerals of the Earth, rising vaporous into the Air. Shamans claim that the essence is best used while still hot.

Holy Water essences are obtained from the same mineral springs of Mount Sa 'Gra, but only on days of sacrifice, when the gift of living souls is given to the Sea Gods. To be sacrificed to the Sea Gods is considered a high honor by orks; less so by other races, who do a lot of unseemly shrieking and protesting and must generally be trussed up before being tossed into the bubbling lava.

Since the Karnuans now hold Mt. Sa 'Gra, gathering the sacred waters has become extremely difficult and dangerous for orken shamans. Because such essences are in short supply and because retrieving them means risking death or enslavement at the hands of the Karnuans, the price for this sacred water has gone up enormously. A few orken shamans have managed to outwit the Karnuans and obtain the sacred water, but they are very few indeed. Many more have given their lives in the attempt. The Karnuans have begun to harvest water from the orken holy mountain and selling it on the open market, claiming it to be essence of quality. No ork will touch such accursed water, no matter how great his need. Those of other races who have paid the exorbitant price the Karnuans charge for this water are of mixed minds whether it truly works or not.



Some orken shamans claim that Karnu has held Mount Sa 'Gra for so long that the water has become contaminated and will never be able to produce such wondrous Water essences again, no matter the quality of the sacrifices.

### Mageware Shops

Every large town or city is likely to support at least one or more mageware shops, where mages, alchemists, herbalists, and the like can purchase services and goods to aid them in their trades. Mageware shops are excellent sources for spellbooks, both old and new; quality essences, and laboratory supplies. Merchants who are skilled in herb-lore may often make up their own healing salves, potions, or poisons, which can be purchased as well. If one is truly lucky, one might find the occasional rare enchanted item for sale.

Mageware shops are not only ideal places for mages to purchase supplies, but they are excellent repositories of information and gossip. Citizens might regard the foreign mage with hostility and suspicion, but he will always be welcome in a mageware shop, where he can receive pertinent information regarding everything from where to find the best ale in town to the current political situation. A mage may have to prove himself to the shop owner before such information is forthcoming, for idlers and gawks are not welcome in mageware shops and are generally asked to leave if they show no signs of spending money. Once a mage has indicated by his knowledge of the products that he is a professional, he will be treated with respect and regard.

In Dunkarga, mageware shops are always supported by the mageguilds. Competition among the shops is keen. Shops will generally cater to a special clientele—usually those of their own guild. Such shops charge outsiders more for their wares or they may refuse to sell to outsiders at all.

Karnuan mageware shops are operated by the state for the use of Karnuan mages. They will not cater to foreign mages unless one has a document of need obtained from the head of the local military.

Nimran and Nimorean mageware shops are famous for their healing salves and poultices. The temples of both realms send out teams of semveci, who are charged with locating and obtaining rare herbs or ingredients that their priests need for experiments. The temples do not sell their own wares, but they permit enterprising merchants to do so. If a Nimran priest develops a particularly effective magical salve or potion, he gives the recipe freely to any Nimran or Nimorean mageware merchant who makes a request of the temple in writing. It is up to the merchants to obtain their own ingredients. Under no circumstances are the recipes ever given






to foreigners, with the possible exception of the Wyred. Nimorean temples, like the Nimran ones, will not sell magical supplies, but they support local shops that do. Newly forming mage-guilds in Nimorea have begun opening their own mageware shops in competition with those that already exist.

All mageware shops in the Vinnengaelean Empire are operated by the Temple of the Magi. This allows Church authorities to keep tabs on the hedge-wizard population, as well as control the overall sales of magic paraphernalia. In consequence, a thriving black market in magic has emerged in Vinnengael, dealing mainly in the sale of rare ingredients used in potions and scroll inks. Because of Church regulation, some wizards prefer to find their own essences and potion ingredients and to craft their own lab equipment. This allows spellcasters to go about their business with less interference from the Church.

Mageware shops do not operate openly among the elves, although there are rumored to be secret locations in major elven cities where Wyred can go to obtain supplies. The Wyred know their way to these places and the means they must use to obtain entry. No foreigner would be permitted within a mile of these shops and no elves who are not Wyred would ever dream of trying to locate them. Orken traders are said to supply the Wyred with goods and supplies that they could not normally obtain in the Divine Lands of the Tromek. Barter between the orks and the Wyred is always done in secret.

No mageware shop of any type exists in Grak, the Dwarven Territories. Dwarven mages obtain what materials they need themselves, generally from nature or in trade with other dwarves. No Clan dwarf would ever consent to pay money for an essence or any other magical artifact, considering that money taints the product. Unhorsed dwarves are a bit more practical in their view of purchasing essences and magical items, mainly because they ofttimes lack the means to travel to find what they need. Unhorsed generally deal with orks, always mindful that orks have their own ways of doing business. The Unhorsed prefer to deal with orks rather than humans, because orks never ask questions.

Certain mageware shops may be found that deal in wares pertaining to the Void or forbidden magic. The opportunity for finding such a shop is greatest in Dunkarga, where the practice of Void magic is not illegal, and then only in the major cities. Even in Dunkarga, such shops are difficult to find. Since the owners will tend to view any foreign mage with suspicion and hostility, potential customers should travel with someone who is already known to the shopkeeper.

Since Void magic is outlawed in Vinnengael, those caught selling merchandise used for Void worship or imbued with Void magic will be imprisoned or perhaps even put to death. All trafficking of Void related paraphernalia is done beneath the counter or on the black market. Since the Inquisition has been known to trap unwary merchants, those dealing in Void magic are extremely reluctant to sell to strangers or even admit that they deal in the outlawed product. The prices they charge will always be extraordinarily high to compensate them for the risk they run.

### Buying and Selling

Mageware shopkeepers are always interested in buying rare or unusual alchemical, herbal, or animal constituents that might be useful to the magic-using community. Mageware shops rarely have magic items for sale. Since magic items are created with the utmost care, usually for a particular person, they are rare in the extreme and are almost never sold on the open market. Should an enchanted item be lost or stolen, the owner (if he still lives) will be looking for it and will have alerted mageware shops that the thief may be attempting to fence it. Because a merchant who traffics in stolen goods may have a hand chopped off like a common thief, most shop owners will refuse to run the risk. Those who try to sell enchanted items will be asked to produce proof of ownership and might be asked to demonstrate or provide evidence of the object's power. Merchants will always negotiate a price that is to their liking. Mageware merchants talk to other merchants and, if a deal should go sour, the shop owner can make it very hard for the seller to rid himself of the item anywhere in that city

Shop owners will not advertise that they have enchanted items for sale (at least not to the general population). Doing so would be an open invitation to thieves. Nor are shop owners likely to tell a stranger that they have such objects for sale. If asked, they will deny that they have such an item on the premises. If the mage persists, the shop owner may throw him out or call the authorities. The wise mage may spend years cultivating relationships with the merchants from whom he buys his supplies. Only after mutual trust and friendship have been established will a shop owner whisper to his favorite customer that he has a rare object in stock.

### Alchemy

**Acid:** Acid has a variety of uses. Most commonly it is used as a grenade-like weapon that can have



**TABLE 4.2: ALCHEMY**

| Item | Cost | Weight | Availability |
|---|---|---|---|
| Acid (flask) | 12 argents | — | C |
| Alcohol burner | 5 argents | — | C |
| Alcohol, pure | 1 argent | — | C |
| Antitoxin (vial) | 65 argents | — | C |
| Brazier, small iron | 20 argents | 15 lb. | T |
| Brazier, large iron | 35 argents | 30 lb. | C |
| Flask, earthenware | 3 conents | — | T |
| Flask, glass | 1 argent | — | C |
| Mortar and Pestle | 2 argents | 3 lb. | V |
| Sparker | 1 argent | — | T |
| Vial, ceramic (empty) | 1 conent | — | V |
| Vial, glass (empty) | 2 conents | — | T |
| Vial, pewter (empty) | 3 conents | — | T |

devastating effects (see Chapter 7: Equipment in *Core Rulebook I* for more information about acid and Grenadelike Weapon Attacks, page 114). Acid may also be used in the laboratory for performing experiments or possibly as a timer for a trap.

**Alcohol Burner:** A four-inch-tall alcohol burning lamp capable of producing high heat. Perfect for heating beakers and flasks or sterilizing chirurgical implements. Burns alcohol for three hours before it must be refilled.

**Alcohol:** Purified wood alcohol sold in small 6-ounce bottles. Absolutely not for drinking. If ingested, pure alcohol will act as a poison (DC 17) whose initial damage is 1d6 points of Constitution. Secondary damage is 1d4 points of Strength + 1d4 points of Constitution. One bottle will fill an alcohol burner.

**Antitoxin:** Drinking antitoxin allows the imbiber to receive a +5 alchemical bonus on all Fortitude saves against poison for 1 hour.

**Brazier:** Designed to hold burning coals or charcoal. Small braziers are useful for grilling food, while larger sizes may be used for warming rooms or tents, so long as there is proper ventilation. Also useful for burning incense during religious rites or to freshen a room.

**Flasks:** Specialized bottles created for use in a laboratory. Each comes with a cork stopper.

**Mortar and Pestle:** A standard mortar and pestle made of granite or marble used to grind or pound substances into powder.

**Sparker:** Used to create sparks for lighting fires. Can be used in one hand.

**Vial:** Small container used to store spices, small specimens, water, etc. Comes with a cork stopper.

### Healer's Supplies

**Bandages, Linen:** Fine woven linen in thirty-foot-long rolls.

**Basin, Bleeding:** A copper or bronze basin designed to allow blood to flow easily from opened veins in an arm or wrist.

**Bone Saw:** Chirurgeons use these to perform amputations.

**TABLE 4.3: HEALER'S SUPPLIES**

| Item | Cost | Weight | Availability |
|---|---|---|---|
| Bandages, linen | 2 argents | 1/4 lb. | V |
| Basin, bleeding | 2 argents | 1 lb. | V |
| Bone saw | 3 argents | 2 lb. | T |
| Cranial drill | 5 argents | 2 lb. | C |
| Gauze, cotton | 1 argent | — | V |
| Healing salve | 7 argents | 1/2 lb. | T |
| Lancet, bronze | 1 argent | — | T |
| Leeches (pkg. of 12) | 2 argents | 1/2 lb. | V |
| Needle, curved (bone) (20) | 1 argent | — | V |
| Needle, curved (bronze) (10) | 1 argent | — | V |
| Scalpel | 5 argents | — | C |
| Thread (30 yd.) | 4 conents | — | V |

**Cranial Drill:** A small drill with a palm rest and hand-crank. The drill bit is made from high grade iron or, in rare cases, steel.

**Gauze, Cotton:** Lighter than woven linen, cotton gauze comes in rolls ten feet long. It is useful for covering sutures or abrasions.

**Healing Salve:** Sold in jars holding three applications. One application of healing salve allows the wounded creature to gain the benefits of three days of normal healing for every two days of actual healing. Applications of healing salve more than once every two days will not result in the healing of more hit points. Since healing salve is an herbal remedy and not magical in nature, it can help speed the healing of damage caused by casting Void magic. Healing salve will not heal subdual damage.

**Lancet, Bronze:** Six-inch-long lancet used to lance boils and pustules or probe wounds.

**Leeches:** Used by chirurgeons to draw infection out of serious wounds. Placed directly onto the wounded area, the leeches allow the patient to re-roll both his initial and secondary Fortitude saves against poison (if suffered as a result of injury). The leeches must be administered within 1 minute of the wound to be effective. If the character to be treated is squeamish or has a fear of bugs, the healer can make an opposed Diplomacy or Intimidation check versus the injured to see if he can convince the patient that the leeches are for his own good.

**Needle, Curved:** Made of bronze or bone, curved needles are indispensable to healers who must suture cut and stab wounds.

**Scalpel:** Extremely sharp, the scalpel is used by chirurgeons to slice through flesh and muscle in order to perform internal surgeries such as removing imbedded arrowheads, tumors, or fragments of shattered bone. Not very useful as a weapon (1d2/×2).

**Thread:** Sold in thirty-yard spools, thread has many uses, from stitching up a wounded comrade to darning a pair of socks.

**TABLE 4.4: MAGICAL GOODS & SERVICES**

| Item | Cost | Weight | Availability |
|---|---|---|---|
| Curse removal | Varies | — | T |
| Exotic Ingredient | 50-200 argents | — | C |
| Fine and exceptional essences | Varies | — | C |
| Glowstone | 200 argents | 2 lb. | C |
| Potion | Varies | 1 lb. | T |
| Spellbook | Varies | 3 lb. | T |
| Spell scrolls | Varies | — | T |

## Magical Goods & Services

**Curse Removal:** The base cost for removing a curse or casting a *dispel magic* spell is 1 argent for every 5 points of CT.

**Essences:** The cost for fine and exceptional spell essences is whatever the market can bear. The cost varies from location to location and from shop to shop (see Essences of Quality above).

**Exotic Ingredient:** Anything from eye of newt to squid beak. The availability of a particular ingredient is governed by location and rarity, supply and demand. Some examples are:

| | |
|---|---|
| Bat fur | 7 conents |
| Blueroot tentacle | 20 argents |
| Dragon scale | 1500 argents |
| Krikner wing | 5 argents |
| Giant squid ink (vial) | 40 argents |

**Glowstone:** A small, frosted glass globe with a copper band. Created by dwarves, the globe is enchanted to radiate light when a command word is uttered.

**Potion:** Magical drinks with a variety of effects. Some potions claim to make members of the opposite sex fall in love with the imbiber, while others promise magical healing. Buyer beware! While some potions do what they claim, many do not, and most mageware merchants operate under a strict "no refund, no return" policy concerning potions.

**Spellbook (with spells):** The vast majority of these books contain trade spells, although occasionally a dweomer might be found. Sometimes one might stumble across a mage's own personal spellbook. Most often, such books have been stolen, but in some instances, an estate might sell off a deceased mage's possessions. Powerful spells may be found within the pages of these personal books. The cost of a spellbook is whatever the market will bear.

**Spell Scrolls:** Spells can be written in advance on a scroll in preparation for casting. The creation of spell scrolls is expensive. The spell is cast by reading it from the scroll. The casting destroys the scroll. Mageware shops generally sell scrolls for twice the base cost.

## Religious Paraphernalia

**Altar Cloth:** Designed for those who have personal shrines to the gods within their homes. Altar cloths come in a variety of colors. Ornate altar cloths are embroidered with stylized depictions of the god (or gods) to be venerated. Elves also use them in shrines dedicated to the Honored Ancestor.

**TABLE 4.5: RELIGIOUS PARAPHERNALIA**

| Item | Cost | Weight | Availability |
|---|---|---|---|
| Altar cloth, plain | 5 argents | 1 lb. | V |
| Altar cloth, ornate | 20 argents | 2 lb. | T |
| Aspergillum, silver | 20 argents | 1 lb. | T |
| Aspergillum, gold | 35 argents | 1 lb. | C |
| Book of Rituals | Varies | 3 lb. | T |
| Censer | 15 argents | 4 lb. | T |
| Holy symbol | 40 argents | 1 lb. | T |
| Incense (per use) | 2 conents | — | T |

**Aspergillum:** Used by holy men to disperse holy water.

**Books of Rituals:** Large tomes that contain rituals used in various religions throughout Loerem. The price of these huge volumes depends upon the subject matter contained within their pages, as well as the mageware shop's location, and is never less than 50 argents.

**Censer:** Many religions require the burning of incense. Some censers, created specifically for a particular religion, bear that religion's markings.

**Holy Symbol:** Holy symbols mark one as a priest of a particular god or faith.

**Incense:** Incense comes from all over Loerem, but the best gums and resins are said to be produced along the southern coast of Nimra.

## Scriveners' Necessities

**Book, parchment:** Books of this type have been created to withstand the elements better than books with paper pages. Used in situations where the books may be often exposed to the elements or as laboratory note-taking texts. Usually contains 50 sheets.

**TABLE 4.6: SCRIVENERS' NECESSITIES**

| Item | Cost | Weight | Availability |
|---|---|---|---|
| Book, parchment | 15 argents | 1 lb. | C |
| Book, leather bound, heavy | 25 argents | 3 lb. | C |
| Ink, black (1 oz. vial) | 3 argents | — | C |
| Ink, colored (1 oz. vial) | 7 argents | — | C |
| Inkwell, bone | 4 argents | — | C |
| Inkwell, pewter | 7 argents | — | C |
| Inkwell, silver | 11 argents | — | C |
| Paper (10 sheets) | 1 argent | 1/4 lb. | C |
| Parchment (10 sheets) | 3 argents | 1/4 lb. | C |
| Quill pens | 1 argent | — | C |
| Sand (small pouch) | 5 conents | 1/2 lb. | T |
| Sealing Wax | 2 argents | 1 lb. | T |
| Vellum (5 sheets) | 8 argents | 1/4 lb. | C |
| Writing Brush | 7 argents | — | C |

**Book, leather bound, heavy:** Books such as these may come with a locking clasp and a small key. Mages usually use these sorts of books to write their spells in. The mage's name or symbol may be inscribed upon the binding or cover. Usually contains 100 to 200 pages.

**Ink, black:** Normal, good-quality ink used for writing documents that are meant to last for a long time.

**Ink, colored:** Same as black ink, except that colored ink usually has to be specially processed or taken from rare plants and animals. Useful for creating complex drawings and maps.

**Inkwell:** Heavy metal inkwells are less likely to tip over and are generally more sturdy than those made of bone.

**Paper (10 sheets):** Paper is purchased in short reams of ten sheets. Each sheet is high-quality that can be preserved. Measuring 25" × 35" each, the sheets are the perfect size for writing missives.

**Parchment (10 sheets):** Parchment, like paper, is sold in reams of ten sheets that measure 30" × 45" each. Parchment is used for messages intended for long-distance travel and by mages for writing spell scrolls.

**Quill pens:** Only the finest bird feathers are selected to be quill pens. With proper care, a pen can last for a year or more, insuring smooth writing.

**Sand:** Extremely fine sand intended to dry fresh ink more rapidly to allay any fears of smudges.

**Sealing Wax:** Used to seal scrolls and letters together, intended also to insure the reader that the scroll has not been opened. Normally impressed with the signet ring of the author.

**Vellum:** The preferred medium for spell scrolls, vellum is known for its durability. It is sold five sheets at a time, measuring 30" × 45" each.

**Writing Brush:** Used for smoother, more artistic script. Writing brushes require more maintenance than quills, but with proper care they will last longer.

### Weights & Measures

**Abacus:** Very useful for counting sums of money, tallying chemical constituents, or doing arithmetic in general.

**Armillary Sphere:** Usually made of brass or bronze, these astronomical models represent the equator, the ecliptic, the meridians, and parallels.

**TABLE 4.7: WEIGHTS & MEASURES**

| Item | Cost | Weight | Availability |
|---|---|---|---|
| Abacus | 3 argents | 2 lb. | T |
| Armillary Sphere | 150 argents | 75 lb. | C |
| Astrolabe | 200 argents | 6 lb. | C |
| Balance | 25 argents | 8 lb. | C |
| Balance Weights | 15 argents | Varies | C |
| Beaker, glass | 2 argents | — | C |
| Hourglass | 12 argents | 8 lb. | C |
| Minute glass | 7 argents | 1 lb. | C |
| Lodestone | 4 argents | — | T |

**Astrolabe:** An expensive piece of equipment used to navigate by the stars. Using an astrolabe will give a character a +2 bonus to his Knowledge (navigation) or Intuit Direction checks.

**Balance:** Instrument for measuring weight, the balance uses opposed weights in shallow pans held from either end of an arm supported directly in the center. Normally crafted of brass or bronze.

**Balance Weights:** Any number of weights that can be used with a balance. Normally crafted of turned stone, brass, or bronze.

**Beaker, Glass:** Open topped glass cylinder, usually graduated on one side to allow one to measure the beaker's contents.

**Hourglass:** A contrivance for measuring time, consisting of a glass vessel with conical ends connected by a constricted neck, through which a quantity of sand runs in exactly 1 hour. Time measured varies with the size of the hourglass, from as long as three hours to as short as thirty seconds.

**Lodestone:** Magnetic oxide of iron. When a sliver is placed in a basin of calm water, it can be used as a compass.

### Miscellaneous Materials

**Candle, Tallow:** Average tallow candles will last for two or three hours.

**TABLE 4.8: MISCELLANEOUS MATERIALS**

| Item | Cost | Weight | Availability |
|---|---|---|---|
| Candle, tallow (5 sticks) | 3 conents | — | V |
| Candle, scented (1 stick) | 1 argent | 1 lb. | C |
| Candle, wax (5 sticks) | 1 argent | — | T |
| Chalk (10 sticks) | 1 argent | — | V |
| Map | Varies | — | T |
| Marionette | 4 argents | 5 lb. | C |
| Poison | Varies | — | C |

**Candles, Scented:** These candles are usually used by temples and shrines. They are large and can last anywhere from six to ten hours burning time.

**Candles, Wax:** Normal wax candles will burn for four to six hours.

**Chalk:** Useful for marking trails, drawing, or making rubbings.

**Maps:** Since cartography is an art form, original maps can be quite expensive. Copied maps may often be purchased from mageware shops, but the prices vary greatly. The accuracy of these maps is not guaranteed.

**Marionette:** Some spells use marionettes as their targets. The marionette may be as simple or as exacting as the mage requires. The price related above is for an average marionette, between 18 and 20 inches tall.

**Poison:** The sale and use of poison is outlawed by most governments. Many mageware shops are able to obtain it, for a price.

### Special Weapons or Armor

**Armor or Shield, Masterwork:** Well-made items that function normally, however their armor check penalties are reduced by 1, and they are useful for enchanting.

**Arrow, Bolt, or Bullet, Masterwork:** These sorts of projectiles function like their normal counterparts, except they get a +1 bonus to attack rolls.

**Arrow, Bolt, or Bullet, Silvered:** These sort of projectiles function like their normal counterparts except that they affect creatures that may be resistant to normal weapons but not silvered.

**Dagger, Silvered:** A silvered dagger is used just like its normal counterpart but, as with silvered projectiles, will affect creatures resistant to normal weapons who can be injured by silvered weapons.

**Weapon, Masterwork:** These weapons are the best that money can buy and a +1 bonus to all attack rolls. This bonus does not stack with an enhancement bonus to attack rolls. Masterwork weapons are useful for enchanting.

**TABLE 4.9: SPECIAL WEAPONS OR ARMOR**

| Weapon or Armor | Cost |
|---|---|
| Weapon, masterwork | +300 argents |
| Arrow, bolt, or bullet, silvered | 1 argent |
| Arrow, bolt, or bullet, masterwork | 8 argents |
| Dagger, silvered | 12 argents |
| Armor or shield, masterwork | +150 argents |



# Chapter 5

**EDGAR, HUMAN MERCENARY**

So his Lordship shouts "Aim for their wizard!"

Me, like a fool, shoots a crossbow at the feller. Whanged off his helm and angered him. His moustache was all a-twitchin' and his face all screwed up in a scowl.

Next thing I know the little dwarven runt is starin' right at me and there's this burnt hair smell all around.

It's not like I dove behind his Lordship deliberately, its just where the puddle of water happened to be at the time.

# Spell Lists

| Spell Name | CT |
|---|---|
| **Air Spells** | |
| Frog's Lasting Gift, The | 11 |
| Speed my Arrows | 12 |
| Traverse the Wall | 12 |
| Obey! | 18 |
| Biting Winds | 19 |
| Reveal That Which Is Hidden | 26 |
| Quick Strike | 27 |
| Burdensome | 30 |
| Mask | 32 |
| Draw Strength from Pain | 34 |
| Upraise | 34 |
| Ease the Burden | 36 |
| Gusting Shield | 41 |
| Fallen Without Hope | 44 |
| Phantom Bow | 46 |
| Fear Within, The | 48 |
| Out of Sight, Out of Mind | 48 |
| Enlighten | 56 |
| Ephemeral Missive | 60 |
| Art Without Artificer | 74 |
| Fascination | 84 |
| Phantom Warriors | 84 |
| Final Breath, The | 142 |
| Unwitting Assassin | 148 |
| Deflect the Curious | 159 |
| Wooden Warrior | 210 |
| **Earth Spells** | |
| Bury the Dead | 10 |
| Silver Glamour | 12 |
| Ease Pain | 14 |
| Weapon Glamour | 15 |
| Smite Thee | 17 |
| Purify Food | 18 |
| Heigh-Ho | 22 |
| Mortar | 22 |
| Mass Grave | 23 |
| Berm | 27 |
| Harden | 28 |
| Return to Earth | 28 |

| Spell Name | CT |
|---|---|
| Shield Me | 31 |
| Sculpture | 36 |
| Shatterstone | 37 |
| Entombment | 52 |
| Stone Shackles | 57 |
| Thick Skin | 60 |
| Small Please | 63 |
| Span the Distance | 64 |
| Hands Off | 69 |
| Earthworks | 80 |
| Protect Object | 90 |
| Succor | 118 |
| Earthen Killer | 144 |
| Fortify Wall | 261 |
| Sunder | 268 |
| **Fire Spells** | |
| Icy Grasp | 6 |
| Scorch | 10 |
| Blistering Attack | 11 |
| Extinguish | 11 |
| Spiritbane | 15 |
| Comfort Zone | 16 |
| Remember | 17 |
| Take That! | 24 |
| Fiery Breath | 26 |
| Fireshield | 28 |
| Lineage | 29 |
| Firewalker | 30 |
| Concussion | 35 |
| Sparkstorm | 40 |
| Cutter | 41 |
| Lantern | 44 |
| Ice Bridge | 48 |
| Where Have You Been? | 49 |
| Hearth Stone | 56 |
| Explode | 72 |
| No Entry | 86 |
| Fire Fury | 94 |
| Exploding Sun | 245 |
| Tell the Tale | 288 |

# Spell Lists

| Spell Name | CT |
|---|---|
| **Water Spells** | |
| Touch | 9 |
| Detect Poison | 10 |
| Eye Stab | 11 |
| What's the Depth | 12 |
| Freeze Water | 14 |
| Ice Water | 14 |
| Cough | 16 |
| Blind | 19 |
| Deafen | 19 |
| Reveal the Beyond | 19 |
| Mute | 22 |
| Slicker | 23 |
| Eavesdrop | 29 |
| Walk on Water | 29 |
| Spray | 30 |
| Watershield | 30 |
| Forked Tongue | 32 |
| Mimic | 32 |
| Bring Forth Water | 35 |
| Tiny Bubbles | 42 |
| Taint | 44 |
| Stink | 48 |
| Finder | 59 |
| Berg | 62 |
| Watery Doom | 99 |
| Jellyfire | 131 |
| You Don't Want Me | 132 |
| Tsunami | 148 |
| **Air/Fire (Lightning) Spells** | |
| Engrave | 6 |
| Surge | 6 |
| Wake Up! | 9 |
| Caress with Bite | 12 |
| Jolt | 14 |
| Fuse Metal | 15 |
| Summon Metal Object | 17 |
| Lightning Ride | 18 |
| Ball Lightning | 21 |
| Blinding Flash | 22 |

| Spell Name | CT |
|---|---|
| Lightning Lash | 22 |
| Glow of the Aura | 24 |
| Shock | 24 |
| Singed | 24 |
| Repel Armored Opponent | 44 |
| Touch Me Not | 58 |
| Immunity to Lightning | 60 |
| Skim the Earth | 60 |
| Shielding Wall of Lightning Bolts | 64 |
| Call Down the Stars | 67 |
| Swirling Motes | 73 |
| More Pain, Less Blood | 118 |
| Lightning Ward | 129 |
| Bouncer | 151 |
| Summon Lightning | 155 |
| **Air/Water (Weather) Spells** | |
| Predict Weather | 9 |
| Falling Star | 20 |
| Weather Beaten | 23 |
| Trail Breaker | 26 |
| Breathe Water | 30 |
| Sunburn | 35 |
| Sunstroke | 36 |
| Cloud Chariot | 44 |
| Blue Skies | 45 |
| Aurora | 58 |
| Moonlight Magnified | 70 |
| Hail | 81 |
| Doldrums | 129 |
| Humid | 129 |
| Cloudcover | 174 |
| Happy Plant | 189 |
| Summon Storm | 228 |
| Hurricane | 231 |
| Drought | 247 |




# Spell Lists

| Spell Name | CT |
|---|---|
| **Earth/Fire (Animal) Spells** | |
| Heel! | 16 |
| Spooked | 18 |
| Anti-venom | 20 |
| Defiance | 20 |
| Leash | 24 |
| Monkey's Balance | 24 |
| Away! | 27 |
| Cat's Claws | 28 |
| Sniff | 32 |
| Unnoticed | 32 |
| Venom Immunity | 32 |
| Gird for Battle | 34 |
| Stand Still | 34 |
| Good Will | 37 |
| Animal Messenger | 40 |
| Speak with… | 40 |
| Coat of the Bear | 55 |
| Animal Ward | 57 |
| Bloodline | 62 |
| Halt the Charge | 63 |
| Kennel | 69 |
| Spy | 115 |
| Familiar | 166 |
| Animal Curse | 173 |
| Locust Swarm | 173 |
| **Earth/Water (Plant) Spells** | |
| Know Plant | 5 |
| Club | 7 |
| Commune With Plant | 8 |
| Stick Slap | 15 |
| Bucket | 16 |
| Rooted to the Spot | 16 |
| Spikestab | 17 |
| Itch | 28 |
| Serpent from the Staff | 28 |
| Kudzu Climbing Vine | 34 |
| Shelter | 38 |
| Ghillie | 40 |
| Out Weed! | 45 |

| Spell Name | CT |
|---|---|
| One With the Trees | 47 |
| Warp | 48 |
| Entangling Vines | 56 |
| Fresh | 76 |
| Treeborn Sanctuary | 88 |
| Thornbush Barricade | 105 |
| Keelbreaker | 114 |
| Barbed Vine | 136 |
| Transplant | 144 |
| Bounty | 153 |
| Killing Algae | 240 |
| **Void Spells** | |
| I Am as You Are | 10 |
| Splinter | 20 |
| Ward Against Living Dead | 31 |
| Blemish | 32 |
| Darts of Decay | 34 |
| Torturer's Tongs | 34 |
| Ghostly Flesh | 40 |
| Deadspeak | 44 |
| Emaciate | 44 |
| Siphon Life's Gift | 54 |
| Shadowcloak | 59 |
| Wither | 75 |
| Shadow Tomb | 76 |
| Taint of the Void | 93 |
| Circle of Despair | 109 |
| Asphyxiate | 120 |
| Possession | 145 |
| Shadow Steed | 152 |
| Undead Creature | 192 |
| Into the Ether | 205 |
| To the Four Winds | 232 |
| Soulless Stalker | 292 |



## Animal Curse

**(Animal)**
Element: Earth/Fire
Casting Threshold: 173
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: Permanent
Saving Throw: See text
Spell Resistance: Yes

This curse causes all animals within Close range of the victim (defined by the caster's level) to find him completely reprehensible. Animals (including insects, avian creatures and sea creatures) will snarl, snap, lash or otherwise indicate their dislike of the victim. Animals will attack the victim if he acts at all aggressively toward them or flee if they feel in danger. Each time the victim goes within range of a new animal, he may make a Will saving throw (DC 19 + caster's level) to avoid the effects of the curse for that animal only.

The victim may find it impossible to ride a mount. Local vermin such as rats and mice become bold, chewing through belongings or stealing food from the victim's plate while he watches. Squirrels and chipmunks toss nuts and sticks from trees at those affected by the curse. Dogs bark, howl and growl at the victim, insects bite or sting him first instead of another. The target of the curse is easily noticeable, since he always seems to be at the center of riotous animal activity.

The effects of this spell are permanent for the life of the caster, or until lifted by a *dispel earth magic* or *dispel fire magic* spell.

## Animal Messenger

**(Animal)**
Element: Earth/Fire
Casting Threshold: 40
Range: Touch
Target: Friendly Animal (Large or smaller)
Duration: 1 month
Saving Throw: See text
Spell Resistance: Yes

Allows the caster to instruct a friendly and willing animal (usually a pet) to deliver a message of no more than fifteen words in length to someone with whom the animal is already familiar. The caster speaks the message into the animal's ear while casting the spell. Once the spell has been cast, a magical link is created between the animal and its intended target, regardless of where the target might be. The animal will make haste to the message's recipient, using whatever means are at its disposal. Once finding the recipient, the magic uses the animal's natural voice to relate the message in the caster's own words. In other words, only the intended target can understand the animal. Everyone else will hear only a barking dog, a chirping bird, etc.

After delivering the message, the animal is free to do what it wants. If the spell's duration expires before the animal finds the recipient, the message is lost and the animal is free to do as it likes.



## Animal Ward

**(Animal)**
Element: Earth/Fire
Casting Threshold: 57
Range: Personal
Area: 20 ft. radius boundary, centered on caster
Duration: 1 day
Saving Throw: Will negates (DC 10 + caster's level)
Spell Resistance: Yes

This spell creates an invisible ring that extends around the caster. This boundary turns away animals that may try to cross into the area of effect. Any animal attempting to cross the ring's threshold must make a saving throw. If this fails, the animal cannot enter into the ring, no matter how much it wants to do so. A successful save means that the animal can enter within the ring's protective boundary.

This spell is used to safeguard camps against predators such as bears and wolves, and rodents. Although the ward will work against intelligent animals, this spell will not work against humanoid creatures or undead. Animals who enter and then leave the protected area must make another saving throw to enter again.

## Anti-venom

**(Animal)**
Element: Earth/Fire
Casting Threshold: 20
Range: Touch and Close (25

ft. + 5 ft./2 levels)
Target: Creature touched and one animal (Small-size or smaller)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

Neutralizes the venom of a bite from a venomous creature when applied by touch to the wound. The animal must be within Close range of its victim while the spell is being cast. *Anti-venom* will not neutralize poisons that have been artificially concocted or that have been placed in containers or upon weapons.

## Art Without Artificer

**(Illusion)**
Element: Air
Casting Threshold: 74
Range: Touch
Effect: Sight and touch illusion, within 20 ft. cube
Duration: 1 month
Saving Throw: Will disbelief (DC 15 + caster's level)
Spell Resistance: Yes

*Art Without Artificer* allows the caster to create the illusion of any inanimate object. The illusion can be seen and touched, but does not affect any of the other senses. Disbelieving the illusion requires a successful saving throw.

This spell is sometimes cast by those who want to appear better off that they are. They use it to decorate their homes with illusory statuary, wall hangings, and ornamentation.

## Asphyxiate

**(Destruction)**
Element: Void
Casting Threshold: 120
Range: Long (400 ft. + 40 ft./level)
Area: 100 ft. radius sphere
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No

This spell creates an airless void. Any creature caught within the area of effect is unable to breathe, and must make a Constitution check (DC 10) every round in order to hold his breath. Each round, the DC increases by 1. When the creature finally fails his Constitution check, he begins to asphyxiate. In the first round, he falls unconscious (0 hp). In the following round, he drops to –1 hit points and is dying. In the third round, he dies.

Those moving beyond the spell's area can breathe normally.

## Aurora

**(Weather)**
Element: Air/Water
Casting Threshold: 58
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Multicolored lights in a 5 ft. radius
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: No

This spell allows the caster to create streamers of multicolored light. The rainbow streamers illuminate an area equivalent to a lantern (30-foot radius), and they can be moved as the caster wills, at his normal base movement.

## Away!

**(Animal)**
Element: Earth/Fire
Casting Threshold: 27
Range: Personal or Touch
Area: 2 ft. radius, centered on touched creature
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell repels insects by creating a barrier around the recipient, either the caster or someone he touches. All vermin of Diminutive-size or smaller, including irritating mosquitoes, gnats, flies, small spiders, and scorpions find the barrier annoying and stay away from it. Any vermin, Tiny or larger, are unaffected by the spell.

## Ball Lightning

**(Electricity)**
Element: Air/Fire
Casting Threshold: 21
Range: Long (400 ft. + 40 ft./level)
Effect: Electrical sphere
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

*Ball lightning* enables the caster to throw a small ball of electrical energy from his hand at any target within range. The caster must make a successful ranged touch attack. A hit means the that the ball discharges, shocking the target for 2d12 points of electrical subdual damage. If the caster misses, the ball zooms by the target and dissipates within seconds. Many Karnuan war wizards prefer this spell to more "heavy handed" combat spells, since the strike leaves the target alive and capable of undergoing interrogation.

## Barbed Vine

**(Plant)**
Element: Earth/Water
Casting Threshold: 136
Range: Medium (100 ft. + 10 ft./level)
Effect: Thorny vines, 15 ft. long
Duration: 1 minute + Concentration
Saving Throw: Reflex negates (DC 17 + caster's level)
Spell Resistance: No

This spell generates 2d6 thick, thorny, tentacle-like vines within a 20-foot radius of a central point targeted by the mage. The vines sprout from the ground and may be clumped together or spread apart within the area as the caster desires.

The caster may command the vines to attack anything within their reach. Each vine has an Armor Class of 10, 13 hit points, an effective Strength of 28 (+9 bonus), and an attack bonus of +11 (including Strength). The vines are immune to poison, sleep effects, paralysis, stunning, and transmutations (except those that affect plants); they are not subject to critical hits, illusions, or mental compels. Each round, a vine will attempt to grapple any creature within reach. On a successful attack, the thorns cause 1d6+9 points of damage and the victim must make an opposed Grapple check with the vine or be pinned. Pinned creatures unable to break free will continue to take damage each round.

These vines aren't powerful enough to damage buildings and are likely to uproot while attempting to do so. Since the vines are magical, they are able to be conjured anywhere, but must emerge from earth, be it sand, rock, or loam. (A vine cannot be made to grow out of water, for example.) Once a vine is killed or the spell ends, the vine withers away into nothingness in a matter of seconds.

## Berg

**(Elemental)**
Element: Water
Casting Threshold: 62
Range: Line of sight
Effect: Gargantuan iceberg in large body of water
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

This spell allows the caster to conjure an enormous iceberg from a large body of water such as a lake or ocean. The mage can cause the iceberg to rise anywhere within his line of sight. The iceberg reverts back into liquid form once the spell's duration expires.

This spell is usually used to slow pursuit on the high seas, with mages causing icebergs to rise up in the path of pursuing ships. The spell requires a Profession (Sailor) skill check at (DC determined by the referee, based on proximity to the vessel and local conditions) to steer a vessel around an iceberg created by this spell. Should the check fail, the vessel strikes the iceberg.

This spell is a favorite of orken pirates.

## Berm

**(Construction)**
Element: Earth
Casting Threshold: 27
Range: Personal
Effect: Earthen wall 20 ft. radius centered on caster
Duration: See text
Saving Throw: None
Spell Resistance: No (object)

*Berm* raises a small earthen wall in a circle centered on the spellcaster. The wall is six feet tall and three feet thick and is raised over the course of one minute. Removal of the earth for the wall forms a ditch three feet deep and three feet wide around the wall's exterior.

The berm may be raised from any sort of earth—rock, loose soil or the hard packed earth of the steppes. The wall is permanent, but may be affected normally by the elements or other forces acting upon it (such as heavy rain, projectiles and spells). A berm raised from loose dirt will afford those within its perimeter appropriate cover. A wall can also be made from solid-packed earth or stone to provide even greater protection. The berm is able to take an amount of damage equivalent to its composition.

The *berm* spell can be cast only in a setting that is still in its natural state. The magic of the spell is disrupted if cast in an area where buildings, roads, or other construction is present. Natural ground cover is not necessarily disturbed by the casting of a *berm* spell, since grasses and small shrubs will continue to grow on the wall after it is erected. Large, immobile objects such as trees and boulders in the direct path of the berm will be treated as part of the wall, the magic raising the wall on either side of the obstruction.

## Biting Winds

**(Elemental)**
Element: Air
Casting Threshold: 19
Range: Medium (100 ft. + 10 ft./level)
Effect: Whirlwind, 5 ft. wide and 8 ft. tall
Duration: 1 round
Saving Throw: None
Spell Resistance: No

This spell conjures up a small but intense whirlwind that swirls around its intended target. Dirt,

stones, sand, and other debris whipped around by the winds will strike anyone who comes into its area, inflicting 1d12 points of damage.

Any flying creatures of less than Medium-size who enter the spell's area must make a Reflex save (DC 15) or be blown away—moved back 2d6x10 feet and suffering 2d6 points of subdual damage.

## Blemish

**(Necromancy)**
Element: Void
Casting Threshold: 32
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature (Medium-size or smaller)
Duration: 1 week
Saving Throw: None
Spell Resistance: Yes

*Blemish* causes ugly sores, pimples, boils, lesions, and abrasions to break out all over the target's body. Although some of the blemishes might be uncomfortable, they affect only the physical appearance of the target. The blemishes bear a striking resemblance to the sorts of maladies Void-users suffer from casting Void spells.

## Blind

**(Communication)**
Element: Water
Casting Threshold: 19
Range: Medium (100 ft. + 10 ft./level)
Target: Living creature
Duration: 1 day (D)
Saving Throw: Fort negates (DC 11 + caster's level)
Spell Resistance: Yes

This spell removes the target's ability to see. The spell does not affect those creatures that do not possess sight or do not rely heavily upon sight (such as most varieties of snakes or bats).

Any creature blinded has a 50% chance to miss in combat, he loses his positive Dexterity bonus to AC (if any), and this condition grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any activity (such as reading) that requires vision.

## Blinding Flash

**(Electricity)**
Element: Air/Fire
Casting Threshold: 22
Range: Personal
Area: 20 ft. burst, centered on caster
Duration: Instantaneous
Saving Throw: Reflex negates (DC 12 + caster's level)
Spell Resistance: Yes

This spell causes a brilliant blue-white flash to emanate from the caster's upraised hand, blinding all those within the spell's area who fail their saving throws for 1d4 rounds. The spell is effective only in dim or dark settings—twilight, pre-dawn, inside a dark room or cavern, etc. Those who are warned ahead of time may shield their eyes from the bright flash, permitting them to remain immune to the spell's effects.

Any creature blinded has a 50% chance to miss in combat, he loses his positive Dexterity bonus to AC (if any), and this condition grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any activity (such as reading) that requires vision.

## Blistering Attack

**(Elemental)**
Element: Fire
Casting Threshold: 11
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

*Blistering attack* permits the caster to unleash a ray of heat at an opponent. The mage must make a ranged touch attack to use the spell. If the mage's attack goes through, the spell unleashes a blast of heat for 2d8 points of subdual damage.

## Bloodline

**(Animal)**
Element: Earth/Fire
Casting Threshold: 62
Range: Touch
Target: Animal (Large or smaller)
Duration: 1 month
Saving Throw: None
Spell Resistance: Yes (harmless)

*Bloodline* gives an animal the appearance of fine pedigree, good form, and excellent care. The spell will thicken an animal's coat, giving it a glossy and well-groomed appearance. The spell will whiten yellowed teeth, brighten dull eyes, firm flagging

muscles, etc. Because the changes are not true alterations, they are only temporary, lasting but a month. A broken down old nag will still be a broken down old nag, although it appears to be a horse in the best of health and in good spirits; a dog of mixed breed will appear to be of show quality. Physical alterations made by the spell can be detected only with magic. Normal inspection will only indicate that the animal is in top form.

Unsavory merchants may be arrested for using this spell to sell low quality animals at a tremendous mark-up. The spell is used mainly by knights who want their steeds to look their best, regardless of their age or lineage. The animal's true nature is revealed after the spell's duration expires.

## Blue Skies

**(Weather)**
Element: Air/Water
Casting Threshold: 45
Range: Personal
Area: 5 ft. radius, centered on caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

*Blue skies* parts the clouds in order to gain light. The hole in the clouds allows either sunlight or moonlight to shine around the caster in a circle. The shaft through the clouds will move with the caster as he moves. This spell will not affect precipitation, which will continue to fall as normal. However, this spell will aid spells that require a clear view of the sun or sky for casting. The spell also aids in navigation by stars under heavy cloud cover, since it affords a better view of the night sky.

## Bouncer

**(Electricity)**
Element: Air/Fire
Casting Threshold: 151
Range: Touch
Area: 20 ft. cube
Duration: Life of caster
Saving Throw: None
Spell Resistance: No (object)

*Bouncer* creates a magical barrier that is usually placed in front of doors, gates, windows and other means of entry. When anyone other than the caster (or those the caster has chosen and who must be present when the spell is cast) moves through the warded area, he is pummeled by fists of electricity. These electrical fists inflict 1d8+4 points of electrical damage. If the victim fails an opposed Strength check (against the spell's effective Strength of 18), the fists push him back out of the barrier the way he came in.

