**INTRODUCTION**

**Preface to the First Edition**

*By Marco Dalmonte and Matteo Barnabè*

This supplement presents the two types of magic within the universe of Mystara according to the D&D rules: arcane magic (characteristic of mages and elves) and divine magic (typical of clerics, druids, and shamans). Each has certain characteristics, is subject to certain rules, and has particular limits that are explained in the pages that follow, and which every Dungeon Master and player should know to play a spe[[1]](#footnote-1)llcaster character better.

This manual is the fruit of a long job of reading, elaboration, and editing of all the material published for D&D and Mystara according to the rules originally presented in the Basic, Expert, Companion, and Master rule sets, and then assembled in the *Rules Cyclopedia*. This supplement attempts to homogenise the rules that often appear at odds or simply not codified, making it simpler for the players and Dungeon Master to manage the use and creation of spells, magic items, spellcasting classes.

The *Tome of the Magic of Mystara* can be used with the classic D&D rules, and also refers to the free supplements available online, written (separately or in collaboration) by the authors of this manual; they are the *Manual of General Skills* (indispensable compendium for any D&D campaign, independent of the setting), the *Manual of Weapons and Mastery[[2]](#footnote-2)* (that proposes a clearer mastery system and a complete list of weapons suitable for any campaign) and the *Complete Guide to the Immortals of Mystara[[3]](#footnote-3)* (a useful supplement for defining the pantheons that exist on Mystara and giving a touch of originality and diversity to each divine spellcaster).

Hoping that the readers appreciate their work so far, the authors of this manual invite those that want to provide further spells, classes, or rules to add to the Tome, or simply express their opinion on the manual, to contact them privately by e-mail.

Barbiano – Castelbolognese, 25/03/2002

**Preface to the Second Edition v. 2.92**

*By Marco Dalmonte*

As it has been seven years since the publication of the first edition of the Tome, I have felt the need to update this manual taking inspiration from the new edition of D&D (the Third). At the same time, I have tried to find and correct in a timely manner all the spells introduced in the preceding manual, especially in relation to their level of power, and to balance some of the classes presented in the Tome (in particular the druid and the rune master), upgrading them to make them more attractive to play. Give the size that the already voluminous Tome of Magic has assumed it has, for practicality, been subdivided into three volumes.

This Volume Three is the shortest and contains all the rules concerning the enchanting and managing of items (Hit Points, Structural Points, and Saving Throws for Objects). In particular I have tried to expand the rules system for the creation of constructs and golems, making it possible for clerics to also enchant them, simplified the creation of magic items with new simple tables for random generation, and suggested new optional rules for magic in all its forms, as well as rules to introduce a tool to measure the faith of priests and followers of the various divinities (Piety) and generic rules to allow multi-classing, to play the demi-human races to 36th-level and run NPCs in a simpler but equally functional manner.

Once again I hope that anyone who owns this manual can use it to improve their game sessions and to draw from it new ideas for their campaign: in this case the Tome it will have more than adequately carried out its function.

As always, for any opinion or question, you can contact me by e-mail.

Marco Dalmonte

Ravenna, April 2008 (2.0) – April 2011 (2.8)

**Classic D&D: reasons for the vintage choice**

*By Matteo Barnabè*

Resuming the *Tome of the Magic of Mystara* after many years the first, inevitable question that I had is the same that is certainly crossing the minds of many readers: what today is the appeal of a manual that makes reference to the Classic D&D rules, when we now have the opportunity to test and fully appreciating an elegant, versatile, and enjoyable rules system like that of Third Edition of D&D?

The quickest and easiest answer – for nostalgic reasons – is also the least satisfying. A more in depth study of the two rule systems reveals in fact that Classic D&D, despite the dust of the years that has by now begun to accumulate on the honoured boxed set, can still boast some valid points of strength in respect to that well-oiled, but sometimes slightly cumbersome, mechanism which is Third Edition (from now on written as D&D 3E/3.5), and that I will try here to briefly highlight:

**Immediacy**: It is undeniable that the Third Edition rules, with the thousands of excellent details that enrich it and make it complete (feats, prestige classes, attacks of opportunity, a plethora of class privileges, etc.), it turns out to be significantly more complex and therefore less immediate than the Classic D&D rules. D&D 3E is probably the ideal choice for a campaign of the medium or long term, but if the objective is that of introducing novices to role playing or to prepare a quick and effective one-shot (an adventure in a single game session, like a tournament adventure) then it has to give way to Classic D&D.