Even if the intruder succeeds in thwarting the ward, the ward remains in effect. Any intruder who attempts to leave the same way he came in must make another check as above or he will be pummeled by the fists, that will now fling the intruder back into the protected area and hold him until the caster arrives.

## Bounty

**(Plant)**
Element: Earth/Water
Casting Threshold: 153
Range: Personal
Area: 400 ft. radius, centered on caster
Duration: See text
Saving Throw: None
Spell Resistance: No

This spell guarantees an increased yield of food crops such as grains, fruits, vegetables and tubers planted within the spell's area. The spell must be cast within the first week of planting for it to be effective, since at this time germination takes place and the plants are most susceptible to magical manipulation.

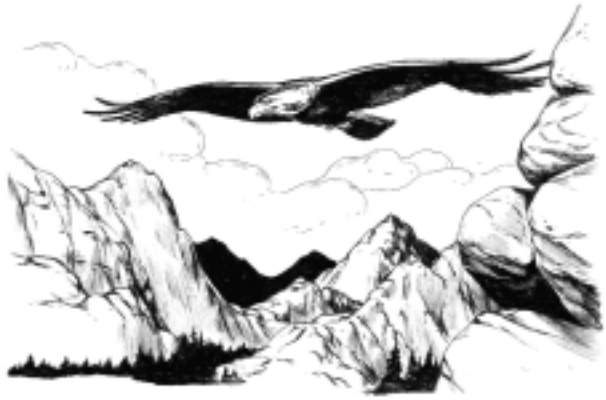
The spell causes double the yield of what might normally be expected for the particular weather conditions of the area. If there is a drought or a poor growing season, the yield will be better than the average crop grown in that area. (Meaning that yields might still be low, just not as low as those in non-enchanted soil.)

A field that is the target for a *bounty* spell should lie fallow for one year before being used again, since the magically enhanced plants sap the soil of its nutrients. If this is not heeded, crops planted in the area will yield half the average crop until the ground can recuperate.

## Breathe Water

**(Weather)**
Element: Air/Water
Casting Threshold: 30
Range: Touch
Target: Tiny reed or tube
Duration: 1 day
Saving Throw: None
Spell Resistance: No (object)

This spell allows a creature to breathe under water by means of a small tube or reed. When the spell is cast by touch on the tube or reed, the caster places the tube to his mouth and sucks in the water. The spell causes the air to be extracted from the water, taken into the caster's lungs, then the water is magically expelled from the tube. The spell will not work at all if the tube it has been cast upon is damaged or broken.



The orks use this spell to create intricate masks with special nose and mouth pieces connected to flexible tubes made of cloth and resin to prevent saturation. The ork dons the mask, then tube is enchanted with *breathe water* before the wearer goes under. The spell does not convert exhaled gases into water, so bubbles will be expelled from the tube each time the user breathes.

The orks have learned that a diver who goes too deep while wearing the mask can suffer fatal cramps. The orks have created elaborate rituals to ward off the terrible pain of these cramps, but with only minor success.

### Bring Forth Water

**(Elemental)**
Element: Water
Casting Threshold: 35
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Water fountains from ground
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

This spell causes a fountain of water to issue from the ground anywhere within range. The fountain's mouth is roughly an inch in diameter.

The water may be collected and stored. The jet's pressure is low and cannot cause any harm. The height of the fountain is equal in feet to the caster's level as a Water mage.

*Bring forth water* may be cast even in the most searing desert heat. The spell may not be cast indoors, although it may be cast in courtyards and similar areas, as long as they are open to the sky.

### Bucket

**(Plant)**
Element: Earth/Water
Casting Threshold: 16
Range: Touch
Target: Reeds or grass
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No (object)

This spell creates a small bucket capable of carrying one gallon of liquid from a handful of fresh grass or reeds. The mage must gather the reeds in advance of the casting and hold them in his hand during the casting. The magic interweaves the plants together and thickens them to make the container watertight. The bucket reverts back to its component plant materials once the spell expires.

### Burdensome

**(Transport)**
Element: Air
Casting Threshold: 30
Range: Close (25 ft. + 5 ft./2 levels)
Area: Large creature (or smaller)
Duration: 1 minute (D)
Saving Throw: Will negates (DC 12 + caster's level)
Spell Resistance: Yes

This spell causes the target to feel so lethargic that his every movement requires extreme effort. The target creature can take only a partial action each turn. Additionally, he suffers a –2 penalty to Armor Class, melee attack rolls, melee damage rolls, and Reflex saves. The target creature jumps only half as far as normal.

## Bury the Dead

**(Construction)**
Element: Earth
Casting Threshold: 10
Range: Touch
Target: One Large corpse (or smaller)
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (object)

This spell is used to bury any dead body directly into the earth. The corpse must be laid out on ground that hasn't been disturbed by construction or any other magic. The body sinks slowly into the ground (during the spell's duration), down to a depth of 10 feet. If the corpse is disturbed during this time, the spell will end.

The spell was developed by Vinnengaeleans, who always bury their dead in the ground. Burning the body is considered sacrilegious.

## Call Down the Stars

**(Electricity)**
Element: Air/Fire
Casting Threshold: 67
Range: See text
Effect: Tiny electrical spheres
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes

This spell creates eight glowing balls of energy that trail behind the caster as he moves, hovering at head height, for the spell's duration. Each ball is approximately eight inches in diameter and provides the illumination of a torch (20 feet). The luminescent balls move to avoid touching creatures or inanimate objects while trailing after the caster. Once per round, the mage may decide to use one of the balls as a missile weapon (requiring a ranged touch attack). Should it hit, the globe will cause 2d8 points of electrical damage. If the ball misses, the ball returns to the caster and hovers behind him, ready to be thrown again.

A globe hovering around the wizard may be attacked. The globes hovering around the caster have an Armor Class of 18. Striking a globe while it hovers after its caster sets off a chain reaction that causes all of the remaining globes to explode as a 20-foot burst, doing 6d8 points of damage to everyone within the area.

If the spell expires before the caster is able to use the globes as weapons, they simply dissipate into nothingness.

## Caress with Bite

**(Electricity)**
Element: Air/Fire
Casting Threshold: 12
Range: Touch
Target: See text
Duration: 1 round
Saving Throw: None
Spell Resistance: Yes

Inundates the caster's hand with an intense electrical charge. When the caster touches a target, the charge is dissipated, inflicting 2d4 points of electrical damage to the victim.

The charge may also be sent down the length of a metal weapon into an opponent. However, since some of the charge is lost to resistance, only 1d4 points of electrical damage may be added to the damage of a successful attack.

## Cat's Claws

**(Animal)**
Element: Earth/Fire
Casting Threshold: 28
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell allows the caster to grow cat-like claws from the ends of his fingers. These claws are sharp and may be retracted if the caster wishes. The claws can be used in combat, granting an unarmed melee attack of 1d4 points of damage (plus applicable Strength modifier). The claws can also be used to aid climbing, granting a +2 circumstance bonus to all Climb skill checks for the spell's duration.

## Circle of Despair

**(Shadow)**
Element: Void
Casting Threshold: 109
Range: Personal
Area: 50 ft. radius, centered on caster
Duration: Life of caster
Saving Throw: See text
Spell Resistance: Yes

This spell creates a ward that saps the will of any living thing that enters into its area of effect. The ward is usually used to blanket a large room. The caster is immune to the effects of the ward. When an intruder is within the area of effect, he experiences intense feelings of despair and depression, though nothing strong enough to override his free will. However, every minute inside the spell's area he must make a successful Will saving throw (DC 16 + caster's level). Failure means that he suffers

1d4 points of Wisdom damage. A reduction in Wisdom increases feelings of distress, depression, brings on a general sense of foreboding and a feeling of impending doom. Each successive saving throw must be made with the victim's current Wisdom modifier.

If the Wisdom of a victim falls to 0, he collapses to the ground in such despair that he can do nothing to save himself. Any who are in such a state cannot perceive their own environment and will starve to death if not aided. If removed from the ward's area of effect, lost Wisdom heals normally (see *Core Rulebook I*, page 129).

## Cloud Chariot

**(Weather)**
Element: Air/Water
Casting Threshold: 44
Range: Touch
Effect: Semi-solid vehicle
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

This spell creates a vehicle from clouds or mist. The vehicle may take on the appearance of anything the caster wants, and can transport up to four people at one time (including the caster). Should the caster move farther than a 5-foot step from the chariot, the spell will end. The *cloud chariot* will support weight, but it does not provide any protection or cover from attack. Weapons will readily pierce or slice through the *cloud chariot*.

The chariot can fly up to 50 feet in the air with the speed equal to 6 times the caster's base movement. The chariot is unaffected by strong winds, although it does not provide its occupants with any protection from the weather. The *cloud chariot* spell lasts for one hour and then expires, which could pose a problem if the chariot is traveling high above the ground when the spell ceases. The caster of this spell should keep close track of time.

## Cloudcover

**(Weather)**
Element: Air/Water
Casting Threshold: 174
Range: Line of sight
Effect: Cloudbank, 400 ft. radius, centered on caster
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: No

*Cloudcover* permits the mage to summon thick clouds capable of obscuring the sun. Although this shade does not prevent heat exhaustion, the shade will help to lessen the severity of sunburns and other injuries caused by exposure to the sun's rays. *Cloudcover* will also obscure the light of the moon, aiding in throwing off night pursuit. The spell is useful in reducing the effectiveness of aerial reconnaissance.

The cloud bank may be moved at the caster's at his normal base movement. *Cloudcover* may be disrupted by strong winds.

## Club

**(Plant)**
Element: Earth/Water
Casting Threshold: 7
Range: Touch
Target: See text
Duration: 1 minute
Saving Throw: None
Spell Resistance: No (object)

This spell creates a heavy club from even the smallest splinter of wood. The club is the same in all aspects to a normal club, except that it is always well balanced. The club has a +1 enhancement bonus to attack rolls, though it is not treated as a magical weapon against creatures with damage resistance. When the spell's duration expires, the club reverts into its original shape and size.

## Coat of the Bear

**(Animal)**
Element: Earth/Fire
Casting Threshold: 55
Range: Personal or Touch
Target: Caster or touched humanoid
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell causes thick brown hair to cover the entire body of the caster or a recipient. The shaggy coat offers protection from the most severe cold (even cold that is magically induced), granting cold resistance 5. Although the coat does not preclude the use of clothing or armor, the coat is thick and bulky, making movement awkward. The effects of this spell cause an Armor Check Penalty of –1 and reduce the target's maximum Dexterity bonus to +5. The target's movement is not reduced, nor is his ability to cast spells impeded.

## Comfort Zone

**(Conversion)**
Element: Fire
Casting Threshold: 16
Range: Touch
Area: 20 ft. radius, centered on touched object
Duration: 1 day
Saving Throw: None
Spell Resistance: No (object)

Allows the caster to warm or cool the temperature of an area. No fires need be lighted, save for the

small spark used to cast the spell. The spell is most often used to heat small rooms in buildings without need of fire, to warm tents when fires could be a problem, or to mitigate the effects of searing heat. This spell cannot lower the temperature below 50° F or raise it above 80° F.

## Commune With Plant

**(Plant)**
Element: Earth/Water
Casting Threshold: 8
Range: Touch
Target: One plant
Duration: 1 minute
Saving Throw: Will negate (DC 11 + caster's level)
Spell Resistance: Yes

This spell permits the caster to touch a plant and speak with it. The dialogue between the plant and the caster is crude, and must be kept simple. For instance, "How are you?" might garner the response, "Thirsty." A question such as "Did a cadre of red cloaked men ride this way not too long ago?" will elicit no response at all.

The mage may converse with the plant throughout the spell's duration. Should contact between the plant and the caster be broken at any time during the spell, the spell fails and must be recast.

Sentient plants might communicate more information or could be easier to understand, depending upon their Intelligence. Normal, non-intelligent plants do not save against this spell, but sentient plants that do not wish to communicate can save against the spell normally.

## Concussion

**(Conversion)**
Element: Fire
Casting Threshold: 35
Range: Medium (100 ft. + 10 ft./level)
Target: Object or creature
Duration: Instantaneous
Saving Throw: Reflex half (DC 12 + caster's level)
Spell Resistance: No

*Concussion* generates an instant blast of heat that hits its target with tremendous force. The creature or object hit with *concussion* suffers 3d20 points of fire damage, unless a saving throw is made.



## Cough

**(Elemental)**
Element: Water
Casting Threshold: 16
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 minute (D)
Saving Throw: Fort partial (DC 11 + caster's level)
Spell Resistance: Yes

*Cough* injects a tiny amount of water into the target's lungs, forcing him to suffer a fit of painful coughing. The target may only take partial actions during the spell's duration, unless he succeeds in a saving throw (which must be rolled each round he attempts anything more than a partial action). The fit of coughing allows the target to retain his Dexterity modifier to AC in the event of an attack.

## Cutter

**(Elemental)**
Element: Fire
Casting Threshold: 41
Range: Personal
Effect: Flaming blade extending from caster's hand
Duration: 1 minute
Saving Throw: No
Spell Resistance: Yes (harmless)

Causes a white-hot flame to extend from the mage's hand. The length of a long-sword, the flame does 3d8 points of fire damage to any inanimate object that is brought into contact with it for a full round.

The spell is useful for boring holes and cutting through obstacles such as armored doors, locks, stone walls, etc. The *cutter* spell has no effect on living or undead creatures—though it will damage animated objects.

## Darts of Decay

**(Destruction)**
Element: Void
Casting Threshold: 34
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 4 bolts of dark energy
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

*Darts of decay* causes four bolts of dark Void energy to erupt from the caster's chest. The bolts unerringly strike up to four different targets within range of the caster. Inky black trails of shadow-stuff linger in

the darts' wakes and are visible for two rounds before disappearing. Each dart inflicts 3d8 points of damage, creating painful and gruesome-looking wounds.

## Deadspeak

**(Necromancy)**
Element: Void
Casting Threshold: 44
Range: Touch
Target: Humanoid corpse
Duration: 10 minutes
Saving Throw: See text
Spell Resistance: No

Allows the caster to summon the spirit of a being who has not been dead more than 10 years, and whose body is present during casting. The spirit is allowed a Will saving throw (based on its abilities and levels it possessed in life, DC 20 + caster's level) to resist the summons. Once the spirit appears, the spell allows both the caster and the spirit to hear and understand one another. Others viewing the scene will be able to see a slight shadow in front of the caster, but the shadow is so vague that it is impossible to make out what the spirit really looks like. The spirit is only aware of the caster.

The caster may question the spirit for the spell's duration. These questions must be answered by the spirit, but not necessarily truthfully. If the caster doubts the veracity of the statement, he may try to force the truth from the spirit. Each time the wizard tries to force the truth from the spirit, he must make opposed Charisma rolls with the spirit. If the caster is successful, this exercise of magical will is crushingly painful to the spirit and it will divulge information truthfully for that one particular question.

## Deafen

**(Communication)**
Element: Water
Casting Threshold: 19
Range: Medium (100 ft. + 10 ft./level)
Target: Living creature
Duration: 1 day (D)
Saving Throw: Fort negates (DC 11 + caster's level)
Spell Resistance: Yes

This spell removes the target's ability to hear. The spell does not affect those creatures that do not possess ears or do not rely heavily upon hearing (such as most varieties of vermin or fish).

A deafened character cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure each round when casting spells without the Silent Spell feat. He cannot make Listen skill checks.

## Defiance

**(Animal)**
Element: Earth/Fire
Casting Threshold: 20
Range: Close (25 ft. + 5 ft./2 levels)
Target: Small animal or smaller
Duration: 1 minute
Saving Throw: Will negates (10 + caster's level)
Spell Resistance: Yes

*Defiance* inspires fear and anger in an animal. The target animal is allowed a saving throw to avoid the effects of the spell. Failure means that the animal will attack anyone (or anything) the caster chooses within sight—including the animal's own master. The animal will continue the attack throughout the spell's duration. Once the spell expires, the animal will return to its normal state.

## Deflect the Curious

**(Illusion)**
Element: Air
Casting Threshold: 159
Range: Personal
Area: 50 ft. radius, centered on caster
Duration: Life of caster
Saving Throw: Will disbelief (DC 20 + caster's level)
Spell Resistance: Yes

This ward creates a multi-sensory permanent illusion that convinces the viewer that there is nothing of interest in the area of effect. The spell does not affect the caster, and he can choose others who will not be affected by the ward (as long as they are present for the casting). Disbelieving the ward requires a saving throw.

*Deflect the curious* causes those affected by it to see nothing that interests them in the protected area, causing them to decide to abandon exploration in favor of more profitable locations. Those who do enter within the boundaries of the ward (without disbelieving it) will be overcome by the strong feeling that what they seek will be found in another location. They are wasting their time here. The feeling will compel them to leave with all speed.

This spell is used by reclusive wizards, such as the Wyred, to protect their sanctuaries from unwanted intrusion.

## Detect Poison

**(Divination - present)**
Element: Water
Casting Threshold: 10
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell permits the mage to sample food and drink in an attempt to discern the presence of any type of ingested poison. All that is needed is a mere taste or sip for the spell to work properly. The spell will impart knowledge of the type of poison used, but will not reveal its effects nor will it provide a remedy.

This spell is not a proof against poisons. Should the caster take more than a small nibble or sip of poisoned food or drink, the poison will act upon him as it would normally act upon anyone else.

## Doldrums

**(Weather)**
Element: Air/Water
Casting Threshold: 129
Range: Line of sight
Area: 100 ft. cube
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

This spell causes all wind within the spell's area to die down to nothing. Not even a slight breeze can be felt. *Doldrums* can be used to becalm a ship, slow the movement of fire by robbing it of a fanning wind, or stop the affects of any number of spells that create strong winds, such as *whirlwind* or *summon ocean winds*. The area of effect cannot be moved once it is cast. Winds will continue to blow beyond the boundaries of the spell.

## Draw Strength From Pain

**(Charm)**
Element: Air
Casting Threshold: 34
Range: Personal or Touch
Target: Wounded humanoid creature
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell tricks the recipient's mind into thinking that any damage that the body has taken is not really as bad as it was first perceived. This spell is only effective on humanoid creatures who have taken 2 or more hit points of damage. Anyone under the effects of this spell gains a +3 enhancement bonus to attack rolls and Will saving throws. If the target is healed to full hit points during the spell's duration, he will lose all benefits from the spell.

## Drought

**(Weather)**
Element: Air/Water
Casting Threshold: 247 (D)
Range: Line of sight
Area: 800 ft. cube
Duration: 1 month
Saving Throw: None
Spell Resistance: No

This spell disrupts weather patterns in a large area. Although rain might fall in the surrounding area, no moisture will enter into the area of effect. Rain will neither fall from the sky, nor will water travel along or through the ground. Irrigation from outside the affected area is possible, although the magic of the spell will cause rapid salinization of the soil, with the potential to make the soil infertile for years to come.

The *drought* spell lasts long enough to destroy most crops or surface vegetation in the spell's area. Trees with deep taproots are probably safe from the killing effects of the spell, although if repeatedly affected, the trees will also die. Spells that create water or raise water from the earth will not work within the area affected by the *drought*.

## Earthen Killer

**(Elemental)**
Element: Earth
Casting Threshold: 144
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Huge earth elemental
Duration: 1 minute
Saving Throw: None
Spell Resistance: No (object)

This spell raises a twenty-foot-tall, humanoid-shaped earthen mass from the ground within range of the caster. The behemoth is animated by the spell's magic and has a malevolent intelligence that is barely under the control of the caster. The *earthen killer* attacks with huge fists.

To maintain control of the elemental construct, the caster must always be within 50 feet of the *earthen killer*. If he is ever separated from his creation by more than this distance, he loses control of the monstrosity. It will immediately stop whatever it is doing to attack the caster and his associates (although the latter are of secondary interest and may be dealt with only after the caster's demise).

The primary use of an *earthen killer* is in combat, but it can be used to move heavy objects, uproot trees, topple buildings and the like. These creatures do not work well with others, and will attack

anyone within close proximity unless the caster can manage to control it. *Earthen killers* are completely useless for jobs that require any high degree of manual dexterity or finesse.

This spell was once widely used by the Dunkargans, but an *Earthen Killer's* nasty temperament and the ease with which a mage could lose control lessened the popularity of the spell. The Temple of the Magi has always frowned on this negative use of Earth Magic.

> **Earthen Killer**: CR 7; Huge Elemental (Earth); HD 10d8+50 (95); Init –1 (Dex); Spd 30 ft.; AC 17 (-1 Dex, -2 size, +10 natural); Atk Slam +12 melee; Dmg 2d6+7; SQ Elemental; SV Fort +12, Ref +2, Will +0; Str 24, Dex 9, Con 20, Int 4, Wis 4, Cha 8. Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and cannot be flanked. Darkvision 60 ft.

Only one *earthen killer* can be controlled by a caster. If a second *earthen killer* is created, it will immediately attack the caster in a fit of rage.

## Earthworks

**(Elemental)**
Element: Earth
Casting Threshold: 80
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Earthen wall 150 ft. long
Duration: 1 month
Saving Throw: None
Spell Resistance: No (object)

*Earthworks* allows the caster to raise a rampart 200 feet long, five feet high, and three feet thick, in any shape (straight line, circle, etc.) anywhere within range. One minute is required for the spell to completely erect the wall.

Although the caster may cause the wall to avoid obstacles such as trees, boulders, and buildings, the spell has no finesse and will not allow the caster to make complex shapes or sculptures. The spell will allow the caster to create crenels in the wall. The removal of the earth used to create the wall forms a small moat around the outside of the embrasure, effectively doubling its height. The wall cannot be created from earth that has been the site of previous construction, magical or otherwise. For example, the *earthworks* spell will not raise a wall up from a paved road, nor will it raise a wall in the middle of a castle's courtyard. A dirt road or track, although it might be maintained, is still considered natural.

If the *earthworks* ever comes into contact with any sort of construction, the spell immediately terminates, although what wall has already been created still remains. Natural ground cover is not necessarily disturbed by the casting of an *earthworks* spell, since grasses and small shrubs will continue to grow on the wall after it is erected. Large, immobile objects such as trees and boulders in the direct path of the *earthworks* spell may be avoided, but can also be treated as part of the wall, with the spell's magic raising the wall on either side of the obstruction.

*Earthworks* may be cast upon any sort of earth—rock, loose soil, or hard- packed. The wall is permanent, but may be affected normally by the elements or other forces acting upon it (such as projectiles, spells, and the like). The wall created by the spell is able to take an amount of damage equivalent to its composition.

## Ease Pain

**(Healing)**
Element: Earth
Casting Threshold: 14
Range: Touch
Target: Humanoid creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

*Ease pain* heals 1d8 hit points to a single humanoid target. The spell is widely known among hedge-wizards who haven't had formal training and is a favorite among rural healers for easing the burden of sickness or injury on relatives and friends.

Like all healing spells, *ease pain* does not affect anyone who is tainted by Void. This spell will not grant hit points above the recipient's original total, nor does it affect undead.

## Ease the Burden

**(Illusion)**
Element:Air
Casting Threshold: 36
Range: Touch
Target: Living creature
Duration: 1 hour
Saving Throw: Will negates (DC 5)
Spell Resistance: Yes (harmless)

This spell gives an injured or dying recipient the illusion of wellness. The spell relieves pain by deadening the sense of touch to the point that those affected cannot hold onto anything heavier than a metal spoon. The spell has no restorative properties. A character or creature under the effects of this spell is considered Disabled, but can remain conscious and pain-free even while at negative hit points (though he will die immediately upon reaching –10 hit points). This spell is easily

saved against, but most often cast upon a willing recipient.

Wyred use this spell to ease the passing of those whose injuries cannot be healed or adequately treated.

## Eavesdrop

**(Divination)**
Element: Water
Casting Threshold: 29
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. radius centered on targeted object or creature
Duration: 10 minutes (D)
Saving Throw: None
Spell Resistance: Yes

Allows the caster to eavesdrop on conversations. The targeted object or creature must be in plain sight of the caster at all times, and will only allow the caster to hear what is being said by individuals within the spell's area. Should persons move into and out of the area, only snippets of conversation will be overheard.

The spell ends immediately if the caster's view of the target is disrupted.

## Emaciate

**(Destruction)**
Element: Void
Casting Threshold: 44
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large creature or smaller
Duration: 1 minute
Saving Throw: See text
Spell Resistance: Yes

Causes the victim of this spell to instantly suffer the effects of long-term starvation and dehydration. Each round of the next minute counts as one day without food or water. (If the victim is somehow able to eat and drink during rounds the spell is in effect, those rounds do not count against him.)

Each round the character must make a dehydration Constitution check (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage. He feels stomach pains for the first 3 rounds. After this, he must also make a separate Constitution check for starvation each round (DC 10, +1 for each previous check) or sustain 1d6 points of additional subdual damage.

Characters who have taken subdual damage from lack of food or water are fatigued. (Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity.) Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

The victim takes on the appearance of one who has been starved, becoming pale and thin and sickly. The appearance lasts until all damage from the spell has been recovered. A target cannot be affected by this spell more than once within one week's time.

## Engrave

**(Electricity)**
Element: Air/Fire
Casting Threshold: 6
Range: Touch
Target: Object touched
Duration: 1 minute
Saving Throw: None
Spell Resistance: No (object)

This spell allows the caster to use the tip of his finger to engrave designs, patterns or writing into metal, wood or stone. The engraving takes about as much time as it would take to write or draw a similar pattern or design with chalk or charcoal. The quality of the etching depends on the skill and training of the caster. The spark that enables the caster to engrave will not damage living things, although it does tickle.

## Enlighten

**(Mentalism)**
Element: Air
Casting Threshold: 56
Range: Personal
Target: Caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

*Enlighten* allows the caster to see through illusions. Once the spell is cast, it lasts for one hour and empowers the magic-user to make an automatic saving throw with a +5 enhancement bonus to disbelieve any illusions affecting him or are within his range of vision. He does not have to have prior reason to disbelieve what he is seeing, even if the illusion is cast after the *enlighten* is already in effect or he moves into an area affected by an illusion. Should the mage already have reason to disbelieve his senses, the enhancement bonus is doubled to +10.

*Enlighten* allows the caster to detect objects and creatures that have been made invisible with Air magic. It will not help reveal anything or anyone mundanely hidden or camouflaged, nor will it aid in detecting beings or objects that have been transmuted from one form into another.

## Entangling Vines

**(Plant)**
Element: Earth/Water
Casting Threshold: 56
Range: Close (25 ft. + 5 ft./2 levels)
Target: Non-living wood (Medium or smaller)
Duration: Permanent
Saving Throw: Reflex negates (DC 13 + caster's level)
Spell Resistance: No

This spell causes 1d6 vines to seize hold of a target within range. The spell can only be cast on normal earth. (Wooden floors, cobblestone roads, etc. are unsuitable.) The victim must make a successful saving throw to avoid the vines. If he fails, the vines wrap about his legs, arms, and torso and lift the victim off the ground. To break the hold of one of the vines requires an opposed grapple check (The vines have an effective Strength of 14 each and a base attack bonus of +2). Each vine has a Toughness of 0 and 5 hit points. The vines do not otherwise defend themselves. Once a vine is destroyed, it does not reappear. If all the vines are destroyed, the spell ends.

Should the victim manage to slip free of the hold of a vine, the vine will try to reassert its grasp, requiring the victim to make another saving throw every round to avoid the vine. The victim suffers a circumstance penalty to his saving throw equal to the number of vines that currently hold him.

If all a victim's extremities are held by the vines, the victim is considered pinned. Enemies receive a +4 circumstance bonus against him while pinned. His only option is to try to free one of his limbs. Attack rolls for victims who are only partially incapacitated by the vines receive a circumstance penalty equal to the number of vines clinging to them as described above.

When the spell's duration expires the vines sink back into the ground, releasing anything in their grasp.

## Entombment

**(Elemental)**
Element: Earth
Casting Threshold: 52
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large creature (or smaller)
Duration: 1 day
Saving Throw: Reflex partial (DC 13 + caster's level)
Spell Resistance: No (object)

This spell opens a hole in the ground beneath a target, causing him to fall into the hole. The hole remains open for only an instant before it fills in with dirt, trapping the target at the bottom of the hole to suffocate. (Rules for suffocation are detailed on page 88 of *Core Rulebook II*.)

The hole is 10 feet deep and large enough to entrap one Large individual or anyone smaller. If the target fails the saving throw, he falls into the hole and is buried alive. The victim may try to escape by clawing his way to the surface. A Strength check (DC 12) is required every round that the victim is buried. A failure means that he was unable to make any headway that round. Ten minutes (100 rounds) are required to dig oneself out of the hole. One minute may be eliminated for each additional person helping to dig (to a minimum of one minute).

If the target makes a successful saving throw, he is only buried up to his waist—causing no damage but preventing any movement until he spends five minutes (50 rounds) digging himself up (subject to the conditions described above). While partially buried, opponents gain +1 circumstance bonus to attack rolls for attacking from higher ground. The target is also unable to make use of his Dexterity bonus.

This spell will not work in areas where the ground is primarily rock, nor will it work in areas that have been disturbed by construction.

## Ephemeral Missive

**(Illusion)**
Element: Air
Casting Threshold: 60
Range: Touch
Effect: Illusory scroll or parchment
Duration: 1 year
Saving Throw: None
Spell Resistance: No

This spell permits a large sheet of paper or vellum to be copied into an illusion of itself that may be stored in a small vial. This spell must be cast upon a sheet of paper, parchment, or vellum that the mage has specifically prepared for the spell. During casting, the mage creates a perfect illusory facsimile of the scroll or paper and everything written on it. The spell then enables the caster to transfer the illusion into a tiny vial and stopper it. When the container is uncorked or bro-



ken, the illusion is released and coalesces in the hands of the person who uncorked the vial, permitting him to read its contents (so long as he is familiar with the language). The illusion lasts for only 10 minutes, then disappears without a trace. The original copy used to create the illusion may be maintained or destroyed as the caster chooses without affecting the illusory version.

This spell is useful for sending secret messages that leave no trace behind. An *ephemeral missive* will last one year without being opened before its magic will dissipate. Once opened, the missive lingers in the air in front of the person who activated it for 10 minutes or until he moves more than a 5-foot step in any direction. The illusion can be easily disbelieved (requiring no saving throw) if anyone chooses to do so.

The spell may not be used for duplicating spell scrolls (created with the Scribe Scroll feat), since in order to create a spell scroll, the paper itself is imbued with the magic. The spell might create an illusion of the scroll, but the magic on the illusory scroll would not work.

### Explode

**(Elemental)**
Element: Fire
Casting Threshold: 72
Range: Touch
Target: Large object (or smaller)
Duration: Discharge
Saving Throw: No
Spell Resistance: Yes (object)

This ward protects an item targeted by the mage at the time of casting. The spell causes a sheet of flame to radiate out from the object in a 20-foot burst. Anyone within the area of effect takes 2d8 points of fire damage. Anything flammable within the area will catch fire. The warded item is safe from the initial conflagration, although it might not be safe from ensuing fires caused by the initial explosion.

The ward will not activate if the object is touched by the caster or any allies he specifically names and who are present during the ward's casting.

### Exploding Sun

**(Elemental)**
Element: Fire
Casting Threshold: 245
Range: Line of sight
Area: 400 ft. radius spread
Duration: Instantaneous
Saving Throw: Reflex half (DC 23 + caster's level)
Spell Resistance: Yes

*Exploding sun* generates a fiery, bright yellow ball the size of a man's head anywhere within range. An instant later, the ball explodes, inflicting 12d8 points of fire damage to all creatures and objects within the spell's area. Any flammable material will catch fire, no matter if it is wet, since the heat causes the moisture to evaporate instantly.

### Extinguish

**(Conversion)**
Element: Fire
Casting Threshold: 11
Range: Close (25 ft. + 5 ft./2 levels)
Target: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (object)

Allows the caster to extinguish all Small (no larger than a campfire) non-magical fires within the spell's range. The spell's effects are instantaneous, leaving even hot embers cold.

### Eye Stab

**(Communication)**
Element: Water
Casting Threshold: 11
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fort partial (DC 11 + caster's level)
Spell Resistance: Yes

*Eye stab* causes one target within range to suffer stabbing pain in his eyes, akin to a finger poke in each eye. The target suffers 1d4 points of subdual damage and must make a saving throw or be blinded for 1d4 rounds. A blinded creature loses AC bonuses for Dexterity and moves only at half speed, while anyone attacking the blinded creature receives a +2 bonus to attack (and can make a sneak attack as if flanking).

This spell is often used to distract and possibly blind enemy spellcasters (see *Sovereign Stone Campaign Sourcebook*, page 88).

## Fallen Without Hope

**(Charm)**
Element: Air
Casting Threshold: 44
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature (Large-size or smaller)
Duration: 1 minute
Saving Throw: Will negates (DC 15 + caster's level)
Spell Resistance: Yes

*Fallen without hope* paralyzes the victim, causing him to go limp if he fails his saving throw. The victim can breathe and blink his eyes. He remains aware of events unfolding around him, but is unable to do anything, including spellcasting (unless he makes use of the Silent and Still spellcasting feats, with access to the necessary essence. This spell will not work on undead or other sorts of animated creations.

The trickster krikners are fond of this spell, something to remember when walking along a steep mountain trail that has a long drop to the bottom.

## Falling Star

**(Weather)**
Element: Air/Water
Casting Threshold: 20
Range: Sight
Effect: Bright light in sky
Duration: 1 round
Saving Throw: None
Spell Resistance: Yes (harmless)

Permits the caster to summon a ball of brilliant light and cause it to fall from the heavens directly above his location. The ball streaks through the sky, shedding bright white light, and then fades away. The *falling star* may be seen for miles in all directions. The spell may be cast in any type of weather. This spell is most often used as a signal beacon or a beacon for ships in rough seas.

## Familiar

**(Animal)**
Element: Earth/Fire
Casting Threshold: 166
Range: Touch
Target: Animal (Medium-size or smaller)
Duration: Permanent
Saving Throw: Will negates (DC 10 + caster's level)
Spell Resistance: Yes

Allows the caster to bind to himself to an animal, making the creature a lifelong friend and companion. The animal may attempt a saving throw to resist the spell, but is not required to do so. (Friendly animals may voluntarily fail their saving throw, at the referee's discretion.) If the animal resists, the spell does not work and the animal may do as it wants. If the spell takes hold, the animal's Intelligence ability increases to 5, allowing it to understand the caster in his native tongue and carry out orders, as well as make its own thoughts known to the caster. This does not mean that the animal can speak in the normal sense, but is able to communicate with the caster with both its voice and body language to make itself understood.

A familiar will regard itself as its master's only true friend and be jealous of anyone else in the master's life. A familiar may come to trust the humanoid master's friends and relations, but will always believe itself superior to them. The familiar has no use for any other animal—pet or otherwise. A familiar will always attempt to steal attention away from other animals, demand that it be shown all affection. If the familiar is unable to convince the master that it is the one deserving of his attention, the familiar may attack the offending animal in an attempt to drive it away.

The *familiar* spell is permanent, and the caster can only have one such companion at a time. Any attempts to bind with another animal while the first remains in his service will always fail. Those familiars who are treated well will remain with their master until they die, either from natural causes or circumstance. Such times can be heart wrenching, especially for the caster, but he will be able to find another familiar if he wants without penalty. A familiar who survives his master usually loses the will to live, and will remain where his master expired or is buried, awaiting its own death.

## Fascination

**(Charm)**
Element: Air
Casting Threshold: 84
Range: Long (400 ft. + 40 ft./level)
Target: Living creature (Huge-size or smaller)
Duration: 1 hour
Saving Throw: Will negates (DC 20 + caster's level)
Spell Resistance: Yes

*Fascination* lures a single intelligent target (Intelligence 3 or greater) to a particular place or object. If the target fails the saving throw, it becomes insatiably curious about the place or object the caster specifies. This curiosity will not drive the target to suicide, but it can cause him to become obcessed with the object. He will stop whatever he is doing in order to reach the object and will fight against any attempt to stop him.

The effect lasts for the duration or until the object of curiosity has been reached. The object or place of curiosity specified by the caster must be in plain sight of both caster and target.

## The Fear Within

**(Illusion)**
Element: Air
Casting Threshold: 48
Range: Close (25 ft. + 5 ft./2 levels)
Target: Intelligent living creature
Duration: 10 minutes
Saving Throw: See text
Spell Resistance: Yes

This spell reaches into the target's deepest subconscious to trigger his greatest fear. This spell may be cast upon any intelligent being (Intelligence 3 or greater) within range capable of feeling fear. The spell generates a full sensory illusion of this fear that affects only the target of the spell. The victim is gripped by fear and must make a Will saving throw (DC 15 + caster's level). If the save fails, the target becomes catatonic, frozen with fear for the duration of the spell. If he makes the save, he may act normally, and may attempt to disbelieve the illusion if he has reason on the following round (requiring an identical save). If successful, he is able to disbelieve the illusion.

## Fiery Breath

**(Elemental)**
Element: Fire
Casting Threshold: 26
Range: 5 ft.
Area: Cone
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell allows the caster to project a gout of flame from his mouth. The mage is able to project this flame as a free action. The fiery gout does 1d8 points of fire damage. The caster is unable to speak (except for a whisper) during the spell's duration—nor may he normally cast other spells. Any item or ability (such as the Silent Spell feat) that permits the mage to cast spells without speaking will function normally with the spell.

## The Final Breath

**(Elemental)**
Element: Air
Casting Threshold: 142
Range: Long (400 ft. + 40 ft./level)
Effect: Poisonous fog in 200 ft. radius spread
Duration: 1 minute + Concentration
Saving Throw: None
Spell Resistance: Yes

*The final breath* creates a poisonous yellow-green gas that burns the eyes, skin and lungs, doing 1d4 points of Constitution damage each round to anyone within the spell's area.

A favorite use of this spell is to cast it upon an enemy who is holed up in a building, forcing them to choose between abandoning their position or choking to death.

## Finder

**(Divination – present)**
Element: Water
Casting Threshold: 59
Range: Personal
Area: 400 ft. radius, centered on caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to locate any object with which he is personally familiar. When the spell is cast, the mage must envision a mental image of the item. The spell will let the caster sense the exact location of the object he is seeking, so long as it is within the spell's area (even if it is hidden from normal sight or disguised by illusion). The spellcaster may move throughout the spell's duration, and will instantly be aware if the item is within 400 feet.

*Finder* will not locate items that the caster has never seen. A *protect object* spell cast upon the sought item will counter the finder spell, making the item "invisible" to the spell's magic.

## Fire Fury

**(Elemental)**
Element: Fire
Casting Threshold: 94
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Huge fire elemental
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

This spell conjures a vaguely humanoid shaped column of fire nearly 18 feet tall. The spell does not need an existing fire source—the flame or spark used to cast the spell is sufficient. The creature has a primitive intelligence and is capable of understanding simple orders from the caster. Due to a malevolent streak, the creature will follow orders to the letter, while trying its best to twist them so that it can injure the caster or his associates in the process. The caster must keep the creature in sight at all times or the spell will fail. The caster will lose control of the creation should he lose sight of it. Should this happen, the creation will immediately attack the caster and his associates.

Once the spell runs its course or the creation is destroyed, the *fire fury* falls to the ground and becomes a normal fire, lasting 1d4 hours before dying away. Only one *fire fury* can be controlled at one time. If another is summoned, it will immedi-

ately attack the caster and his associates.

**Fire Fury**: CR 7;Huge Elemental (Fire); HD 10d8+40 (85); Init +10 (+6 Dex, +4 Feat); Spd 40 ft.; AC 19 (+6 Dex, -2 size, +5 natural); Atk Slam +10 melee; Dmg 2d6+5 fire; SA Fiery Aura; SQ Elemental, fire subtype; SV Fort +7, Ref +13, Will +0; Str 20, Dex 22, Con 19, Int 6, Wis 4, Cha 11. Feats: Combat Reflexes, Improved Initiative.



**Fiery Aura (Ex):** Anyone within a 5-foot radius of the creature suffers 1d12 points of fire damage each round on the creature's initiative.

**Elemental (Su):** Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and cannot be flanked. Darkvision 60 ft.

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save.

### Fireshield
**(Conversion)**
Element: Fire
Casting Threshold: 28
Range: Touch
Target: Medium creature or object or smaller
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

*Fireshield* provides a minimal amount of protection from the effects of fire, both mundane and magical. The spell grants the creature or object a Fire Resistance of 5 for the spell's duration.

### Firewalker
**(Conversion)**
Element: Fire
Casting Threshold: 30
Range: Touch
Target: Living creature (Medium or smaller)
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell causes the target and anything within his aura to move safely through any natural flame. Although this spell conveys the ability to safely move through flames, the spell does not bestow the ability to see through smoke or flames, nor does the spell mitigate the effects of smoke inhalation. This spell will not protect the target from burns suffered by coming into contact with molten iron, lava, or even melted wax.

### Forked Tongue
**(Communication)**
Element: Water
Casting Threshold: 32
Range: Close (25 ft. + 5 ft./2 levels)
Target: Humanoid creature
Duration: 1 hour (D)
Saving Throw: Will negates (DC 12 + caster's level)
Spell Resistance: Yes

Makes it possible for the caster or another individual within range to tell falsehoods as if they were absolute truth. Under the spell's influence, the target finds it impossible to answer truthfully any questions put to him, even those to which he knows the true answer. If he does not know the answer, he may reply in any manner he wants, although the compulsion to tell a falsehood is strong. Unwilling targets of this spell must make a saving throw to avoid its effects. No amount of torture or questioning will be able to convince the target of this spell to tell the truth during its duration. Spells that are capable of detecting lies may specify statements by those affected by a *forked tongue* spell as being false, but the caster is not able to untangle the truth from the lies.

### Fortify Wall
**(Construction)**
Element: Earth
Casting Threshold: 261
Range: Touch
Target: Stone wall
Duration: Life of caster
Saving Throw: None
Spell Resistance: Yes (object)

This spell strengthens the walls of castles and cities by weaving a complex web of magical Earth energy through a stone wall whose surface area is no larger than 400 square feet. The magical energy spreads throughout the wall, knitting all its component parts together into a single whole that

becomes stronger and much harder to breach. This effect often causes the wall to appear as a single mass, without separation among the individual stones that comprise it.

A wall enchanted with the *fortify wall* spell has its Hardness increased by 25 points, eliminating most minor damage and causing a great reduction to damage inflicted by catapults and ballistae. This magical Hardness also reduces damage caused by earthquakes, both natural and magical.

Walls made from packed dirt or wood cannot be affected by this spell.

The spell was first employed by the Dunkargans, but was soon adopted by other human cultures. Because of its complexity, the spell is normally cooperatively cast by a group of magic-users.

## Freeze Water

**(Elemental)**
Element: Water
Casting Threshold: 14
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. cube
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

Allows the caster to freeze water within range. Living or undead creatures within the spell's area are unaffected by the spell.

Unlike Fire magic (that can remove heat from water and cause it to freeze) this spell changes the state of the water from a liquid to a solid. The spell can be used to make an ice plug to stop a leak in a ship's hull or to strengthen a cask of liquor by freezing the water, removing the ice, and leaving only the alcohol.

## Fresh

**(Plant)**
Element: Earth/Water
Casting Threshold: 76
Range: Touch
Area: Two 10 ft. cubes (S)
Duration: 1 year
Saving Throw: None
Spell Resistance: No (object)

*Fresh* keeps otherwise perishable plant-based foodstuffs as if they were new. The food to be preserved by the *fresh* spell must be plant matter, and has an adverse effect on meat, fish or dairy products—causing them to spoil at an accelerated rate. Once the spell has completed its duration, any food that has not been consumed becomes inedible and rotten.

## The Frog's Lasting Gift

**(Travel)**
Element:Air
Casting Threshold: 11
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

*The frog's lasting gift* provides the caster with the ability to leap great distances. The caster must jump as a move-equivalent action the round following casting or the benefits of the spell are lost. The caster gains a +5 enhancement bonus to his Jump skill check, with the final distance jumped multiplied by four. (Note that the maximum distance jumped is ignored when this spell is used.)

For example, Gwynned is an elven Wyred with a Jump skill modifier of +4 who has just cast the spell in order to make a standing jump. She rolls a 13, giving her a total of 22 (13 roll + 4 Jump skill + 5 enhancement bonus). This would normally indicate a distance of 9 feet, but the spell multiplies this by four to indicate a jump of 36 feet.

## Fuse Metal

**(Electricity)**
Element: Air/Fire
Casting Threshold: 15
Range: Touch
Target: Two metal objects (Medium-size or smaller)
Duration: 1 round
Saving Throw: None
Spell Resistance: No (object)

This spell causes two pieces of like metal to fuse together. When the caster sends an intense electrical current down the seam between the two pieces, the heat generated melts the pieces of metal at the touching points, welding them together. The weld has an effective 20 Strength. The spell will not work if the two pieces of metal are not the same (gold and iron, for example). This spell is useful for quick battlefield repairs of broken swords and shattered shields and armor. If used to piece together a makeshift weapon or piece of armor, the item suffers at least a –2 penalty to its use (subject to the referee's discretion).

## Ghillie
**(Plant)**
Element: Earth/Water
Casting Threshold: 40
Range: Touch
Target: Medium-size object (or smaller)
Duration: 1 day
Saving Throw: None
Spell Resistance: No (object)

*Ghillie* camouflages an inanimate object so that it is harder to detect than normal. The caster must take a handful of local greenery and sprinkle it over the item that is to be enhanced. This can be clothing, armor, a chest, or anything else of appropriate size. No one can be wearing or holding the item at the time of the casting.

The spell causes greenery to root, sprout and grow across the surface of the item, permitting the item to blend in well with the surroundings. Any clothing or armor enchanted with this spell provides camouflage for the person who dons it. They gain a +6 camouflage bonus to Hide checks in wilderness surroundings. Although slightly bulky, the plant growth does not hamper movement. The fresh plant growth also masks scent. Once the spell expires, the greenery reverts to its normal form and sheds like autumn leaves, with no damage to the ensorcelled objects. The *ghillie* spell is usually used by trackers, hunters, scouts and foresters.

## Ghostly Flesh
**(Shadow)**
Element: Void
Casting Threshold: 40
Range: Personal
Target: Caster
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to make his flesh to become translucent so that only the skeleton is visible. The spell effects the caster's hair, skin, eyes, internal organs, blood—all parts of the body except for the skeleton. In reality, the caster's body remains intact. The spell does not affect how the caster perceives the world, nor does the spell change any of his abilities.

## Gird For Battle
**(Animal)**
Element: Earth/Fire
Casting Threshold: 35
Range: Touch
Target: Large animal or smaller
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell toughens the exterior skin or hide of any animal the caster touches. The animal is granted a +2 natural armor bonus to its AC for duration of the spell. The change in toughness does not change the animal's appearance, nor does it affect its sense of touch.

## Glow of the Aura
**(Electricity)**
Element: Air/Fire
Casting Threshold: 24
Range: Long (400 ft. + 40 ft./level)
Target: Living creature
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes

When cast on a target that is in darkness or seen against a contrasting background (thick foliage, cliff face, hillside, wall, etc), this spell causes the target's aura to shine with tiny sparks of light that resemble lightning bugs, granting a +2 circumstance bonus to all Spot checks trying to locate the target. *Glow of the aura* removes any benefit from darkness, blurring, displacement, invisibility, or similar effects. The target is now a light source equivalent to a candle for the spell's duration.

If this spell is cast upon a creature in daylight and there is no contrasting background, the spell's effect is visible but does not grant any bonus or penalty.

## Good Will
**(Animal)**
Element: Earth/Fire
Casting Threshold: 37
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large animal or smaller
Duration: 1 day
Saving Throw: Will negates (10 + caster's level)
Spell Resistance: Yes

*Good will* causes a target animal up to the size of a griffon to look upon the caster as a good friend. The animal can resist the spell with a saving throw. This spell does not facilitate communication between the animal and the caster, nor does it give the caster any sort of control over the animal. The animal likes the caster and will behave accordingly when in contact with him.

## Gusting Shield

**(Elemental)**
Element: Air
Casting Threshold: 41
Range: Personal or Touch
Area: 2 ft. radius around target
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Creates a protective whirlwind that surrounds the caster or any large or smaller target that the caster touches. The target receives a +5 deflection bonus to his Armor Class against missile and ranged attacks. The spell's effects can be slightly distracting in melee combat, but hand-to-hand foes strike against the target's normal AC.

## Hail

**(Weather)**
Element: Air/Water
Casting Threshold: 81
Range: Medium (100 ft. + 10 ft./level)
Effect: Hail within 200 ft. cube
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

This spell allows the caster to cause marble-sized hail to fall from the sky. The hail inflicts 1d4 points of subdual damage to any living creature within the area of effect. The sound of falling hail makes Listen checks more difficult (–4 circumstance penalty). The effect on local vegetation (such as grasses and trees) is minimal, although crops could be damaged (or even ruined) by the spell. Structures are completely immune to the effects of the spell. The hail forms icy patches on the ground that makes movement treacherous. While the *hail* spell is active, movement through the area of effect is halved.

## Halt the Charge

**(Animal)**
Element: Earth/Fire
Casting Threshold: 63
Range: Touch
Area: 100 ft. radius, centered on touched object
Duration: 10 minutes
Saving Throw: Will negates (DC 15 + caster's level)
Spell Resistance: Yes

*Halt the charge* creates a wave of fear that is felt by horses and other equines within the spell's area. It is usually cast on a battle standard, although a burning brand or any attention-getting object will serve the same purpose. Each horse must make a saving throw to remain within 100 feet of the object. Failure means that the horses bolt from the area of the magically induced fear. Horses that succeed in their saving throw are able to withstand the magical fear and remain. Appropriate Handle Animal and Ride skill checks can be used to stop a fleeing mount once it is outside the spell's area, but it will ignore its rider's commands while inside the zone of magical fear.

This spell was specifically designed by the Vinnengaelean army on the eastern frontier where they had frequent skirmishes with dwarven cavalry. The dwarves came to respect the spell's devastating effects. This spell has saved more than one infantry company from certain doom. The spell is now being taught in the Imperial Cavalry School in Krammes.

## Hands Off

**(Construction)**
Element: Earth
Casting Threshold: 69
Range: Touch
Target: Small inanimate object
Duration: Life of caster (D)
Saving Throw: None
Spell Resistance: Yes (object)

*Hands off* is a magical ward that is cast on any Small or smaller inanimate object. The ward causes a block of stone to encase the item and the hand(s) of those touching it, with the exception of the caster himself and two other humanoids of his choosing. The encasing stone weighs one hundred pounds and requires sufficient Strength to carry it (see *Core Rulebook I*, Chapter 9). The stone is large and impossible to conceal.

The ward may be dispelled by the caster with a command word that releases the object from the target's extremities. The magical block may be cracked, but doing so will usually cause the encased item to break as well (paper rips, gems or glass shatter, blades snap). The victim suffers 1d6 points of damage. A successful Craft (gemcutting) skill check (DC 15) is required to split the stone without harming the encased item.

The ward is permanent unless dismissed or if the caster dies (regardless of location). A dispel *earth magic spell* can negate this ward.

## Happy Plant

**(Weather)**
Element: Air/Water
Casting Threshold: 189
Range: Touch
Area: 2 ft. radius, centered around touched plant
Duration: 1 year
Saving Throw: None
Spell Resistance: Yes (harmless)

*Happy plant* allows a plant touched by the caster to enjoy the effects of optimal weather and climate everywhere within the spell's area. When the pant needs water, the magic of the spell will cause rain to fall, keeping the plant nurtured at all times. The spell is able to diffuse light if the plant is suffering from over exposure, but the spell is unable to provide extra light for the plant if it is receiving too little.

## Harden

**(Construction)**
Element: Earth
Casting Threshold: 28
Range: Personal
Area: 20 ft. radius centered on caster
Duration: 1 week
Saving Throw: None
Spell Resistance: No (object)

This spell alters the surface of loose dirt within the spell's area, turning the dirt to stone. *Harden* is most often used on temporary fortifications made by the *berm* or *earthworks* spells. The spell is especially useful for keeping vertical earthen walls from crumbling or to anchor sharpened stakes into moats and the tops of walls.

## Hearth Stone

**(Conversion)**
Element: Fire
Casting Threshold: 56
Range: Touch
Target: Diminutive rock or gem
Duration: 1 day
Saving Throw: None
Spell Resistance: No (object)

As *lantern*, but this spell also generates enough heat to warm up to three people within the lighted area (as if a small fire were present).

## Heel

**(Animal)**
Element: Earth/Fire
Casting Threshold: 16
Range: Touch
Target: Large animal or smaller
Duration: 1 week
Saving Throw: Will negates (DC 5 + caster's level)
Spell Resistance: Yes

*Heel* allows the caster to keep an animal (usually a pet or mount) close by, without having to constantly call for him and without worry that he might wander off or get lost. The animal may attempt a saving throw to avoid the effects of the spell, but friendly animals will often voluntarily forgo their save.

Once the spell is cast, the animal will always walk at the caster's side, never moving more than a few feet away before making contact again. The animal will follow faithfully wherever the caster goes. Should the caster enter into a building or go somewhere the animal is not allowed to enter, the animal will wait patiently near the entrance for the caster to reemerge. Should the animal be separated from the caster, the animal will do everything in its power to return to the him, so long as the spell lasts. Once the spell expires, the spell must be recast or the animal will be left to determine its relationship with the caster.

## Heigh-ho

**(Construction)**
Element: Earth
Casting Threshold: 22
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 50 ft. earthen pillar
Duration: Concentration + 1 minute
Saving Throw: None
Spell Resistance: No (object)

*Heigh-ho* creates a vertical earthen pillar five feet in diameter that rises fifty feet in height. The peace-loving Pecwae created this variation of *pillar of earth*. Unwilling to use Earth magic for combat, the pecwae have developed creative defensive spells that are now well-known among other races. The pecwae use *heigh-ho* as a means to immobilize a pursuer by raising the pillar beneath him.

The pillar may also be used as a ladder to reach an otherwise inaccessible spot. The spell can move a Medium or smaller person or object. *Heigh-ho* works only in the shape of a vertical pillar and cannot be made to extend out horizontally from a wall or cliff face. The spell will not work in an area that has been paved over or underneath a building. For example, *heigh-ho* cannot be cast in a paved courtyard or street, nor can it be cast underneath a

door or wall with the hopes of demolishing such obstructions. The spell could be cast on the ground next to a wall, presuming the ground isn't paved.

## Humid

**(Weather)**
Element: Air/Water
Casting Threshold: 129
Range: Personal
Area: 40 ft. cube, centered on caster
Duration: 1 year (D)
Saving Throw: None
Spell Resistance: No

This spell allows the caster to control the humidity in a small area. The caster can raise the moisture in the area, almost to the point of raining, or may reduce the moisture to form desert-like conditions. The spell, once cast, cannot be moved from the area, although the spell may be dispelled normally.

This spell can be used to control the moisture in food or tobacco store rooms. Many armories cast this spell on their armor and weapons caches to keep rust, mildew, and rot to a minimum.

## Hurricane

**(Weather)**
Element: Air/Water
Casting Threshold: 231
Range: Line of sight
Effect: Hurricane storm, 400 ft. radius
Duration: 1 day
Saving Throw: None
Spell Resistance: No

This spell summons gale-force winds, lightning, and heavy rains within the spell's area. The *Hurricane* spell is most effective against wooden buildings and trees, although there is some potential danger for animals and humanoid creatures from the spell's powerful winds and torrential rains.

During the hurricane, all flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty to attack). Listen checks are impossible, All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees. Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. Runoff from heavy rains force creatures to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

*Hurricane* lasts for an entire day. Every hour the storm is capable of causing 2d20 points of damage to wooden structures. Solid stone buildings are safe from the storm, although glass windows will shatter under the wind's pressure. Trees suffer damage as wooden buildings, and either break or are uprooted. Flooding is a possibility, especially in low-lying areas or those places near a river that can easily overflow its banks.

The greatest danger to humanoids and other creatures caught in the hurricane is flying debris. Every minute the debris rolls a +0 ranged attack for 2d4 points of damage (critical threatened on a 20 for x2 damage).

The caster is not capable of moving the hurricane once it is cast. A substantial body of water, such a large inland sea or an ocean, must be within line of sight of the area of effect.

## I Am as You Are

**(Necromancy)**
Element: Void
Casting Threshold: 10
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell causes non-intelligent undead creatures not under control of the caster (or who are potentially hostile to the caster) to recognize him as one of their own. The spell infuses the mage's aura with Void magic, rendering the caster capable of appearing to all onlookers as one of the undead while the spell is in effect. During this time, the caster will be able to communicate with the undead, though unintelligent undead can only relate their instructions.

Intelligent, free-willed undead such as ghosts, specters and Vrykyl see through the enchantment and will not be affected by this spell.

## Ice Bridge

**(Conversion)**
Element: Fire
Casting Threshold: 48
Range: Touch
Effect: Ice bridge, 100 ft. long, 50 ft. wide
Duration: 1 day
Saving Throw: None
Spell Resistance: No

*Ice bridge* allows the caster to create a thick ice pack on an existing body of water capable of supporting horses and heavy wagons. He must touch the water he wants to freeze. One end of the

icepack must be in contact with something solid, such as the shore or another *ice bridge*.

The dwarves have crossed vast expanses of water by casting one *ice bridge*, traversing across it and then casting another.

### Icewater

**(Elemental)**
Element: Water
Casting Threshold: 14
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. cube (S)
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

Allows the caster to transform ice into water. Living or undead creatures within the spell's area are unaffected by the spell.

Unlike Fire magic (that can add heat to water and cause it to thaw) this spell changes the state of the water from a solid to a liquid. The spell can be used to retrieve drinkable water from solid ice. Any water consumed by living creatures will not revert back to ice when the spell's duration expires.

### Icy Grasp

**(Conversion)**
Element: Fire
Casting Threshold: 6
Range: Touch
Target: Creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell allows the caster to chill one target by touching it. If used against living targets, the spell inflicts 1d6 points of subdual damage. Used against inanimate objects, the spell makes them icy to the touch, but does not harm them. If cast upon water, the spell forms a large chunk of ice about two feet wide, one foot thick, and six feet long.

The effects of the spell are instantaneous. Ice created with this magic will last the normal amount of time dependent on the climate in which it was produced.



### Immunity to Lightning

**(Electricity)**
Element: Air/Fire
Casting Threshold: 60
Range: Personal or Touch
Target: Caster or Large creature or smaller
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

Makes the recipient highly resistant to lightning and electrical attacks, both natural and magical. The spell grants the target electricity resistance 20 for the spell's duration. This allows the target to ignore the first 20 points of electrical damage dealt each round.

### Into the Ether

**(Destruction)**
Element: Void
Casting Threshold: 205
Range: Line of sight
Effect: Bottomless pit, 400 ft. radius
Duration: 10 minutes + Concentration
Saving Throw: None
Spell Resistance: No

*Into the ether* creates a massive, black pit. The pit is bottomless, or so it is believed. Many of the wise theorize that it leads directly into the Void. All magic is nullified within the pit. Active spells are cancelled and spellcasting is impossible for anyone who has fallen into the pit. Any living creature that falls into the massive hole is utterly destroyed, body and soul. Even spells that can contact those from beyond the grave cannot contact such unfortunates. Because the spell takes an immense amount of Void energy to cast, it is most often cast using cooperative spellcasting feats.

The last reported use of this spell was when Prince Dagnarus took the city of Old Vinnengael. His Void mages created a pit to swallow the River Ironclaw, so that Dagnarus's army could attack Castle Ildurel, the seat of Vinnengaelean power.

## Itch

**(Plant)**
Element: Earth/Water
Casting Threshold: 28
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature
Duration: 10 minutes
Saving Throw: Fort negates (DC 12 + caster's level)
Spell Resistance: Yes

*Itch* causes a target to break out in a rash with symptoms similar to those caused by a severe case of poison ivy. The intense burning and itching caused by the rash is highly distracting, causing a –4 circumstance penalty to all skill checks and attack rolls—though Armor Class is unaffected. The rash and its accompanying sensations vanish after the spell expires, though it may seem like an eternity to those affected.

## Jellyfire

**(Elemental)**
Element: Water
Casting Threshold: 131
Range: Medium (100 ft. + 10 ft./level)
Area: Two 10 ft. cubes (S)
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes

*Jellyfire* allows the caster to project a jet of exploding orange-colored gel from the palm of his hand. The fiery gel is able to coat everything in the spell's area. Any object or creature caught within this area will immediately catch fire and blaze for 3d12 points of fire damage every round. Non-flammable materials, such as stone, take only 1d12 points of damage each round. Nothing can extinguish *jellyfire*. Water sprayed on the fire will spread the flames to another ten-foot cube. However, if an object or creature is immersed in water, the damage is halved each round.

*Jellyfire* is one of the most feared orken spells in existence. No one is quite sure how the orks came upon this spell effect, nor how it is produced, since it seems to have more to do with Fire magic than Water magic. The orks closely guard the secret of *jellyfire* and only a few orken shamans know how to cast it. They keep the formula secret, to be passed on to their apprentices should they prove to be worthy. No ork has ever given the secret of *jellyfire* to a non-ork.

Some ork shamans know the secret of how to produce *jellyfire* so that it does not instantly combust, thus making it possible for the orks to place the *jellyfire* in specially prepared barrels. The largest of the orken battleships are armed with *jellyfire* cannons. During combat, these cannons fling the kegs of semi-stable *jellyfire* onto targets on either land or sea. *Jellyfire* kept in barrels has been known to explode on its own though, and is extremely dangerous. Only a few orken shamans know the secret of handling stored *jellyfire*. Anyone else who touches the substance, even another ork, runs the very great risk of setting himself and all around him on fire. Orks carry *jellyfire* on their battleships only during times of war or if they are on special missions.

## Jolt

**(Electricity)**
Element: Air/Fire
Casting Threshold: 14
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

*Jolt* sends a ray of electrical energy from the tip of the caster's outstretched finger to a target within range. The caster must make a ranged touch attack to strike the target. If the charge hits the target, its charge delivers 2d4 points of electrical damage. Those wearing metal armor or wielding metal weapons may be adversely affected, as their weapons and accoutrements are slightly magnetized. This magnetization only lasts for one round, bestowing a –1 circumstance penalty to attack rolls and Armor Class.

## Keelbreaker

**(Plant)**
Element: Earth/Water
Casting Threshold: 114
Range: Medium (100 ft. + 10 ft./level)
Target: Wooden object(s) (up to four 10 ft. cubes)
Duration: Permanent
Saving Throw: None
Spell Resistance: No (object)

This spell causes wooden objects within its area to warp and splinter. The warping causes 2d20 points of damage to any wooden construction, ignoring the wood's Hardness rating. This is often enough to break a ship's keel, destroy a wooden palisade, or shatter a wooden drawbridge or gate. Although the initial damage is localized, the damage extends to the overall structure if the target is load-bearing or an indispensable portion of the whole.

## Kennel

**(Animal)**
Element: Earth/Fire
Casting Threshold: 69
Range: Close (25 ft. + 5 ft./2 levels)
Target: Canine animal
Duration: Permanent
Saving Throw: Will negates (DC 10 + caster's level)
Spell Resistance: Yes

As *leash*, except this spell creates a permanent magical pen for the canine. The canine may be released from the pen by a command word. The caster may pen up the canine again by returning the animal to the enchanted area and repeated the command word. Humanoids and other creatures may pass freely through the area.

## Killing Algae

**(Plant)**
Element: Earth/Water
Casting Threshold: 240
Range: Touch
Area: 400 ft. radius
Duration: 1 week
Saving Throw: None
Spell Resistance: No

This forbidden spell causes red algae to form upon the surface of a body of water. The algae poisons the water, thereby killing all marine life. Anyone, including animals, who drink or swim in the water will be affected. This acts as a contact poison (DC 16, initial 2d6 hp, secondary 1d6 Con). Anyone who eats fish or foods, cooked or uncooked, from the poisoned water will suffer from food poisoning (DC 13, initial 1d6 hp, secondary 1d3 Con).

The *killing algae* has a duration of one week. At the end of this time, the algae disappears, but the water is usually fouled by dead marine animals. The after-effects of such a spell can be disastrous, leading to outbreaks of disease among nearby animal and humanoid populations.

This spell was designed long ago as a spell for strategic warfare, fouling harbors and aiding in the siege of port towns.

## Know Plant

**(Plant)**
Element: Earth/Water
Casting Threshold: 5
Range: Touch
Target: One plant
Duration: Instantaneous
Saving Throw: Will negate (DC 11 + caster's level)
Spell Resistance: Yes

This spell identifies a living plant. The spell reveals the plant's common name (in the caster's native tongue), any general uses, and whether or not it is toxic. The mage must be able to touch the plant that is to be identified. Normal, non-intelligent plants do not save against this spell, but sentient plants that do not wish to be identified can save against the spell normally.

## Kudzu Climbing Vine

**(Plant)**
Element: Earth/Water
Casting Threshold: 34
Range: Touch
Effect: 50 ft. long vine
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

This spell causes a 50-foot-long, thick, leafy, clinging vine to grow as desired by the caster directly from the spot he touches while casting the spells. In order to climb, the vine must be able to cling to something solid, such a tree trunk or a wall. Otherwise it will grow along the ground in the direction indicated by the caster. The vine is sturdy, with a Hardness of 0 and 10 hit points. Its broad leaves and ability to cling to a surface provide excellent support for any Medium-size or smaller creatures. The *kudzu climbing vine* must be cast in an area where there is open ground and soil. Worked stone or a sand dune are not suitable sites for this spell.

## Lantern

**(Conversion)**
Element: Fire
Casting Threshold: 44
Range: Touch
Target: Diminutive rock or gem
Duration: 1 day
Saving Throw: None
Spell Resistance: No (object)

This spell causes a small rock or gem (no bigger than a human fist) to glow like a torch, illuminating a 20-foot radius for the spell's duration. The light generated by the spell is a pale white and the stone is cool to the touch. If the stone is ever covered or boxed in to the point where its light extends only one foot or less, the spell will end early.

## Leash
**(Animal)**
Element: Earth/Fire
Casting Threshold: 24
Range: Close (25 ft. + 5 ft./2 levels)
Target: Canine animal
Duration: 10 minutes
Saving Throw: Will negates (DC 10 + caster's level)
Spell Resistance: Yes

This spell permits the caster to confine a canine within range to a circular area with a 5-foot radius. The canine may make a saving throw to cross the boundary established by the caster, but only once. If successful, the canine is able to act normally. Failure means that the canine is confined inside the spell's area for the ten-minute duration of the spell.

## Lightning Lash
**(Electricity)**
Element: Air/Fire
Casting Threshold: 22
Range: Personal
Effect: Whiplike energy
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

Causes a whip of yellow electrical energy about eight feet in length to blaze forth from the palm of the caster's hand. The caster can wield the whip as if it were real. (Any bonuses or non-proficiency penalties apply as if the caster were attacking with a genuine whip.) The weapon has a range of 15 feet, inflicts 2d6 points of electrical damage on every successful hit, and threatens a x2 critical on a natural roll of 20. The *lightning lash* is not substantial and therefore may not be used to grab hold of objects, nor will it set fire to flammable materials.

## Lightning Ride
**(Electricity)**
Element: Air/Fire
Casting Threshold: 18
Range: See text
Effect: Electrical platform
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell forms a "platform" of electrical energy to which the caster is able to cling, allowing him to be almost instantaneously elevated or dropped for a distance of up to 40 feet (specified by the caster). The *lightning ride* may be used to scale or descend a wall, tree, cliff, etc. The spell operates at the speed of a lightning flash and once the spell has moved the caster the specified distance, the platform will disappear. If the caster cannot find a solid place to land (often requiring a Reflex saving throw, DC determined by the referee), he will fall the appropriate distance. The caster cannot be knocked off the magical platform during his ride, nor is he subject to attacks while being transported by the spell.

## Lightning Ward
**(Electricity)**
Element: Air/Fire
Casting Threshold: 129
Range: Touch
Area: 20 ft. radius, centered on touched object
Duration: Life of caster
Saving Throw: None
Spell Resistance: No

This spell creates a magical barrier against the effects of lightning—both natural and magical. The barrier is spherical but invisible. Any form of lightning or electrical energy that enters into the protected area will be instantly extinguished. Spells that generate lightning or electrical effects cast from within the protected area will fail upon casting.

## Lineage
**(Divination – past)**
Element: Fire
Casting Threshold: 29
Range: Personal
Target: Caster
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell determines the true lineage of a humanoid. The caster takes a small bit of blood from the person whose lineage is in question and burns it in a small flame while casting the spell. The names of the person's parents are revealed to the caster, as are the names of both the paternal and maternal grandparents. The caster may speak the names, but due to his need for intense concentration, he is unable to write them down. Others may record the information.

This spell was created for use among the dwarves to solve contested claims to the leadership of a Clan or disagreements about who is related to who. This spell became popular among the Vinnengaeleans and the Dunkargans about 200 years ago and has been used by them to settle disputes of blood-inheritance and genealogy.

## Locust Swarm
**(Animal)**
Element: Earth/Fire
Casting Threshold: 173
Range: Line of sight
Effect: Swarm of locusts, 400 ft. radius
Duration: 1 week
Saving Throw: None
Spell Resistance: No

This spell calls forth the destructive power of a swarm of locusts. The caster has the ability to summon the destructive vermin and have them blanket an area around a central point.

The locusts cover the area for one week, voraciously eating all living vegetation within the area, killing trees and destroying crops. Although annoying and loathsome, the locusts will not attack people or animals. Once the duration of the spell is fulfilled, the locusts either die or disperse, leaving a wasteland in their wake.

For every insect that is slain, the magic of the spell summons another to replace it. Short of burning all the plants in an area, the victims have no way to disperse the swarm without a *dispel earth magic* or *dispel fire magic* spell.

## Mask
**(Illusion)**
Element: Air
Casting Threshold: 32
Range: Personal
Target: Caster's face
Duration: 1 day
Saving Throw: Will disbelief (DC 15 + caster's level)
Spell Resistance: Yes (harmless)

*Mask* allows the caster to create an illusion that covers only his face, potentially disguising his identity. The caster is able to arrange the illusion as much as he wants during the spell's duration, so long as he looks in a mirror or other reflective surface. The alterations can be as simple as altering skin tone or as dramatic as changing the appearance of one's age or covering up skin diseases or scars. If this spell is used for purposes of disguise, the mage receives a +6 enhancement bonus to his Disguise skill check.

Wyred use this spell to alter their facial tattoos when they do not want to be recognized.

## Mass Grave
**(Construction)**
Element: Earth
Casting Threshold: 23
Range: Close (25 ft. + 5 ft./2 levels)
Target: All Large corpses (or smaller) within 100-foot cube
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (object)

This spell is used to bury large of numbers of dead, often after a battle or during the plague, when such work can be time-consuming and unhealthful. This variation of *bury the dead* has been taught to all military chaplains. The Karnuans have modified this spell to dispose of large numbers of fallen at one time. The corpses sink into the earth, to a depth of ten feet, during the spell's duration.

## Mimic
**(Communication)**
Element: Water
Casting Threshold: 32
Range: Personal
Target: Caster
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

*Mimic* causes a subtle manipulation of the vocal cords, allowing the caster to change his voice to perfectly match any voice he clearly remembers. Recalling a voice requires an Intelligence check (DC 5 for a well-known voice, DC 10 for an acquaintance, and DC 15 for someone barely known). Success means the mage is able to duplicate the voice convincingly. The spell grants a +5 enhancement bonus to Bluff and Disguise checks when trying to impersonate someone. Failure indicates the imitated voice is "wrong" and gives no benefit to impersonate anyone.

## Monkey's Balance
**(Animal)**
Element: Earth/Fire
Casting Threshold: 24
Range: Personal or Touch
Target: Caster or humanoid creature touched
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell increases the recipient's personal agility and balance, granting a +4 enhancement bonus to his Dexterity ability (or someone he touches). The spell causes the recipient's fingers to elongate and opposable toes to appear on the heels of his feet. Due to this change, any foot- or hand-wear worn by the target will no longer fit. This grants a +2 circumstance bonus to his Climb skill checks (so long as he is barefoot).

## Moonlight Magnified

**(Weather)**
Element: Air/Water
Casting Threshold: 70
Range: Personal
Area: 100 ft. radius, centered on caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

This spell brightens and intensifies moonlight within the spell's area, so that the light is bright enough to read or write by. Any Spot checks pertaining to sight within the area of effect are not penalized for darkness. The brightly lit area may be easily viewed by anyone with line of sight. The moon need not be full, but it must be visible in the sky for the spell to be effective. Should a cloud obscure the moon, the spell fails for the length of time the moon is not in plain sight. As soon as the moon reappears, the spell will continue as normal (so long as the duration has not yet expired). *Moonlight magnified* works only at night (even if the moon is visible during the day). If the caster moves out of the spell's original area, the magic will end.

## More Pain, Less Blood

**(Electricity)**
Element: Air/Fire
Casting Threshold: 118
Range: Personal
Effect: Sheet of lightning, 100 ft. radius, centered on caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Causes a sheet of electricity to radiate from the caster, damaging any living creature, except those chosen by the caster, within the spell's area. Those within the area take 10d8 points of electrical damage. The electrical current causes convulsions so severe that they may break the spines of small animals, rip muscles and tendons, and even render giants senseless. Those who survive the spell's ravages are severely burned and often bear scars from their ordeal.

## Mortar

**(Construction)**
Element: Earth
Casting Threshold: 22
Range: Touch
Target: One 10 ft. cube of sand or dirt
Duration: 1 day
Saving Throw: None
Spell Resistance: No (object)

Converts five cubic feet of loose dirt or sand into a thick, muddy mixture that can then be used as a mortar to set bricks or stones or as a spackle to fill holes and cracks in walls or floors. The mixture dries to a hard, stony consistency when the spell duration expires.

## Mute

**(Communication)**
Element: Water
Casting Threshold: 22
Range: Medium (100 ft. + 10 ft./level)
Target: Medium creature or smaller
Duration: 1 hour (D)
Saving Throw: Fort negates (DC 12 + caster's level)
Spell Resistance: Yes

Mute can be cast at any target within size limitations. If the target fails the saving throw, the spell deprives the target of the ability to speak, even in a whisper. Spellcasting under the effects of *mute* is impossible without use of the Silent Spell feat or some other means of casting a spell without the use of the caster's voice.

## No Entry

**(Elemental)**
Element: Fire
Casting Threshold: 86
Range: Touch
Target: Door or opening up to 20 ft. wide
Duration: Discharge
Saving Throw: No
Spell Resistance: Yes

*No entry* prevents entry into a specified location. The ward may be placed on a door, archway, or other opening. The spell caster must make three tiny marks around the opening with a charcoal stick—one mark at the very apex and two at the bottom to either side—in order for the spell to work. These marks can be identified as Fire magic with a Spellcraft skill check (DC 10). Further study can identify the spell's function, even without use of the sense fire magic spell (see Spellcraft skill, *Sovereign Stone Campaign Sourcebook*, page 59).

The ward is activated if someone or something crosses the threshold of the opening. A sheet of flame instantaneously sears whatever has just crossed the threshold, inflicting 3d6 points of fire damage.

The ward works only once before it must be recast. However, it is possible to cast multiple *no entry* wards on a single opening. In this case, only one will be triggered at a time.

The caster is able to pass through his ward without worry, as are any associates he so chooses, though they must be present for the ward's casting.

## Obey!

**(Charm)**
Element: Air
Casting Threshold: 18
Range: Close (25 ft. + 5 ft./2 levels)
Target: Humanoid creature
Duration: 1 round
Saving Throw: Will negates (DC 15 + caster's level)
Spell Resistance: Yes

This spell permits the caster to compel any humanoid to obey one simple command. The spell does not affect those who are unable to understand the language in which the command is given or who make a successful saving throw.

The spell lasts only long enough for one action to be performed, such as "jump," "fall," "flee," "surrender," or "halt." If the spell is cast before a combat action, the command replaces the action of the affected individual.

The spell cannot be used to cause someone to do something that they would normally be incapable of doing. For instance, telling an ork to "fly" will not suddenly cause him fly into the air. Ordering someone to "die" has no affect on the target. In these instances, and those when the target doesn't understand the caster's command, the target can disregard the spell's effects and continue with his intended action.

## One With the Trees

**(Plant)**
Element: Earth/Water
Casting Threshold: 47
Range: Personal
Target: Caster
Duration: 1 hour + Concentration
Saving Throw: None
Spell Resistance: No (object)



This spell alters the caster's shape (as well as all the possessions within his aura) to that of a tree roughly the same size as his natural form. In this altered state, the caster is anchored to the ground and may not move or make a noise. However, he experiences a sense similar to vision that permits him see everything within a 360-degree area around him. The caster does not lose his sense of hearing.

While in tree-form, the caster's Armor Class and hit points remain unaffected, although he is unable to make any attacks or defend himself. The tree form of the caster does not protect him from thirst, hunger, or the need to sleep. Loss of consciousness will immediately end the spell.

## Out of Sight, Out of Mind

**(Illusion)**
Element: Air
Casting Threshold: 48
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: See text
Spell Resistance: Yes

This spell makes the caster invisible and reduces any noise he might make. The spell may be cast only on the spellcaster himself. The caster becomes invisible to any living thing that would normally be able to see or hear the caster. This spell will not mask the caster's scent, however, and thus is not effective against creatures who use scent as a primary means of locating prey.

Anyone (or anything) who has reason to suspect the use of magic or an illusion may make a Will disbelief saving throw (DC 15 + caster's level) to see the spellcaster. The mage is free to do as he likes while the spell is in effect, even participate in combat.

## Out Weed!

**(Plant)**
Element: Earth/Water
Casting Threshold: 45
Range: Touch
Area: 20 ft. radius, centered on touched plant
Duration: 1 year
Saving Throw: None
Spell Resistance: No

This spell allows the caster to prevent the growth of one particular type of plant—a specimen of which he must have within his aura during casting—within the area of the ward. The ward prevents the growth of only this type of plant. *Out weed!* is used by farmers and gardeners to keep weeds from driving out more valuable plants.

## Phantom Bow

**(Illusion)**
Element: Air
Casting Threshold: 46
Range: Personal
Effect: Illusory longbow
Duration: 10 minutes
Saving Throw: Will disbelief (DC 15)
Spell Resistance: Yes

*Phantom bow* generates the illusion of a longbow in the hands of the caster. If a person believes the bow is real, the bow can be used to fire arrows at them. Arrows from the illusory bow are effective only to 100 feet from the caster. The caster must make attack rolls as if he were truly firing a longbow, but he gains a +4 enhancement bonus to these attacks. If he hits with the arrow, the victim will believe that he has taken the appropriate damage for a longbow. Since the arrow is illusory, however, the damage done is in reality only subdual damage, although the victim may not realize this at first.

If the caster ever puts down or lets go of the *phantom bow,* the spell will end.

## Phantom Warriors

**(Illusion)**
Element: Air
Casting Threshold: 84
Range: 5 ft. of caster
Effect: Two illusory duplicates
Duration: 10 minutes
Saving Throw: Will disbelief (DC 20 + caster's level)
Spell Resistance: Yes

This spell allows the caster to create two illusory duplicates, identical in all ways to the caster. This powerful illusion requires a difficult saving throw to disbelieve. The illusions fight, limp, bleed and die just as a real person would. The illusions have their own effective Intelligence of 8 (although they cannot communicate, nor can they cast spells) and a base attack bonus of +4 in whatever weapon they use (but never more than the caster's own bonus with the weapon). The illusions can act independently in combat, run in different directions, and are maintained even if the caster is incapacitated.

The spell ends early if both duplicates are "killed" or if the caster himself dies.

## Possession

**(Destruction)**
Element: Void
Casting Threshold: 145
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature (Huge-size or smaller)
Duration: 1 month (D)
Saving Throw: Will negates (DC 25 + caster's level)
Spell Resistance: Yes

*Possession* allows the caster to project his mind from his body into the body of another creature. The target creature is allowed a saving throw to repel the *possession*. If the target fails, the caster successfully transfers his consciousness over to the victim's body, leaving the caster's own body a living, breathing husk. One minute is required for the mage to become used to his new body, during which time he can take only free actions and move no more than a 5-foot step.

Once the mage has gained full control of his new body, he gains the possessed creature's physical abilities (Strength, Dexterity, and Constitution) while retaining his own mental abilities, skills, and feats. He gains the benefits of his own class(es) and level(s), but he has the possessed creature's current hit point total. He gains any of the target's extraordinary special attacks and special qualities, though he does not gain use of supernatural or spell-like abilities.

In order for the caster to successfully possess another creature, the target must be within range and must be in the caster's line of sight. Should either of these requirements change at any time during the casting of the spell, the spell will fail. Once the caster has taken over the intended body, the caster may go anywhere he pleases, travel at any distance away from his own body. The mage is warned that his body cannot sustain itself (will not eat or drink), nor can it defend itself, and could die if left unattended. The mage will know if his body has been attacked or if the body is close to death and may decide to end the possession, whereupon he immediately returns to his own body.

If a mage's body dies while he is in possession of another body, the mage must make a successful Will saving throw (DC 25) to remain within the body he has possessed, effectively making it his own and crushing the previous owner's psyche.

In the event that the body the caster has possessed dies, the mind of the being whose body the caster has possessed will attempt to flee into the caster's own body. The two entities must make opposed Wisdom checks. The one with the highest total is able to escape back to the waiting body, while the

other must shuffle off the mortal coil and meet whatever lies beyond.

### Predict Weather

**(Weather)**
Element: Air/Water
Casting Threshold: 9
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell allows the caster to predict the weather for the coming day in the immediate vicinity of the caster. This prediction includes precipitation, temperature, wind conditions and humidity. The information the caster receives is accurate, although the mage is only able to describe the conditions in relatively vague terms.

### Protect Object

**(Protection)**
Element: Earth
Casting Threshold: 90
Range: Touch
Target: Inanimate object (Medium-size or smaller)
Duration: 1 week
Saving Throw: None
Spell Resistance: Yes (object)

*Protect object* protects any inanimate object of appropriate size against magical spells of any element. The spell grants a +5 enhancement bonus to Fortitude saving throws—even in circumstances where objects would not normally be granted a saving throw (such as nonmagical, unattended items). This spell also prevents magical detection via scrying magic.

### Purify Food

**(Construction)**
Element: Earth
Casting Threshold: 18
Range: Touch
Target: Touched food (Large or smaller)
Duration: See text
Saving Throw: None
Spell Resistance: Yes (object)

This spell allows the caster to rid food of any contamination, including rot, mold, or poison. The magic transforms the tainted portions into dirt that can be easily brushed away or washed off. The spell will work on food portions of Large size or smaller. Only one contiguous portion of food may be purified per casting. For example, while the spell will purify one entire leg of lamb, it will only purify one grain of rice out of an entire bowl of rice. Note that if the "dirt" is not removed from the food, it will revert to its normal state after one hour. The spell does not prevent further contamination of the purified food, nor will it affect contaminated water.

### Quick Strike

**(Transport)**
Element: Air
Casting Threshold: 27
Range: Personal or Close (25 ft. + 5 ft./2 levels)
Area: Large creature or smaller
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell makes the target faster in combat. While he cannot walk or run more quickly than before, he is able to attack and defend with great speed. On his initiative, the subject may take an extra partial action, either before or after his regular action, as long as that action is used to attack or defend. The target also gains a +4 haste bonus to his Armor Class. He loses this bonus whenever he would lose a dodge bonus.

### Remember

**(Divination – past)**
Element: Fire
Casting Threshold: 17
Range: Personal
Target: Caster
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell enables the caster to conjure up an image of an event or location experienced within the past month. The spell is often used to remember exact details of what occurred or to search for an object. The caster must have a vague concept of what he is looking for or trying to recall. The spell allows him to search only for those memories that deal specifically with the particular concept. For example, the Clan chief buried a stash of argents somewhere around his camp site when the Clan rode through last. She can't recall the exact location, however. She decides to cast *remember*, and sees herself burying the coins beneath a stunted tree near a stream.

The spell will not allow the caster to remember incidents or events that happened while he was either sleeping or unconscious.

## Repel Armored Opponent

**(Electricity)**
Element: Air/Fire
Casting Threshold: 44
Range: Personal or Touch
Target: See text
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Cast upon either a touched recipient wearing metal armor or on the caster himself while wearing metal armor, the spell creates a magnetic field around the recipient that repels other small metal objects. The spell will also prevent the recipient from coming within 5 feet of large immovable metal objects such as a castle's iron gates.

The spell confers a +5 deflection bonus to the recipient's Armor Class when in melee combat with opponents using metal weapons. Further, opponents who are wearing metal armor must make a Strength check (DC 15) each round or be forced to take a 5-foot step back. The deflection bonus to AC also applies against metal missile weapons.

While under the effects of the spell, the recipient may not handle anything metal himself, since any metal object, such as a weapon, will be ripped from his grasp and pushed away. Wooden weapons are recommended for use for the duration of the spell.

## Return to Earth

**(Construction)**
Element: Earth
Casting Threshold: 28
Range: Touch
Target: One Large corpse (or smaller)
Duration: 1 month
Saving Throw: None
Spell Resistance: Yes (object)

Accelerates the natural decomposition of the dead, transforming the body into earth over the span of one month. During this process, the body is usually interred in a small sanctified cave or tree hollow.

The spell was developed by Nimrans and Nimoreans, who believe that when one dies their spirit ascends to the gods while the body is returned to the earth to become part of Nature. Nimrans and Nimoreans do not believe in preserving the body so it remains intact or separate from the earth. The earth that was once the deceased Nimorean or Nimran is then scattered by his family over the surrounding countryside, so that his spirit can find peace with the land.

## Reveal That Which Is Hidden

**(Mentalism)**
Element: Air
Casting Threshold: 26
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster to discern small inconsistencies that would otherwise go unnoticed, thus helping him locate secret doors, false floors, deadfalls, as well as false bottoms in drawers and chests. The spell can also help the caster recognize traps such as tripwires and pressure plates. *Reveal that which is hidden* grants a +6 enhancement bonus to all Spot and Search checks during the spell's duration.

If the caster is in complete darkness for more than one minute during the spell's duration, the spell will end.

## Reveal the Beyond

**(Divination – present)**
Element: Water
Casting Threshold: 19
Range: Close (25 ft. + 5 ft./2 levels)
Target: Specific substance within range
Duration: 1 minute
Saving Throw: None
Spell Resistance: No

Allows the caster to see through any object made of a particular substance as if it were not there. While casting the spell, the mage must physically touch an object made of the substance. Upon completion of the spell, the mage is able to see through the object made of the substance as if it didn't exist. The magical sight works only within the spell's range. The mage cannot see through objects beyond this range.

**Example:** A 4th-level Water mage who casts *reveal the beyond* while touching a granite wall will then be able to see through anything made of granite, out to 35 feet, as if it were not there. Referees may choose to differentiate between different kinds of substances when adjudicating the effects of this spell. ("Sorry, the last door was made of maple, this one is oak.")

## Rooted to the Spot

**(Plant)**
Element: Earth/Water
Casting Threshold: 16
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large creature (or smaller)
Duration: 1 minute
Saving Throw: Reflex negates (DC 11 + caster's level)
Spell Resistance: No

Causes the feet of the target of this spell to be snared by ground-level indigenous plant-life in the area unless he can make a saving throw. If such vegetation is not present in the area, the spell is ineffective. Once snared, the target must either cut himself free with a sharp blade as a full-round action, or make a Strength check (DC 15) to rip himself free.

## Scorch

**(Elemental)**
Element: Fire
Casting Threshold: 10
Range: 5 ft.
Effect: Tiny ball of flame
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

*Scorch* allows the caster to generate a small ball of flame that shoots forth from the palm of his hand toward any target within range. The ball explodes on impact, inflicting 1d8 points of fire damage to the target.

## Sculpture

**(Construction)**
Element: Earth
Casting Threshold: 36
Range: Touch
Area: One 10-ft. cube
Duration: 1 week
Saving Throw: None
Spell Resistance: No (object)

*Sculpture* allows the caster to soften stone to a clay-like consistency. The caster must touch the stone and it must be in one contiguous piece. This spell is most often used by artisan spellcasters to speed their work while making statues, pillars, or molds. The spell allows sculptors to work with hard stone that is normally unsuitable for such work (such as granite). The stone maintains its normal appearance while under the influence of this spell.

The stone reverts back to its normal consistency but retains its new shape once the spell's duration expires. Any pieces that were removed from the original amount of stone will revert back as well. If need be, the spell may be cast again to allow work on the piece to continue.

Masons like this spell because it allows easy on site alterations of stones that are the wrong shape. The spell also simplifies the production of uniform blocks used for building.

## Serpent From the Staff

**(Plant)**
Element: Earth/Water
Casting Threshold: 28
Range: Touch
Target: Medium wooden staff or stick or smaller
Duration: 1 minute
Saving Throw: None
Spell Resistance: No (object)

Allows the caster to temporarily transform a wooden staff or stick into something resembling a constricting snake. The caster must throw the staff to the ground as he casts the spell. The snake will obey simple, one-word commands such "attack," "defend," and "stop." Should the snake be killed, the spell immediately ends. Although the staff reappears, it will be broken.