**Simplicity**: Creating a new character D&D 3E is often an ordeal that requires a notable investment of time and energy, particularly if the character is of high level and a spellcaster; in Classic D&D to the contrary it is normally a very quick and painless activity. Naturally, most players think that creating their own PC with the D&D 3E rules is, in virtue of the almost infinite wealth of available options, a very satisfying experience and that therefore merits the time spent (and I have heard more than one veteran player affirm with pride that in 3E the real fun is creating the character). But for the master, who routinely has to create NPCs and also frequently introduce new monsters or modify and adapt existing monsters, things are different, and the simplicity of Classic D&D becomes an undeniable quality.

**Rate**: In D&D 3E the management of combat is sophisticated and rigorous and the options available to the characters are numerous: attacks of opportunity, threatened areas, reach weapons, criticals, sneak attacks, readied and held actions, charges, feats, and counterspells make every combat not merely a tactical exercise but also a fascinating experience. The other side of the coin is that, if all the players (and master) aren’t experts and prepared, combat becomes a very long affair that, at higher levels, can easily monopolise the entire game session. Combat in Classic D&D is less elaborate, more linear, perhaps more predictable, but is certainly quicker and this is a characteristic that the consummate master can (and must) use to his own advantage, to maintain the frenetic action and exciting every time weapons are used and consequently maintain a high rate of narration.

**Versatility**: Although the perfect modularity of Third Edition seems to leave no room for the Classic D&D rule system in terms of versatility, in reality it is easy to verify that the latter can easily defend itself, as is shown in this weighty *Tome of the Magic of Mystara* that you hold, which is a systematic collection of variants, supplements, additional and optional rules which are seamlessly added (or however without great difficulty) to the body of standard rules, and which each master can easily expand and personalise according to his own requirements. To make a work similar to Third Edition would require a titanic effort, because of the need to accommodate the numerous technical aspects and keep all their respective interactions. If this seems too abstract, think about how cautious you need to be with the simple introduction of a new spell in 3E, with the need to pay attention to the way in which it can interact – to cite only one of the more macroscopic aspects – with the various metamagic feats, in order to avoid an innocuous spell giving rise to potentially unbalancing combinations; when it comes to describing a new feat or prestige class the precautions must be greater still (and experience has shown that even the professional game designers can make game breaking mistakes).

I conclude here this short and certainly incomplete analysis, in the hope of having convinced the reader, which if he isn’t adopting the Classic D&D system for his own group, to at least continue to read the *Tome*.

Groningen (NL), April 2008

*Good reading and good gaming!*

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***Reference Terms***

In this supplement, a precise terminology was chosen in regards to the effects of magic, and to avoid confusing the reader, the commonest terms are described below.

**Generic Terms**

*Arcane magic*:the magic characteristic of those that basically have direct control of the magical energy present in the universe to influence the surrounding reality. It is the prerogative of wizards (or sorcerers), elves, fey races, and bards (who however use music rather than magical formulae to evoke the magic).

*Divine magic*:the magic characteristic of those that basically have indirect control of the magical energy, subordinate to a link with a divinity or a universal mystical force (Law or Chaos). In practice, those that use divine magic don’t directly control the evoked power, but drawing on the power of a specific supernatural force that is available to them. It is the prerogative of clerics (or priests), druids, shamans, and all those classes that acquire magical powers as a result of worshipping a divinity or higher power.

*Spellcaster*:any individual capable of using magic, either arcane or divine.

*Spell*:refers to the magical effect produced by a spellcaster, either arcane or divine.

*Sacred prayer*:synonym of divine spell (as opposed to common prayers, which don’t have any magical effect).

*Hit Dice (HD)*:the number of dice of a certain type (usually d8, unless stated otherwise), which are rolled to determine a creature’s hp, or to determine the number of creatures affected by a spell (note that for beings with HD +2 or similar, only the whole HD are considered, 1 in the example given).