> **Snake**: CR 2; Medium Animal; HD 3d8+3 (16); Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (+3 Dex, +2 natural); Atk Bite +5 melee; Dmg 1d3+4; SA Improved grab, Constrict; SQ Scent; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2. Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9.

**Improved Grab (Ex):** To use this ability, the constrictor snake must hit with its bite attack. If it gets a hold, it can constrict.

**Constrict (Ex):** A constrictor snake deals 1d3+4 points of damage with a successful grapple check against Medium-size or smaller creatures.

## Shadowcloak

**(Shadow)**
Element: Void
Casting Threshold: 59
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

*Shadowcloak* swaths the mage from head to toe in tentacles of Void magic that make him totally invisible in dark or dimly lit conditions. Creatures with sensitive smell or hearing still have a chance to locate the cloaked mage, although they must make a highly difficult (DC 20 + caster's level) Spot or Listen check, since the mage's scent and any

noise he makes are muffled by the effects of the magic.

This spell does not make the mage insubstantial, and he must be careful not to bump into someone or something. Once he touches something, he can be seen, although the spell is not cancelled. Movement is possible while under the influence of the *shadow cloak*, but the mage cannot enter into combat and still remain unseen. The spell is not effective in full sunlight, although deep shade is sufficient.

Should a mage affected by *shadowcloak* either touch something or move into sunlight, the spell is not cancelled. He has only to move back into an area of darkness for the Void magic to cover him again.

### Shadow Steed

**(Shadow)**
Element: Void
Casting Threshold: 152
Range: Touch
Target: Huge animal or beast or smaller
Duration: 1 month
Saving Throw: None
Spell Resistance: Yes

This spell creates a steed that will endure for up to one month without food or water, and can move constantly at the maximum speed for its species without tiring. The spell must be cast upon the type of animal to be used by the caster for riding. The spell inundates the animal with Void magic, replacing bone, skin, and flesh with semi-solid shadow-stuff. The steed will follow the commands of the caster only, and will not bear anyone else as a rider. *Shadow steeds* retain the statistics they had during life, and may attack and be attacked normally. If a *shadow steed* is slain, its body dissipates into nothingness. If the time of the spell has not expired the *shadow steed* will reform one day later and go in search of its creator. If the caster is dead, the spell immediately terminates. The Void-bound shadow-stuff of the steed falls apart and disappears.



### Shadow Tomb

**(Shadow)**
Element: Void
Casting Threshold: 76
Range: Close (25 ft. + 5 ft./2 levels)
Target: Creature (Large-size or smaller)
Duration: 10 minutes
Saving Throw: Reflex negates (DC 14 + caster's level)
Spell Resistance: Yes

Causes the target's shadow to come "alive" and enshroud the target. The victim may make a saving throw, but if he fails he is confined within a dark, extra-dimensional space that is the exact shape of his body. Once the caster is enveloped by his shadow, the shadow becomes two dimensional again and falls on the ground or against a wall, appearing to onlookers as if the target were there to create it. Although bright light might make the shadow fade, the shadow will not move or fully disappear.

Inside the "tomb" the target is safe, although he can see nothing. He cannot move, but he can breathe and speak (although there will be no one to hear). Those who suffer from claustrophobia may panic during this confinement and possibly becoming catatonic.

The spell may end sooner should the caster be killed or knocked out. When the spell does end, the target's shadow expels him, and the target appears to materialize from wherever his shadow lies (on the ground, a wall, etc.).

## Shatterstone

**(Elemental)**
Element: Earth
Casting Threshold: 37
Range: Medium (100 ft. + 10 ft./level)
Target/Area: One Tiny or Small rock explodes in 20-ft. radius spread
Duration: Instantaneous
Saving Throw: Reflex half (DC 12 + caster level)
Spell Resistance: Yes (object)

*Shatterstone* allows the caster to target a stone and cause it to explode into dozens of sharp fragments that fly in all directions. Everyone within the spell's area takes 2d8 hit points of damage, half damage if a saving throw is successful.

## Shelter

**(Plant)**
Element: Earth/Water
Casting Threshold: 38
Range: Personal
Effect: Large tent
Duration: 1 day
Saving Throw: None
Spell Resistance: No

This spell coaxes the plants in an area centered around the caster to weave themselves together (and grow if need be) to form a small shelter that can comfortably hold five people and their gear. Up to ten people might be able to squeeze inside, but they would be a tight fit. The shelter takes the form of a small, semi-spherical hut with a small entry in one side. If he chooses, the caster can leave a hole in the top of the hut to allow smoke from a fire to escape. The hut effectively keeps out wind and rain, although strong winds might be able to knock it down. The hut has a Toughness of 0 and 15 hit points.

## Shield Me

**(Protection)**
Element: Earth
Casting Threshold: 31
Range: Personal
Target: Caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

*Shield me* changes the caster's skin, making it thick and leathery. The effect grants a +3 natural armor bonus to the caster's AC. This change in the caster's skin does not impede his movement or reduce his maximum Dexterity bonus.

## Shielding Wall of Lightning Bolts

**(Electricity)**
Element: Air/Fire
Casting Threshold: 64
Range: Personal or Touch
Target: Caster or touched creature (Medium-size or smaller)
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

Causes blue lightning to course over the body of the caster or another target that he touches. The lightning gives off the smell of ozone and makes one's hair stand on end, but does not otherwise harm the recipient.

If the spell's recipient is struck in melee combat with a metal weapon (or a weapon with metal incorporated into it), an electrical charge disperses from the shield, travels the length of the weapon to sear the wielder for 2d6 points of electrical damage. In addition, if the recipient of the spell successfully attacks an enemy with a metal weapon, the spell disperses a charge down the length, inflicting 2d6 points of electrical damage.

## Shock

**(Electricity)**
Element: Air/Fire
Casting Threshold: 24
Range: Close (25 ft. + 5 ft./2 levels)
Target: Object or creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell shoots a bolt of energy from the mage's hand that automatically hits a single target. The bolt inflicts 3d8 points of electrical subdual damage. This spell is often used to capture a creature alive.

## Silver Glamour

**(Construction)**
Element: Earth
Casting Threshold: 12
Range: Touch
Target: Melee weapon
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (object)

This variant of *weapon glamour* can be cast on any melee weapon up to Large size. The spell transmutes the target weapon into silver for the duration of the spell. The spell allows the wielder to hit targets only harmed by silver weapons, although anyone with Craft (blacksmithing) or Knowledge (metallurgy) can identify the silver as unnatural and worthless (DC 15).

## Singed

**(Electricity)**
Element: Air/Fire
Casting Threshold: 18
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

*Singed* creates a ray of electrical energy that burns all the hair off the body of a target on a successful ranged touch attack, inflicting 1d4 points of electrical subdual damage to the victim. Lost hair will grow back at a natural rate. Dwarves have been known to use this spell to delouse particularly filthy members of their Clan.

## Siphon Life's Gift

**(Necromancy)**
Element: Void
Casting Threshold: 54
Range: Touch
Target: Living creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell allows the mage to steal life energy from a target by touch alone. The caster does 4d8 hit points of damage to the target and is able to use the stolen life energy to heal an equal amount of damage upon himself. The effects are instant and terribly painful for the victim of the spell. This spell heals the caster despite being tainted by Void.

## Skim the Earth

**(Electricity)**
Element: Air/Fire
Casting Threshold: 60
Range: Touch
Target: Inanimate object (Small-size or smaller)
Duration: 1 day
Saving Throw: None
Spell Resistance: No (object)

This spell enables one metallic object to repel the force of gravity and hover six inches above the ground. The object will support weight with an effective 18 Strength (with a maximum load of 300 lbs.) and may be pushed or pulled over level ground with ease. If the object is ever pulled or pushed over water, the spell will end immediately. Dwarves enchant metal plates with this spell, then attach them to chests or travois, enabling them to float over the ground.

## Slicker

**(Elemental)**
Element: Water
Casting Threshold: 23
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Slippery surface in 10 ft. radius around targeted point
Duration: 1 minute
Saving Throw: None
Spell Resistance: No (object)

Allows the caster to make any surface within range slippery for the spell's duration. Anyone within the spell's area or trying to move across the slippery surface must make a Balance check (DC 15 for horizontal surfaces, DC 20 or higher for angled surfaces) or fall down. Those who succeed are able to cross the surface without penalty. Those who fall down are considered prone and must regain their footing, requiring a full-round action and a successful Balance check (DC 10). Another roll is required if anyone attempts to cross the slippery area again.

## Small Please

**(Construction)**
Element: Earth
Casting Threshold: 63
Range: Touch
Target: Large Inanimate object or smaller
Duration: 1 month (D)
Saving Throw: None
Spell Resistance: Yes (object)

Allows the caster to reduce the size of a single inanimate object as long as it is all of one piece (such as a statue, but not a cart). The affected object is reduced to 10% of its normal size and weight, but still maintains its shape.

If the spell expires (or is dismissed) in an area too small to contain the object at full size, it will inflict 2d10 points of damage to both itself and the enclosure.

## Smite Thee

**(Construction)**
Element: Earth
Casting Threshold: 17
Range: Touch
Target: Touched living creature
Duration: 1 minute
Saving Throw: None
Spell Resistance: None (harmless)

By means of this spell, the caster is able to strengthen himself or another medium-sized (or smaller) creature. This spell bestows upon the recipient a +4 enhancement bonus to his Strength ability for the spell's duration. This bonus aids him in melee combat, Strength ability checks, and

skills tied to Strength (e.g. climbing). After the spell has expired, the recipient's Strength ability returns to normal.

### Sniff

**(Animal)**
Element: Earth/Fire
Casting Threshold: 32
Range: Personal
Target: Caster
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

*Sniff* allows the caster to enhance his sense of smell equal to that of a dog's, effectively granting him the Scent special quality for the spell's duration. This extraordinary ability lets the caster detect approaching enemies, sniff-out hidden foes, and track by sense of smell.

The caster can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.

The caster can detect another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the caster can pinpoint its location.

The caster can follow a trail by smell. This requires the caster to make a Wisdom check to find or follow a trail. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat (see *Core Rulebook I,* page 85. When the caster is tracking by scent he may ignore the effects of surface conditions and poor visibility.

Water, particularly running water, ruins a trail. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

### Soulless Stalker

**(Necromancy)**
Element: Void
Casting Threshold: 292
Range: Close (25 ft. + 5 ft./2 levels)
Target: Humanoid creature
Duration: 1 year
Saving Throw: See text
Spell Resistance: Yes

This horrific spell sacrifices the victim's soul to the Void and replaces the soul with a cunning entity (Intelligence 6, all other stats identical to target) that is completely beholden to the caster. The target creature is allowed a Fortitude saving throw (DC 25 + caster's level) to repel the spell but only if it has more than 4 Hit Dice. (Creatures of lesser Hit Dice are immediately killed by the spell with no saving throw.) If the target fails, he dies instantly and his soul is in thrall to the mage. If the target has a Wisdom of 12 or higher, he remains dead, but his soul actively battles the Void and may make a Will saving throw (DC 25 + caster's level) each week. If he succeeds, the spell ends immediately. The victim's soul is freed and cannot be reclaimed by the wizard. The body is reduced to ashes.

During the time the target is in thrall, he still remembers his former life and hates the wizard, but is powerless to attack the mage. Depending upon the type of service the mage intends for the *soulless stalker*, the mage may infuse the body with a +4 bonus to one physical ability (Strength, Dexterity, or Constitution). All of the thrall's other statistics remain the same, including hit points, feats, and skill ranks.

The effects of the spell lasts for one year. Over this time, the *soulless stalker* does not need food, water, or sleep. The Void keeps the body from decaying until the end of the spell's duration. Unfortunately, the Void cannot dispel the sickening smell of rotting meat that accompanies the *soulless stalker* wherever it goes.

A *soulless stalker* may be destroyed through combat, magic, or accident. It cannot destroy itself of its own volition. If spellcaster gives an order for the *soulless stalker* to destroy itself, the command would be obeyed without hesitation. Once the duration of the spell is at the end, the *soulless stalker* falls lifeless. Its body quickly decomposes, leaving behind a smelly mass of moldering flesh and bone. A mage cannot have more than one *soulless stalker* enthralled at one time. The creation of a second immediately causes the destruction of the first, with the same effects as if the spell's duration had ended.

## Span the Distance

**(Construction)**
Element: Earth
Casting Threshold: 64
Range: Medium (100 ft. + 10 ft./level)
Effect: Stone bridge
Duration: 1 week
Saving Throw: None
Spell Resistance: No (object)

This spell allows the mage to shape a large amount of earth within range into an arch 50 feet long and 5 feet wide. The resulting structure has the strength and durability of stone. The arch will crumble into dust and sand after the spell's duration has expired.

The bridge is able to handle any weight passing over it for the duration of the spell, although its width might prevent two-way travel or the passage of large wagons or siege engines.

An army that needs to cross a river or ravine will usually have magic-using engineers erect bridges with this spell, sometimes putting them end to end for particularly wide crossings.

## Sparkstorm

**(Elemental)**
Element: Fire
Casting Threshold: 40
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10 ft. radius
Duration: 1 round
Saving Throw: None
Spell Resistance: Yes

Creates a fiery inferno of multi-colored sparks and embers. The sparks cause 2d4 points of fire damage to all within the spell's area. The swirling eddies of embers are enough to start dry grass, clothing, hair, kindling, etc., on fire. (See *Core Rulebook II*, page 86, for rules regarding catching on fire.) Fires started by the spell will burn naturally until extinguished or the source of fuel runs out.

## Speak With Animal

**(Animal)**
Element: Earth/Fire
Casting Threshold: 40
Range: Personal
Target: Caster
Duration: 10 minutes + Concentration
Saving Throw: None
Spell Resistance: Yes (harmless)



This class of spells is each tailored to a particular type of animal and allows the caster to speak to and understand that animal type. The spell does not translate languages, but rather approximates a language for a creature that normally has none. The most commonly known variants are *speak with horses*, *speak with canines*, *speak with hawks*, and *speak with felines*.

Communication is limited in that the caster and the animal must rely on verbal skills or body-language in order to communicate. The spell lasts for ten minutes, but the caster can concentrate to extend the spell—though he cannot move more than a 5-foot step.

The sophistication of this conversation is limited to concepts the animal can understand, with an approximate vocabulary of a hundred words or less. The animal is much more likely to communicate emotional and physical needs, and will be vague on concepts such as counting, providing detailed descriptions, etc. ("How many men were there?" would receive an answer approximate to "More than one.") This spell conveys no mental control, so acquiring useful information from the animal is dependent on the character's talents and the animal's intelligence and willingness to answer.

## Speed My Arrows

**(Travel)**
Element: Air
Casting Threshold: 12
Range: Touch
Target: 2 Arrows
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (object)

This spell allows a caster to propel arrows that are in contact with his person (including stored in a quiver) as if he shot them with a longbow (including damage, range increment, and critical). The arrows can be directed at the same target or two separate targets. Each arrow requires an attack roll using the mage's Air magic spellcasting bonus and his Dexterity modifier.

## Spikestab

**(Plant)**
Element: Earth/Water
Casting Threshold: 17
Range: Close (25 ft. + 5 ft./2 levels)
Target: Small wooden object (or smaller)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No (object)

*Spikestab* causes a multitude of sharp spikes to project from a small wooden object. Anyone in contact with the object or holding onto it when the spikes shoot out suffers 2d4 points of damage. *Spikestab* is commonly cast upon weapon hilts, chair seats, door handles, etc.

## Spiritbane

**(Elemental)**
Element: Fire
Casting Threshold: 15
Range: Close (25 ft. + 5 ft./2 levels)
Target: Non-corporeal creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

*Spiritbane* conjures a ghostly magical fire that inflicts 2d6 points of fire damage to any non-corporeal target within range of the caster. The magical fire is intangible to everyone but the target. This spell was created specifically for dealing with non-corporeal entities, such as ghosts and other types of undead spirits. The fire has no effect on living or corporeal undead targets (such as wolves or zombies).

## Splinter

**(Destruction)**
Element: Void
Casting Threshold: 20
Range: Touch
Target: Inanimate object (Medium-size or smaller)
Duration: 1 minute
Saving Throw: None
Spell Resistance: Yes (object)

This spell inflicts 2d6 points of damage each round to a small, inanimate object being touched by the caster for up to one minute. Contact must be maintained with the object, otherwise the spell immediately ends. The spell will not work on living material. The damage takes the form of decay, rot, rust, etc., depending upon the material of the affected object. The obvious and most common use of this spell is to escape bonds, although it can also rust cell bars, destroy padlocks, weaken hinges, and so on.

## Spooked

**(Animal)**
Element: Earth/Fire
Casting Threshold: 18
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large animal or smaller
Duration: Instantaneous
Saving Throw: Will negates (DC 10 + caster's level)
Spell Resistance: Yes

This spell frightens off animals. To cast the spell, the caster snaps his fingers at a target animal. The animal is allowed to make a saving throw. If successful, the animal is able to continue to do what it was doing without penalty. Failure means that the animal will panic and dash off in a random direction and continue running for a full minute. A mounted rider (or someone else in direct control of an animal) may make a Handle Animal skill check against the spell's saving throw DC to maintain control of the animal.

*Spooked* causes horses bearing riders to buck and kick in an effort to dislodge the rider. A rider on a *spooked* horse must make a successful Ride skill check (DC 15) every round to remain in the saddle.

This spell was originally created by battlemages to unhorse cavalry riders, but has been modified so that it can be used to frighten away any animal.

## Spray

**(Elemental)**
Element: Water
Casting Threshold: 30
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Jet of water from caster's palm
Duration: 1 minute
Saving Throw: See text
Spell Resistance: No

This spell enables the caster to project a powerful water-jet from the palm of his hand. The spell lasts for the spell's full duration or until the caster moves more than just a 5-foot step. The caster must be within 100 feet of a significant source of water (such as a stream, river, pond, or lake) for the spell to work. A barrel of water will not suffice.

*Spray* has an effective Strength of 20 and is capable of blasting a hole into soft earth. The caster may use the stream to keep adversaries from advancing (opposed Strength check) or may perform a Trip action with a ranged touch attack. The stream of water cannot knock down buildings or damage stone masonry (although loose stone will be moved as normal). The spell can blow out glass windows. Wooden shutters and doors may also be affected, taking 3d8+5 points of damage for each round the water-jet hits the target.

The caster is able to aim the stream of water and must make a ranged touch attack to hit the target each round. The caster is able to change his target once each round, but that is the extent of the movement he is allowed. Should he take more than a 5-foot step in any direction the spell ends.

*Spray* is often used by orks to repel boarders, wash down decks, put out fires, and dredge stranded ships off sandbars.

## Spy

**(Animal)**
Element: Earth/Fire
Casting Threshold: 115
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large Animal or smaller
Duration: 1 month
Saving Throw: Will negates (DC 10 + caster's level)
Spell Resistance: Yes

This spell allows the caster to befriend an animal and use the animal as an intelligence gathering tool. The caster is able to plant instructions in the animal's mind, such as "be at a certain place at a certain time, look for a certain object, remember what is happening while in the presence of a particular person." In addition, the animal may be compelled to return to the caster at a specified place and time. Since the animal has no concept of hours, times such as dawn, sunset, under the new moon, and full moon must be used. When the spell is cast, the caster must define a command word for later use.

Upon the animal's return, the caster uses the command word to enter into the mind of the animal and locate the information it was commanded to gather. This may be a bit disconcerting to the mage since everything he sees is from the animal's point of view. Once the information has been retrieved, the animal will not remember anything. However, the caster may leave a small suggestion within the animal's mind to return to their meeting spot, specifying when (up to a month into the future). Should the animal show up and the caster be absent, the suggestion is forgotten. If the caster is present, he may recast *spy* and use the animal again.

If the animal succeeds in its saving throw, it may react in anyway that it wants (fleeing, attacking, etc.). The animal will actively seek information for a maximum of one day. The specified meeting time between the caster and his minion must be within one week of the casting.

## Stand Still

**(Animal)**
Element: Earth/Fire
Casting Threshold: 34
Range: Close (25 ft. + 5 ft./2 levels)
Target: Large animal or smaller
Duration: 1 minute
Saving Throw: Will negates (10 + caster's level)
Spell Resistance: Yes

This spell immediately freezes in place any animal or beast: not humanoids, intelligent animals (those with an Intelligence of 3 or better), or magical beasts. Flying animals affected by this spell in the midst of flight plummet from the skies (taking the appropriate damage). An animal affected by the *stand still* spell is unable to move or make a noise, although it is still able to breathe.

## Stick Slap

**(Plant)**
Element: Earth/Water
Casting Threshold: 15
Range: Close (25 ft. + 5 ft./2 levels)
Target: Tree branch
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell causes a low-hanging branch of a tree within range to swipe at a target of the caster's choosing. The branch takes on a preternatural flexibility to slap at its target. The branch does not extend its length and the slap will miss if the target is out of range of the branch. If the target is within range, the branch makes an attack roll equal

to the caster's base attack bonus plus his Intelligence modifier. If the target is surprised by the attack, he is considered flat-footed. The branch inflicts 1d6 points of damage, and threatens a x2 critical on a natural 20. Sentient trees are not affected by this spell.

### Stink

**(Communication)**
Element: Water
Casting Threshold: 48
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20 ft. cube
Duration: 10 minutes
Saving Throw: Will negates (DC 15 + caster's level)
Spell Resistance: Yes

*Stink* generates the mental impression of a foul smell in the spell's area. The stench is actually an olfactory communication, so creatures without a sense of smell are not affected by the spell. Normal creatures caught in the spell's area must succeed at a saving throw or they will automatically flee the spell's area. The spell ends early if any wind stronger than a light breeze passes through the spell's effect (referee's discretion).

### Stone Shackles

**(Construction)**
Element: Earth
Casting Threshold: 57
Range: Personal
Area: 50 ft. radius, centered on caster
Duration: Permanent
Saving Throw: Reflex negate (see text)
Spell Resistance: No (object)

*Stone shackles* is a magical ward that protects an area in a 50 foot radius around the caster when the ward is set. It must be cast upon the ground or a floor composed of dirt or stone. When an intruder crosses into the ward's area of protection, two huge hands of stone emerge from the ground. Each hand grabs the intruder's ankles, holding him fast unless a saving throw is made (DC 13 + caster's level). A successful save indicates the intruder was able to retreat back the way he came (outside of the spell's area). If an intruder wishes to move into the area, he must make a successful saving throw for every five feet he travels each round. Each time an intruder makes the saving throw, the hands reenter the ground (or floor), resetting the ward. Once the ward is reset, it is reactivated as soon as the interloper takes another step.

The *stone shackles* have a Hardness of 8 and 60 hit points each. Due to the jarring pain suffered by the victim when the fists are smashed, the equivalent of half the damage done to the fists is also applied to the trapped individual as subdual damage.

Once activated, the *stone shackles* maintain their hold until they are broken or the caster returns and utters a command word. The caster can choose to allow certain individuals to pass through the ward's area of effect without being affected, but these people must be present during the casting of the spell. The ward will not be activated by creatures or individuals that fly into the spell's radius, nor will it be triggered by Tiny or smaller beings.

If the fists are destroyed or the command word is uttered, the ward is dispelled. The ward is otherwise permanent.

### Succor

**(Healing)**
Element: Earth
Casting Threshold: 118
Range: Touch
Target: Medium creature or smaller
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

*Succor* heals 4d20 hit points of damage on a Medium size creature or smaller. The spell heals injuries that might have complications, such as internal bleeding, brain hemorrhaging, and compound fractures. This spell is held in reserve to heal the most serious battlefield wounds. The spell is not commonly known outside of military practice or within large houses of healing.

*Succor* can be used to draw out gangrenous infection, cure migraine headaches, or ease pain and discomfort caused by chronic illness or disease.

Like all healing spells, *succor* does not affect anyone who is tainted by Void. This spell will not grant hit points above the recipient's original total, nor does it affect undead.

### Summon Lightning

**(Electricity)**
Element: Air/Fire
Casting Threshold: 155
Range: Close (25 ft. + 5 ft./2 levels)
Target: Object or creature
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

Summons a great lightning stroke from the sky to affect one target of the caster's choosing. Storms or clouds are not necessary for this spell to work—though the caster must be out in the open, under the sky, in order to summon the lightning. (He may not be in a building or underground.) The lightning strike causes 5d12 points of electrical damage. Flammable material upon the target might catch fire (thatch roofs, dried wood, clothing, etc.).

Creatures struck always take full damage from the spell. They must save, however, against three possible side effects (all Fort saves at DC 18 + caster's level): paralysis, blindness, and deafness. These effects last one week, at which time the target may make an additional save. Success on the second save means the problem fades. Failure indicates a permanent disability that can only be cured with a *touch of the divine* or greater healing spell.

### Summon Metal Object

**(Electricity)**
Element: Air/Fire
Casting Threshold: 17
Range: Close (25 ft. + 5 ft./2 levels)
Target: Metal object (Medium-size or smaller)
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

This spell permits the caster to manipulate invisible electrical energy from the palm of his hand that can grasp hold of and wrench free any metal (or mostly metal) object. If the target object is already held by someone or held in place by restraints, the mage must make a Will saving throw roll versus the holder's Strength. (In other words, the holder's Strength check becomes the DC for the Will save.) If successful, the mage is able to instantaneously wrench the object from the grasp of his opponent and guide it to his own hand. Failure means that the mage was unable to gain possession of the item and the spell ends. The caster is able to orient the item during transit so that, for example, he grasps the hilt of a sword instead of the blade. The spell lasts just long enough for the object to fly to the hand of the caster and then ends.

### Summon Storm

**(Weather)**
Element: Air/Water
Casting Threshold: 228
Range: Line of sight
Effect: Storm, 200 ft. radius
Duration: 10 minutes
Saving Throw: None
Spell Resistance: No

This spell creates a storm of short duration within the spell's area. The type of storm summoned is dependent upon the actual weather conditions at the time and the climate of the area. In temperate areas during the spring, summer and autumn, or in tropical regions all year round, a mage can summon up a heavy rain storm with strong winds. The downpour will turn dirt roads and open ground into muddy quagmires, making movement difficult. The strong winds and pouring rain limit visibility to only about ten or fifteen feet. Although those caught in the storm will be soaked through, they will not suffer any damage. In addition to automatically extinguishing any unprotected flames, storm winds cause ranged weapon attacks and Listen checks to suffer a –4 circumstance penalty. Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks.

During the winter in temperate climates or in arctic regions all year round, the caster may summon a blizzard. The heavy snow fall and high winds will cause "white-out" conditions. While falling, snow reduces visibility as rain (–4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has a 50% chance of extinguishing small unprotected flames, such as candles.

In sandy desert conditions, the caster is able to summon a sandstorm. These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Spell-summoned dust storms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. In addition to automatically extinguishing any unprotected flames, severe winds cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks suffer a –4 penalty.

The summoned storm may be moved at twice the caster's normal base movement.

### Sunburn

**(Weather)**
Element: Air/Water
Casting Threshold: 35
Range: Medium (100 ft. + 10 ft./level)
Target: Humanoid creature
Duration: 10 minutes
Saving Throw: Fort negates (DC 12 + caster's level)
Spell Resistance: Yes

This spell enables the caster to create a painful sunburn on a single humanoid target. Since the spell works by intensifying the light and heat of the sun, the sun must be visible in the sky. The spell will not work if cast indoors, underground, or during an overcast day.

If the target fails his saving throw, he notices that his skin becomes red and raw and extremely warm to the touch. The burn occurs on all parts of his body, not just the areas exposed to the sun. Simple movement causes severe pain. Clothing and armor aggravate the pain to such an extent that the victim will be tempted to remove them. Due to the pain, the victim's attack rolls suffer a –2 circumstance

penalty and he loses any positive Dexterity modifier to Armor Class. At the spell's end, all redness and irritation disappears.

## Sunder

**(Elemental)**
Element: Earth
Casting Threshold: 268
Range: Line of Sight
Area: 400 ft. radius
Duration: 1 minute
Saving Throw: Reflex half (DC 24 + caster's level)
Spell Resistance: No

*Sunder* causes the ground to shake violently inside the spell's area around the epicenter. The spell can collapse buildings and turn the ground into rubble. Rocks fly in all directions, causing 5d12 hit points of damage each round to everyone within the spell's area. (A saving throw is allowed each round for half damage.) Buildings also suffer 5d12 points of damage every round. The spell lasts for one minute (10 rounds). *Sunder* has no effect outside its area. The mage has the ability to re-direct the epicenter of the spell each round.

Being a highly destructive spell with the ability to fell entire towns or villages, *sunder* has been removed from nearly all libraries of magic in all parts of Loerem. Some cities place wards on their walls and key government buildings in case of war, fearful that enemy mages may decide to cast such a devastating spell. One of the most destructive Earth magic spells, *sunder* usually requires that it be cast by a cabal of highly skilled mages.

## Sunstroke

**(Weather)**
Element: Air/Water
Casting Threshold: 36
Range: Touch
Effect: Ray of light
Duration: Instantaneous
Saving Throw: Reflex negates (DC 12 + caster's level)
Spell Resistance: Yes

*Sunstroke* concentrates the sun's rays into a bright arc of light which the caster is able to shoot forth from his hand, requiring a ranged touch attack to strike the target. If the light strikes its intended target, the flesh around the victim's eyes is burned for 2d10 points of damage. He must also make a saving throw or be blinded for 1 minute.

Any creature blinded has a 50% chance to miss in combat, he loses his positive Dexterity bonus to AC (if any), and this condition grants a +2 bonus to enemy attack rolls when attacking the victim, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skill checks. He cannot make Spot skill checks or perform any activity that requires vision (such as reading).

The spell may not be cast with any success at night, underground or on an overcast day.

## Surge

**(Electricity)**
Element: Air/Fire
Casting Threshold: 6
Range: Touch
Target: Creature or object touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell creates a small spark that shocks the target for 1d6 points of electrical subdual damage. This is sometimes enough to send weak targets into unconsciousness.

## Swirling Motes

**(Electricity)**
Element: Air/Fire
Casting Threshold: 73
Range: Medium (100 ft. + 10 ft./level)
Effect: Swirling lights, 10 ft. radius
Duration: 1 minute
Saving Throw: Will negates (DC 15 + caster's level)
Spell Resistance: Yes

This spell causes tiny sparks to swirl in multi-colored, hypnotic patterns. Anyone viewing the display of lights (other than the caster) must make a successful saving throw to resist becoming entranced. Those who are enthralled make all haste to reach the beautiful sparks and begin dancing among them. Tiny surges of blue and white energy crackle among the entranced dancers, inflicting 1d10 points of electrical subdual damage every round the dancers remain within the cloud of electrical motes. Those who are not entranced by the motes, but enter into the cloud anyway, will also suffer the electrical shocks.

Entranced victims of the *swirling motes* spell are allowed a saving throw every round they are within the cloud to come to their senses. Entranced victims who are forcefully removed from the motes immediately understand what has happened to them and the spell loses its grip on their minds.

## Taint

**(Elemental)**
Element: Water
Casting Threshold: 93
Range: Touch
Target: Tiny container of water
Duration: 1 day
Saving Throw: See text
Spell Resistance: No (object)

*Taint* creates a very deadly, fast-acting poison when cast upon a small amount of water (a pint or less). The poison is clear and has no odor or taste. There is no cure for the poison created, save magic. Only a small dose of the poison need be administered to obtain a lethal result. The poison is ingested (DC 15), initial 2d4 hp, secondary 2d4 Con.

After one day, the water affected by *taint* will revert back to its normal, harmless state.

## Taint of the Void

**(Destruction)**
Element: Void
Casting Threshold: 44
Range: Touch
Target: Tiny inanimate object or smaller
Duration: 1 month
Saving Throw: None
Spell Resistance: Yes (object)

This spell permits the caster to enchant an inanimate object no larger than a human hand so that it causes decay and corruption in another inanimate object. The enchanted object must touch the target and does 1d4 points of damage to another inanimate object per day (ignoring thickness and AC) until the object is completely destroyed or the contact is broken. For instance, a coin with *taint of the Void* cast upon it will quickly rot through the money pouch in which it is carried. A nail will decay the wood into which it is driven. A pebble tossed into a well will eventually foul the water.

## Take That!

**(Elemental)**
Element: Fire
Casting Threshold: 24
Range: Long (400 ft. + 40 ft./level)
Target: Object or creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell allows the caster to use the heat from any fire within 5 feet to burn any target within range. The size of the fire determines how much damage the spell will cause, up to 3d4 points of fire damage. A Small fire (such as a torch) inflicts 1d4 points of fire damage, a Medium fire (campfire) causes 2d4, and a Large fire (bonfire) produces 3d4 points of damage. Anything larger still only inflicts 3d4 points of fire damage. The spell lasts only one round, although the caster may extend the duration of the spell through Concentration—and he must continue to make Fortitude saving throws as if he were still casting the spell.

If he chooses, the caster may change targets each round he maintains the spell. The caster may not move farther than a 5-foot step, nor engage in any activity other than maintaining the spell. If he does so, the spell will instantly fail.

## Tell the Tale

**(Divination – past)**
Element: Fire
Casting Threshold: 288
Range: Personal
Area: 50 ft. radius
Duration: 1 hour + Concentration
Saving Throw: None
Spell Resistance: Yes (harmless)

Allows the caster and anyone nearby to view occurrences that happened up to one thousand years ago in an area where a fire has burned in the past. The vision fills the spell's area and can be seen by anyone looking into the fire. The vision normally lasts for an hour, but can be maintained for as long as the caster concentrates on the enchantment and doesn't move.

Dwarven Fire mages created this spell to help remember past battles, important ceremonies, and the great deeds of long dead heroes. Because of its complexity, this spell is seldom cast, and only when three or more Fire mages can be brought together. Use of this and similar spells has begun among humans, many of whom are trying to uncover ancient secrets, mostly centered around the ruined city of Old Vinnengael.

## Thick Skin

**(Protection)**
Element: Earth
Casting Threshold: 60
Range: Touch
Target: Creature touched
Duration: 1 hour (D)
Saving Throw: None
Spell Resistance: No (harmless)

This improved variant of *shield me* changes the caster's skin, making it thick and leathery. The effect grants a +4 natural armor bonus to the caster's AC. This change in the caster's skin does not impede his movement or reduce his maximum Dexterity bonus. This bonus does not stack with any additional natural armor bonuses to AC.

## Thornbush Barricade

**(Plant)**
Element: Earth/Water
Casting Threshold: 105
Range: Personal
Effect: Circle of thorns, 10 ft. high and 4 ft. thick
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell raises up a protective wall of thornbushes around the caster. There is no means of entrance or exit. Anyone attempting to push his way through the barricade must make a successful Strength check (DC 20) and take 2d8 points of damage from the razor sharp thorns. Damage is inflicted even if the intruder fails to penetrate the barricade. Every five feet of the *thornbush barricade* has a Hardness of 1 and 24 hit points. After the spell expires, the thornbushes dry up and crumble back into the soil.

## Tiny Bubbles

**(Elemental)**
Element: Water
Casting Threshold: 42
Range: Medium (100 ft. + 10 ft./level)
Target: Humanoid creature
Duration: 1 hour
Saving Throw: None
Spell Resistance: No (harmless)

Mitigates the effects of drowning upon one humanoid target. Normally, a drowning individual target can hold his breath for a number of rounds equal to twice his Constitution score. With *tiny bubbles*, the target is able to receive air that is extracted from the water and fed to him through small bubbles that fill his nostrils and mouth. The target is able to hold his breath for ten times his Constitution before having to make Constitution checks. The DC of the check remains at 10 for the spell's duration.

This spell does not bestow the ability to swim upon the target.



## To the Four Winds

**(Destruction)**
Element: Void
Casting Threshold: 232
Range: Long (400 ft. + 40 ft./level)
Effect: Black ray
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

This spell blasts any Medium-size (or smaller) target, living or inanimate, with an overwhelming amount of Void magic. The caster must make a ranged touch attack against the target. If the target has 14 Hit Dice or less (or is an object) the spell destroys its physical form, reducing it to black sand that is borne away on the unnatural winds that accompany the spell. If the target has more than 14 Hit Dice, he suffers 14d8 points of damage (Fortitude saving throw, DC 22 + caster's level for half damage).

This spell is extremely rare. The Temple of the Magi has hunted down every known existing text of this spell and either destroyed it or locked it away for safekeeping. Even rumors of the spell's use is enough to send forth a cadre of armed battlemages and inquisitors in search of the perpetrators. Guilds in Dunkarga have banned the spell from use, although their vigilance leaves something to be desired. The Karnuans have made use of the spell on one or two occasions, and this spell is one of the reasons their wizards are so feared. It is yet unclear whether the taan make use of the spell or not.

## Torturer's Tongs

**(Destruction)**
Element: Void
Casting Threshold: 34
Range: Touch
Target: Living creature
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes

This spell causes debilitating pain to wrack the entire body of the target. The caster must be able to touch the target for the duration of the spell. If contact is ever broken the spell immediately ends. The excruciating pain caused by this spell may be controlled by the caster. The wizard can cause 2d6 points of damage, 2d6 points of subdual damage, or 1d6 points of

both regular and subdual damage up to once every minute of the spell's duration.

Mages do not have to do actual damage every minute, but may decide to pace themselves instead. The damage typically manifests itself as broken bones, burns, lesions, bruises, etc., and is limited only by the imagination of the caster. A mage with the Intimidate skill may receive significant bonuses (determined by the referee) to his skill checks while using this spell.

## Touch

**(Communication)**
Element: Water
Casting Threshold: 9
Range: Close (25 ft. + 5 ft./2 levels)
Target: Creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

*Touch* allows the caster to give a "tap on the shoulder" to anyone within range. The tap does no damage, but can cause an otherwise preoccupied person to look in a certain direction. *Touch* is not perceptible by anyone except the target. This spell is usually used to attract someone's attention. Some mischievous (usually orken) mages use it to play pranks on others.

## Touch Me Not

**(Electricity)**
Element: Air/Fire
Casting Threshold: 58
Range: Touch
Target: Large inanimate objector smaller
Duration: Life of caster
Saving Throw: None
Spell Resistance: Yes

The ward causes 2d4 points of electrical subdual damage to anyone. Any creature not expecting the electrical charge will automatically recoil from it in shock. Gloves or any other type of coverings touching the object will not protect against the effect. The ward is activated when someone other than the caster or those he has chosen (who must be present during the casting) touches the item.

The shock will automatically repel a normal animal, however, humanoids or those with great willpower may continue to try to handle the object. The spell will continue to shock the handler every round it is held.

## Trail Breaker

**(Weather)**
Element: Air/Water
Casting Threshold: 26
Range: Touch
Target: Humanoid creature
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell allows the caster or someone he touches to clear a path through snow up to 15 feet deep. A path ten feet long and four feet wide will open up through the snow in the direction the spell's target is facing. As the target moves forward, the spell continues to shovel the snow out of his path. The spell works at the target's base movement. Anything faster (such as charge or run actions) will cause the spell to end early.

## Transplant

**(Plant)**
Element: Earth/Water
Casting Threshold: 144
Range: Touch
Target: One plant (Huge or smaller)
Duration: 1 month
Saving Throw: None
Spell Resistance: No (object)

This spell allows one plant to survive and thrive in a climate in which it is not native. For instance, this spell might be used to allow a palm tree to survive the chill of the arctic. *Transplant* also protects the plant from the stresses of travel and climate shift. This spell does not lessen the plant's reliance on necessities such as water and nutrients. Potted plants must be cared for as normal.

Once the spell expires, unless the climate has changed drastically, the plant will wither and start to die. If another *transplant* spell is immediately cast, the plant will remain healthy (barring drought, disease, or other maladies beyond the caster's control). First created by exiled Nimoreans to try to grow food in the harsh climate of their new homeland, *transplant* has now gained popularity among all human merchants who carry rare warm-climate plants north into Nimorea and Tromek.

## Traverse the Wall

**(Travel)**
Element:Air
Casting Threshold: 12
Range: Touch
Target: Humanoid creature
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

*Traverse the wall* imbues the target with the ability to climb sheer vertical surfaces or crawl across ceilings at his base movement with the ease of an insect. To take advantage of this special ability, the recipient's hands and feet must be bare.

Movement across vertical surfaces and ceilings may only be accomplished by crawling on all fours. It is possible to stand suspended from the ceiling of a room as long as both feet are in contact with the surface, but attempting to walk while upright will precipitate a fall. The spell effects are not powerful enough to hold the recipient to a vertical surface or ceiling if he has only one hand or foot in contact with it. If a creature attempts to pull the target off of a wall or ceiling, an opposed Strength roll is required.

## Treeborn Sanctuary

**(Plant)**
Element: Earth/Water
Casting Threshold: 88
Range: Personal
Target: Caster
Duration: 12 hours
Saving Throw: None
Spell Resistance: Yes (harmless)

*Treeborn sanctuary* allows the caster to perform one of two actions. The caster may move through trees and bushes as if they were as insubstantial as air. Anyone viewing the caster moving through trees instead of going around them might be more than a little discomfited by the sight.

The caster may choose instead to take sanctuary within one of the trees through which he is passing. The caster is completely sheltered inside the tree (no matter what the tree's physical diameter). While within the tree, the caster feels completely safe. He is able to rest and can draw nourishment from the tree. While inside the tree, the caster is completely aware of his surroundings. The caster will be safe from harm so long as the tree lives. The spell ends once the caster has left the tree or if the tree is cut down (in which case the caster is expelled but otherwise unharmed).

Sentient trees may make a saving throw (DC 15 + caster's level) to resist allowing the caster to enter them or pass through them. If the tree saves, the caster might well rush headlong into a solid tree trunk.

## Tsunami

**(Elemental)**
Element: Water
Casting Threshold: 148
Range: Line of sight
Effect: Tidal wave, 30 ft. high and 300 ft. wide
Duration: See text
Saving Throw: See text
Spell Resistance: No

This spell allows the caster to raise water from the sea or a large inland lake to form a towering wave. The spellcaster must be able to clearly see the tsunami he is creating, and indicate the direction the wave must travel. The *tsunami* "builds" for three rounds before it hits shore at terrific speed. When the wave reaches shore it travels inland for three rounds with a movement of 400 feet. The wave has an effective Strength of 35 and is capable of demolishing buildings, uprooting trees and other vegetation, and killing nearly anyone in its path. When the wave passes over an object or creature, it immediately inflicts 2d12+12 points of damage. (Any object not "swept away" by the wave continues to take this damage for three full rounds. Objects pulled along with the water only take the damage once.) A creature hit by the wave must make a Swim skill check (DC 25), or he must begin making Constitution checks each round (DC 10, checks increase by 1 each round). When the Constitution check is failed, the victim begins to drown (see *Core Rulebook II*, page 85 for information on drowning). It will take 1d4 successful Swim checks (full-round actions at DC 15) to reach the surface once underwater.

Once aimed, the wave moves in the indicated direction without further effort or guidance by the caster. The tsunami may be impeded by obstacles comparable in size and capable of resisting its force (such as a large seawall).

*Tsunami* cannot be cast if completely out of sight of land. Small ships that are caught in the wave are almost certainly capsized (referee's discretion to let skill rolls or use of magic save the ship).

## Undead Creature

**(Necromancy)**
Element: Void
Casting Threshold: 192
Range: Touch
Target: Huge corpse or smaller
Duration: Life of caster
Saving Throw: None
Spell Resistance: No

This spell permits the caster to raise a corpse that has been dead for up to a week. As with *raise dead* (*Sovereign Stone Campaign Sourcebook*, page 131), the target of this spell retains the most vivid memories from life, and many of its predominant behaviors are preserved also. Creatures raised from the dead in this way retain the same ability scores that they possessed in life (with a maximum 10 Intelligence, Wisdom, and Charisma). Those who had skills in life may still possess up to two skills (caster's choice), with 5 ranks maximum. All other abilities are identical to a zombie of equal size (see *Core Rulebook III*).

The target of this spell can exist without food or water, since the spell's magic fortifies the target's body, allowing the creature to endure for years, possibly decades. Should the target take so much damage that it is effectively "dead" again (zero hit points) the spell will fail. Bodies that have been severely mutilated, are missing limbs, or have been decapitated will not be able to contain the magic that will restore them to "life," and the spell will fail. The *undead creature* is able to think and act on its own, but will always obey the commands of its creator without question or hesitation.

## Unnoticed

**(Animal)**
Element: Earth/Fire
Casting Threshold: 32
Range: Personal or Touch
Target: Caster or touched creature
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

*Unnoticed* permits the spell's recipient to escape the notice of animals (mammalian and otherwise). Animals within a 20-foot radius are unable to see, smell, or hear the recipient of the spell. If an animal is touched or otherwise bothered by someone affected by this spell, the animal is allowed to make a Will saving throw (DC 12 + caster's level). If successful, the animal is aware of the recipient and will react appropriately to the situation. This spell does not work on humanoids, although it is effective against intelligent animals (those with an Intelligence of 3 or better).

## Unwitting Assassin

**(Charm)**
Element: Air
Casting Threshold: 148
Range: Touch
Target: Humanoid creature
Duration: 1 month
Saving Throw: Will negates (DC 20 + caster's level)
Spell Resistance: Yes

This spell allows the caster to imbed a hidden suggestion deep within the victim's mind. To do so, the caster must be able to touch the victim's head for the entire casting of the spell. A break in contact will cause the spell to fail. Although any suggestion might be implanted, the spell gained its name since the Wyred found it useful in carrying out assassinations to which they did not want to be connected.

Once the spell has been successfully cast, the victim has no recollection of the casting, nor does he have any knowledge of the suggestion left within his mind. The suggestion that is left by the spell can be anything that the caster desires, as long as it is does not send the victim to certain death. For instance, the caster cannot leave a suggestion that commands the victim to commit suicide. However, a command to "kill the master of your House" could be implanted with hope of succeeding.

The command implanted into the target's mind will lie dormant for up to a month, or until triggered by a particular circumstance that is linked to the command. "Kill the master of your House when you see him next," is an example of such a circumstance. When the command is triggered, the victim is allowed a saving throw to resist. If successful, the compulsion passes. The victim may wonder what came over him, but he won't know that a spell was placed upon him.

If the victim fails the save, he will immediately act upon the compulsion, attempting to carry it out at all costs and stopping only when presented with certain death (guards restrain him and place swords to his throat).

Upon either completion or failure of the task, the second portion of the charm activates. The target is overcome with terrible guilt. He confesses to being the one who planned the deed and gives his motivation for the act, usually planted by the caster.

If the compulsion is not triggered within a month's time, the spell fades. The victim remembers that he has been ensorcelled, though he will have no knowledge of those who enchanted him.

## Upraise

**(Transport)**
Element: Air
Casting Threshold: 34
Range: Personal or Medium (100 ft. + 10 ft./level)
Area: Creature or object (Large or smaller)
Duration: Concentration
Saving Throw: None
Spell Resistance: Yes

*Upraise* allows the caster to raise himself, another creature, or an inanimate object into the air at a rate of 10 feet every round (or drop down at the same rate). The spell lasts as long as the caster's concentration is not broken or until the target is beyond the spell's range. The spell affects vertical movement only. *Upraise* can be cast upon unwilling targets.

## Venom Immunity

**(Animal)**
Element: Earth/Fire
Casting Threshold: 32
Range: Touch and Close (25 ft. + 5 ft./2 levels)
Target: Creature touched and one animal (Small-size or smaller)
Duration: 1 day
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell makes a touched creature immune to the venom from a venomous creature for the duration of the spell. The animal must be within Close range of the target while the spell is being cast.

## Wake up!

**(Electricity)**
Element: Air/Fire
Casting Threshold: 9
Range: Personal
Area: 10 ft. burst, originating from caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

This spell creates a magical electrical pulse that emanates from the caster to a distance of ten feet in all directions. The spell is effective in instantly rousing any creature from slumber, even the deepest sleeper. Every living creature within the area of the spell takes 1 point of electrical subdual damage, enough to knock small insects senseless, startle birds and rodents into fleeing and drive worms to the ground's surface. Anyone asleep in the area of effect will be jolted unpleasantly into wakefulness. Dwarves developed this spell to rouse lazy members of their Clan.

## Walk on Water

**(Elemental)**
Element: Water
Casting Threshold: 29
Range: Personal
Area: 10 ft. radius centered on caster
Duration: 1 hour
Saving Throw: None
Spell Resistance: Yes

Permits the recipient to walk or run on water as if it were solid ground. The caster must touch the recipient. If walking on placid waters, such as a calm lake or pond, the recipient may move about as he would normally. If the water is slightly disturbed or windswept, the recipient must successfully make a Balance skill check (DC 10) every minute to avoid losing balance and falling down. The DC of the check is increased to 15 every minute if the waters are rough or if the recipient is attempting to run on calm seas. A much harder skill check (DC 20) is required to maintain footing in rough lakes or seas. The spell will not allow someone to walk on water in conditions worse than rough seas. Should the recipient fall down, he must make a second skill check with a –5 circumstance penalty to his Balance check to regain his footing.

## Ward Against Living Dead

**(Necromancy)**
Element: Void
Casting Threshold: 31
Range: Personal
Effect: 20 ft. radius, centered on caster
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell acts as a threshold to keep undead from entering into a circle up to 20 feet in diameter, centered upon the caster, that moves with him. Undead may make a Will saving throw (DC 20 + caster's level) to enter into the warded area. Non-intelligent undead under the direct control of someone else may use their master's Will save to overcome the ward. If the ward touches an undead who is unable to move away from the spell's boundary, the creature is able to move into the ward's area of effect without penalty.

## Warp

**(Plant)**
Element: Earth/Water
Casting Threshold: 48
Range: Close (25 ft. + 5 ft./2 levels)
Target: Medium non-living wood object or smaller
Duration: Permanent
Saving Throw: None
Spell Resistance: No (object)

*Warp* causes one contiguous piece of wood (non-living) to become severely twisted. The caster can choose to affect one target within range. Warped doors spring from their jambs. Weapon hafts are rendered useless. Tables and chairs tilt and wobble. Small wooden boats can be made to leak. This spell will ruin bows and crossbows beyond repair, as well as foul arrows and crossbow bolts. The effects of *warp* are permanent and can only be reversed through use of another *warp* spell used specifically to restore the item.

## Watershield

**(Elemental)**
Element: Water
Casting Threshold: 30
Range: 10 ft.
Target: Gallon of water
Duration: 10 minutes
Saving Throw: None
Spell Resistance: Yes (harmless)

*Watershield* allows the caster to form approximately one gallon of water within range into a large shield. The water flows from the ground or container up to the mage's arm in one round, then forms a circular, solid disc. The water is not converted to ice, but is held in place and made solid by the force of magic.

The shield is light and effective and acts as a large shield, providing the user with a +2 bonus to his Armor Rating, but doesn't hinder spellcasting or limit the caster's Dexterity modifier. The *watershield's* primary purpose is to mitigate damage from directed fire attacks (such as *burning sand* and *fire bolt*). The *watershield* allows the caster to take only half damage from fire-based attacks. If that attack allows a Reflex save for half damage, the character takes no damage on a successful save.

## Watery Doom

**(Elemental)**
Element: Water
Casting Threshold: 99
Range: Medium (100 ft. + 10 ft./level)
Target: Large source of water
Duration: 1 hour
Saving Throw: None
Spell Resistance: No

Animates water within range of the caster, creating a water monster that has a minimal intelligence, but can understand the commands "attack" and "desist." Although the *watery doom* is able to travel across the surface of water and over ground without any difficulty, the elemental creature cannot climb steep grades, ladders, or stairs.



When commanding the creature to attack, the caster must specify the target by pointing. The magic of the spell allows the monster to discern which target is designated. When the monster catches its quarry, the creature attempts to envelope the target and drown it.

The spell normally lasts for one hour so long as the *watery doom* remains in sight of the caster. If the caster loses sight of the monster for more than one round, the spell will fail. More than one creature can be created, but they must both stay within the caster's field of vision or both spells will end.

> **Watery Doom**: CR 5;Large Elemental (Water); HD 8d8+24 (60); Init +0; Spd 20 ft., swim 90 ft.; AC 18 (-1 size, +9 natural); Atk +10 melee (1d6+5, slap), +10 melee (1d6+5 slap); SA Envelop; SQ Elemental; SV Fort +9, Ref +2, Will +1; Str 20, Dex 10, Con 16, Int 4, Wis 8, Cha 6.
>
> Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits and cannot be flanked. Darkvision 60 ft. Suffers only half-damage from piercing or slashing weapons.
>
> **Envelop (Ex):** If both slap attacks are successful, the target must make a Reflex save (DC 20) or be caught inside the creature. Breaking free of the creature is a move-equivalent action that requires an opposed Strength roll with the creature. A character trapped inside may automatically hit with melee attacks. Anyone trapped inside the creature must begin making Constitution checks each round (DC 10, checks increase by 1 each round). When the Constitution check is failed, the victim begins to drown (see *Core Rulebook II*, page 85 for information on drowning).

## Weapon Glamour

**(Construction)**
Element: Earth
Casting Threshold: 15
Range: Touch
Target: Large melee weapon or smaller
Duration: 1 minute
Saving Throw: None
Spell Resistance: No (object)

*Weapon glamour* can be cast on any Large melee weapon or smaller. The spell grants the target the qualities of a masterwork weapon, granting a +1 enhancement bonus to all attack and damage rolls. The enchanted weapon does not count as a magical +1 weapon for purposes of penetrating damage resistance. This spell has no effect on a weapon that is already masterwork quality or magically enchanted.

## Weather Beaten

**(Weather)**
Element: Air/Water
Casting Threshold: 23
Range: Touch
Target: Small inanimate object or smaller
Duration: 1 round
Saving Throw: None
Spell Resistance: Yes (object)

Allows the caster to age a Small inanimate object as if it has been subject to weathering effects for one hundred years. The object to be affected must be touched by the caster. The spell causes metal to corrode, wood to rot, fabric to fade and fray, parchment to yellow, etc. The spell halves the amount of hit points an object is able to sustain before breaking or completely disintegrating.

## What's the Depth

**(Divination)**
Element: Water
Casting Threshold: 12
Range: Personal
Target: Caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Permits the mage to measure depth in moderately deep waters. The spell may also be used to measure the height of a cliff or wall (assuming the caster is standing on top, not down below). The depth of pits, wells and crevasses may also be determined with this spell.

Once cast, the spellcaster must spit into the water (pit, well, or over the side of the wall or cliff) that is to be measured. The caster instantly knows the measurement in yards, rods, feet or whatever makes the most sense to him. Any water deeper than one mile cannot be measured with this spell.

## Where Have You Been?

**(Divination – past)**
Element: Fire
Casting Threshold: 49
Range: Touch
Target: Small inanimate object (or smaller)
Duration: 1 hour
Saving Throw: No
Spell Resistance: Yes (object)

This spell allows the caster to enter a trance-like state and view the entire history of an object, the people who owned it, the places the object has been, and anything traumatic that happened in the presence of the item that might have left an emo-

tional impression. This spell can be cast only upon an inanimate object that can be handled easily by the caster.

The events the item reveals to the caster may be witnessed as quickly or as slowly as the caster wishes, as if he were searching through his own memories. If the caster is interrupted or injured while in the trance, he must make a Concentration check (DC varies, depending on the nature of the interruption) or the spell will end early.

### Wither

**(Destruction)**
Element: Void
Casting Threshold: 75
Range: Touch
Target: Large living creature or smaller
Duration: Instantaneous
Saving Throw: Fort partial (DC 14 + caster's level)
Spell Resistance: Yes

This wicked spell starts a degenerative process that ages and withers the victim. For *wither* to be effective, the target of the spell must be touched by the caster and the contact must be flesh to flesh (allowing the target to gain full benefit of his armor bonuses).

Upon first being touched by the caster, the target suffers 2d4 points of damage. He must make a saving throw or he is immediately considered tainted by Void (which means this and all others wounds must heal naturally before the Void-taint is removed). A successful saving throw also also prevents the unnatural aging of *wither,* which causes the target to age 3d10 years within seconds of contact from the caster.



## Wooden Warrior

**(Transportation)**
Element: Air
Casting Threshold: 210
Range: Touch
Target: Wooden marionette
Duration: Life of caster
Saving Throw: None
Spell Resistance: No

This spell allows the caster to animate a life-sized wooden marionette that has been fashioned in the shape of an elven warrior, complete with sword and armor. Such marionettes are highly articulated and detailed, and look very life-like. Marionettes of this quality are quite expensive, costing about 500 argents or more.

The *wooden warrior* spell bestows an intelligence upon the marionette, allowing it to follow relatively complex commands, understand statements, and allowing it a limited capacity to think for itself. It is capable of carrying heavy burdens, moving quickly and can run without tiring.

If a *wooden warrior* is threatened or prevented from completing its current task, the marionette will automatically attack that which is interfering with it.

When seen from a distance farther than Melee Range, a Spot check (DC 25) is required to tell that marionette is not real. Only one *wooden warrior* can be animated at any one time. The creation of another will cause the spell to fail for the original. The *wooden warrior* will remain animated for the life of the caster or until destroyed.

A Wyred will make use of this spell only under the most dire circumstances and then probably when he is alone or far from Elven lands. Elven warriors would consider the use of a *wooden warrior* to be dishonorable in the extreme and would certainly refuse to fight alongside it and might even attempt to destroy it themselves, after which they would likely turn on the Wyred who disgraced them by casting the spell.

> **Wooden Warrior:** CR 2; Medium Construct; HD 4d10 (22); Init +0; Spd 30 ft.; AC 18 (+8 natural); Atk +6 melee; Dmg 1d6+3 or by weapon; SQ Construct; SV Fort —, Ref +1, Will +1, Str 16, Dex 10, Con —, Int 6, Wis 10, Cha 10; Feat-Martial weapon proficiency (caster's choice). Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromancy. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

## You Don't Want Me

**(Communication)**
Element: Water
Casting Threshold: 132
Range: Touch
Target: Small inanimate object (or smaller)
Duration: Life of caster (D)
Saving Throw: None
Spell Resistance: No

This spell acts to protect any inanimate object of appropriate size. The ward is triggered if the object is moved by anyone except the caster or those he indicates (who must be present when the spell is first cast). The ward has an effective Intelligence of 9 that allows it to shout out a description of the person or creature who touches it. The ward's shouts can be heard by all those within 50 feet of the object.

For every minute the thief handles the object or is even within ten feet of it, the more exact the ward's description becomes. For instance, a Nimran thief decides to steal a valuable vase. Unbeknownst to the thief, the vase's owner has cast *you don't want me* on the vase. The moment the thief picks up the vase, the ward is able to obtain only a rough description of its handler. The ward declares, "I am being stolen. The thief is wearing black boots, black breeches, a linen shirt, gloves, and a cloth mask."

In the next minute, if the thief continues to hold the vase or remains within the vicinity where the ward can see him, the ward will shout, "I am being stolen by a dark-skinned human male, over five-feet in height, wearing black leather boots, black breeches that are frayed around the hem, a gray linen shirt, leather gloves, and a black cloth mask."

Should the thief change his attire in any way, the ward will adjust its description, rattling off a long list of what the thief was formerly wearing, as well as his current attire. If the thief decides to take the item and run, the ward will begin to shout out its surroundings, the direction of travel, construction in the area, foliage, and so on.

Attempts to silence the ward are nearly impossible. The ward's cry is plainly audible, even if the item is swaddled in cloth and buried at the bottom of a pack.

# Chapter b





## Stadyl, Elven Wyred of House Mabreton

My life is full, despite the looks of fear and awe cast my direction by my blood relations. They cannot understand me. They do not know the secrets that I know. And enlightenment is not something that I am permitted to bestow. Through no fault of their own, they are not, and cannot be, my family.

My true family, the people to whom I can turn to in times of need, are the Wyred. Although honor demands allegiance to my blood, my House, my Divine, honor does not own my heart.

Many think that we Wyred are uncaring. Others view the tattoo that marks us as Wyred with distrust. We are not monsters, and we are passionate. The one passion that consumes us, above all else, is our passion for our magic!





## Spell Design

The spells provided in this book are just a few of the ways in which magic an be used in *Sovereign Stone*. Those who use magic in Loerem will face many challenges and situations that are unique to their characters. Thus, they may be interested in creating spells that are uniquely their own. Players will find it both fun and rewarding to create spells whose use may alter the course of history, save their adventuring party from annihilation, or gain the treasure from a bahk's lair.

First the mage must gain the required materials needed for spellcasting. Since spellcasting resources are sometimes difficult to find, character-created spells should be considered dweomers in terms of the availability of resource material, regardless of the spell's CT or effects (see Chapter 2).

Once the mage has located resource materials that are sufficient for his spell creation needs, the character must find the time to experiment and create the spell. The player should design the spell using the rules presented in this chapter and should allow the referee adequate time to review it.

Four factors must be considered when creating a new spell or converting a spell from another system to be used in the *Sovereign Stone* setting.

**Size**: This factor defines the target (or targets), effect, or area affected by a single casting of the spell.

**Range**: This is an indication of how far from the caster the spell can reach. It is the maximum distance from the mage that the spell's effect can occur.

**Power**: What the spell accomplishes when it is cast. Some spells may have a number of powers, each of them modifying the overall CT (Casting Threshold) of the spell.

**Duration**: The length of time the effects of the spell last.

Each factor has a number of costs. All of these costs are added together to obtain the factor's total. The CT of a spell is then calculated as follows:

> Casting Threshold =
> (Total Size x Total Range) +
> (Total Power x Total Duration)

Always use all the factors and costs that apply to a particular spell.

### Size

The first facet of spell design is the spell's size. How many creatures or objects can it affect? What's its area? How many creatures can it summon? When considering the size of a spell, the designer must first decide if it affects an individual target, multiple individual targets, an entire area, or creates an effect or summons something rather than affecting things that are already present.

#### Target or Effect

The target or effect factor is used if the spell affects an individual target (or multiple individual targets), or has an effect. Spells that use the target or effect factor do not affect an area. For instance, if a mage were to create a spell that magically lifts a rock from the ground and hurls it, then the target or effect factor is used.

The cost for the target or effect factor is determined based on the largest target or effect that may be affected by the spell. The caster can always choose a target that is smaller than that allowed by the spell, but never anything larger. Effects always manifest themselves as they are described in the spell. In the above example, if the mage designed the spell to hurl rocks the size of his fist, the mage could still use the spell to fling pebbles, since they are smaller, but could never use the spell to hurl rocks larger than his fist.

**Table 6.1: Target and Effect Size Costs**

| Target or Effective Size | Cost |
|---|---|
| Energy only | 2 |
| Fine (fly) | 2 |
| Diminutive (toad) | 2 |
| Tiny (cat) | 2 |
| Small (pecwae) | 3 |
| Medium (human) | 4 |
| Large (horse) | 5 |
| Huge (giant) | 6 |
| Gargantuan (dragon) | 7 |
| Colossal (fort) | 8 |
| Massive (castle) | 10 |

**Note**: Spells that only cause damage (to creatures or objects) or are mental compels are considered energy only. All other magically generated effects or spells that affect a target or multiple targets must pay for the sizes listed.

Constructs, elementals, and undead type creatures may be created using spells. The size of the construct, elemental, or undead is determined by the target size of the spell, and thus the size cost for the spell is determined as well. However, the base

physical ability scores (Strength, Dexterity, and Constitution) for the animated or summoned creature are first determined as if the creature possessed base ability scores of 10. Then modifiers are applied due to the creature's type, as presented in Table 6.2.

applicable). Attack bonuses for constructs and elementals are the creature's total HD × 3/4, and the attack bonus for an undead creature is its total HD × 1/2 (plus any modifiers for size).

**TABLE 6.2: MEDIUM-SIZE CREATURES CREATED BY SPELL**

| Type | Strength (Base Score 10) | Dexterity (Base Score 10) | Constitution (Base Score 10) |
|---|---|---|---|
| Construct* | +2 | +0 | — |
| Elemental | +2 | +0 | +2 |
| Undead* | +2 | +0 | — |

* Constructs and undead do not have a Constitution score.

Once the base physical attribute scores are calculated for the creature, then the scores for the creature's actual size may be determined by consulting Table 6.3. Creatures who are larger or smaller than Medium-size are given bonuses or penalties to their ability scores according to their size.

### Special Target or Effect Costs

**Target may have specific inclusions**: The spell may effect a specified type of target in its size and elemental range. For instance, an Earth magic spell might affect only the iron in a sword, while a Earth/Water dual-element spell might affect only the wood in the sword's hilt. The target of the inclusion may be changed every time the spell is cast. An Earth magic spell that has the ability to affect the iron in a sword may be used during a subsequent casting to affect the silver in a ring.

*Cost:* +3

**Target has a particular specific nature**: A spell with this special cost can affect within its size and elemental range only a specific type of target. For instance, a spell that affects only humans falls under this category. Such a spell cannot be used effectively against anything that does not meet with the specific nature of the target. A spell that affects only humans could not be used against

**TABLE 6.3: CONSTRUCT, ELEMENTAL, AND UNDEAD SIZE MODIFIERS**

| Creature's Size | Str | Dex | Con | Natural Armor | AC/ Attack | Hit Dice |
|---|---|---|---|---|---|---|
| Fine | -1 | +2 | +0 | +0 | +4 | 1/8 |
| Diminutive | -2 | +2 | +0 | +0 | +2 | 1/6 |
| Tiny | -4 | +2 | +0 | +0 | +1 | 1/4 |
| Small | -4 | +2 | +0 | +0 | +1 | 1/2 |
| Medium-size | +0 | +0 | +0 | +0 | +0 | 1 |
| Large | +8 | -2 | +4 | +2 | -1 | 2 |
| Huge | +8 | -2 | +4 | +4 | -1 | 4 |
| Gargantuan | +8 | Same* | +4 | +4 | -2 | 16 |
| Colossal | +8 | Same* | +4 | +4 | -4 | 32 |
| Massive | +4 | Same* | +4 | +4 | -4 | 64 |

*No further modifier beyond the last one listed.

The adjustment for size should be repeated if the creature is more than one size larger or smaller than Medium-size. For example, if a spell creates a Huge elemental, it gets +16 to its Strength, -4 to its Dexterity, +8 to its Constitution, +6 to its Natural Armor, and –2 to attack bonus and Armor Class.

Size also dictates the number of Hit Dice that a construct, elemental, or undead creature created by a spell will have. However, the creature will have the Hit Die size normally associated with its type—d10 for constructs, d8 for elementals, and d12 for undead (see *Core Rulebook III*, page 13). For example, a Large elemental would have 2d8 Hit Dice, while a Tiny construct would have a 1/4d10 Hit Die (plus modifiers for Constitution, if

orks, elves, dwarves, pecwae, etc. However, it would affect any one of the human cultures (Vinnengaelean, Nimran, Karnuan, etc.).

*Cost:* -1

**Multiple Individual Targets:** A spell may have multiple individual targets. The cost for the first target is paid for normally, and a cost of +1 is added for each additional target that can be affected by the spell. For instance, creating a spell that is capable of affecting two Medium-size targets costs 5 points (4 for the first target, plus 1 for the second). A spell that can affect three Colossal targets costs 10 points (8 for the first target plus 1 for the second plus 1 for the third). The spell *charm flock* is a good example of this special cost.

*Cost:* +1 per additional target

**Effect is a ray:** The spell manifests itself in the form of a ray. The ray may be aimed by the spellcaster as if using a ranged weapon, although the caster usually makes a ranged touch attack with the ray rather than a normal ranged attack. Ray spells with duration measure the effects of the ray, not how long the ray itself lasts. Only individual targets may be affected by a spell whose effect is a ray.



*Cost:* -1

**Effect is a spread:** The spell manifests itself as a spread, emanating from a point of origin and expanding toward their maximum size. The caster must designate and be able to see a point of origin for the spell. However, he doesn't have to have line of effect (see Chapter 2 in this book) to all portions of the effect.

*Cost:* +2

### Area or Effect Size

Some spells affect an area, rather than individual targets. The spellcaster is able to select the place where the spell will take effect but cannot control which creatures or objects are affected by the spell once it is cast. There are times that a spell will describe a specially defined area, or will only affect certain objects or creatures within a given area. The costs on Table 6.4 are relevant not only for the size of a spell's area of effect, but also the size of a spell's effect (Target or Effect above).

**Table 6.4: Area or Effect Size Costs**

| Area or Effect Size | Cost |
|---|---|
| 2 ft. radius sphere | 3 |
| 5 ft. radius sphere | 5 |
| 10 ft. radius sphere | 7 |
| 20 ft. radius sphere | 9 |
| 50 ft. radius sphere | 11 |
| 100 ft. radius sphere | 13 |
| 200 ft. radius sphere | 15 |
| 400 ft. radius sphere | 17 |

### Special Area or Effect Costs

**Area or Effect is a cube:** The spell's area or effect manifests itself as a cube. The sides of the cube are twice as long as the purchased radius.

*Cost:* +1

**Area or Effect may have "holes" or exclusions**: "Holes" may be assigned to the area or effect in order to isolate certain spots from the spell effect. These "holes" may change each time the spell is cast. For instance, *weather control* can be cast so that it excludes areas that may contain anti-magic wards. Or perhaps the caster does not want a spell to affect his allies, and can manipulate the spell's effect so that they are left free of its effects.

*Cost:* +3

**Area or Effect is planar (not a volume):** Instead of manifesting itself as a sphere (or cube if purchased), the area of the spell manifests as a horizontal sheet in the shape of a circle (or square in the case of cubes). Spells with a planar area or effect have no perceivable depth.

*Cost:* -1

**Spell Area or Effect is shapeable (S)**: This allows the caster to alter the shape of the spell's area or effect. Before it can be modified, the spell's area or effect must first be a cube. The effects or area is given as 10-foot cubes to make it easy to model irregular shapes. The area or effect of a shapeable spell must be contiguous.

*Cost:* +1

**Spell is a boundary effect**: The spell's area is a boundary effect rather than an area-filling effect. This is part of the spell design and may not be changed from casting to casting. The effect targets only things that either cross or attempt to cross into the area affected by the spell. Objects or live beings inside or outside of the area do not suffer the spell's effect (unless they cross its boundary).

*Cost:* -2

**Area is a fixed line**: The spell fills an area 2 feet wide and tall by a total length three times the radius of the area purchased.

*Cost:* -1

**Area is a burst or emanation:** The spell's effect bursts out from a point selected by the caster, affecting anything in its area. (Burst effects are used only for instantaneous duration spells.) An emanation is similar to a burst in that it originates from a point chosen by the spellcaster and radiates out to affect targets in the area for the duration of the spell.

*Cost:* -1

**Area is a cone:** The cone shoots away from the caster in the direction he designates. It starts as a point directly in front of the caster and widens out as it extends. The radius purchased is the maximum length of the cone and its width at its farthest end.

*Cost:* -1

**Area is a cylinder:** If the area of a spell is a cylinder, its point of origin is chosen by the caster, which is the center of a horizontal circle and the spell shoots down from the circle, filling the cylinder. The height of a cylindrical area is 6 times its radius. For example, if a cylinder's has a 5-foot radius, then its height is 30 feet.

*Cost:* +1

**Area is a spread:** The effects of the spell spread out a given distance in all directions. The effects can turn corners.

*Cost: +2*

### Multiple Effects

If a spell has multiple effects that affect an area in different ways, use only the most expensive area cost for determining the spell's CT. For instance, a spell is designed that has two different effects upon its area: (1) causes 1d6 points of damage to everything within a 5-foot radius, (2) does an additional 1d6 points of damage to anyone who moves into or out of the area. Although the mage has to factor in the cost for the damage twice (see Powers below), he does not have to pay for both the diametric area and the boundary effect.

### Individual Target within the Area of Effect

Some spells may require an individual target component in addition to an area or effect component. For instance, a spell that does damage over an area applies to just that area. A spell that allows a mage to move objects within the area must also have an individual target component to determine the size of the object that can be moved. For example, if a mage creates a spell with an area effect in which he



can move particular individual objects up to Medium-size, the mage would have to use the Medium-size individual target component.

### Scrying Spells

Scrying spells do not work beyond their individual target or area. A scrying spell with an individual target component will relay information about the specific target only. For instance, if cast upon a person, the individual target spell might reveal what the person is saying, or what he looks like, but not the person to whom he is talking or his surroundings. A scrying spell with an area component is able to relay information from anywhere within the area. Thus a scrying spell that is able to contain a room might reveal everyone and everything in the room to the caster's sight and possibly allow him to hear everything that is said as well. He can focus on different people, or conversations, allowing others to pass from his attention, only to change his focus later on.

## RANGE

Range indicates how far from the spellcaster the spell can reach. A spell's range is the maximum distance from the mage that the spell's effect can occur, as well as the farthest distance that the mage can designate the spell's point of origin.

**TABLE 6.5: STANDARD RANGE COSTS**

| Range | Cost |
|---|---|
| Personal | 1 |
| Touch | 2 |
| Close (25 ft. + 5 ft./2 caster levels) | 3 |
| Medium (100 ft. + 10 ft./ caster level) | 4 |
| Long (400 ft. + 40 ft./ caster level) | 5 |
| Sight | 6 |

In addition, all spells must have at least one of the three following range components.

**Static and may not be moved**: The spell is not movable. Once it has been cast and its location or target chosen, the spell's effects cannot move. If cast upon a target and the target moves or leaves the area of the spell, it automatically fails (such as the Void spell, *repel living*).

*Cost:* -1

**Attached and moves with target**: The spell is anchored to a particular target and remains with the target when it moves. This category is usually used with non-damaging spells or spells that are normally cast upon willing targets (such as healing spells).

*Cost:* +0

**Directed or affects unwilling targets**: Any spell that does damage to or otherwise affects an uncooperative target. A spell that causes damage to unwilling targets is directed, even though the area of the spell may not move (*sheet lightning*, for example). A spell that would normally be attached but acts against an unwilling target is considered directed instead (such as *personal raincloud*).

*Cost:* +1

### Special Range Costs

**Special range enhancement**: Used exclusively for spells that have a finite size, but whose effect can passively extend beyond it. For instance, an illusion can be cast on one person and only that person will see the illusion. On the other hand, an illusion cast into thin air affects anyone who looks at the illusion.

*Example:* The *walk without shadow* spell (*Sovereign Stone Campaign Sourcebook*, page 143) has a special range enhancement that affects anyone who looks in the caster's direction. Those affected do not see him. (The target is the caster. The special range enhancement extends to anyone looking at him.)

Spells that cause damage are not allowed to have this range modifier.

*Cost:* +3

**Range based on perceptual viewpoint**: The range of the spell is centered on the caster's perceptual viewpoint, not the caster himself. For instance, a spell that allows a mage to scry an area, then create a deadly fireball within close range of the area he is scrying is a spell with a range based upon perceptual viewpoint. This range enhancement does not allow spells to be cast into the past.

*Cost:* +3

**Range limited by mundane device and/or skill**: The spell's maximum range is limited by whatever mundane device or skill is available to project the spell's effect. For instance, a mage casting a spell with a long range (400 ft. + 40 ft./level) might need a longbow or crossbow in order to propel a projectile. *Spitball* (*Sovereign Stone Campaign Sourcebook*, page 138) is another example of this limitation. No spit, no spell.

*Cost:* -1

**Split range casting**: Used for spells that are initially cast as a touch range spell, but have a close range or larger effect. For instance, a mage must first touch a person with whom he wants to have communication with over a great distance (such as the spell *animal messenger*). Both ranges are included in the cost of the spell, then this modifier is applied to the total. The final cost cannot be less than the cost for touch range.

*Cost:* -3

### Extraordinary Range Costs

Two types of spells are ranged beyond visual range: communication and scrying. Communication spells can operate over extremely long distances or penetrate normal barriers such as walls, chests, boxes and the like. Some Void spells use this range to penetrate the barrier of death. Both Air and Water magic can be used to create communication spells, but it should be noted that only Water magic can penetrate barriers. Although an Air magic spell might be able to send whispers upon winds that can contact others beyond normal sight, Water magic can trickle down through the earth or flow underneath walls. For instance, if the target of the spell is locked away in a windowless dungeon cell, an Air spell is not going to be able to reach him, whereas a Water magic spell will. Scrying spells can reach beyond the mundane world to look into the past (Fire magic), or to look in on someone half a continent away or more.

Spells can combine both standard and extraordinary ranges. A divination of the past might work to gather information about an item the mage holds in his hands (touch/scrying into the past split range spell).

The special effects for conventional ranged spells also apply to spells with an extraordinary range. For example, a Void, Water, or Fire magic spell may be limited by a mundane device and/or skill or their range could be based on the caster's perceptual viewpoint. Use all the costs that apply to the particular spell.

**TABLE 6.6: EXTRAORDINARY RANGE COSTS**

| Range | Cost |
|---|---|
| Beyond sight | 5 |
| Beyond barrier | 5 |
| Scrying the present | 2 |
| Scrying a week into the past | 3 |
| Scrying a month into the past | 4 |
| Scrying a year into the past | 6 |
| Scrying a decade into the past | 8 |
| Scrying a century into the past | 10 |
| Scrying a millennium into the past | 20 |

Fire magic can be used to scry into the past, governed by certain time limits. A mage may not scry into events that have occurred within the near past. One week must pass before the mage can see the events that transpired beyond that week. The reason for this, according to most learned mages of Loerem, is that the near past (within seven days) remains cluttered by echoes from the present. After seven days have passed, these echoes are dispersed and the mage may use his scrying spell to see clearly.

The spell's individual target size or the spell's area determine the reach of a spell's range past its mundane target. For instance, if a magic-user is scrying an area that is 10 feet in diameter in order to see what transpired there, the area determines how much the caster is able to view (in this case, a 10-foot diameter). If he is targeting a particular object to obtain information about its past, then the spell will show only the individual object in the past. A mage can receive information from the past, but he cannot send information to the past nor can he do anything to alter events that have already occurred in the past.

Void magic cannot be used to scry, but Void magic can be used to communicate with and compel entities that are beyond life, especially those attuned to the Void, but not consumed by it when they died.

## POWERS

Size and range form the framework for the spell. However, the spell's powers, what the spell accomplishes once it is cast, is the heart of any spell. Powers define a spell and reveal its usefulness. Powers also add the most to a spell's cost. When creating spells be advised to avoid the temptation of creating "the spell that can do everything" trap. Such spells are often too difficult to cast, almost always draining the caster to the point of unconsciousness. Therefore they end up unused. Don't try to make a spell that does too much all at once. It can be hazardous to one's health!

Spells can have numerous effects. Each power has inherent advantages and limitations, and each can be subject to enhancements or limitations. A spell may often have more than one effect. Spells can be designed to do several things simultaneously. For example, a mage could design a single Earth spell that would dig a hole, build a wall with the new dirt from the hole, and cause the wall to shoot iron spikes, although the cost of such a spell would be prohibitive. The following provides detailed descriptions of various powers.






### Inform Powers

Inform powers produce or receive some form of information, be it a spoken word or sentence, a touch, a taste, a smell, or a tactile sensation. Inform power spells allow the caster to send this information to the target(s) of the spell. Such spells may also allow the caster to open a channel of communication between the target and himself. Inform powers are most easily cast with Water magic. Thus Water magic spells with inform powers are easier to cast than inform power spells of other magical elements. Earth and Air magic inform power spells must deal specifically with each particular element, as with the *sense Earth magic* and *sense Air magic* spells (see the *Sovereign Stone Campaign Sourcebook*, page 134). For example, an Earth magic spell might be created to aid a jeweler by informing him of flaws in gems, while an Air spell could be devised to inform the caster that he was in the presence of poisonous fumes.

If a spell with an inform power is meant to aid the caster in receiving information, the caster is the target of the spell and must count himself as such when calculating the spell's costs, just as if the spell were meant to be cast upon someone else. Thus, if two-way communication is to be established by an inform power spell, then both sender and receiver are targets and the cost must be figured to include both. If the spell includes communication with two people in addition to the caster, then all three count as targets.

A spell that allows the caster to speak to all animals within a given area is counted as a split range spell that must have both individual target size and area costs included.

Inform power spells cannot pry into the minds of other beings without their knowledge. An inform power spell can allow the caster and a target to communicate without spoken words, but these are thoughts that are consciously transmitted via the spell. The mage can use an inform power spell to learn things about people, provided he knows the questions to ask and they are willing to allow him to do so. In this case, the mage has a limited view into the thoughts of a person (those thoughts the person wants him to see) or may ask specific questions about some person or event, etc. Responses to such questions are generally limited to "yes," "no," and "maybe." For example, MacAlistar has been freed from a dungeon. He recalls that there was treasure hidden there, but he can't remember the exact location. A mage may use an inform power spell to take MacAlistar back through the dungeon in his mind in order to locate the treasure room.

**Receive one sense:** Allows the caster to receive information through one sense belonging to the caster or another target. This information can be either a sensory impression (bestows one with low-light vision) or abstract information (reveals the relative quality of a gem). The spell can substitute for a missing sense, such as allowing the blind to see. The spell can provide information from something that cannot normally be sensed or understood, such as being able to "see" magic or understand the speech of animals.

As has been stated before, *communication* is an aspect of Water magic and thus Water magic has the ability to be most flexible in developing inform power spells. Other elemental magicks are limited in what they can do by their various aspects. An Earth magic inform power spell might be able to aid a moneychanger recognize a true gold coin from a counterfeit that is mixed with other metals by informing him of the coin's true nature. A Fire magic spell with inform powers might inform the caster of the temperature of a forge fire. Water magic can do both of these.

Water magic cannot substitute for dual-element spell effects. Speaking to land-based animals is an inform power effect that belongs only to Earth/Fire dual-element spells. Water magic must be supplemented with Earth magic to allow communication with plants. The other dual-element spells react in much the same way. Therefore, be certain to consider other elemental magicks and their individual areas of specialization when creating a spell.

*Base Cost:* 3

### Special Inform Power Costs

**Water magic**: Because communication, and therefore inform powers, is the strength of Water magic, Water magic spells more easily create inform power effects.

*Cost:* -1

**Each additional sense**: The basic inform power allows the spell to receive information appropriate to one of the five senses. This special power allows the spell to receive one additional sense, that can be purchased once for each sense. The senses are specified when the spell is designed and cannot be changed when cast.

*Cost:* +1

**Send instead of receive**: Projecting information is easier than receiving information. A spell that only sends information is less expensive than an equivalent spell that receives information. This power provides no indication as to whether the information has been successfully received.

*Cost:* -1






**Send and receive**: This modifier permits a spell to act as a two-way information conduit. The target of the spell does not have to communicate through the same magical connection. Communication may proceed at any time, so long as the spell's duration is still in effect.

*Cost:* +1

**Target is an inanimate object**: Spells that reveal emotional imprints or past deeds that were committed in the presence of an inanimate object normally use this power. Information from the past can be gleaned from a non-living target, even if the target was once living. Void spells that allow the mage to communicate with undead also use this factor.

*Cost:* +1

**Very Specific target**: The spell is tailored to someone or something with whom the mage is familiar. The spell may not be used on someone the mage knows only by reputation or has never met. The spell works only on the individual or object for which it was created. For example, Kaldek creates an inform power spell that works only when cast upon his sister. If he tries to cast the same spell on anyone else, it fails.

*Cost:* +1

**Specific type of living target**: Same as above, except the spell works on types of living targets. Examples of a specific type of target are: aberrations, animals, beasts, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, shapechangers, undead, and vermin. A spell created to affect only humanoids of a certain species (such as orks or humans) would not use this power.

*Cost:* +2

**General living target**: Spells with this special power are able to affect any living being upon whom the spell is cast. For instance, a spell that affects any mammal within a specified area would use this special power.

Inform power spells that enhance a natural sense such as smell, sight, or taste use the general living target factor for determining power cost. The spell allows the caster to perceive everything at the heightened awareness. For instance, a spell that gives its caster better vision permits him to see everything more clearly, not just other living beings.

*Cost:* +3

**Target type modifier**: The modifiers on target type may be made more specific, so long as this does not duplicate a lower cost effect. For instance, a specific type of living target power could be made to work on elves rather than humanoids. A general living target power could be made to work on "land-dwelling mammals" rather than "mammals" in general.

*Cost:* -1

**Information can be recorded**: The inform power may "record" information for later use. The ability to record this information ends when the spell's duration expires (such as the *fire scry* spell, page 119 in the *Sovereign Stone Campaign Sourcebook*).

*Cost:* +2

**Negate a sense**: Senses may be negated as well as enhanced. A mage may remove a target's sight or hearing, deaden a target's sense of touch or his sense of taste. (Since one of Void magic's aspects is *negation*, this special power only costs +1 when used in Void magic spells.)

*Cost:* +3

### Notes About Inform Powers

Although any form of elemental or dual-elemental magic may have spells that use inform powers, the spell's final capability should always be in line with the element's magical aspects.

Inform power spells are always specific in that they provide only one type of information. For instance, a spell that allows the caster to know what the owner of an object looks like will perceive a likeness of the owner. If the caster wants to know the name of the person who owns the item, the spell must be crafted with the intent to provide him with the name.

### Compel Powers

Compel powers are spells that create illusions, magical suggestions, compulsions, beguilement and possession. Air magic is best suited for causing such effects. Through the use of Air magic, intrusive telepathy is also possible. By combining inform and compel powers, Air magic is able to ferret out secrets from within a victim's mind or reveal the truth behind one's statements as they are being said. Earth/Fire spells can compel animals, while Earth/Water spells are useful for bending plants to the caster's will. Only Void magic can compel undead, force souls to inhabit dead bodies for the creation of undead, or allow the mind of one being to possess the body of another.

**Coerce or beguile one target:** Allows the caster to force the spell's target to do or act in such a way that is in keeping with the caster's wishes. A compel power that forces a free-willed target to per-

form an action or attempts to fool a target (such as an illusion) must always have a defined Will save.

*Base Cost:* 2

**TABLE 6.7: WILL SAVING THROW DC COSTS**

| Will Saving Throw DC | Cost |
|---|---|
| 5 + caster level | +0 |
| 10 + caster level | +2 |
| 15 + caster level | +4 |
| 20 + caster level | +6 |
| 25 + caster level | +8 |
| 30 + caster level | +10 |

**Saving Throw Difficulty Class:** Every spell that has a compel power must also have a Will save associated with it. The DC of the Will save is chosen during the spells creation. Will save costs are shown in Table 6.7.

**Target is not alive**: This is used to compel undead or constructs.

*Cost:* +1

**Very specific target**: The spell is tailored to someone or something with whom the mage is familiar. The spell may not be used on someone the mage knows only by reputation or has never met. The spell works only on the individual or object for which it was created. If cast on anyone or anything else, the spell automatically fails.

*Cost:* +1

**Specific type of living target**: Same as above, except the spell works on types of living targets. Examples of a specific type of target are: aberrations, animals, beasts, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, shapechangers, undead, and vermin. A spell created to affect only humanoids of a certain species (such as orks or humans) would not use this power.

*Cost:* +2

**General living target**: Spells with this special power are able to affect any living being upon whom the spell is cast. For instance, a spell that affects any mammal within a specified area would use this special power.

*Cost:* +3

**Target type modifier**: The modifiers on target type may be made more specific, so long as this does not duplicate a lower cost effect. For instance, a specific type of living target power could be made to work on elves rather than humanoids. A general living target power could be made to work on "land-dwelling mammals" rather than "mammals" in general.

*Cost:* -1



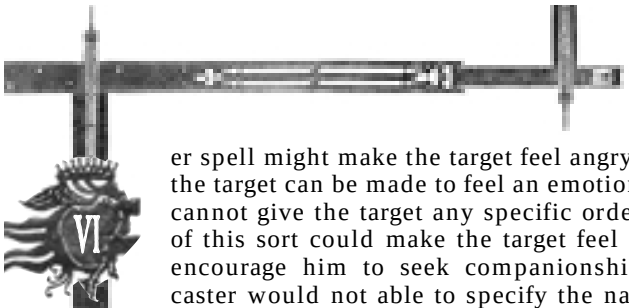
**Curse**: Allows the caster to create a spell for an object or person that will lie dormant until triggered. Proximity to another object or person is usually the trigger used for a curse. For instance, *animal curse* causes all animals within close range of the victim to find him extremely annoying. Another curse might force the victim fall down on all-fours and bark like a dog every time he sees a cat. Proximity to the cat triggers the spell's effect. Each time a curse's effects are triggered, the target is allowed a saving throw. Ways to break curses are often built into the spell, but are not mandatory. A curse spell may be dispelled normally and lasts only as long as the duration of the spell.

*Cost:* +2

**Suggestions or emotional appeals only**: Serves as a prompt or motive that will be accepted by the target readily and without question. The suggestion or emotional appeal cannot compel a target into behavior that is inconsistent with character traits or past behavior. An attempt to do so makes the victim aware of the spell and he is allowed a Will save with a +4 circumstance bonus. Use of spells with this power should be done very judiciously.

*Cost:* -2

**Fixed specific emotion, suggestion, or illusion**: Limited to a specific suggestion, emotional appeal or illusion. For example, a spell that creates the illusion of a blue vase every time it is cast. Anoth-






er spell might make the target feel angry. Although the target can be made to feel an emotion, the spell cannot give the target any specific orders. A spell of this sort could make the target feel lonely and encourage him to seek companionship, but the caster would not able to specify the nature of the companion.