*Attack Roll*:d20 roll with associated bonus to hit the enemy’s AC. Note that the Attack Roll of touch spells uses the Dexterity modifier not the Strength modifier.

*Saving Throw (ST)*: d20 roll with associated bonus to avoid either totally or partially the effects of a spell. The exact type of Saving Throw is given for each spell (if it is applicable).

**Limiting Physical Effects**

*Blindness*: –6 penalty to Attack Rolls;–4 penalty to ST vs. dodge effects; AC reduced by 4 points; impossible to use ranged weapons; weapon mastery is reduced to Basic rank; normal movement halved (reduced to ⅔ if the blind person is guided by someone else); risk of tripping and falling or colliding with something (50% each round) if he moves at normal speed.

*Paralysis*:impossible to move or speak, possible to concentrate only with a skill check each round, hearing isn’t affected. Vision is limited to a fixed field (cannot move the eyes), and the stiff limbs can be moved by outside intervention with a Strength check.

*Silence*:impossible to hear or emit any sound within the area of effect; treat as deafness for all within the area of silence.

*Suffocation*:condition possible due to lack of air (either underwater, in a vacuum, or by spell effect). The breathe can be held for a number of rounds equal to his Constitution score if not stressed, or for half of the Constitution in stressful situations, after which it is necessary to make a Constitution check with a cumulative –1 penalty each subsequent round: with each failure the subject loses ⅓ of his hp total as debilitating damage, until the hp drop below zero and then death.

*Deafness*: a –1 penalty to Dexterity and a –2 penalty to all Surprise rolls (including the *Alertness* general skill, unless he has other exceptionally acute senses (apart from hearing), it is impossible to use the *Hear noise* skill. Deafened spellcasters, furthermore, have a 30% failure chance when casting any spell, if it has a verbal component.

*Stun*: –4 penalty to AC, ST, and any skill check; movement reduced to a third (running impossible); impossible to attack or concentrate; weapon mastery reduced to Basic rank.

**Sizes and Dimensions**

Frequently the text refers to the size of creatures or objects. For a quick overview of the abbreviations or terms used, Table I shows the possible sizes of objects and creatures. The Size Coefficient (***SC***) is what a medium size item’s encumbrance (or creature’s weight) and HP should be multiplied by to determine those values for an item (or creature) of the given size, it is also used to determine the maximum weight that can be carried, lifted, and managed.

**Table I – Dimensions of Creatures and Objects**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | | | **Creatures** | **Objects** |
| **Size** | **Abbr** | ***SC*** | ***Height/Length*** | ***Max Dimension*** |
| Diminutive | D | ⅛ | Up to 11” | Up to 4” |
| Tiny | T | ¼ | 1’–1’11” | 5”–11” |
| Small | S | ½ | 2’–3’11” | 1’–2’6” |
| ***Medium*** | ***M*** | ***1*** | ***4’–6’11”*** | ***2’7”–5’3”*** |
| Large | L | 2 | 7’–11’11” | 5’4”–10’ |
| Huge | H | 4 | 12’–24’11” | 10’1”–19’6” |
| Gargantuan | G | 8 | 25’+ | 19’7”+ |

Remember that smaller creatures can more easily hit larger creatures and vice-versa. For each size of difference, a creature of smaller size receives a cumulative bonus to hit of +1, those larger suffer a cumulative –1 penalty.

Moreover, it is also advised to modify the Hit Dice of the Classes based on a creature’s size. Indeed, as the damage produced by weapon varies as a function of the weapon’s size (a diminutive sword doesn’t cause the same damage as a medium sword– see the *Mystaran Armoury* for further details), so a smaller character should have less hp than a larger character (apart from level and Constitution). Otherwise, a diminutive fighter would have the same hp as a medium or huge fighter, and would be more resistant to weapons of his own size. To prevent this paradox, it is simply advised to consider that the Hit Dice given for each Class refer to creatures of Medium size and need converting based on the character’s size, as the following table:

**Table II – Hit Dice based on Size**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Size** | **Creature** | **HD** | **HD** | **HD** |
| Diminutive | Up to 11” | 1 | d3 | d4 |
| Tiny | 1’–1’11” | d2 | d4 | d5 |
| Small | 2’–3’11” | d3 | d5 | d6 |
| ***Medium*** | ***4’–6’11”*** | ***d4*** | ***d6*** | ***d8*** |
| Large | 7’–11’11” | d5 | d8 | d10 |
| Huge | 12’–24’11” | d6 | d10 | d12 |
| Gargantuan | 25’+ | d8 | d12 | 2d8 |

**Example**:a halfling (small size) fighter (d8) uses d6 (like the normal halflings in the *Rules Cyclopedia*), while an ogre (large size) fighter uses d10. A kubitt (tiny size) wizard (d4) uses d2, while a halfling (small size) thief (d4) uses d3.

Finally, larger creatures are notoriously stronger than smaller creatures, which instead are more agile because of their smaller body mass. As such each size has a bonus and penalty to Strength and Dexterity, as shown in Table III:

**Table III – Strength & Dexterity based on Size**

|  |  |  |  |
| --- | --- | --- | --- |
| **Size** | **Creature** | **Str** | **Dex** |
| Diminutive | Up to 11” | –4 | +4 |
| Tiny | 1’–1’11” | –2 | +2 |
| Small | 2’–3’11” | –1 | +1 |
| ***Medium*** | ***4’–6’11”*** | **+0** | **+0** |
| Large | 7’–11’11” | +1 | –1 |
| Huge | 12’–24’11” | +2 | –2 |
| Gargantuan | 25’+ | +4 | –4 |

***List of Sources***

Below is a list of the manuals from which many spells and rules that characterise this manual have been taken. Note that, despite all the books published by TSR/WotC for D&D Mystara, in reality only those listed below have sections relevant to the aims of this book.

The reader is also urged to consult the free online manuals *Mystaran Armoury*, *Manual of General Skills, and* *Codex Immortalis* and integrate the information there with the information here.

**Classic Dungeons & Dragons**

AC10: Book of Dragons and Giants

Champions of Mystara boxed set

CM4: Earthshaker!

CM8: The Endless Stair

Dawn of the Emperors boxed set

D&D Basic set

D&D Companion set

D&D Expert set

D&D Master set

GAZ1: The Grand Duchy of Karameikos

GAZ2: The Emirates of Ylaruam

GAZ3: The Principalities of Glantri

GAZ5: The Elves of Alfheim

GAZ6: The Dwarves of Rockhome

GAZ7: The Northern Reaches

GAZ8: The Five Shires

GAZ9: The Minrothad Guilds

GAZ10: The Orcs of Thar

GAZ11: The Republic of Darokin

GAZ12: The Golden Khan of Ethengar

GAZ13: The Shadow Elves

GAZ14: The Atruaghin Clans

Hollow World boxed set

HWA1: Nightwail

HWR1: Sons of Azca

HWR2: The Kingdom of Nithia

HWR3: The Milenian Empire

PC1: Tall Tales of the Wee Folk

PC2: Top Ballista

PC3: The Sea Creatures

PC4: Night Howlers

Rules Cyclopedia

Wrath of the Immortals boxed set

**Advanced Dungeons & Dragons (1st Edition)**

Oriental Adventures

**Advanced Dungeons & Dragons (2nd Edition)**

AD&D Player’s Handbook

Arabian Adventures Sourcebook (Al-Qadim)

Complete Bard’s Handbook

Complete Druid’s Handbook

Complete Priest’s Handbook

Complete Ranger’s Handbook

Complete Wizard’s Handbook

Domains of Dread (Ravenloft)

Red Steel boxed set

Savage Coast Sourcebook

Tome of Magic

**Dungeons & Dragons 3.5 Edition**

D&D Player’s Handbook

Nephandum [Asterion Press/Mongoose Publishing]

**Various**

Dragon Magazine

1. [↑](#footnote-ref-1)
2. Now replaced by the *Mystaran Armoury* manual*.* [↑](#footnote-ref-2)
3. Now replaced by the *Codex Immortalis manual.* [↑](#footnote-ref-3)