*Cost:* -3

**Low complexity compel or illusions affecting one sense**: Creates a suggestion, emotional state or illusion that is simple and straightforward. A target can be made to perform free actions, such as dropping a sword. A target could be made to feel basic emotions such as anger and happiness. Illusions can be created that affect only one sense, such as invisibility. Any compel power of this magnitude can never have a Will save harder than DC 15 + caster level.

*Cost:* -1

**Average complexity compel and illusions affecting two senses**: The spell can cause a target to perform standard actions, such as making an attack. The spell could make a target feel a range of emotions or feel an emotion that is qualified, such as hating all orks. Illusions can be made that affect two senses, such as a spell that would make a target invisible and also allow him to move silently. Any compel power of this magnitude can never have a Will save harder than DC 20 + caster level.

*Cost:* +0

**High complexity compel and illusions affecting three senses:** The spell can force a target to perform full-round actions, such as running. The spell could be used to invoke complex emotions with underlying justification (even if the justification is false), such as the urge to attack someone because that person has killed a close friend. An illusion affecting three senses may be created. A spell could make a target invisible, allow him to move silently, and mask his scent. Any compel power of this magnitude can never have a Will save harder than DC 25 + caster level.

*Cost:* +1

**Very high complexity compel and all sense illusion**: A compel with the most detailed effects possible allows a complete and realistic manipulation of a target. This includes causing the most complex and subtle of emotional behaviors and responses, or creating an illusion that can affect all the senses. For instance, a spell might allow the mage to force a target to leap onto a chandelier, swing across the room, and attack an ork twice the target's size. The spell could create the illusion of approaching soldiers, complete with drums beating and horns blaring. Any compel power of this magnitude can never have a Will save harder than DC 30 + caster level.

*Cost:* +2

### Notes About Compel Powers

Size also applies to compel powers. The spell cannot affect beings larger than those specified by the spell's description. For instance, if a spell is cast upon an ork, then the spell must have a Medium-size individual target size or larger to be effective. A mage who wants to use compel on targets inside an area must make certain that the targets are actually inside the area. An illusion that affects anyone who views it has a size appropriate to the object or scene that it portrays. For instance, an illusion that depicts a horse and rider must have a Large individual target size.

**Example:** An Earth/Fire dual-element spell designed to compel a wolf has a Medium-size individual target size, compel powers, and the specific target special effect. A spell that causes a mage to become invisible to all who see him must have a Medium-size or larger individual target size and the special range enhancement to affect *all* who see him.

The *mentalism* aspect of Air magic allows spells born of that element to pry information from an unwilling mind using compel powers. The caster may ask as many questions as the duration or the limits of the spell permit. The target is allowed a Will save with each new question. If the target is unable to resist the spell's compulsion, he will answer information for that one particular question. Such spells, unless specifically designed to do so, will not circumvent barriers to communication such as language, deafness, or the like. Should the duration of the spell expire before the full explanation to one of the caster's questions can be related, the target is not forced to continue to answer. If the target of the spell doesn't know the answer to a question, he can answer to that effect. Once the save is made, the spell is broken.

### Movement Powers

Movement powers can bestow movement on an object that does not otherwise have the innate power of movement or can enhance the movement ability of a being that can already move on its own.

The cost is based upon the speed of movement given to the inanimate object or the multiple added to the living creature's pace.

Movement that is bestowed upon a normally inanimate object can move at the speed given by the spell or slower. For instance, a spell that gives a




table the ability to hustle, allows the table to move at a speed anywhere up to 60 feet.

The movement multiplier is used when a spell is designed to affect the movement of a target that can already move on its own. (The multiplier may be used to slow the speed of a target as well as quicken it.) So, a hippogriff that has a flying speed of 100 feet who has a spell with a movement power of speed × 10 would have a maximum flying speed of 1000 feet. If the movement power didn't augment the hippogriff's speed, but instead retarded it, using the same cost, the hippogriff's maximum flying speed would be slowed to 10 feet. Speed of this nature does not affect other game mechanics (initiative, AC, attack bonuses and penalties, etc.) except movement.

**Table 6.8: Movement Power Costs**

| Speed | Movement Multiplier | Damage Bonus | Cost |
|---|---|---|---|
| Walk (30 ft.) | Normal (Speed x1) | — | 2 |
| Hustle (60 ft.) | (Speed x2) | — | 4 |
| Run (90 ft.) | (Speed x3) | +0d6 | 5 |
| Sprint (120 ft.) | (Speed x4) | +1d6 | 6 |
| Gallop (180 ft.) | (Speed x6) | +2d6 | 7 |
| Dash (300 ft.) | (Speed x10) | +3d6 | 8 |
| Flash (600 ft.) | (Speed x20) | +4d6 | 10 |

Movement power effects can give objects the ability to cause damage if they hit a target. For every 25 pounds that an object weighs, it will cause 1d6 points of damage when hurled by a movement power (of at least +0d6 strength). However, higher speeds will give the target object more punch. For example, if a boulder weighing 100 pounds is targeted by a dash speed movement power effect, the boulder would cause 7d6 (4d6 for being 100 pounds + 3d6 for its speed) points of damage—provided it hits a target. Objects weighing less than 1 pound do not have a base damage die. Instead, such objects cause damage equal to the speed that they are hurled by the movement power effect. For instance, a pebble is hurled by a movement power at flash speed. If it hits, the pebble will cause 4d6 points of damage. A movement power effect can never cause an object to do more than 20d6 points of damage, regardless of the object's size.

### Special Movement Power Costs

**Air Magic:** Because transportation and movement is the strength of Air magic, it can produce movement power spells more easily than other magicks.

*Cost:* -1

**Affects natural movement:** An effect that enhances or impairs the natural movement of the target (walking for a human, swimming for a fish, flying for a hippogriff, etc.). This effect does not apply to objects that cannot normally move under their own power.

*Cost:* -1

**Conveys a special movement ability:** Allows movement that would not be permitted under normal circumstances. A human who is able to fly through the air does so by special movement ability. An inanimate object that hovers above a table has special movement ability. An inanimate object that flies has two special movement abilities—being able to float in the air and movement itself.

Only Void magic has the special movement ability that permits a target to move between shadows. This effect allows the target of the spell to pass from one shadow to another without actually passing through the intervening space. The target shadow must be visible. The target must be able to cross the distance between his current location and the shadow within one round. For instance, a mage moving 30 feet in one round can pass from a shadow on one side of a moat to a shadow in a tower on the other side of a moat, provided he can see the shadow and the distance between it and the target is no more than 30 feet.

*Cost:* +1

**Requires a mundane focus:** The spell is limited by or requires a mundane object in order to work. For example, a mage might have to hold an eagle feather in each hand in order to cast a particular flying spell. The mage is the target of the spell, while the eagle feathers allow the spell to work.

*Cost:* -2

**Mundane object is animated:** The spell can convey an unnatural range of flexibility or motion to an object, allowing it to do more than simply hover or fly. A stone statue can be made flexible in order to run, lift, or grab. When the spell wears off, the item

returns to its normal form and shape, unless otherwise noted.

*Cost:* +2

**Mundane object is limited by its form:** A magically animated object is limited by its physical reality. For example, a marble statue has no range of motion since it is not flexible and therefore this special effect cannot be used to animate it. A wooden marionette with articulated joints can use this effect, since it is already flexible enough to move.

*Cost:* +1

**Movement is a limited subset of possibilities:** Reduces the complexity of a movement power. For instance, a spell designed to push a wagon simply pushes the wagon. Steering the wagon is up to the driver. A spell to lighten a pack need only levitate the pack slightly. A spell that allows the target to run faster does *not* benefit from this special ability, because the mage already has the ability to run. Thus this special effect is covered by the natural ability modifier.



*Cost:* -1

**Mundane object is moved:** An inanimate object is moved from one place to another as if it were carried, dragged, or thrown to the different location.

*Cost:* +0

### Notes About Transport Effects

Under normal circumstances, an animated object has no intelligence and cannot act on its own. A mage who animates an object must remain in constant attendance to control the object. In order to provide the object with the ability to act on its own, as well as move, the object must be affected by an intelligence power.

Pure energy spells, such as a *fireball*, are instantaneous and do not have a movement factor.

**Teleportation:** The only time magical teleportation spells have ever been known to work on Loerem was with the creation of the magical Portals. These spells allow people to travel long distances within short time periods. No one knows exactly how these spells were created and cast, for that was kept secret within the Temple of the Magi. It is believed, however, that a combination of all the elemental magicks was used, along with Void magic. With the destruction of Old Vinnengael the knowledge necessary to create the Portals was lost. The teleportation spells continue to work in the Portals, including rogue portals. Attempts to recreate these spells have resulted in failure. Void magic has the limited capability to allow persons to travel from shadow to shadow almost instantaneously, but this is not truly teleportation. There are some who theorize that Void magic is the key to understanding the magic of the Portals. The Church refuses to credit this theory.

### Transmutation Powers

Magic on Loerem does not grant a mage the ability to create something out of nothing. Mages can, however, transmute items from one form or material into another for a limited amount of time. The type of transmutation power (minor, moderate, major, extreme) represents the overall alteration of the elements. The level of complexity (none, low, moderate, high) of the transmutation represents the difficulty involved in making the alteration.

**Example:** Turning rock into mud is a moderate change of no complexity. Turning a glass chalice into a stone chalice is a major change of low complexity. Transmuting a length of rope into an iron chain is a major change of high complexity.

Remember that all of the magical elements are capable of producing transmutation power effects within their own element. Water magic can change water to alcohol. Earth magic can turn soil into granite. The magic aspects of each element also govern the transmutation powers of that element. Since *conversion* is an aspect of Fire magic, a mage of this element can cause water to freeze into ice or to boil off as steam. As a rule of thumb, elemental

**TABLE 6.9: TRANSMUTATION POWER COSTS**

| Type of Transmutation* | Cost |
|---|---|
| Minor | 2 |
| (Mass x2/physical ability +/-2) | |
| Moderate | 4 |
| (Mass x5/physical ability +/-4) | |
| Major | 6 |
| (Mass x10/physical ability +/-6) | |
| Extreme | 8 |
| (Mass x20/physical ability +/-8) | |
| Elemental (per HD) | 2 |

*Physical abilities refer to changes to Strength, Dexterity, or Constitution.

magicks other than Earth should be able to accomplish only minor or moderate transmutations. It is with Earth magic that the power to perform major and extreme transmutations lies.

Void magic cannot create. Therefore, Void magic can use transmutation power effects only to destroy matter. All Void transmutation power effects are considered extreme transmutations.

**Minor Transmutation:** A change within the same element, such as changing dirt to solid stone, or a maximum change of two times the mass or volume of the target. Minor transmutations can also change certain aspects of the physical appearance of a living creature, so long as the magic does not change its abilities or form. An example of this would be granting the target wolf-fangs or cat-claws. Skill check and saving throw bonuses or penalties are typically a minor transmutation.

**Moderate Transmutation:** A partial change to an adjacent element, such as earth to mud or water to steam or a maximum change of five times the mass or volume of the target (the most a living body will allow itself to be altered in size). Radical changes within an element are moderate transmutations, such as turning water to beer or metal to dirt. Moderate transmutations can modify the abilities, looks or traits of one other living creature.

**Major Transmutation:** Allows Earth magic to transmute matter from the Plant or Animal dual-element domains into substances that are earth only or can change earth-only substances into plant/animal. For example, transmuting a length of rope (plant material) into an iron bar or allow an Earth magic spell to transmute a stone into animal flesh, such as beef or pork. A major transmutation allows the alteration of an inanimate object's size up to a factor of ten times its normal size. It will also allow a living target's form to be changed from its normal form to another of a similar species or genus. For instance, a major transmutation could allow a human to transform into a tiger, frog, or fish. However, it would not allow the human to change into a plant.

**Extreme Transmutation:** All Void magic transmutations are extreme, since they can only destroy matter. An Earth magic extreme transmutation power can change the mass or volume of an inanimate target up to twenty times its normal state. Extreme transmutations also allow Earth magic to transform substances from the domains of Water and Fire into the domain of Earth or vice versa. For example, changing a stone into fire is an extreme transmutation. Further, extreme transmutations allow a living creature to take on a form that is completely alien to him. For instance, a human could transform into a tree.

**Elemental:** This transmutation power allows the summoning of an elemental of the appropriate magic (Air, Earth, Fire, Water, Void). The cost for the power is per Hit Die of the elemental. (For the elemental's stats, see Size above.) An elemental with less than 1 HD (1/8 HD, 1/4 HD, etc.) has a minimum cost of 2 to create.

### Special Transmutation Power Costs

**Earth magic:** Because *transmutation* is the strength of Earth magic, Earth magic spells can more easily create transmutation power effects.

*Cost:* -1

**Zero complexity:** Changes size and/or composition, but does not change the form. Examples are changing dirt to stone, ice to water. A change to Void is always zero complexity.

*Cost:* +0

**Low complexity:** The item transmuted undergoes a minor change of shape or changes from an amorphous nature to a basic shape. A fork could be changed to a knife or spoon, or a pile of dirt into a disk, cube, or other simple form.

*Cost:* +1

**Moderate complexity:** The transmuted target undergoes a significant change of shape. A fork could be changed into intricate wire mesh, or a pile of dirt into a statue (subject to any skill checks that the referee might deem appropriate).

*Cost:* +2

**High complexity:** Allows the caster any change of shape that is within the caster's memory and

knowledge and allowed by the precepts of the spell.

*Cost:* +3

**Transmutation could occur naturally over time:** If a transmutation power simply accelerates a natural process, the cost is significantly less expensive. The time frame for "natural" is usually a maximum of ten or fifteen years. Causing a sword to rust is easier than turning the sword to tin. Changing rock into dirt takes too long to receive this modifier.

*Cost:* -1

**Transmute changes quality of item:** The transmutation power changes the quality of the target. For example, a crude sword is changed into a sword that is finely crafted and balanced. The same modifier can be used to decrease the quality of an item. The increase or decrease in perceived value depends upon the complexity of the spell and the flavor of the individual campaign.

*Cost:* +2

**Unconventional transmutation:** This special effect is designed as a catch-all for transmutations that do not fit into any of the other design effects (and should be used under the auspices of the referee). Transforming a human into an ice cube is quite the unconventional transmutation.

*Cost:* +3

**Transmutation limited to class of items:** Reduces the cost of the spell by placing limits on the effect. For instance, a mage crafts a spell that can transmute table knives into swords. He can reduce the cost by placing a limit on the spell which prevents him from changing the knife into anything except a sword. He could never use the spell to change the knife into a fork, for example. Or he might craft a spell that permits him to create a weapon out of anything iron. With this limit, he could not use the same spell to create a weapon out of silver. The adjustment to cost varies depending on degree of commonality or limitations of the total effect and is subject to the referee's approval.

*Cost:* -1 to -3

### Notes About Transmutation powers

A mage trying to create an object with transmutation powers must have a knowledge of what the finished object should look like and, in many cases, he might need a skill check to complete the task. For example, a mage using magic to create a moderate or high complexity transmutation power to sculpt a statue should have a Craft or Profession skill to aid him in the endeavor. The level of success achieved by using the spell is determined by the skill check.

Transmute spells can change both the mass and the volume of the target of the spell. The cost includes the complexity and the mass/volume change. Spells that alter the internal volume of a container without changing the outer size of the container are not possible. The maximum size that a transmutation power can reach is limited by the size of the spell. For instance, if a transmutation is extreme, but the spell is Medium-size, the largest target that can be affected is Medium-sized.

### Reduction and Resistance Powers

**Damage Reduction:** Damage reduction powers allow a spell's target to ignore damage from weapons or natural attacks. Damage from spells, energy attacks, supernatural abilities, and spell-like abilities is suffered normally.

*Cost:* 4 per every 5 points of damage reduction

For example, a damage reduction power that grants 15 points of damage reduction would cost 12.

**Energy Resistance:** This damage reduction power allows the target to ignore a specified amount of damage caused by the chosen type of energy (commonly acid, electricity, fire, or cold). Multiple energies may be chosen, however each must be paid for separately.

*Cost:* 2 per every 5 points of energy resistance

For example, an energy resistance power that grants 15 points of fire resistance would cost 6. A spell that granted both 15 points of fire resistance and 15 points of electricity resistance would pay for each of those resistances separately, the cost being 12.

#### TRANSMUTATION AND MONEY

Since transmutation magic is easily accessed in Loerem, most would think mages have the ability to transform ordinary rocks into precious metals or gems. This is not so. Since precious metals and gems are linked to the essence of earth (they can be used as essences of quality), they cannot be duplicated through magical means. Legends abound of alchemists and mages who claimed that they were able to use transmutation to change one Earth-based substance into a precious metal or stone, but these have never been confirmed. Some mages continue to search for this magical means of getting rich quick.

**Spell Resistance:** The target of a spell with this power can avoid the effects of spells and spell-like abilities that directly affect it.

*Cost:* 1 per every 1 point of Spell Resistance (SR)

### Special Damage Reduction Power Costs

**Special weapon to bypass damage reduction:** This special damage reduction power allows the target to ignore the given amount of damage of any weapon that is not made of a specified material, or of a particular magical strength. (One of the following must be chosen if the damage reduction power has been used.)

**TABLE 6.10: SPECIAL DAMAGE REDUCTION POWER COSTS**

| Weapon Material or Bonus | Cost |
|---|---|
| Silver/iron/etc. | +1 |
| +1 | +3 |
| +2 | +5 |
| +3 | +7 |
| +4 | +10 |
| +5 | +11 |

### Intelligence Powers

Normally a spell with a duration longer than 1 round requires the caster to actively direct any change in the effect each round. A mage casting an illusion of a fighting warrior has to will the illusion to move each round. A spell with an intelligence power is able to respond to changing conditions without input from the caster. A mage can give an illusion the ability to carry on independent motions, animate an item and order it to carry a message, lay a condition on a curse so that it is lifted when a certain action is performed. The level of intelligence granted to a spell or enchantment regulates what it is capable of accomplishing. A spell may never have a higher Intelligence score than that of the caster.

**Example:** An intelligence power that grants an illusion a 14 Intelligence would cost 16 (12 + 2 + 2).

**TABLE 6.11: INTELLIGENCE POWER COSTS**

| Intelligence Score | Cost |
|---|---|
| Intelligence 1–12 | 1 per point |
| Intelligence 13+ | 2 per point |

### Special Intelligence Power Costs

**Intelligence may only react:** The spell or enchantment may only react to outside influence before judging what it is going to do. For instance, a curse might cause its victim to jump around like a monkey whenever he is within 5 feet of a banana. The intelligence granted the spell is able to recognize when a banana is within 5 feet and begin the spell's effects. When the banana is further than 5 feet away, it allows the effects to cease.

*Cost:* -1

**Intelligence can follow and interpret instructions:** Usually used with low intelligence power effects, this allows the spell to follow instructions that the caster (or other authorized person) gives it. The enchantment will follow out the instructions to the best of its ability, often depending upon the level of intelligence it has already been granted.

*Cost:* +1

**Intelligence possesses free will within boundaries:** Within the boundaries of the spell's effects the intelligence power possesses free will, and may think on its own, reacting to situations as they arise. However, the spell effects may still be controlled by the caster (unless otherwise specified).

*Cost:* +3

### Notes About Intelligence Powers

Intelligence powers are usually reserved for spells that animate objects (such as constructs or undead), curses, and illusions. However, the creativity of players and referees should never be underestimated, and therefore intelligence powers are not strictly resigned for use with the afore mentioned sorts of spells.

### Damage and Healing Powers

Each magical element is able to produce damage power effects. Most individually targeted direct damage powers use Fire magic. For the most part, non-Fire direct damage spells require that the target be in contact with the element in question. Earth magic can damage targets on the ground. Water magic can pummel someone in water. Air magic can damage anyone who isn't underwater or buried in the ground. The visual effects of the spell may vary, but the mechanics are the same.

The costs in this category also apply to healing. A healing spell is essentially a transmutation power with "damage dice." For spells that roll multiple dice for damage (or healing), the cost for each extra die after the first is at the base cost +1.

**Example:** The spell *touch of the divine* can heal 4d10 hit points of damage. The cost for the dice

**TABLE 6.12: DAMAGE POWER COSTS**

| Die Type | Cost |
|---|---|
| 1d4 | 2 |
| 1d6 | 3 |
| 1d8 | 4 |
| 1d10 | 5 |
| 1d12 | 6 |
| 1d20 | 8 |

alone is 26 (5 for the first 1d10 + 6 for the second 1d10 + 7 for the third 1d10 + 8 for the fourth 1d10).

### Special Damage or Healing Power Costs

The costs for the special damage or healing powers are applied to the total cost of the "damage dice," not to each individual cost. For instance, a Fire magic spell that does 2d6 point of damage would apply the Fire magic special power cost. This modifies the total cost of the dice by –1, not each individual cost.



**Fire magic (damage only):** Fire magic can create damaging spell effects more easily than other types of magic.

*Cost:* -1

**Damage target's ability:** This special power allows the spell to affect one of the target's ability scores. Each ability affected must be paid for separately. The cost is applied to the total cost of the damage dice. For instance, if this special power was used on a spell that caused 3d4 points of damage to the target's Strength, the cost would be 18 (9 for the damage dice × 2 for the special power).

*Cost:* ×2

**Damage is redirected from natural source:** This special power allows spells to inflict damage by manipulating and redirecting an existing source of a natural element or dual-element. However, the spell cannot work unless there is an existing source from which to draw. Both the elemental source and the target must be within the range of the spell. The redirected damage cannot exceed the damage that the source would normally do.

*Example:* A mage standing near a torch casts a spell that redirects the torch's heat in order to burn a target.

*Cost:* -2

**Damage targets other spells:** These are spells designed to damage or thwart the casting of another spell. Such countering or dispelling magicks are normally of the same element as the spell cast (since one of Earth magic's aspects is *protection*, it can be used to reduce the efficacy of a spell or spellcasting of any other element), and may be further limited by the type of spells of that particular element that can be affected (such as a spell designed specifically to dispel illusions).

*Cost:* +0








**Damage is specialized to target type:** These are damage spells (excluding spells that target other spells) that target a particular object or creature type and do not affect anything that is not of that type.

*Example:* A spell created to injure only undead.

*Cost:* -1

**Damage is anchored to object:** This special power differs from the attached special range power. With the attached range special power a damage spell is simply attached to the target and therefore damages only the target. This damage power is anchored to the target and does damage or additional damage to anything the target touches.

*Example:* A damage spell anchored to a longsword allows the longsword to inflict an extra 1d4 points of damage on a successful hit for the duration of the spell. An attached range spell cast on a longsword damages only the sword.

*Cost:* +2

**Subdual damage only:** Instead of doing normal hit points of damage the spell causes (or heals) only subdual damage.

*Cost:* -1

**Element-specific enhancement:** This is a special power used to explain an extra benefit or effect granted by the spell that does not fit neatly into one of the categories that have already been presented. The cost of this power can vary, at the agreement of both the designer and the referee.

*Cost:* +1 to +3

**Caster must make ranged touch attack roll:** The caster must make a successful ranged touch attack in order for the spell to affect its target.

*Cost:* -1

### Necromancy Power Costs

The powers of necromancy are strictly the purview of Void magic. These powers can be accessed only through the use of that deadly magic.

**Death:** With this necromancy power the spell can instantly slay its target, so long as the target is equal or less to the Hit Die affected by the spell.

*Cost:* 5 per Hit Die affected

**Damage causes negative levels:** This special power allows the caster to energy drain his target (see *Core Rulebook II*, page 75).

*Cost:* 4 × the number of negative levels

**Damage causes aging:** Instead of causing hit points of damage, the damage dice rolled cause years of aging.

*Cost:* 2

**Create undead:** This necromancy power allows the creation of an undead creature. The cost for the power is per Hit Die of the undead created. (For the undead's stats, see Size above.) Since undead are created by Hit Die, the Hit Dice may be separated into individuals or combined to form a single creature. For instance, if a spell can create 6 HD worth of zombies, the caster can create six 1 HD zombies, or three 2 HD zombies, or two 3 HD zombies, or any combination thereof. However, size still plays a part in the HD of undead as explained earlier in this chapter. An undead creature with less than 1 HD (1/8 HD, 1/4 HD, etc.) has a minimum cost of 2 to create.

*Cost:* 2 per Hit Die

### Special Necromancy Power Costs

**Void Magic:** Void magic is specialized in creating necromantic power effects, and therefore can do it easier.

*Cost:* -2

**Death magic destroys:** The death power effect actually destroys the physical form of its target.

*Cost:* +2

**Caster temporarily gains hit points or ability points:** Ability or hit point damage caused to the target is temporarily bestowed upon the caster.

*Cost:* +3

**Aging is temporary:** Any aging effect is temporary.

*Cost:* -1

**Power affects undead only:** The all powers of the spell created only affect undead.

*Cost:* -1

### Saving Throw Power Costs

Saving throw power costs must be applied to all spells that cause damage or adversely affect living creatures or objects. The exception is illusions and compels, which automatically gain a Will save for disbelief based on Table 6.7 above.

**TABLE 6.13: SAVING THROW POWER COSTS**

| Saving Throw Type | Cost |
|---|---|
| Save negates | -4 |
| Save for half damage/partial effect | -2 |
| No save | +1 |



**Saving Throw Type Cost:** Save negates -4 Save for half damage/partial effect -2 No save +1

### DURATION

Duration is the length of time the effects of the spell last.

**TABLE 6.14: SPELL DURATION COSTS**

| Duration | Cost |
|---|---|
| Instantaneous | 1 |
| 1 round | 2 |
| 1 minute | 3 |
| 10 minutes | 4 |
| 1 hour | 5 |
| 1 day | 7 |
| 1 week | 8 |
| 1 month | 10 |
| Life of caster | 12 |
| 1 year | 15 |
| Permanent | 20 |

### Special Duration Powers

**Spell is triggered:** Triggered spells activate due to some event, condition, or circumstance. Such spells add together both the "life"duration of the spell, then its duration once activated, then multiply the sum by 1/2 (round up) to find the duration cost for the spell. Duration is listed as "Discharge" in the spell block. So, for instance, a spell that has a permanent "life" duration and an instantaneous duration once activated would have a total duration cost of 11 (21 × 1/2 = 10.5 rounded up, 11).

*Cost:* "life" duration + active duration × 1/2

**Caster may dismiss (D) spell at will:** Once the spell is cast, regardless of the duration the spell otherwise possesses, the caster may cause the spell to end.

*Cost:* +1

**Terminates due to circumstance:** A spell with this special power could last its normal duration, but may end earlier due to specific circumstances. This condition is built into the spell and cannot be changed. The particular circumstance must be fairly common and outside the caster's control. For instance, an illusion might automatically dissipate if touched. Requires a minimum spell duration of 1 minute.

*Cost:* -1

**Spell terminates on preset condition:** The spell lasts until a preset condition occurs. This preset condition must be directly related to the time increment itself or the nature of the spell and is built into the spell design. For instance, a spell with a duration of 1 day lasts until the next sunrise or sunset (sunrise and sunset being associated with the length of a day). A spell with a duration of 1 month could use the moon phases as a trigger. A movement spell may use a condition that ends either at midnight or when the target reaches his home, whichever comes first. Requires a minimum spell duration of 1 minute.

*Cost:* -1

**Concentration:** This special power allows a spell that normally lasts its listed duration to be extended for as long as the caster maintains concentration. Maintaining concentration on a spell precludes the casting of other spells, and is subject to Concentration skill checks when deemed necessary by the referee.

*Cost:* +1

**Short term effects beyond duration:** This power is used as a catch-all for miscellaneous effects that continue to affect the target of a spell, even after the duration of the spell has expired. For instance, a spell that causes subdual damage would be a short term negative effect. Normally nothing that lasts longer than 1 day falls into this category.

*Cost:* +1 (for negative effects); +2 (for positive effects)

**Long term effects beyond duration:** As with the short term effects beyond normal duration except dealing with effects that could last longer than 1 day. Healing spells have long term positive effects. A spell that does hit points of damage has long term negative effects.

*Cost:* +2 (for negative effects); +3 (for positive effects)

**Taan stone enchantment:** A spell created specifically by taan to enchant a stone that will be embedded will always have a permanent duration. (The stones give out before the spells do.) However, they are enchanted differently than other items, and therefore do not cost as much to create. The spell usually cannot be used outside of enchanting a stone.

*Cost:* -5

### Notes About Duration

**Permanent spells:** "Permanent for life of the caster" means that the spell is tied to a bit of the caster's life force and if the caster dies, the spell unravels. A mage might consider this duration when casting a spell for his own convenience, since he will not be likely to care about the spell's effects once he is dead. It also gives the mage certain

leverage with some types of spells, for good or ill. If a character goes below 0 hit points, even temporarily, it is considered the same as dying, regardless of whether the caster recovers later or not, ending any spells that are "permanent for life of the caster."

Permanent spells may be cast created with the thought in mind that they will last forever. This, to some extent, is true. A permanent spell that acts as a ward might very well last for millennia (forever to the caster who is probably long dead). But this is possible because of the nature of the spell. Although the ward was placed with magic, it is not continually using magic. Instead, it lies dormant, waiting to be activated. Once activated, the spell releases its full effects.

Permanent spells designed to boost the power of an object will ultimately dwindle (usually destroying the item in the process) without the item being properly prepared (see Chapter 8: Magic Item Creation). A permanent spell cast upon a masterwork item will last for 6 months before its effects fade, after which the item is considered normal. If cast on a standard item, the spell effects will fade in 3 months, and the item will suffer from a –1 penalty. If cast upon a sub-standard item, the spell effects will last for 1 month. After that time, the item will be useless.

Further, without the proper preparation, multiple enchantments cannot be placed upon an item. A later enchantment will always replace the first, and the total duration of the enchantment will be halved.

### A Final Note About Spell Creation

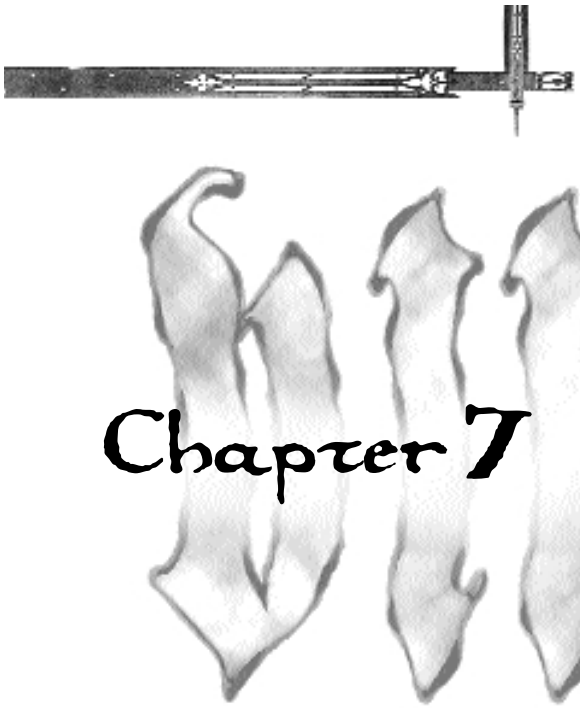
These spell creation guidelines are the rules of magic known only to mankind and are not all inclusive. Even the most powerful of Loerem's mages know that there are limits to their knowledge and understanding of the laws of magic. The mage does not exist whose magical knowledge surpasses that of even the lowliest of dragons. Spells that appear to break the rules of what is known, obviously adhere to rules that have yet to be discovered. Thus referees are encouraged to use these guidelines in ways that will enhance their own campaigns.

Further, spells designed by players should always be done with the consent of the referee. In most cases it is a good idea to have the player write out a description of the spell he wishes to create, and the referee apply the costs presented here to what is written. This way he has the ultimate say in what will pass for a spell in his game.

Finally, many of the powers listed can be used in many different ways. A special power under transmutations might be useful as a modifier for movement powers. This is often the case. However, the powers are listed where they are because it is where they are most often applied.



# Chapter 7



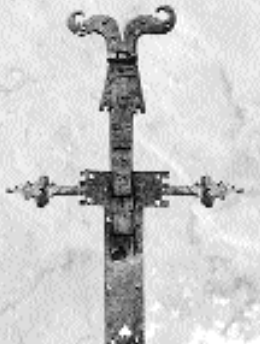


**Silwyth, to Dagnarus,**
**Prince of Vinnengael**

"Then I suggest a small brooch made of the rare turquoise, which is known for its magical power to protect from harm those who wear it. Such a gift will express your admiration, also your thoughtfulness. It will be a gift she can wear openly, with honor. One that her husband could not fault, nor prevent her from accepting."

—Well of Darkness, by Margaret Weis and Tracy Hickman

MAGIC ITEMS



# Magic Items

## Handling Magic Items in Loerem

While the referee should keep in mind the information about magic items presented in *Core Rulebook II* (see Handling Magic Items, page 174), he should also read this section in order to all how such items are handled in Loerem.

Magic items in Loerem are rare and unique. Each magical object has a story, whether it is a simple amulet that protects the wearer against mosquito bites or a gilded coach that can fly through the air. Magic items are costly for the wizard in both money and XP and they take a sizeable amount of time to enchant. Thus, even the simplest is treasured.

Magic items from Loerem are listed in this chapter. The referee is free to use these, but he is also encouraged to create his own items for his game. No magic item in Loerem is ever found lying around on the street. Each item has a reason for being and the referee is encouraged to develop stories for each item. Sometimes the story will simply fill out the campaign and the world. Other times the story can be so compelling that players will feel the need to generate their own plot lines from it. Have fun with magic items in your game, but remember, few people in Loerem have magic swords or suits of armor. Those who do are loath to give them up.

While magic items are rare, there is a possibility that some may be purchased from black marketers, fences, or mageware shopkeepers. Usually the items that can be found are the least expensive to produce, such as potions. However, more valuable items may become available from time to time. In these cases, "market price" means virtually nothing when considering how much one might charge for such items. This figure is meaningful only in calculating how much a mage must spend to create a similar item and the length of time it will take to do so. The true market value of an item must take into account the dangers faced to retrieve the item, the item's powers, and the extent to which the item is in demand. Often, the prices for magic items of great power are astronomical.

## Loerem's Enchanted and Magical Items

### Assassin's Crossbow

**Description:** A favorite weapon of Dunkargan cutthroats, thieves, and assassins during the height of the Dunkargan Empire, these sorts of crossbows were often employed with the best wishes of the guild mages who created them, since they were almost impossible to trace back to the creator. The mages constructed them with a built-in life expectancy in order to force the buyer to return to have it re-enchanted. Once the bows had been used a number of times, they lost their ability to cause unusual amounts of damage.

Such crossbows are much rarer now, and are destroyed by the authorities when found—especially in Vinnengael.

**Powers:** The *assassin's crossbow* acts in all respects like a normal light crossbow, except that it has a +1 enhancement bonus to attack rolls. In addition, the magic sharpens the bolt to a vicious point when it is fired. If the bolt hits, it does normal damage +2d6 points of additional damage. The *assassin's crossbow* may be used 50 times before it loses this power (but still retains the +1 enhancement bonus).

**Caster Level:** 11th-level Earth mage; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 5,720 argents; **Item Creation Threshold:** 103.

### Axe of Kilvan

**Description:** *Axes of Kilvan* are named for the Vinnengaelean warrior who first commissioned an axe of this type to be crafted.

**Powers:** Upon the utterance of a command word, an *axe of Kilvan* may change from the size of a hand axe to that of a battleaxe and vice versa. The axe has a +2 enhancement bonus to attack and damage rolls in both of its forms. The axe deals damage according to its size when it is used.

**Caster Level:** 20th-level Earth mage; **Prerequisites:** Craft Magic Arms and Armor, *hide sword*; **Market Price:** 15,767 argents; **Item Creation Threshold:** 192.

### Boots of Irwen

**Description:** These alligator-skin boots were made for the famous explorer and animal sage Irwen Sephonston. On one of his many adventures he encountered one of the largest and most dangerous alligators to have lived in the jungles of Nimra. It is said that he leaped out of his boat, leaving his wife to protect their supplies, and plunged into the water to get a better look at the beast. The alligator had other ideas, and decided that it was going to have Irwen for dinner.

Irwen wrestled the alligator ashore and was able to dispatch it, although he was loath to do so since he knew that it was he, not the alligator, who had instigated the fight. In any event, his wife, an able wizard and sage in her own right, skinned the animal and made Irwen a pair of enchanted boots.

Irwen finally took on an animal that bested him. Irwen had an insatiable curiosity about gurgers. He dove into a gurger's mouth head first. His comrades tried to save him by hanging onto his boots. In the end, all they were left with was enchanted footwear.

**Powers:** The *boots of Irwen* grant the wearer a +2 natural armor bonus. However, wearing the boots also turns the owner's skin a deep green in color. The color abates when the boots are removed.

**Caster Level:** 15 combined levels of Earth mage and Fire mage; **Prerequisites:** Craft Wondrous Item, Craft (cobbling) Rank 5; **Market Price:** 10,000 argents; **Item Creation Threshold:** 150.

### Brooch of the Falling Star

**Description:** This magical brooch was designed by Nimran sailor-mages to aid in locating sister vessels in rough seas, fog, storms or other events that hampered or prevented direct line of sight. In the years since its inception, *brooches of the falling star* have been used as signals on the battlefield and beacons for search parties.

**Powers:** Permits the user to summon a ball of brilliant light and cause it to fall from the heavens directly above his location 3 times per day. The ball streaks through the sky, shedding bright white light, and then fades away. The falling star may be seen for miles in all directions. The brooch's power may be used in any type of weather.

**Caster Level:** 4 total levels in Earth mage and Water mage; **Prerequisites:** Craft Wondrous Item, *falling star*; **Market Price:** 5,211 argents; **Item Creation Threshold:** 60.

### Coward's Club

**Description:** This rust-colored weapon looks like a simple wooden club, except that it is constantly shedding a light coating of dust and rust from its surface. It as been rumored that the *coward's club* was originally seen in the Unhorsed dwarven city, Saudamos, and has since slowly made its way west. The club causes all metal it touches to turn to rust. Stories abound of warriors who contended with the wielder of the club, only to see their weapons and armor turn to piles of rust at their feet.

**Powers:** The *coward's club* is a wooden club with a +1 enhancement bonus to attack and damage rolls. Three times per day it can be used to make a touch attack that causes a targeted metal object to corrode instantly. The size of the object does not matter—full-plate rusts as quickly as a dagger. Magic armor, weapons, and other enchanted items made of metal must succeed at a Reflex save (DC 20) or be rusted away.

**Caster Level:** 15th-level Earth mage or Void mage; **Prerequisites:** Craft Magic Arms and Armor, *brittle* or *splinter*; **Market Price:** 14,868 argents; **Item Creation Threshold:** 148.

### Eflan's Maul

**Description:** Eflan is a famous Trevenici hero, who led the Trevenici armies at the fall of Yeskin, the only known city of Trevenici. Although Yeskin fell to a formidable army of giants, ogres, and trolls, the



battle put up by the Trevenici was so heroic that the monsters lacked the will to move south, thus saving the Trevenici homeland.

Eflan's maul is a mighty warhammer with a massive square iron head and a haft made of ironwood. The head has the image of a pegasus engraved upon either side, and Eflan's outsider name, Cold Lion, etched along the haft. Eflan's maul was supposedly buried with the Trevenici warrior in or near Yeskin. The exact location of the burial mound has never been confirmed. There have been rumors that the maul was found many years ago, but, if so, no one has been able to confirm them. A Trevenici who encounters a treasure room will often leave all else to search for this magical artifact that is one of the few a Trevenici warrior would deign to use.

**Power:** This weapon has a +2 enhancement bonus to attacks and damage.

**Caster Level:** 15th-level Earth mage; **Prerequisites:** Craft Magic Arms and Armor, *weapon glamour*; **Market Price:** 12,310 argents; **Item Creation Threshold:** 150.

### G'Tar's Scrying Bowl

**Description:** This ceramic bowl is plain, without decoration and misshapen. It was created by an orken shaman who had a penchant for spying on his friends, family, his shipmates and other citizens of his hometown. He was a gossip and if anyone needed to know anything about local news or events, they would contact G'Tar.

One day G'Tar made the mistake of spying on his ship's captain. The captain tossed the bowl overboard. G'Tar was never able to make another and, to his dying day, he hunted the shores for the bowl in hopes that the sea might give it up. He never found it and lamented the loss of the bowl in the Sea of Edam Nar until he died.

**Powers:** The bowl must be filled with water in order to be activated. Upon utterance of the command word, the user is able to conjure up a visual image of an area no more than 10 feet across centered around an item or creature he has previously touched up to 1 month in the past. The image allows the user to see other creatures and objects within the viewing area. The image does not allow the user to hear what is being said in the area viewed, nor will it allow communication with creatures viewed. The vision fades immediately if the bowl is disturbed while in use. These powers can be used 5 times per day. The vision lasts for as long as the user concentrates.

**Caster Level:** 18th-level Water mage; **Prerequisites:** Craft Wondrous Item, *see what can be seen*; **Market Price:** 43,250 argents; **Item Creation Threshold:** 180.

### Gwynden's Circlet

**Description:** This is a thin circlet of woven platinum and gold. A modest example of jewelry, it is suitable to be worn by a man or a woman.

Gwynden was an elven general and noble to whom family and honor were of paramount importance. Unknown to Gwynden, he had attracted the affection of one of his house Wyred. Fearful he would be slain in battle, she crafted a magical circlet and enchanted it with Air magic to protect the person who wore it. She planned to give Gwynden the circlet, but never tell him that he was under the circlet's magical protection, for she knew he would be furious if he found out.

During the items creation, civil war flared in the Divine Lands of the Tromek and Gwynden was called into service. His anonymous lover completed the gift and worked out an elaborate ruse to bring it to him at his field pavilion, under the guise of a messenger from his wife.

It is said that the next day, at dawn, battle was joined. Gwynden appeared wearing a thin circlet of shining metal upon his head. Gwynden fought valiantly and won many battles, coming through them all unscathed. Weapons could not touch him. One of the Wyred, watching this, realized that Gwynden was under some sort of enchantment and, upon investigation, discovered the nature of the circlet. When he found out, Gwynden was deeply shamed. He cast off not only the circlet, but also his armor and his shield. He was almost immediately felled from his horse with a mortal wound.

The Wyred who had made the circlet disappeared. It is believed that her fellow Wyred had arrested her and brought her before whatever mysterious tribunal the Wyred hold. She was never seen again.

**Powers:** The wearer of the circlet in a battle situation is surrounded with strong breezes that push away and retard attacks. The wearer of *Gwynden's circlet* receives a +2 deflection bonus to AC. Under normal circumstances the (outside of combat) the air about the wearer remains at rest.

**Caster Level:** 15th-level Air mage; **Prerequisites:** Craft Wondrous Item; **Market Price:** 12,000 argents; **Item Creation Threshold:** 150.

### Helm of the Puma

**Description:** This helm was originally given as a gift from an unnamed Vinnengaelean noble to a wealthy Nimran merchant, whose passion for gambling led him to lose the helm within weeks of

acquiring it. The helm has had a steady stream of owners, each one losing it by theft or misfortune. Despite its reputation for being cursed, many warriors and hunters covet the helm and the abilities it grants its wearer.

The helm is fashioned in the style of most Vinnengaelean helms. Made of high-quality steel, it is adorned with a horse-hair tassel. The visor of the helm resembles a predatory cat. In low-light conditions, a wearer's eyes seem to glow green from within the helm.

**Powers:** Anyone wearing the *helm of the puma* is granted low-light vision. The helm also grants the wearer the ability to run with incredible speed. The wearer's walking speed is not increased, but, when running, his base speed is considered to be 40. In addition, the helm bestows the advantages of the Run feat upon the wearer. Finally, the helm gives the wearer a +2 enhancement bonus to Dexterity.

**Caster Level:** 32 combined levels of Earth mage and Fire mage; **Prerequisites:** Craft Wondrous Item, *eyes of the leopard*, *legs of the cheetah*; **Market Price:** 38,640 argents; **Item Creation Threshold:** 316.

### Hunter's Friend

**Description:** This is an ancient set of leather armor, well-worn, covered with blotches of green and yellow. It is rumored that *hunter's friend* was originally made by a Nimorean mage for a wealthy patron who had a penchant for hunting, but wasn't very good at it and who wanted something magical to help him.

The armor has changed hands many times over the years, and no one knows now who owns it or even if it still exists.

**Powers:** This suit of leather armor lends a +1 enhancement bonus to the wearer's AC. Also, the wearer of the armor is granted a +10 circumstance bonus to his Hide checks when in natural surroundings.

**Caster Level:** 10 combined levels in Earth mage and Water mage; **Prerequisites:** Craft Magic Arms and Armor, *camouflage*; **Market Price:** 3,180 argents; **Item Creation Threshold:** 100.

### Karval's Finger

**Description:** *Karval's finger* is a long troll finger, yellowed and browned with age, suspended on a fine silver chain.

The story goes that before the eastern oceans had been seen by human eyes and the name Vinnengael had been uttered in central Loerem, the feared troll-king, Karval, was slain by a stout-hearted group of adventurers. The leader of this group, a mighty warrior, took Karval's index finger as a souvenir, cleaned it and made a pendant of it.

The pendant passed from father to son for many years. It was reputed that the pendant had protective properties, for the owners would often wear little in the way of armor into combat.

*Karval's finger* was lost in the wars fought against the spreading might of Verdic Ildurel, the first King of Vinnengael. It has been rumored that the grisly pendant has been seen worn by orks, but this can't be confirmed, since members of that race often adorn themselves with such trophies.

**Powers:** *Karval's finger* grants its wearer a +2 armor bonus, as though he were wearing armor. The magic of the finger surrounds the wearer with an invisible barrier that hampers the effectiveness of attacks.

**Caster Level:** 10th-level Earth mage; **Prerequisites:** Craft Wondrous Item; **Market Price:** 6,000 argents; **Item Creation Threshold:** 100.

### Kellan's Fantastic Floating Plate

**Description:** This suit of half-plate has a fearsome insignia of a diving bird of prey on the breastplate. It is in excellent condition and always retains a mirror-like shine, even when its wearer is wallowing in mud and blood.

While the mage who created the *fantastic floating plate* is unknown, it was made famous by Kellan the Dark, an infamous Nimran pirate who attacked human and orken ships alike. Kellan was easy to distinguish in battle, for he was the only sailor courageous (or mad) enough to wear heavy metal armor on a ship. The enemy who knocked Kellan over the side of his ship, the *Revenge*, expecting to see nothing but bubbles, was always astounded to view Kellan—armor and all—floating calmly in the water.

**Powers:** *Kellan's fantastic floating plate* is imbued with a +2 enhancement bonus to the wearer's Armor Class (granting a total protection of +9). The armor never interferes with swimming and its armor check penalty is ignored for all Swim checks. Naturally buoyant, the armor always keeps the wearer safely afloat.

**Caster Level:** 16th-level Earth mage; **Prerequisites:** Craft Magic Arms and Armor, *cushion*; **Market Price:** 6,750 argents; **Item Creation Threshold:** 160.

### Kingsblade

**Description:** What we know of the early days of Vinnengael we know mostly through legend and

song. The early days were days of battle and romance, violent death and passionate living. Among the many mysteries coming out of that dark and shadowy time is how King Tharin Ildurel truly met his end. Sages hope to one day uncover the truth about the death of Tharin Ildurel, second King of Vinnengael. Treasure-seekers, however, are more interested in the king's sword.

*Kingsblade* was commissioned by King Verdic Ildurel for his son Tharin when the boy was still quite young. Legend has it that Verdic's advisor, Tarras Weldar, enchanted the sword himself, with the help of trusted colleagues. The sword was presented to Tharin on his twelfth birthday. As the sword is pictured on surviving tapestries of that age, *Kingsblade* was both beautiful and functional—serving the warrior-king well until he was lost at sea. The sword is a longsword with magical runes engraved down the length of the blade on both sides. The cross-piece resembles two roaring lions and the hilt and pommel are inset with precious jewels. The songs of King Tharin tell that when he used the sword in battle, he fell upon his enemies with blinding speed, while the pommel stone glowed with an eerie light.

**Powers:** The sword of King Tharin is enchanted to be magically sharp and is extremely well-balanced, giving it a +4 enhancement bonus to both attack and damage rolls. Despite its weight and size, the sword can also be used with remarkable speed. The wielder gains one extra attack each round with the sword at his highest bonus. Finally, once per day at the command of the wielder, the lion-heads on the cross-piece can roar with the fury of a thunderclap, inflicting 4d6 points of subdual damage to anyone within the area of a 100-foot cone.

**Caster Level:** 63rd level Air mage; **Prerequisites:** Craft Magic Arms and Armor, *thunder without lightning*; **Market Price:** 198,202 argents; **Item Creation Threshold:** 621.

### Midnight Incense

**Description:** *Midnight incense* comes in unremarkable, charcoal-black balls. Each ball is enchanted with the power of the Void and gives off a strong, acrid odor when burned. In addition to burning the incense, a user must utter a short phrase that acts as a trigger. (The exact phrase, which in and of itself is unimportant, is determined by the Void mage who creates the incense.)

The use of *midnight incense* is frowned upon in most human kingdoms, yet some Void mages are able to make small fortunes by selling it to rich noblemen desperate to communicate with the dead.

**Powers:** For the enchantment to function, the *midnight incense* must be burned within an hour of midnight (either before or after) in the presence of a humanoid body that has not been dead for more than 500 years, accompanied by a simple ritual phrase.

The spirit of the dead then appears within the smoke of the incense, though it is completely insubstantial and has no awareness of anyone except the individual who summoned it. The spirit may be questioned in any language the spirit understood in life—though the spirit is under no obligation to tell the truth unless challenged. If the individual challenges the spirit to tell the truth, they must make opposed Charisma rolls. If the user's roll is higher, the spirit is wracked with pain and is obligated to tell the truth for that question. The spirit will remain for ten minutes (when the incense burns out), though this time can be extended by ten minutes by burning another midnight incense.

**Caster Level:** 5th-level Void mage; **Prerequisites:** Craft Wondrous Item, *deadspeak*; **Market Price:** 1,020 argents; **Item Creation Threshold:** 44.

### Myro's Shield

**Description:** This small, round shield is made from a wood with a distinctly reddish tint. Those near it feel the heat radiating off of its surface. *Myro's shield* is hot to the touch at all times, but never scorches the bearer, not even when hot flames lick its surface.

Generations ago, Myro was a dwarven chieftain of the Red Clan. A skilled Fire mage in his own right, he crafted a shield that he could use to unleash his magic even while he was mounted, armed, and armored.

**Powers:** The shield carries a +1 enhancement bonus to Armor Class (for a total protection of +2). *Myro's shield* can cast a *firebolt* spell three times per day as if cast by a 15th-level Fire mage.

**Caster Level:** 9th-level Fire mage; **Prerequisites:** Craft Magic Arms and Armor, *firebolt*; **Market Price:** 10,514 argents; **Item Creation Threshold:** 81.

### Pecwae Friendship Token

**Description:** These tokens of friendship, given by pecwae Earth mages to trusted Trevenici, appear to be nothing more than a few feathers and beads woven together. The *friendship token* is usually tied into the wearer's hair, though it could be worn almost anywhere.

**Powers:** Whoever wears the *pecwae friendship token* receives a +1 resistance bonus to all of his

saving throws (Fortitude, Reflex, and Will) against hostile magic.

**Caster Level:** 5th-level Earth mage; **Prerequisites:** Craft Wondrous Item; **Market Price:** 1,125 argents; **Item Creation Threshold:** 45.

### Pecwae Sweetbread

**Description:** *Pecwae sweetbread* was originally made by pecwae to help keep the strength of their wandering brethren from flagging on long trips. The loaves are small and may be eaten in three or four bites (five or six for a pecwae). The bread has a pleasant cinnamon aroma and a sweet taste.

**Powers:** Eating an entire loaf of *pecwae sweetbread* will heal 1d4 hit points of damage on a living creature. It will not grant hit points that would exceed the user's total hit points.

**Caster Level:** 2nd-level Earth mage; **Prerequisites:** Brew Potion, Craft (baking) Rank 3+ and Craft (baking) skill check DC 12 (retries allowed, but failures use up half the base materials, *gentle touch*; **Market Price:** 60 argents; **Item Creation Threshold:** 12.

### Pecwae Turquoise Pendant

**Description:** Pecwae believe that the power of Earth magic lies dormant in turquoise. The other races of Loerem have come to respect pecwae-enchanted turquoise. It is said that the pecwae-worked stones have special powers. Such stones are highly coveted among both humans and elves.



Pecwae turquoise pendants take on a variety of shapes, depending upon what the pecwae had in mind when he made it. They often like to shape the stones into birds, trees, or small woodland animals. They never use fish as a motif for their stone carving, since fish are considered stupid and uninteresting. Not every turquoise stone shaped by a pecwae has magical properties, and there are many unsavory types who try to replicate the look of pecwae-shaped stones in order to capitalize upon their reputed properties.

**Powers:** Items of this sort grant the wearer a +1 luck bonus to AC and Fortitude saves.

**Caster Level:** 10th-level Earth mage; **Prerequisites:** Craft Wondrous Item, Craft (gemcutting) Rank 6; **Market Price:** 7,500 argents; **Item Creation Threshold:** 100.

### Rod of the Blueroot

**Description:** This rod is a short scepter made of oak, with an unadorned steel cap at its head. No one is quite sure who originally created the *rod of the blueroot*, as most people are not fond of the strange creatures and want nothing to do with them. Despite its name, those who have owned the rod have valued it highly.

**Powers:** Once per day the *rod of the blueroot* can project a cloud of gas as a 10-foot spread at Medium range (100 feet plus 10 feet per creator's level). All living creatures caught in the area must make a Fortitude save (DC 18) or take 1d6 points of Constitution damage. The secondary effect (which must be saved against one minute later) is also 1d6 points of Constitution damage. The poison cloud only lasts for one round before dissipating.

The rod also allows its wielder to mentally control any blueroot within Long range (400 feet plus 40 feet per creator's level) who fails a Will saving throw (DC 15 plus creator's level). This power can only be used once per day. Control of the blueroot lasts for ten minutes or until the caster orders the blueroot to commit a self-destructive act.

**Caster Level:** 10 combined levels of Earth mage and Water mage; **Prerequisites:** Craft Rod; **Market Price:** 5,709 argents; **Item Creation Threshold:** 44.

### Ring of Zimir el'Timir

**Description:** The *ring of Zimir el'Timir* is a large, gold ring inset with a faceted, square-cut garnet. The ring was created by el'Timir, the master of the Crypt Openers mage-guild. El'Timir was known for his prowess has a mage and even more for his incredible breadth of knowledge.

He adventured throughout Loerem, as the members of the Crypt Openers are wont to do, investigating old burial sites, ancient ruins, and following the rumors of magical treasures hidden within old delvings or long dead cities. His favorite sites were in Karnu.

El'Timir finally met his doom during the civil war between the Karnuans and Dunkargans. No one is quite certain what happened to him. Some say that he was on a special mission for the Dunkargan government when he was slain. El'Timir's detractors say that he was taking advantage of the war to loot Karnuan burial sites.

Whichever is true, the powerful magical ring that he had forged for himself was not among the blood-stained possessions that were mysteriously returned to the Crypt Opener's headquarters in Dunkar. The most likely conclusion is that the ring went to one of the war-wizards responsible for el'-Timir's death. No one knows where the ring is now. It could be in some war-wizard's possession or lying lost in the desert sands.

**Powers:** The *ring of Zimir el'Timir* grants its wearer a +4 enhancement bonus to his Intelligence ability at all times. This bonus aids Intelligence based skills and the number of spells known at Intimate Knowledge and Quick Reference.

**Caster Level:** 20th-level Water mage; **Prerequisites:** Forge Ring, Intelligence 16+; **Market Price:** 24,000 argents; **Item Creation Threshold:** 200.

### Robe of the Ether

**Description:** A *robe of the ether* is a thin garment of shimmering gray-black silk, customarily embroidered with the marks of the mages who created them and the Void enchantments that were cast upon them. Each has a hood and long sleeves that drape over the hands of the wearer.

*Robes of the ether* shield the wearer with Void magic, causing minute rifts of Void magic to appear near the caster to protect him whenever he is targeted by hostile magic. The rifts are not visible, although one may notice a slight decrease in temperature around the wearer when he is targeted by hostile magic.

Centuries ago, before Void magic was outlawed, every Void mage would have made and owned one of these garments. With the passing of time, the secret to making these garments has become a lost art. Thus those robes that have been discovered are extremely valuable. Anyone lucky enough to own one keeps it hidden and secret, using it only in times of great need.

**Powers:** The wearer of this garment is bestowed with an SR 15.

**Caster Level:** 23rd-level Void mage; **Prerequisites:** Craft Wondrous Item; **Market Price:** 45,000 argents; **Item Creation Threshold:** 225.

### Rod of the Wolf

**Description:** Crafted long ago by the dwarven Fire mages who tend the Holy Fires of Dwarfdom, this rod was given to the Clan chief of the White Clan to aid them in their survival upon the plains of Grak. So valuable is this rod that wars were fought among the Clans to obtain it. Reputedly, the rod has a will of its own and will bring about a war if it is not happy with its current owner. Some dwarves believe that to possess the *rod of the wolf* is to curse one's Clan with misfortune.

The rod is crafted of dragon tree wood, traced with the image of flames all along its length. At one end is the carven image of a wolf's head, howling.

No one knows who has the *rod of the wolf* these days. The new Chief of Clan Chiefs has been quoted as saying that he would like to own the rod himself and it is rumored that he is offering an immense reward to any who will bring it to him.

**Powers:** The *rod of the wolf* grants a Fire mage a +5 enhancement bonus to his spellcasting rolls when casting Fire magic spells. To obtain this bonus, the caster must be holding the rod while casting, and still must use the necessary elemental essence as well.

**Caster Level:** 25th-level Fire mage; **Prerequisites:** Craft Rod; **Market Price:** 37,500 argents; **Item Creation Threshold:** 250.

### Shadow Gloves

**Description:** It is reputed that there are perhaps five or six pairs of *shadow gloves* in existence. They are favored by thieves and assassins, who are often the targets of spells and traps that require quick thinking and even quicker movement to survive.

A pair of *shadow gloves* look like ordinary black gloves, except that they are made of an almost weightless cloth. They fit the wearer's hands perfectly, no matter how big or how small, and do not hamper his sense of touch. They are as comfortable as the wearer's own skin. He won't know they are

there, except for the fact his hands turn as black as pitch.

**Powers:** The wearer of the *shadow gloves* is granted a +3 enhancement bonus to his Reflex saves. Both gloves must be worn for the enchantment to work.

**Caster Level:** 15th-level Void mage; **Prerequisites:** Craft Wondrous Item; **Market Price:** 13,500 argents; **Item Creation Threshold:** 150.

### Shield of General Aqual immin Sifion Iquar

**Description:** This large shield is fashioned from the tusks of an elephant with elephant hide stretched between them. The elephant hide is as strong as steel, while the ivory tusks cannot be chipped or damaged by ordinary weapons.

Aqual immin Sifion Iquar was a Karnuan general who distinguished himself during the civil war that established the Caliphate. He also had a passion for hunting large game. The caliph commissioned his personal mages to craft the shield using the carcass of a bull elephant that the general killed. The general carried the shield into many successful campaigns before his death as an old man. The shield was passed on to his heirs, who carried it in Karnuan military campaigns. The family died out and the shield has since been lost to history.

**Powers:** The *shield of General Aqual immin Sifion Iquar* functions as a large steel shield that carries a +2 enhancement bonus to the user's Armor Class (for a total protection of +4). The shield grants its user a +1 resistance bonus to all saving throws versus Fire magic and a +2 enhancement bonus to the user's Strength ability.

**Caster Level:** 22nd-level Earth mage; **Prerequisites:** Craft Magic Arms and Armor, *firemute*, *harden*, *strength of stone*; **Market Price:** 12,540 argents; **Item Creation Threshold:** 215.

### Shield of Missile Reflection

**Description:** Shields of this type vary in appearance, although they are all large steel shields, often extremely well-made. Each displays a nation's colors, a family crest, or the personal symbol of the leader for whom it was created. These shields are said to have been created by the Church battlemages, who wanted shields that would not only protect their generals from attack by enemy archers, but would also provide a way to slay the archers, who are often hidden and difficult to find.

**Powers:** A *shield of missile reflection* carries a +2 enhancement bonus (for a total protection of +4 to the wielder's AC) and allows its user to send any missile weapon (not thrown) back at those who fire at him. For every missile (arrow, bolt, etc.) that would normally hit the user, he may instead make an immediate ranged attack roll against the one who fired on him as a free action. The roll is subject to all normal modifiers and restrictions as if the user had fired an identical weapon as the one fired upon him.

**Caster Level:** 16th-level Air mage; **Prerequisites:** Craft Magic Arms and Armor, *speed my arrows*; **Market Price:** 9,045 argents; **Item Creation Threshold:** 152.

### Spectacles of Notice

**Description:** The first recorded *spectacles of notice* were created by an ork shaman who realized that his ship's aging helmsman could no longer see clearly the rocky outcroppings and reef-signs that were well-known to the vast majority of orken sailors. The helmsman was considered lucky by his crew and the captain did not want to part with him. He ordered the shaman to construct a device that would aid the elderly helmsman in his work.

The shaman was said to have made several pair for the elderly man, who was constantly forgetting where he put them. Some of these may still be floating around various orken markets.

**Powers:** *Spectacles of notice* are small wire-frame spectacles that gently squeeze the end of the wearer's nose in order to remain in place. They grant the wearer a +8 enhancement bonus to all Spot and Search checks that involve sight.

**Caster Level:** 8th-level Water mage; **Prerequisites:** Craft Wondrous Item, Craft (glassblowing) Rank 5; **Market Price:** 3,840 argents; **Item Creation Threshold:** 40.

### Staff of Khalid el'Zhief

**Description:** Khalid el'Zhief was a Dunkargan mage of no small reputation during the reign of King Tamrond of Vinnengael. Though born attuned to Earth magic, as all humans are, his passion was the magic of Fire. The methods he used to construct and enchant his famous staff are now lost to history, but the stories told of the staff and its wondrous powers are not. Khalid traveled to dwarven lands, to learn the ultimate secrets of Fire magic. Neither he nor his staff was ever seen in human lands again. Stories of his staff continue to intrigue human battlemages, who would love to truly harness the power of fire.

**Powers:** Crafted from oak and carved with the likeness of leaping flames, this staff allows the use of the following spells:

•*Fire bolt* (1 charge)

•*Fireshield* (1 charge)

•*Circle of flame* (1 charge)

•*Fireball* (2 charges)

•*Conflagration* (2 charges)

**Caster Level:** 26th-level Fire mage; **Prerequisites:** Craft Staff; **Market Price:** 47,700 argents; **Item Creation Threshold:** 257.

### Sword of Sight Beyond Sight

**Description:** This longsword has had many masters, for it never remains with one person for more than a year. The fact that most of its owners have seen violent and bloody ends, has led people to believe that the *Sword of Sight Beyond Sight* is cursed.

The sword itself is plain looking, except for the large polished tiger eye agates embedded on either side of the blade in the center of the sword's crossbars.



**Powers:** Upon command, the sword may be held before the wielder and a vision will play along the flat of the blade. The vision will be of any one person or creature that the wielder wills, so long as he has had physical contact with that individual within the last 30 days. He can see what the target is doing and has some sense of the target's surroundings. (Whether he is in a castle, outdoors, in a tavern, etc.) The vision lasts only 1 minute. The bearer cannot communicate with the target. The target has no knowledge that he is being watched. The sword may be commanded to perform this feat 3 times per day. The sword also has a +1 enhancement bonus for attack and damage rolls.

**Caster Level:** 19th-level Water mage; **Prerequisites:** Craft Magic Arms and Armor, *see what can be seen*; **Market Price:** 29,375 argents; **Item Creation Threshold:** 194.

### Telidhraf Mardh (Boon for the Wanderer)

**Description:** Although crafted by the Nimoreans, these magical weapons are considered extremely rare and hard to come by. Or it may be that they are more common than supposed. Because they look like simple wooden walking sticks, an owner may not realize what it is that he owns.

**Powers:** *Telidhraf mardh* are actually longspears that are enchanted to appear as walking sticks. Each has a +1 enhancement bonus to attack and damage rolls. Those attacked by anyone wielding a *telidhraf mardh* are allowed a Will save (DC 15) to disbelieve the illusion. A successful save means that the victim is able to see the longspear for what it really is. However, once 24 hours have passed, the illusion is in place again. Anyone who may have seen through the spear's illusion will see only a walking stick, unless attacked and the subsequent save is successful.

**Caster Level:** 15th-level Air mage; **Prerequisites:** Craft Magic Arms and Armor, *deceive the simple*; **Market Price:** 12,303 argents; **Item Creation Threshold:** 150.

### Telwyn's Leather

**Description:** Telwyn's leather does not appear extraordinary at first glance, looking like a well-kept, but ordinary suit of leather armor.

Telwyn was a Nimorean bounty hunter, rumored to have supported a comfortable lifestyle by pursuing distant enemies and criminals for powerful and wealthy elven lords. His magically enchanted armor is said to have been payment for one of his more dangerous missions. Since his death, *Telwyn's leather* has changed owners numerous times, many of whom were not aware of the magical powers of the armor.

**Powers:** Telwyn's leather is imbued with a +1 enhancement bonus to the wearer's Armor Class (for a total protection of +3). The armor also grants a +5 circumstance bonus to the wearer's Move Silently checks.

**Caster Level:** 8th-level Air mage; **Prerequisites:** Craft Magic Arms and Armor, *deceive the simple*; **Market Price:** 2,430 argents; **Item Creation Threshold:** 75.

### Thunder Bead

**Description:** A *thunder bead* is a small glass or ceramic bead that appears to be innocuous until it

is thrown at an opponent. They were created by the Wyred, who often wear them as jewelry, either as bracelets around their wrists or bound up in their hair.

**Power:** In order to use a *thunder bead*, the possessor of the item must make a successful ranged attack against an opponent by throwing the bead at the target. A *thunder bead* has a range increment of 5 feet. If the bead hits its target, it unleashes a shattering blast of air upon the target that causes 4d6 points of damage, Fort save for half (DC 12 + caster level).

**Caster Level:** 5th-level Air mage; **Prerequisites:** Craft Wondrous Item, *thunder without lightning*; **Market Price:** 1,020 argents; **Item Creation Threshold:** 44.

### Tiger Fang Stiletto

**Description:** This long, thin-bladed dagger has a large yellow tiger tooth imbedded into its pommel. It was the preferred weapon of a once famous thief in Forden, known simply as Tiger Fang. Tiger Fang retired some years ago, and it is said that the dagger now belongs to one of his pupils. If this is true, none of them are talking.



**Powers:** This dagger has a +1 enhancement bonus to attack and damage rolls, and also grants the wielder a +2 Dexterity enhancement bonus. The most dreaded of the stiletto's powers is that when it damages a creature the wound it creates bleeds for 1 point of extra damage per round in addition to the normal damage dealt. Multiple wounds result in cumulative bleeding loss. The bleeding can only be stopped by a successful Heal skill check (DC 15) or the application of *healing* magic.

**Caster Level:** 25 combined levels in Earth mage and Fire mage; **Prerequisites:** Craft Magic Arms and Armor, *cat's claws*; **Market Price:** 18,302 argents; **Item Creation Threshold:** 250.

### Torc of the Kalatorin

**Description:** This item appears to be a crude chain woven of dried vines, leaves, and berries. However, once fitted around the neck, the vines and leaves turn a vibrant green and the berries a dark purple-red. The torc encircles the wearers neck comfortably, adjusting itself so that it is never in the wearer's way. The torc is said to protect the wearer from being poisoned.

These torcs were first created by the "plant mages" who came from the Temple of Oden-Klidip, near Kaltay in Nimra. They have found some limited marketability in larger cities around Loerem, although they still remain fairly uncommon.

**Powers:** Whoever wears the *torc of the kalatorin* gains a +4 resistance bonus to all saves versus poisons that originate from plants or plant-like beings (including sentient plants and fungi).

**Caster Level:** 6 combined levels of Earth mage and Water mage; **Prerequisites:** Craft Wondrous Item, Knowledge (nature) Rank 3; **Market Price:** 6,000 argents; **Item Creation Threshold:** 60.

### Torok's Tube

**Description:** This magical device was created by the dragon, Torok, when he was a man and had not yet undergone his transformation. *Torok's tube* is a small, hollow, ivory cylinder, about 6-inches in length. The cylinder is unremarkable, devoid of any writing or carving, and is smooth to the touch.

After his transformation into a dragon, Torok left his home and wandered aimlessly across Loerem. He enjoyed nothing more than watching a good battle and he was especially interested in the border skirmishes between the fledgling Kingdom of Vinnengael, the Dunkargan Empire, and the Divine Lands of the Tromek. He became the preeminent source of information on those battles, and has remained so down through the centuries. He made his home atop a great flat outcropping in the mountains east of Seithmorae and has lived there for as long as anyone can remember. He is reclusive, though, and is hard to find.

It is believed that *Torok's tube* was given to a group of adventurers who were on a mission of peace for the Vinnengaelean Empire by Torok himself. Supposedly, this group traveled with a dragon-friend of their own. The truth of this tale has yet to be confirmed.

**Powers:** This item allows the caster to sense the presence of any active Earth magic or Earth dual-

element magic spell or enchanted item while looking though the tube. If the user has the Spellcraft skill, more might be discovered about the spell or item in question—including aspect, spell, difficulty, possible damage, or the spell or objects general effect.

**Caster Level:** 10th-level Earth mage; **Prerequisites:** Craft Wondrous Item, *sense Earth magic*; **Market Price:** 13,440 argents; **Item Creation Threshold:** 96.

### Wizard's Bane

**Description:** *Wizard's Bane* is a hirglaif of extraordinary make. The elephant tusk scabbard is scrimshawed with the images of lotus blossoms and the elongated serpentine body of a dragon snaking its way through the flowers. The sword's hilt is a graven image of the Mother and Father entwined in an embrace, and the hand guard is the open lotus flower. The blade emerges from the center of the flower. The *Wizard's Bane's* blade is forged from bright, shining steel. Its edge is unblemished with no nicks or imperfections of any type.

*Wizard's Bane* was forged and enchanted many centuries ago by the Wyred at Ergil Amdissyn for the Divine Issilyn of House Trovale. Because the Wyred knew that the Divine would never accept the sword if he knew it was magic, the origins of the sword were disguised. A lord of a lesser house, who needed a gift to show his allegiance to the Divine, obtained the blade. The "craftsman" who sold him the sword for a pittance of its worth advised the lord that the weapon would honor the Divine, and would be a boon to both he and his liege.

Divine Issilyn accepted the gift and so taken was he with the sword's craftsmanship and beauty that he made it his personal weapon. Dark days engulfed Issilyn's rule. Attempts were made on his life, many of them magical. War erupted with the Dunkargans, and he led many campaigns to rid Tromek of the invaders and their powerful war-wizards. Issilyn was known for his ability to battle spellcasters and was lauded for his victories. After twenty-five years of campaigning, he and the Tromek nation finally knew peace. Not long after the treaties were signed, the sword, *Wizard's Bane* disappeared from the Divine's palace.

The Divine was shocked and outraged to think that a thief would dare steal such a valuable weapon from his home. The land was scoured for the sword but it was never found. The sword was safe with those who had made it. *Wizard's Bane* had served its purpose. Peace prevailed and the Divine lived a long life, governing his people wisely.

**Powers:** Under normal circumstances, *Wizard's Bane* is a +2 hirglaif . When used in melee combat against a mage, magical creature, or magic-using creature, the sword is imbued with a +4 enhancement bonus and deals +2d6 points of additional damage for each successful attack. In addition to its other powers, whenever *Wizard's Bane* is brandished by its wielder, it grants him an SR 18.

**Caster Level:** 57th-level Air mage; **Prerequisites:** Craft Magic Arms and Armor; **Market Price:** 138,500 argents; **Item Creation Threshold:** 570.

## Minor Artifact

### The Miter of Tarras Weldar

**Description:** Tarras Weldar was the advisor to Verdic Ildurel, First King of Vinnengael. He is remembered throughout history as one of the most powerful magi to have ever lived. It was he who tamed the river Hammerclaw, raised up the walls of Castle Ildurel and fortified them against foes both mundane and magical. Many attribute at least part of his magical prowess to an enchanted miter he possessed. Illustrations and tapestries that survive from that time often picture Tarras with his renowned headgear.

The ultimate fate of the miter is unknown. It was thought to have been interred with Tarras's remains beneath Castle Ildurel, but while explorations of the Castle since the destruction of Old Vinnengael have located Tarras's tomb, the miter was not recovered. Unconfirmed reports of a miter bearing a similar design to that of Tarras's have come from both Dunkarga and Karnu. This could be the actual headgear of Vinnengael's most famous mage or simply a cheap imitation.

The *Miter of Tarras Weldar* is faded green in color and stands a foot-and-a-half high. Symbols of silver thread are embroidered upon the miter, each symbol representing one of the natural elements of magic—Earth, Air, Fire, and Water.

**Powers:** Any mage that wears the miter is no longer disadvantaged in his opposing magical element, but is considered neutral. For example, if Reenee, a human mage, wears the *Miter of Tarras Weldar*, she is no longer disadvantaged in the casting of Air magic and may cast it as a neutral element. This works for all races, however, it does not apply to those tainted by Void magic. The miter also bestows a +5 spellcasting bonus that applies to the casting of all natural elemental magic spells.

# Chapter 8

# MAGICAL ITEM CREATION

**NILLON ESHEREDD, VOID PRACTITIONER, TO THE GATHERING AT HIS HANGING:**

I have condemned many to the Void in my time. Most of them have deserved their fate. I have seen what terrible things the Void can do to a man—burn his flesh from his bones, shatter his limbs, tear him apart bit by bit. Yet, other magicks can do worse. Why have I been singled out to die for my beliefs?

The Void can accomplish miracles. I have healed a wounded soldier whom no paltry chirurgeon's magic could help. I have danced from one shadow to another in the blink of an eye.

And still,, even though Void magic can be used for weal as for woe, my magic is abhorred.

Even though I have done good in my life, I am condemned simply because of my beliefs.

## MAGICAL ITEM CREATION

Although all of the races of Loerem take advantage of magic in its different aspects, the creation of magic items is something more rare and exclusive. Most magically crafted items are not as useful as having a spellcaster available in the first place. The truly potent artifacts that are an exception to this rule are coveted or guarded by some of the most powerful beings in Loerem.

There will always be a number of "hedge-wizards" in most cultures who make a modest living by brewing potions and enchanting small amulets, but these items almost always re-create the effects of existing, minor spells and are temporary at best. The permanent, more powerful items are extremely rare and often jealously guarded. These artifacts are usually created by a group of wizards to accomplish a specific purpose. They have a larger story than simply their power and heroes who find and use such items have their names added to the item's legacy.



### REQUIREMENTS

The creation of any magical item requires both special knowledge, represented by the appropriate item creation feat, and sometimes a particular skill, as well as a certain level of power, represented by level. If the minimum level is beyond the reach of the spellcaster, he can make use of a shared spellcasting feat to have others help him (see Shared Spellcasting and Item Creation, below).

To create a magical item based on dual-element magic, the combined levels of single magical elements must be equal or greater than the minimum caster level, but his lowest level cannot be less than half of his highest.

**Example**: *Boots of Irwen* are an Earth/Fire item with a minimum level of 15. A mage with 10 levels of Earth magic and 5 levels of Fire could create the boots, while another mage with 13 levels of Earth magic and 2 levels of Fire could not.

### CREATING MAGICAL ITEMS

Magical objects in the world of the *Sovereign Stone* are divided into categories. These groups not only define the basic nature of the objects, but also identify the appropriate feats and skills necessary to create them.

Item creation costs are listed in detail below. In general, base creation costs for items are always half of the base price in argents and 1/25 of the base price in experience points (XP). For most items, the market price equals the base price.

Items also have an Item Creation Threshold, a number that must be reached using daily Item Creation rolls to determine how long it takes to create a particular magical item. Objects also have a minimum level pre-requisite: the minimum level to create a particular item is 1/10th its Item Creation Threshold.

Two steps are involved in creating magical items: preparation and enchantment. Preparation time is used to make the materials ready to receive the enchantment, for if the tiniest detail is wrong the enchantment might fail. Preparation takes 1 day for every 1,000 argents in the item's base or market price (rounded up).

**Example**: A *rod of the blueroot* has a market price of 5,709 argents. Thus it would take 6 days to prepare the materials for enchantment.

Assistance from others at this stage does not speed up the process. (Potions and scrolls do not require preparation time. A creator may begin enchanting these items as soon as he has the necessary materials.)

Enchantment is the next step, when magical spells are placed on the prepared item. Each day of creation, the spellcaster(s) must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the item, the item is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. The DC of this check does not increase during item creation. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of subdual damage for elemental magic or 1d4 hit points of normal damage for Void magic.

In rare cases, an item may cast or replicate a spell with an expensive mundane focus. (*Sink*, for example, is a spell used by the taan that requires gold as a mundane focus.) For such an item, the market price equals the base price plus an extra price for the mundane focus. The cost to create an item like

this is the base raw material cost and the base XP cost (both determined by the base price) plus the costs for the mundane focus. If the caster chooses not to include the mundane focus, the enchantment will work only if one is provided every time the item is used.

The creator also needs a quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. The caster is assumed to work for 8 hours each day. He cannot rush the process by working longer. A character can work on only one item at a time. He can do nothing else while working. During rest periods, he can engage in light activity such as talking or walking but cannot fight, cast spells, use magic items, conduct research, or perform any other physically or mentally demanding task. The caster can take a short break from working (for naps and such) as often as he likes, so long as he spends at least 8 hours out of every 24 working on the item. He cannot take a day off. Once the process has started, he must see it through to the end or admit defeat. If the caster is disturbed while making the item, or spends less than 8 hours working in any period of 24 hours, the process is ruined. All materials used and XP spent are wasted.

### Elemental Magic in the Creation of Magical Items

The various elements of magic can be used to create a variety of effects. Often, two different elements of magic can be used to produce similar results. For example, Earth magic can be used to make a sword sharper (causing more damage), while Air magic can be used to add thrust to the wielder's swing (causing more damage).

Two rules apply to how elemental magic can be used in the creation of magical objects. First, the magical effect of the item must fall within one of the magical aspects of the element used to create the item. (Dual-element magic, such as Earth/Fire, counts as a separate element when used in enchanting items.) Second, only one element of magic can be used to enchant any one object.

**Table 8.1: Calculating Magical Item Base Price and Item Creation Threshold**

| Effect | Base Price (argents) | Creation Threshold | Example |
|---|---|---|---|
| Ability enhancement bonus | Bonus squared x 1,500 | Bonus x 50 | *Ring of Zimir el'Timin* |
| Armor enhancement bonus | Bonus squared x 1,500 | Bonus x 50 | *Karval's Finger* |
| Spellcasting bonus | Bonus squared x 1,500 | Bonus x 50 | *Rod of the Wolf* |
| Deflection bonus | Bonus squared x 3,000 | Bonus x 75 | *Gwynen's Circlet* |
| Luck bonus | Bonus squared x 3,750 | Bonus x 100 | *Pecwae Turquoise Pendant* |
| Natural Armor Bonus | Bonus squared x 3,000 | Bonus x 75 | *Boots of Irwen* |
| Resistance bonus | Bonus squared x 1,500 | Bonus x 50 | *Shadow Gloves* |
| Save bonus (limited) | Bonus squared x 375 | Bonus x 15 | *Torc of Kalatorin* |
| Skill bonus | Bonus squared x 30 | Bonus x 5 | *Spectacles of Notice* |
| Spell resistance | 15,000 per point over SR 12; SR 13 minimum | SR x 15 | *Robe of the Ether* |
| Weapon enhancement bonus | Bonus squared x 3,000 | Bonus x 75 | *Eflan's Maul* |

| Spell Effect | Base Price | Creation Threshold | Example |
|---|---|---|---|
| Single use, use-activated | (CT – 10) x 30 | Spell CT | *Scroll of Fast Walk* |
| Single use, spell completion | (CT – 10) x 35 | Spell CT | *Pecwae Sweetbread* |
| 50 charges, spell trigger | (CT – 10) x 360 | Spell CT x 2 | *Wand of Ball Lightning* |
| Command word | (CT – 10) x 865 | Spell CT x 3 | *Brooch of the Falling Star* |
| Use-activated | (CT – 10) x 960 | Spell CT x 4 | *Torok's Tube* |

| Special | Base Price Adjustment | Creation Threshold | Example |
|---|---|---|---|
| Charges per day | Divide by (5 ÷ charges per day) | Divide by (5 ÷ charges per day) | *G'tar's Scrying Bowl* |
| No space limitation* | Entire cost x 2 | Entire Creation Threshold x2 | *Pecwae Friendship Token* |
| Charged (50 charges) | 1/2 unlimited use base price | 1/2 unlimited Creation Threshold | *Assassin's Crossbow* |

| Component | Extra Cost | Creation Threshold | Example |
|---|---|---|---|
| Armor, shield, or weapon | Add cost of masterwork item | Unaffected | *Telwyn's Leather* |
| Spell has mundane focus | Add directly into price of item per charge ** | Unaffected | *Rod of the Blueroot* |

*See Limit on Magic Items Worn (*Core Rulebook II*). Basically, an item that does not take up one of these limited spaces costs double.

**If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine cost as if it had 50 charges.

Whenever spells are used to enchant an object, the creator must know the spells at Intimate Knowledge or Quick Reference. (If known at Quick Reference, then a spellbook or suitable reference must be present.)

### Metamagic Feats and Spell Effect Items

For items that make use of spell effects (and most of them do), the caster may choose to enchant the object with a spell enhanced by a metamagic feat. However, the increased Casting Threshold of the spell must be calculated into the cost and Item Creation Threshold of the magical item.

All items listed in Chapter 7 include normal spell-effects. To recreate these items using metamagic feats, the cost and Item Creation Threshold must be re-calculated using the process described in this chapter.



### Shared Spellcasting and Item Creation

Item creation can be accomplished more quickly if multiple spellcasters work toward its creation. (In fact, some items are so challenging they can only be made by groups of spellcasters.) Two or more spellcasters can work together to create a magical item, provided they both have an appropriate shared spellcasting feat, the item creation feat, knowledge (at Quick Reference or Intimate Knowledge) of any spells being incorporated into the weapon (if any), any metamagic feats used, and their combined levels must be equal to or greater than the level requirement.

Items are listed by minimum required level, even if that level is beyond the reach of any one spellcaster.

**Example**: The magical sword *Wizard's Bane* requires a 57th-level Air mage to create a similar sword. A group of six 10th-level Air mages, with the Craft Magic Arms and Armor feat and the Cabalistic Spellcasting feat, could work together to create the weapon.

Unlike normal shared spellcasting, only the primary maker of the item makes the Item Creation roll, adding the collective spellcasting bonuses of all the participating mages. This is usually the highest-level mage, but it can be anyone agreed upon by the group. The XP cost of item creation is divided evenly among all the participants, rounded up.

### Masterwork Items

Masterwork items are extraordinarily well-made items. They are more expensive, but they offer the user benefits because of their heightened quality. They are not magical in any way. However, only masterwork items may be enchanted to become magic armor and weapons. (Items that are not weapons or armor may or may not be masterwork items.) The cost of masterwork items is presented in Table 4.9.

### Magical Armor

Magical armor is prized and highly sought after, for it first must be the finest armor of its type created by a master craftsman. Only then can it be enchanted with one of the magical elements to protect its wearer. Warriors encased in magical armor are confident on any battlefield, knowing they are well-protected from their enemies.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets. Magic armor, like almost all magic items, resizes itself to fit the wearer.

Magical armor bonuses are always enhancement bonuses. These never rise above +5, and stack with regular armor bonuses (and with shield and magic shield enhancement bonuses). Further, all magic armor is also masterwork armor, so armor check penalties are reduced by 1.

#### Shields

Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing shield enchantment does grant a +1 bonus to attacks and damage (see description). A character could, in fact, build a shield that also acted as a

magic weapon, but the magic offensive bonus cost would need to be added into the defensive bonus cost of the shield.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

**Shield's Hardness and Hit Points:** An attacker cannot damage a magic shield with an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the shield struck. Each +1 of enhancement bonus also adds 1 to the shield's hardness and hit points.

**Activation:** If armor or a shield has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

### Creating Magical Armor and Shields

The creation of magical armor requires the appropriate leather-working and/or blacksmithing tools necessary to make and repair such armor in the first place. The armor to be enchanted must be masterwork armor, and its cost is added to the total enchantment cost to determine final market value. Additional costs for the materials are subsumed in the cost for creating the magic armor, considered to be half the market value presented in the tables in this chapter.

In addition to an enhancement bonus, armor may have special abilities (see below), such as the ability to resist critical hits or to help the wearer hide. Special abilities count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

Magical armor or a magic shield must have at least a +1 enhancement bonus to have any additional spell effects included in its enchantment. When spell effects are being incorporated into the magical armor, the CT of the spell is added to the base Item Creation Threshold of the armor.

If a spell is involved in the prerequisite for making the armor, the creator must know the spell at either Intimate Knowledge or Quick Reference but need not provide any mundane focus the spell requires. The armor is imbued with the spell slowly during the process of creation.

Creating some armor or shields may entail other prerequisites beyond or other than spellcasting.

**Item Creation Feat Required:** Craft Magic Arms and Armor.

### Armor and Shield Special Qualities

Note that the required spells included below are just an example. Other spells (including new magic created by a player) may be substituted with the referee's approval.

**Acid Resistance:** A suit of armor or a shield with this enchantment normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per round that the wearer would normally take.

*Prerequisites:* Craft Magic Arms and Armor, *harden* (Earth) or *hungry water* (Water); *Market Price:* +3 bonus.

**Animated:** Upon command, an animated shield floats within 2 feet of the wielder, protecting him as if he were using it himself but freeing up both his hands. Only one shield can protect a character at a time.

*Prerequisites:* Craft Magic Arms and Armor, *iron defender* (Air); *Market Price:* +2 bonus.

**Arrow Deflection:** This shield protects the wielder as if he had the Deflect Arrows feat (see *Core Rulebook I* for details).

*Prerequisites:* Craft Magic Arms and Armor, *gusting shield* (Air) or *shield me* (Earth); *Market Price:* +2 bonus.

**Bashing:** This shield is crafted to make a shield bash. No matter what the size of the attacker, a large bashing shield deals 1d8 points of damage and a small bashing shield deals 1d6 points of damage. The shield acts as a +1 weapon when used to bash. (Tower shields cannot be bashing shields.)

*Prerequisites:* Craft Magic Arms and Armor, *harden* (Earth); *Market Price:* +1 bonus.

**Blinding:** A shield with this enchantment flashes with a brilliant light up to twice per day upon command of the wielder. All within 20 feet except the wielder must make a Reflex saving throw (DC 14) or be blinded for 1d4 rounds.

*Prerequisites:* Craft Magic Arms and Armor, *dazzle* (Air/Fire) or *blind* (Water) or *see no more* (Void); *Market Price:* +1 bonus.

**Cold Resistance:** A suit of armor or a shield with this enchantment normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per round that the wearer would normally take.







**TABLE 8.2: FORTIFICATION SPECIAL QUALITIES**

| Fortification Type | Chance for Normal Damage | Market Price |
|---|---|---|
| Light | 25% | +1 bonus |
| Moderate | 75% | +3 bonus |
| Heavy | 100% | +5 bonus |

*Prerequisites:* Craft Magic Arms and Armor, *coat of the bear* (Earth/Fire) or *comfort zone* (Fire); *Market Price:* +3 bonus.

**Dark:** This type of armor is jet black and causes the wearer to blur in the sight of others whenever he tries to hide, granting a +10 circumstance bonus to Hide checks (essentially a bonus for an extremely favorable condition). This bonus does not stack with the Hide bonus granted by obscuring or blinding-based Hide check bonuses. (The armor's armor check penalty still applies normally.)

*Prerequisites:* Craft Magic Arms and Armor, *walk without shadow* (Air) or *shadow'd visage* (Void); *Market Price:* +1 bonus.

**Fire Resistance:** A suit of armor with this enchantment normally has a reddish hue and is often decorated with a draconic motif. The armor absorbs the first 10 points of heat damage per round that the wearer would normally take.

*Prerequisites:* Craft Magic Arms and Armor, *fire-mute* (Earth) or *quench* (Fire); *Market Price:* +3 bonus.

**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:

*Prerequisites:* Craft Magic Arms and Armor, *harden* (Earth); *Market Price:* varies (see above).

**Glamered:** A suit of armor with this capability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *reveal that which is hidden* spell or similar magic reveals the true nature of the armor when disguised.

*Prerequisites:* Craft Magic Arms and Armor, *the mendacity of air* (Air); *Market Price:* +1 bonus.

**Invulnerability:** This suit of armor grants the wearer damage reduction of 5/+1.

*Prerequisites:* Craft Magic Arms and Armor, *fuse metal* (Air/Fire) or *harden* (Earth); *Market Price:* +3 bonus.

**Lightning Resistance:** A suit of armor or a shield with this enchantment normally has a bluish hue and often bears a storm cloud or lightning motif. The armor absorbs the first 10 points of electrical damage per round that the wearer would normally take.

*Prerequisites:* Craft Magic Arms and Armor, *immunity to lightning* (Air/Fire); *Market Price:* +3 bonus.

**Shadow Form:** On command, this enchantment allows the wearer of the armor to become an insubstantial shadow once per day. The character can remain a shadow for as long as desired, but once he returns to normal, he cannot become a shadow again that day.

*Prerequisites:* Craft Magic Arms and Armor, *pass as shadow* (Void); *Market Price:* +4 bonus.

**Silent Moves:** This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It adds a +10 circumstance bonus to its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

*Caster Level:* 5th; *Prerequisites:* Craft Magic Arms and Armor, *focusing the will* (Air) or *monkey's balance* (Earth/Fire) or *mute* (Water); *Market Price:* +1 bonus.

**Slick:** Slick armor that appears coated at all times with a greasy oil adds a +10 circumstance bonus to its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

*Prerequisites:* Craft Magic Arms and Armor, *slicker* (Water); *Market Price:* +1 bonus.

**Sonic Resistance:** A suit of armor or a shield with this enchantment normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per round that the wearer would normally take.

*Prerequisites:* Craft Magic Arms and Armor, *mute* (Water); *Market Price:* +3 bonus.

### MAGICAL WEAPONS

Magical weapons are the most popular magical items and are often depicted in legend and song. Such a weapon gains a reputation based on its wielder's career. The history of a warrior and his weapon are forever intertwined.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons (daggers, axes) can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.



Masterwork ranged weapon bonuses to attack and masterwork ammunition (arrows, crossbow bolts, and sling bullets) attack bonuses stack with each other (but not with enhancement bonuses). Unlike most enhancement bonuses, but similar to the way in which armor and shields work together, the enhancement bonuses of magic ranged weapons and magic ammunition stack for attack and damage purposes. However, for purposes of damage reduction, the enhancement bonuses of a magic ranged weapon and magic ammunition do not stack. Only the ammunition's enhancement bonus is applied against the damage reduction, since it is the only part of the weapon actually striking the creature. When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or is otherwise rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

Some magical weapons shed light equivalent to a torch (20-foot radius). These glowing weapons are quite obviously magical. Such a weapon cannot be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed in Chapter 7 always or never glow, as defined in their descriptions.

An attacker cannot damage a magic weapon with an enhancement bonus unless his own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon's or shield's hardness and hit points.

Special abilities (see below) count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

Magical weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magical weapons are also masterwork weapons, but their masterwork bonus to attack does not stack with their enhancement bonus to attack. Some magic weapons deal bonus dice of damage. Unlike other modifiers to damage, bonus dice of damage are not multiplied when the attacker scores a critical hit.

If a weapon has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).



### Creating Magical Weapons

The creation of magical weapons requires the appropriate tools necessary to make and repair such weapons in the first place. The weapon to be enchanted must be a masterwork weapon, and its cost is added to the total enchantment cost to determine final market value. Additional costs for the materials are subsumed in the cost for creating the magic weapon, considered to be half the market value presented in the tables in this chapter.

Magical weapons must have at least a +1 enhancement bonus to have any additional spell effects included in their enchantment. When spell effects








are being incorporated into the magical weapon, the CT of the spell is added to the base Item Creation Threshold of the weapon.

If a spell is involved in the creation of the weapon, the creator must know the spell at either Intimate Knowledge or Quick Reference, but need not provide any mundane focus the spell requires. The weapon is imbued with the spell slowly during the process of creation.

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating some weapons may entail other prerequisites beyond or other than spellcasting.

**Item Creation Feat Required:** Craft Magic Arms and Armor.

### Weapon Special Qualities

Note that the required spells included below are just an example. Other spells (including new magic created by a player or referee) may be substituted at the referee's discretion.

**Bane:** A bane weapon excels at attacking one type of creature. (This can either be categories such as Aberrations, Dragons, etc. or something more specific.) Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus (so a +1 longsword is a +3 longsword against its foe). Further, it deals +2d6 points of bonus damage against the foe.

*Prerequisites:* Craft Magic Arms and Armor, *death touch* (Void); *Market Price:* +2 bonus.

**Dancing:** A dancing weapon can be loosed (requiring a standard action) to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if the wielder falls. The wielder who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can't dance (attack on its own) again for 4 rounds.

*Prerequisites:* Craft Magic Arms and Armor, *iron defender* (Air); *Market Price:* +4 bonus.

**Defending:** A defender weapon allows the wielder to transfer some or all of the sword's enhancement bonus to his AC as a special bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon. The effect to AC lasts until his next turn.

*Prerequisites:* Craft Magic Arms and Armor, *gusting shield* (Air) or *shield me* (Earth); *Market Price:* +1 bonus.

**Distance:** This enchantment can be placed only on a ranged weapon. A weapon of distance doubles its range increment.

*Prerequisites:* Craft Magic Arms and Armor, *speed my arrows* (Air); *Market Price:* +1 bonus.

**Flaming:** Upon command, a flaming weapon is sheathed in fire. The fire does not harm the hands that hold the weapon. Flaming weapons deal +1d6 points of bonus fire damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

*Prerequisites:* Craft Magic Arms and Armor, *blade of fire* (Fire); *Market Price:* +1 bonus.

**Flaming Burst:** A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the hands that hold the weapon. Flaming burst weapons deal +1d10 points of bonus fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus fire damage instead, and if the multiplier is x4, add +3d10 points of bonus fire damage. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

*Prerequisites:* Craft Magic Arms and Armor, *fireball* (Fire); *Market Price:* +2 bonus.

**Frost:** Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the hands that hold the weapon. Frost weapons deal +1d6 points of bonus cold damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

*Prerequisites:* Craft Magic Arms and Armor, *hail* (Air/Water) or *icy grasp* (Fire) or *cool* (Fire); *Market Price:* +1 bonus.

**Icy Burst:** An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the hands that hold the weapon. Icy burst weapons deal +1d10 points of bonus cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus cold damage instead, and if the multiplier is x4, add +3d10 points of bonus cold damage. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

*Prerequisites:* Craft Magic Arms and Armor, *hail* (Air/Water); *Market Price:* +2 bonus.










**Keen:** This enchantment doubles the threat range of a weapon. For instance, if *keen* is placed on a longsword (which has a normal threat range of 19-20), the keen longsword scores a threat on a 17-20. Only slashing weapons can be enchanted to be keen. (If you roll this property randomly for an inappropriate weapon, re-roll.)

*Prerequisites:* Craft Magic Arms and Armor, *sharpen* (Earth); *Market Price:* +1 bonus.

**Mighty Cleaving:** A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

*Prerequisites:* Craft Magic Arms and Armor, *smite thee* (Earth); *Market Price:* +1 bonus.

**Returning:** This enchantment can be placed only on a weapon that can be thrown. A returning weapon returns through the air back to the creature that threw it. It returns on the round following the round that it was thrown just before the throwing creature's turn. The weapon is therefore ready to use again that turn.

*Prerequisites:* Craft Magic Arms and Armor, *speed my arrows* (Air); *Market Price:* +1 bonus.

**Shock:** Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the hands that hold the weapon. Shock weapons deal +1d6 points of bonus electricity damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

*Prerequisites:* Craft Magic Arms and Armor, *shock* (Air/Fire); *Market Price:* +1 bonus.

**Shocking Burst:** A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the hands that hold the weapon. Shocking burst weapons deal +1d10 points of bonus electricity damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d10 points of bonus electricity damage instead, and if the multiplier is x4, add +3d10 points of bonus electricity damage. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

*Prerequisites:* Craft Magic Arms and Armor, *shock* (Air/Fire) or *sheet lightning* (Air/Fire); *Market Price:* +2 bonus.

**Speed:** A weapon of speed allows the wielder one single extra attack each round at his highest bonus. It is not cumulative with *quick strike*. The extra attack must be with this weapon, not with some other weapon.

*Prerequisites:* Craft Magic Arms and Armor, *quick strike* (Air) or *legs of the cheetah* (Earth/Fire); *Market Price:* +4 bonus.

**Thundering:** A thundering weapon creates a roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder of the weapon. Thundering weapons deal +1d8 points of bonus sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d8 points of bonus sonic damage instead, and if the multiplier is x4, add +3d8 points of bonus sonic damage. Bows, crossbows, and slings so enchanted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a Fortitude save (DC 14) or be deafened permanently.

*Prerequisites:* Craft Magic Arms and Armor, *thunder without lightning* (Air) or *deafen* (Water); *Market Price:* +2 bonus.

**Throwing:** This enchantment can be placed only on a melee weapon. A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

*Prerequisites:* Craft Magic Arms and Armor, *speed my arrows* (Air) or *slinger* (Earth); *Market Price:* +1 bonus.

**Vorpal:** This potent and feared enchantment allows the weapon to sever the heads of those it strikes. Upon a successful critical hit, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many abominations and all oozes, have no heads. Others, such as golems and undead creatures, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. The referee may have to make judgment calls about this sword's effect. A vorpal weapon must be a slashing weapon.

*Prerequisites:* Craft Magic Arms and Armor, *sharpen* (Earth) or *death touch* (Void); *Market Price:* +5 bonus.

**Wounding:** A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (heal, healing circle, and so on).





*Prerequisites:* Craft Magic Arms and Armor, *sharpen* (Earth) or *necrotic grasp* (Void); *Market Price:* +1 bonus.

### Magical Potions

A potion is a magic liquid that produces its effect when imbibed. Potions are also sometimes called elixirs. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion, oil, or elixir can be used only once.

There are certain items that count as potions that are neither potion, oil, or elixir. These are items that must be consumed in some fashion (as a standard action) to gain the effect. *Pecwae sweetbread* is an example.

A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches tall. The vial has an AC of 13, 1 hit point, a hardness of 1, and a break DC of 12. Vials hold 1 ounce of liquid.



Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use:

- Drinking a potion or applying an oil is a standard action. The potion or oil takes effect immediately.
- Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as with casting a spell). If the character fails this check, he cannot drink the potion. An attacker may direct the attack of opportunity against the potion or oil container rather than against the character. A successful attack on the potion can destroy the container.
- A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils.
- Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.
- A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

### Creating Potions

To brew a potion, the creator must have equipment capable of storing, measuring, and heating both liquids and powders. The costs for ingredients are the CT of the original spell x 2, and are subsumed in the cost for brewing the potion. All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion.

Potions do not require preparation time. A mage may begin enchanting a potion as soon as he has the necessary materials.

A potion can be made only from a spell that targets a creature or creatures. Effect and area spells cannot be made into potions. The creator(s) must know the spell at Intimate Knowledge or Quick Reference.

**Item Creation Feat Required:** Brew Potion.

### Magical Rings

Rings can be enchanted in a variety of ways, either holding spells that directly effect the wearer or spells that allow him to create magical effects using the ring. Rings can be crafted from numerous materials and their weight does not affect the wearer. A ring has an AC of 13, 2 hit points, a hardness of 10, and a break DC of 25.

Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

### Creating Rings

The creation of a magical ring requires the appropriate tools necessary to make and repair such a ring in the first place. The cost for the materials (which varies) is subsumed in the cost for creating the ring. Creating a ring costs half the market value listed.

If a spell is involved in the creation of the ring, the creator must know the spell at either Intimate Knowledge or Quick Reference, but need not provide any mundane focus the spell requires. The ring is imbued with the spell slowly during the process of creation.

**Item Creation Feat Required:** Forge Ring.

To activate a scroll, a spellcaster must read the magical writing on it. Doing so involves several steps and conditions.

**Decipher the Writing:** The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires that the spellcaster have at least one level in the scroll's magical element. It also requires a successful Spellcraft check (DC 10 + creator's level). Obviously, a caster can automatically decipher scrolls of his own design.

**Activate the Spell:** Activating a scroll requires reading the magical phrase from the scroll. The character must be able to see and read the writing on the scroll.



## MAGICAL SCROLLS

Magical scrolls are the most common item created by mages of Loerem. Casting normal spells can take precious time and, in dangerous situations, the mage doesn't have time to waste. Magical scrolls in Loerem have spells "pre-cast" into them during the process of enchantment, requiring only a short magical phrase (written by the caster on the scroll) to activate the spell.

Scrolls can be manufactured using parchment, paper, or vellum, and are roughly one foot in length. A scroll has an AC of 9, 1 hit point, a Hardness of 0, and a Break DC of 8.

A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell, except that it can be done as a standard action (that provokes an attack of opportunity) and requires no spellcasting roll.

Activating a scroll spell requires no mundane focus, though it does require the presence of the spell's element (as per normal casting). (The creator of the scroll provided any mundane focus when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a spell normally would be.

**Determine Effect:** A spell successfully activated from a scroll works exactly like a spell cast the normal way. The spell functions as if the creator of the scroll had cast the spell (using the creator's level to determine range and other level-based effects). The writing for an activated spell disappears from the scroll.

### Creating Scrolls

The character needs a supply of choice writing materials and special ingredients, the cost being the CT of the spell being scribed x3. These expenses are subsumed in the cost for scribing the scroll.

All writing implements and materials used to scribe a scroll must be fresh and unused. The character must pay the full cost for scribing each spell scroll no matter how many times he previously has scribed the same spell.

Scrolls do not require preparation time. A mage may begin enchanting a scroll as soon as he has the necessary materials.

**Item Creation Feat Required:** Scribe Scroll.

### MAGICAL RODS

Magical rods are varied in appearance and have unusual powers that do not always mirror normal spell effects. Anyone can use a rod.

Rods weigh roughly 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many can function as light maces or clubs due to their sturdy construction.) These items have an AC of 9, 10 hit points, a hardness of 10, and a break DC of 27.

**Activation:** Details relating to rod use vary from item to item. See the individual descriptions for specifics.



#### Creating Rods

The creation of a magical rod requires the appropriate tools necessary to make and repair such a rod in the first place. The cost for the materials (which varies) is subsumed in the cost for creating the rod. Creating a rod costs half the market value listed.

If a spell is involved in the prerequisite for making the rod, the creator must know the spell at either Intimate Knowledge or Quick Reference, but need not provide any mundane focus the spell requires. The rod is imbued with the spell slowly during the process of creation.

Creating some rods may entail other prerequisites beyond or other than spellcasting.

**Item Creation Feat Required:** Craft Rod.

### MAGICAL STAVES

As a magical sword is common to most legendary heroes, so is a magical staff is common to most renowned mages of Loerem. While staves vary in appearance, they are known for aiding their wielders and granting fantastic magical abilities.

A typical staff is like a walking stick, quarterstaff, or cudgel. It has an AC of 7, 10 hit points, a hardness of 5, and a break DC of 24.

A staff can have several spells cast into it. These spells are chosen by the creator and may often have a "theme." (A staff of healing, for example.) A staff has 50 charges when created.

**Activation:** Staves use the spell trigger activation method, so casting a spell from a staff is a standard action that does not provoke attacks of opportunity. To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for non-humanoid creatures).

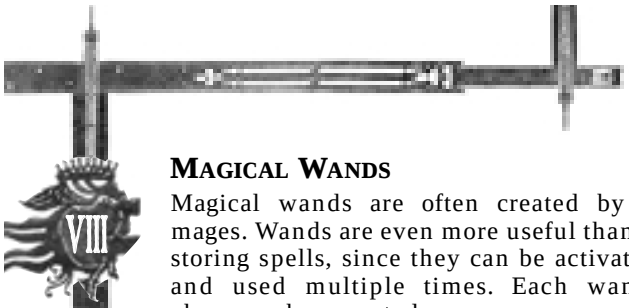
#### Creating Magical Staves

The creation of a magical staff requires the appropriate tools necessary to make and repair such a staff in the first place. The cost for the materials (which varies) is subsumed in the cost for creating the staff—50 argents multiplied by the CT of the most complex spell being used in the staff, plus 75% of the value of the next most costly ability. The referee may modify the final price by up to 20% at his own discretion (based on number of abilities and spells incorporated into the staff).

The Item Creation Threshold for a staff is determined normally, with all effects and spell effects added together. A spell can be placed into the staff at only half the normal CT, but then activating that particular spell costs 2 charges from the staff. A single function can cost no more than 2 charges.

In certain cases, the creation of staff may contain additional prerequisites beyond or other than spellcasting.

**Item Creation Feat Required:** Craft Staff.






### MAGICAL WANDS

Magical wands are often created by elemental mages. Wands are even more useful than scrolls for storing spells, since they can be activated quickly and used multiple times. Each wand has 50 charges when created.

A wand is usually about one foot in length, but can vary in appearance and construction. A typical wand has an AC of 7, 5 hit points, a hardness of 5, and a break DC of 16.

**Activation:** Wands use the spell trigger activation method, so casting a spell from a wand is a standard action that does not provoke attacks of opportunity. To activate a wand, a character must hold it in hand (or whatever passes for a hand, for non-humanoid creatures) and point it in the general direction of the target or area.

#### Creating Wands

The creation of a magical wand requires the appropriate tools necessary to make and repair such a wand in the first place. The cost for the materials (which varies) is subsumed in the cost for creating the wand. Wands are always fully charged (50 charges) when created.

If the spell requires a mundane focus, it must be present during the creation of the wand.

**Item Creation Feat Required:** Craft Wand.

### WONDROUS ITEMS

This is a category of "miscellaneous" magical items, those that don't fit in any other category. The items can be of virtually any shape, size, or construction and can hold any number of enchantments. They might be worn, wielded, or used. Each item has its own method of manufacture and activation.

#### Creating Wondrous Items

The creation of a wondrous item requires the appropriate tools necessary to make and repair such an item in the first place. The cost for the materials (which varies) is subsumed in the cost for creating the item. Creating a wondrous item costs half the market value listed.

If a spell is involved in the creation of the wondrous item, the creator must know the spell at either Intimate Knowledge or Quick Reference, but need not provide any mundane focus the spell requires. The wondrous item is imbued with the spell slowly during the process of creation.

Creating some items may entail other prerequisites beyond or other than spellcasting.

**Item Creation Feat Required:** Craft Wondrous Item.

### ARTIFACTS

The magical items described in this chapter can be created using known methods of magic by humans, elves, dwarves, pecwae, and orks. However, there are examples of items that seem to break the known rules of magic and exhibit powers far beyond traditional spell effects. These items are collectively known as artifacts.

Minor artifacts were created by mortal hands in the distant past using methods unknown to modern mages. These extraordinarily rare items exhibit tremendous powers and break traditional laws of magic. The *Miter of Tarras Weldar*, for example, seems to incorporate all the natural elements of magic, a feat that is near impossible.

Only a handful of major artifacts are even rumored to exist. These were created by the gods themselves (or some unknown higher power) to serve some unknown purpose in the mortal world. These items are coveted beyond the wealth of kingdoms and have changed the course of Loerem's history, exhibiting vast powers that cannot be explained by mortal minds. The *Dagger of the Vrykyl* and the *Sovereign Stone* itself are the two best-known examples.

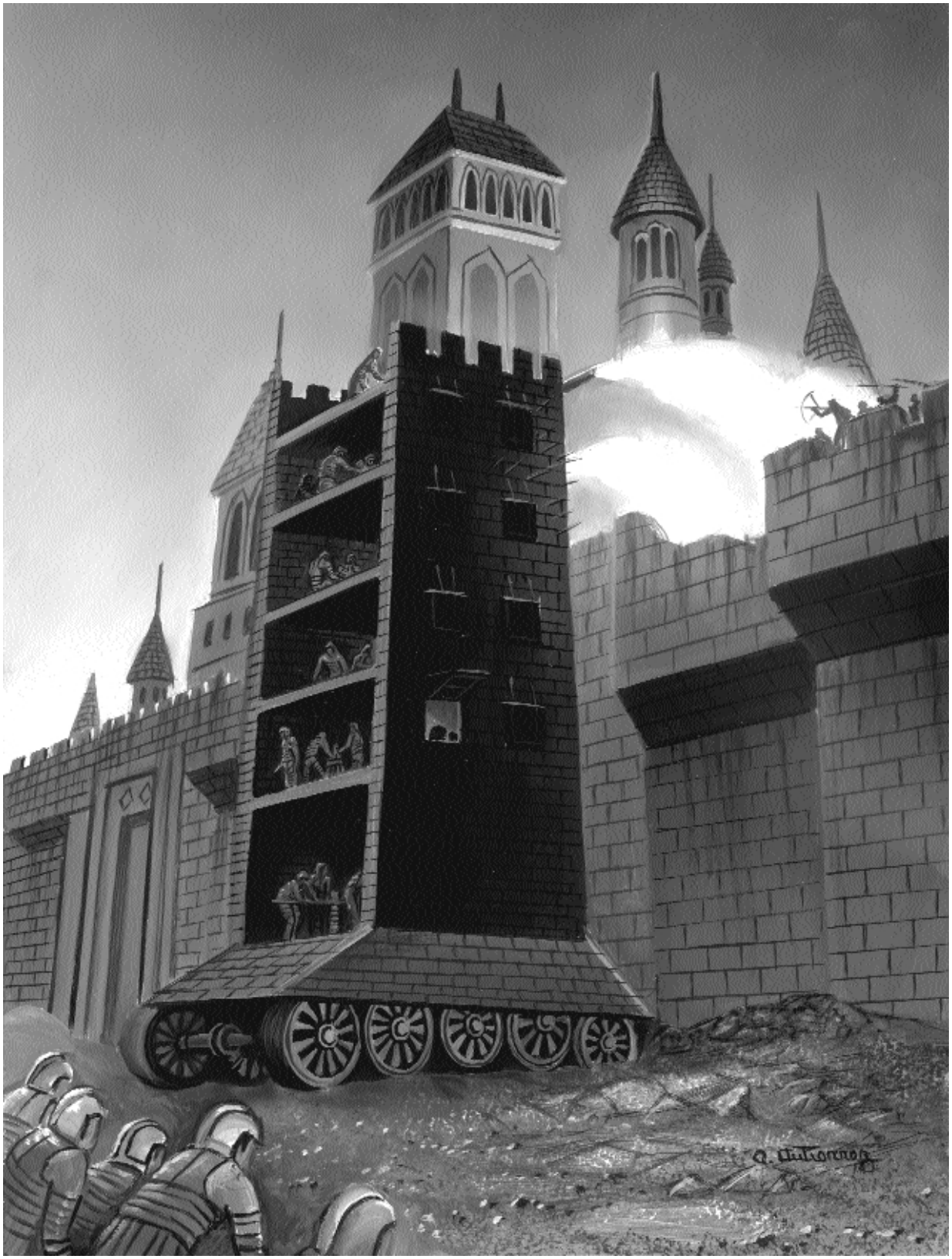
### INTELLIGENT ITEM CREATION

Adding intelligence to an item must be done by incorporating a spell effect into an item that grants the item intelligence (the value is determined by the spell effect). Wisdom and Charisma for the item are determined randomly by rolling 3d6. Note, however, that an item cannot have an ability score higher than its creator. (Any roll higher than the creator is equal to the creator's ability.) The spell effect granting intelligence must be incorporated into the base price of the item and Item Creation Threshold.

### ADDING NEW ABILITIES

A creator can add new magical abilities to a magic item with no restrictions other than the tremendous difficulty of doing so. The cost to do this is the same as if the item was not magical, however, the Item Creation Threshold (and consequently, minimum required level) is that of the item's original enchantments plus that of the new enchantment.





# Complete Spell Lists



### Air Spells

| Spell Name | CT | Category |
|---|---|---|
| **Dispel Air Magic** | * | Trade |
| **Follow Me** | 6 | Trade |
| **Safe Landing** | 6 | Trade |
| **Thoughtwing** | 8 | Trade |
| **Focusing the Will** | 10 | Trade |
| **Untie** | 10 | Trade |
| **Wallflower** | 10 | Trade |
| **Who's There?** | 10 | Trade |
| *Frog's Lasting Gift, The* | 11 | Trade |
| **Deceive the Simple** | 12 | Trade |
| **Fast Walk** | 12 | Trade |
| *Speed my Arrows* | 12 | Trade |
| *Traverse the Wall* | 12 | Dweomer |
| **Bite of Air, The** | 14 | Trade |
| **Soul Shout** | 14 | Trade |
| **Walk Without Shadow** | 17 | Trade |
| *Obey!* | 18 | Dweomer |
| *Biting Winds* | 19 | Dweomer |
| **Lighter than Air** | 19 | Trade |
| **Dressage** | 20 | Trade |
| **Pathway of Deceit** | 22 | Trade |
| **Power of the Spoken Word** | 22 | Trade |
| **Greed's Reward** | 23 | Trade |
| **Sense Air Magic** | 24 | Trade |
| *Reveal That Which Is Hidden* | 26 | Dweomer |
| *Quick Strike* | 27 | Dweomer |
| **Unseen Wings** | 28 | Trade |
| **Dumbfound** | 29 | Trade |
| *Burdensome* | 30 | Dweomer |
| *Mask* | 32 | Dweomer |
| *Draw Strength from Pain* | 34 | Dweomer |
| **Shadows of Truth** | 34 | Trade |
| *Upraise* | 34 | Dweomer |
| *Ease the Burden* | 36 | Trade |
| **Invisible Twin** | 37 | Trade |
| **Remorse** | 37 | Trade |
| **My Friend, the Stranger** | 38 | Trade |
| **Air Becomes Fist** | 41 | Trade |
| *Gusting Shield* | 41 | Dweomer |
| *Fallen Without Hope* | 44 | Dweomer |
| **Obsession** | 44 | Trade |
| **Sparrow Wings** | 44 | Trade |
| **Thunder Without Lightning** | 44 | Trade |
| *Phantom Bow* | 46 | Dweomer |
| **Visions** | 46 | Trade |
| **Color of Rage, The** | 47 | Dweomer |
| *Fear Within, The* | 48 | Dweomer |
| *Out of Sight, Out of Mind* | 48 | Dweomer |
| *Enlighten* | 56 | Dweomer |
| *Ephemeral Missive* | 60 | Dweomer |
| **Mendacity of Air, Air** | 65 | Trade |
| **Seeing is Believing** | 70 | Trade |
| *Art Without Artificer* | 74 | Dweomer |
| *Fascination* | 84 | Dweomer |
| *Phantom Warriors* | 84 | Dweomer |
| *Iron Defender* | 87 | Trade |
| *Whirlwind* | 94 | Trade |
| *Puppet, The* | 97 | Trade |
| *Substance to Shadow* | 139 | Trade |
| Final Breath, The | 142 | Forbidden |
| Unwitting Assassin | 148 | Forbidden |
| *Deflect the Curious* | 159 | Dweomer |
| **Dreams Given Substance** | 159 | Trade |
| *Wooden Warrior* | 210 | Forbidden |

### Earth Spells

| Spell Name | CT | Category |
|---|---|---|
| **Dispel Earth Magic** | * | Trade |
| **Pillar of Earth** | 6 | Trade |
| **Slinger** | 8 | Trade |
| *Bury the Dead* | 10 | Trade |
| **Hole** | 11 | Trade |
| **Cushion** | 12 | Trade |
| **Gentle Touch** | 12 | Trade |
| *Silver Glamour* | 12 | Trade |
| *Ease Pain* | 14 | Trade |
| **Hidden Sword** | 14 | Trade |
| *Weapon Glamour* | 15 | Trade |
| **Sinkhole** | 16 | Trade |
| **Healer's Touch** | 17 | Trade |
| *Smite Thee* | 17 | Dweomer |
| **Ankle Biter** | 18 | Trade |
| *Purify Food* | 18 | Trade |
| *Heigh-Ho* | 22 | Trade |
| *Mortar* | 22 | Trade |
| **Sharpen** | 22 | Trade |
| **Sense Earth Magic** | 24 | Trade |
| **Concealed Blade** | 26 | Trade |
| *Berm* | 27 | Dweomer |
| **Brittle** | 27 | Trade |
| **Create Tool** | 28 | Trade |
| *Harden* | 28 | Dweomer |
| *Return to Earth* | 28 | Trade |
| *Shield Me* | 31 | Dweomer |
| **Strength of Stone** | 31 | Trade |
| **Chirurgeon's Touch** | 34 | Trade |
| *Sculpture* | 36 | Trade |
| *Shatterstone* | 37 | Dweomer |
| **Armor of Magic** | 38 | Trade |
| **Siege Breaker** | 38 | Trade |
| **Keep Away** | 42 | Trade |
| **Firemute** | 48 | Trade |
| *Entombment* | 52 | Forbidden |
| **Detoxify Poison** | 53 | Trade |
| *Stone Shackles* | 57 | Dweomer |
| *Thick Skin* | 60 | Trade |
| **Push Away** | 61 | Trade |
| *Small Please* | 63 | Dweomer |
| *Span the Distance* | 64 | Dweomer |



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# Complete Spell Lists



| Spell Name | CT | Category |
|---|---|---|
| *Hands Off* | 69 | Dweomer |
| **Touch of the Divine** | 70 | Trade |
| *Earthworks* | 80 | Dweomer |
| **Stone Guardian** | 85 | Trade |
| **Earthquake** | 89 | Trade |
| *Protect Object* | 90 | Dweomer |
| *Succor* | 118 | Dweomer |
| *Earthen Killer* | 144 | Forbidden |
| *Fortify Wall* | 261 | Dweomer |
| *Sunder* | 268 | Forbidden |
| **Fire Spells** | | |
| **Dispel Fire Magic** | * | Trade |
| **Fire Hands** | | Trade |
| **Fire Starter** | 4 | Trade |
| *Icy Grasp* | 6 | Dweomer |
| *Scorch* | 10 | Trade |
| *Blistering Attack* | 11 | Dweomer |
| *Extinguish* | 11 | Dweomer |
| **Burning Sand** | 13 | Trade |
| **Destroy Zombite** | 13 | Trade |
| **Stove** | 14 | Trade |
| *Spiritbane* | 15 | Dweomer |
| *Comfort Zone* | 16 | Trade |
| **Fire Bolt** | 17 | Trade |
| *Remember* | 17 | Trade |
| **Warning** | 19 | Trade |
| **Forge Fire** | 20 | Trade |
| **Quench** | 20 | Trade |
| **Flare** | 22 | Trade |
| **Drop It** | 23 | Trade |
| **Sense Fire Magic** | 24 | Trade |
| *Take That!* | 24 | Dweomer |
| *Fiery Breath* | 26 | Dweomer |
| **Beard Burner** | 27 | Trade |
| *Fireshield* | 28 | Trade |
| *Foxfire* | 28 | Trade |
| *Lineage* | 29 | Dweomer |
| *Firewalker* | 30 | Trade |
| **Cool** | 33 | Trade |
| *Concussion* | 35 | Dweomer |
| *Circle of Flame* | 39 | Trade |
| *Sparkstorm* | 40 | Dweomer |
| *Cutter* | 41 | Dweomer |
| **Fire Wall** | 42 | Trade |
| **Flame Dancer** | 44 | Dweomer |
| *Lantern* | 44 | Trade |
| **Eyes of Fire** | 45 | Trade |
| *Ice Bridge* | 48 | Dweomer |
| **Melt** | 48 | Trade |
| *Where Have You Been?* | 49 | Dweomer |
| **Hot Air** | 50 | Trade |
| **Fireball** | 66 | Trade |
| **Candle of Past Vision** | 71 | Trade |



| Spell Name | CT | Category |
|---|---|---|
| *Explode* | 72 | Dweomer |
| **Scrying Tool** | 74 | Trade |
| *No Entry* | 86 | Dweomer |
| **Fire Scrye** | 91 | Trade |
| *Fire Fury* | 94 | Forbidden |
| **Glowstone** | 102 | Trade |
| **Conflagration** | 111 | Trade |
| *Exploding Sun* | 245 | Forbidden |
| *Tell the Tale* | 288 | Dweomer |
| **Water Spells** | | |
| **Dispel Water Magic** | * | Trade |
| **Dry** | 5 | Trade |
| **Essence of the Ocean** | 8 | Trade |
| **Spitball** | 8 | Trade |
| **Umbrella** | 8 | Trade |
| **Are you Well?** | 9 | Trade |
| *Touch* | 9 | Trade |
| *Detect Poison* | 10 | Dweomer |
| *Eye Stab* | 11 | Dweomer |
| *What's the Depth* | 12 | Trade |
| *Freeze Water* | 14 | Dweomer |
| **Hungry Water** | 15 | Trade |
| **Magnify** | 15 | Trade |
| *Cough* | 16 | Dweomer |
| *Blind* | 19 | Dweomer |
| *Deaf* | 19 | Dweomer |
| *Reveal the Beyond* | 19 | Dweomer |
| **Voice Mimic** | 19 | Trade |
| *Mute* | 22 | Dweomer |
| *Slicker* | 23 | Trade |
| **Far Speaker** | 24 | Trade |
| **Sense Water Magic** | 24 | Trade |
| **Purify Water** | 26 | Trade |
| *Eavesdrop* | 29 | Trade |
| *Walk on Water* | 29 | Trade |
| *Spray* | 30 | Dweomer |
| *Watershield* | 30 | Dweomer |
| *Forked Tongue* | 32 | Dweomer |
| *Mimic* | 32 | Dweomer |
| **Night Vision** | 34 | Trade |
| *Bring Forth Water* | 35 | Trade |
| **Mindlink** | 35 | Trade |
| **Speak with Dolphins** | 36 | Trade |
| **Unveil the Spy** | 37 | Trade |
| **Speak with Fish** | 38 | Trade |
| **Divert Water** | 41 | Trade |
| *Tiny Bubbles* | 42 | Trade |
| **Hills of Water** | 44 | Trade |
| *Taint* | 44 | Forbidden |
| **Water Speak** | 44 | Trade |
| *Stink* | 48 | Dweomer |
| **Whisper Speech** | 52 | Trade |
| **Tormentor** | 56 | Trade |

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# Complete Spell Lists



| Spell Name | CT | |
|---|---|---|
| **Not Here** | 57 | Trade |
| *Finder* | 59 | Dweomer |
| **See What Has Been Seen** | 60 | Trade |
| *Berg* | 62 | Dweomer |
| **Hear You** | 65 | Trade |
| **See You** | 65 | Trade |
| **Water Knows All** | 87 | Trade |
| *Watery Doom* | 99 | Dweomer |
| *Jellyfire* | 131 | Forbidden |
| *You Don't Want Me* | 132 | Dweomer |
| *Tsunami* | 148 | Forbidden |
| **Air/Fire Spells** | | |
| *Engrave* | 6 | Trade |
| *Surge* | 6 | Trade |
| *Wake Up!* | 9 | Trade |
| *Caress with Bite* | 12 | Dweomer |
| *Jolt* | 14 | Trade |
| *Fuse Metal* | 15 | Trade |
| **Dazzle** | 17 | Trade |
| **Sizzle** | 17 | Trade |
| *Summon Metal Object* | 17 | Dweomer |
| **Zap** | 17 | Trade |
| *Lightning Ride* | 18 | Dweomer |
| *Ball Lightning* | 21 | Dweomer |
| *Blinding Flash* | 22 | Trade |
| *Lightning Lash* | 22 | Dweomer |
| **Empty-handed** | 23 | Trade |
| *Glow of the Aura* | 24 | Dweomer |
| **Magnetize** | 24 | Trade |
| *Shock* | 24 | Trade |
| *Singed* | 24 | Dweomer |
| **Lightning Bite** | 30 | Trade |
| **Lightning Bugs** | 33 | Dweomer |
| *Repel Armored Opponent* | 44 | Dweomer |
| **Lightning Rod** | 58 | Trade |
| *Touch-Me-Not* | 58 | Trade |
| *Immunity to Lightning* | 60 | Dweomer |
| *Skim the Earth* | 60 | Trade |
| *Shielding Wall of Lightning Bolts* | 64 | Dweomer |
| *Call Down the Stars* | 67 | Forbidden |
| *Swirling Motes* | 73 | Dweomer |
| **Crushing Armor** | 104 | Dweomer |
| **Sheet Lightning** | 109 | Dweomer |
| *More Pain, Less Blood* | 118 | Forbidden |
| *Lightning Ward* | 129 | Dweomer |
| *Bouncer* | 151 | Dweomer |
| *Summon Lightning* | 155 | Forbidden |
| **Air/Water Spells** | | |
| *Predict Weather* | 9 | Trade |
| *Falling Star* | 20 | Trade |
| *Weather Beaten* | 23 | Trade |



| Spell Name | CT | |
|---|---|---|
| *Trail Breaker* | 26 | Trade |
| **Summon Ocean Winds** | 27 | Trade |
| *Breathe Water* | 30 | Dweomer |
| *Sunburn* | 35 | Trade |
| *Sunstroke* | 36 | Dweomer |
| **Personal Raincloud** | 39 | Trade |
| *Cloud Chariot* | 44 | Dweomer |
| *Blue Skies* | 45 | Dweomer |
| *Aurora* | 58 | Dweomer |
| **Showers** | 65 | Trade |
| *Moonlight Magnified* | 70 | Dweomer |
| **Fog** | 76 | Trade |
| *Hail* | 81 | Dweomer |
| **Killing Mist** | 95 | Trade |
| **Fog Made Substantial** | 106 | Trade |
| *Doldrums* | 129 | Dweomer |
| *Humid* | 129 | Dweomer |
| **Tornadic Shield** | 137 | Dweomer |
| *Cloudcover* | 174 | Dweomer |
| *Happy Plant* | 189 | Dweomer |
| *Summon Storm* | 228 | Dweomer |
| *Hurricane* | 231 | Forbidden |
| *Drought* | 247 | Forbidden |
| **Earth/Fire Spells** | | |
| **Animal Tongue** | 14 | Trade |
| *Heel!* | 16 | Trade |
| *Spooked* | 18 | Trade |
| *Anti-venom* | 20 | Dweomer |
| *Defiance* | 20 | Dweomer |
| **Eyes of the Leopard** | 20 | Trade |
| **Sedate Animal** | 20 | Trade |
| *Leash* | 24 | Trade |
| *Monkey's Balance* | 24 | Dweomer |
| *Away!* | 27 | Trade |
| *Cat's Claws* | 28 | Dweomer |
| *Sniff* | 32 | Trade |
| *Unnoticed* | 32 | Dweomer |
| *Venom Immunity* | 32 | Trade |
| **Hunter** | 33 | Trade |
| *Gird for Battle* | 34 | Dweomer |
| **Legs of the Cheetah** | 34 | Trade |
| *Stand Still* | 34 | Trade |
| *Good Will* | 37 | Trade |
| *Animal Messenger* | 40 | Dweomer |
| *Speak with…* | 40 | Trade |
| **Greater Canine** | 48 | Trade |
| **Call Animal** | 49 | Trade |
| **Enrage Animal** | 49 | Trade |
| **Chameleon** | 54 | Trade |
| *Coat of the Bear* | 55 | Dweomer |
| *Animal Ward* | 57 | Trade |
| *Bloodline* | 62 | Dweomer |
| *Halt the Charge* | 63 | Dweomer |

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# Complete Spell Lists



| Spell Name | CT | Category |
|---|---|---|
| **Charm Flock** | 66 | Trade |
| *Kennel* | 69 | Trade |
| *Spy* | 115 | Dweomer |
| *Familiar* | 166 | Dweomer |
| *Animal Curse* | 173 | Forbidden |
| *Locust Swarm* | 173 | Forbidden |
| **Earth/Water Spells** | | |
| *Know Plant* | 5 | Trade |
| *Club* | 7 | Trade |
| *Commune With Plant* | 8 | Trade |
| **Heal Plant** | 13 | Trade |
| **Colorful Blossoms** | 15 | Trade |
| *Stick Slap* | 15 | Dweomer |
| *Bucket* | 16 | Trade |
| *Rooted to the Spot* | 16 | Dweomer |
| *Spikestab* | 17 | Trade |
| **Disguise Plant** | 27 | Trade |
| *Itch* | 28 | Dweomer |
| *Serpent from the Staff* | 28 | Dweomer |
| **Direct Plant Growth** | 34 | Trade |
| *Kudzu Climbing Vine* | 34 | Dweomer |
| *Shelter* | 38 | Dweomer |
| *Ghillie* | 40 | Dweomer |
| **Angry Sapling** | 42 | Trade |
| **Allergy Season** | 44 | Trade |
| *Out Weed!* | 45 | Trade |
| *One With the Trees* | 47 | Dweomer |
| *Warp* | 48 | Dweomer |
| **Remove Blight** | 50 | Trade |
| *Entangling Vines* | 56 | Dweomer |
| **Confusion Spores** | 59 | Trade |
| **Blades of Grass** | 69 | Trade |
| *Fresh* | 76 | Trade |
| *Treeborn Sanctuary* | 88 | Dweomer |
| *Thornbush Barricade* | 105 | Dweomer |
| **Speed Growth** | 107 | Trade |
| *Keelbreaker* | 114 | Dweomer |
| *Barbed Vine* | 136 | Forbidden |
| *Transplant* | 144 | Trade |
| *Bounty* | 153 | Trade |
| *Killing Algae* | 240 | Forbidden |
| **Void Spells** | | |
| **Dispel Void Magic** | * | Forbidden |
| **Wilt** | 6 | Forbidden |
| Decompose | 8 | Forbidden |
| Stone Change | 8 | Forbidden |
| *I Am as You Are* | 10 | Forbidden |
| Poison Spit | 12 | Forbidden |
| **Despair** | 14 | Forbidden |
| **Dissipate Life** | 16 | Forbidden |
| **Sense Void Magic** | 16 | Forbidden |
| **Shadow Walk** | 16 | Forbidden |
| **Repel the Living** | 18 | Forbidden |
| *Splinter* | 20 | Forbidden |



| Spell Name | CT | Category |
|---|---|---|
| **Shatter** | 21 | Forbidden |
| **Shadow'd Visage** | 22 | Forbidden |
| **Corpse Light** | 24 | Forbidden |
| **Death Touch** | 26 | Forbidden |
| **Attach Limb** | 28 | Forbidden |
| Void Talons | 31 | Forbidden |
| *Ward Against Living Dead* | 31 | Forbidden |
| *Blemish* | 32 | Forbidden |
| **Pass as Shadow** | 33 | Forbidden |
| *Darts of Decay* | 34 | Forbidden |
| *Torturer's Tongs* | 34 | Forbidden |
| **Feign Death** | 40 | Forbidden |
| *Ghostly Flesh* | 40 | Forbidden |
| Transfer Essence | 42 | Forbidden |
| *Deadspeak* | 44 | Forbidden |
| *Emaciate* | 44 | Forbidden |
| **Black Cloud** | 45 | Forbidden |
| **Necrotic Grasp** | 46 | Forbidden |
| Convulsions | 50 | Forbidden |
| Stand Still | 50 | Forbidden |
| Cause Terror | 52 | Forbidden |
| Embed | 52 | Forbidden |
| Stone Spirit | 52 | Forbidden |
| **Steal Sleep** | 53 | Forbidden |
| *Siphon Life's Gift* | 54 | Forbidden |
| Shadow Net | 56 | Forbidden |
| Caress the Heart | 58 | Forbidden |
| *Shadowcloak* | 59 | Forbidden |
| **Plague** | 67 | Forbidden |
| Miscommunication | 68 | Forbidden |
| Wisp of Smoke | 68 | Forbidden |
| **Weaken** | 75 | Forbidden |
| *Wither* | 75 | Forbidden |
| *Shadow Tomb* | 76 | Forbidden |
| **Steal Memory** | 78 | Forbidden |
| **Zombie Servants** | 84 | Forbidden |
| Shadow Image | 92 | Forbidden |
| *Taint of the Void* | 93 | Forbidden |
| Desiccate | 96 | Forbidden |
| **Summon Shadeling** | 99 | Forbidden |
| **Bring Forth the Night** | 102 | Forbidden |
| **See No More** | 108 | Forbidden |
| **Suppress** | 108 | Forbidden |
| *Circle of Despair* | 109 | Forbidden |
| Exploding Bones | 109 | Forbidden |
| **Raise Dead** | 114 | Forbidden |
| *Asphyxiate* | 120 | Forbidden |
| **Maze of Shadows** | 126 | Forbidden |
| *Possession* | 145 | Forbidden |
| Sink | 147 | Forbidden |
| *Shadow Steed* | 152 | Forbidden |
| **Skeletal Minions** | 157 | Forbidden |
| *Undead Creature* | 192 | Forbidden |
| *Into the Ether* | 205 | Forbidden |
| *To the Four Winds* | 232 | Forbidden |
| *Soulless Stalker* | 292 | Forbidden |

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