**Chapter 3: Optional Rules**

***Bonuses & Penalties for Magic Research***

**Game Situations**

Generally, the DM should feel free to intervene and modify the rules, to either maintain game balance or ensure that everyone has fun. As such, the DM can decide to modify further the chance of success and costs of research and to make magic items based on the skill with which a player has assumed the role of his spellcaster. Good sense and the ability to interpret the game situation are always preferable to the use of pure mathematical rules. The DM has the power of rewarding the brilliant ideas that emerge during the course of the game, or of punishing pure and simple speculation that risks unbalancing his campaign. Moreover, the DM can choose to keep the results, of the dice rolled to determine success, secret and only reveal them when the spellcaster tries to use his new creation.

**Interruptions**

Every time that a spellcaster interrupts the research of a spell or the procedure of making a magic item, his chance of success is drastically reduced. If the interruption is less than 24 hours, there is no penalty, but for each day of interruption after the first the chance of success is reduced by 10%. Only the number of interruptions must be considered, not their duration.

**Special Materials**

The use of special materials can modify the chance of success of an enchantment, as gems and precious metals can be more suited to hold magic power than wood or stone. The list gives the possible modifiers to the enchantment’s chance of success, for the various types of material used; note that the maximum positive modifier is +10%.

**Table 3.1: Materials & bonus to the enchantment**

|  |  |
| --- | --- |
| ***Material*** | ***Modifier*** |
| Precious stones | + 1% / 1,000 gp of added value |
| Precious or magic metal\* | + 4% |
| Rare or worked wood | + 2% |
| Common metal | + 0% |
| Common wood | + 0% |
| Common stone | – 2% |
| Other common materials\*\* | – 4% |

\*Gold, silver, platinum, mithril, adamantine, glassteel.

\*\*Bone, hide, terracotta, etc.

**Structures for the Enchantment**

To research spells and make magic items rare and expensive components are not enough, but it is also necessary to arrange laboratories and appropriate structures, which are described next.

Any laboratory (basic, advanced, or alchemical) must naturally be “maintained”, replacing the work tools that have been broken and the components that were used. Simply, when he builds the laboratory he sets apart a certain figure of money, which is considered spent to supply the tools, instruments and rare and precious materials, and each time he creates a magic item, the money spent on the enchantment is removed from the laboratory’s reserve, indicating the materials and items consumed in the process.

**Table 3.2: Costs of Enchantment Structures**

|  |  |  |
| --- | --- | --- |
| **Structure** | **Cost (gp)** | **Dimensions** |
| Library | 2,000+ | at least 35 yd³ |
| Laboratory, Basic | 15,000 | at least 70 yd³ |
| Laboratory, Advanced | 35,000+ | at least 140 yd³ |
| Forge | 25,000 | about 140 yd³ |

***Library***

The library is very important for gathering all the knowledge relating to the various fields of study, which turn out to be especially useful to arcane spellcasters (for further details see the section on the creation of an Arcane Library).

A library that contains texts with a minimum value of 2,000 gp allows research into 1st-level spells. For each additional 1,000 gp beyond this value, it is possible to research spells of a higher level. The library must always be linked to a laboratory to make experiments and finalise the magic research.

***Laboratory, Basic***

The basic laboratory is the fundamental structure that each spellcaster (divine or arcane) who intends to dedicate himself to the creation of magic items must have, and its cost is given in Table 3.2.

The basic laboratory *permits* the making of weapons, shields, light and medium armour, and protective item with a maximum +3 bonus, and of researching up to 5th-level spells or associating it to an item. It *doesn’t permit* the enchanting of heavy or special armour, or of associating to any item a 6th-level or higher spell or a +4 or +5 bonus.

***Laboratory, Advanced***

The advanced laboratory is the work tool of the more ambitious sorcerers and patriarchs and is the natural evolution of the basic laboratory. It allows research into any level spell and the enchanting of every type of item with any bonus and without any limitations to power, including the creation of constructs and great works of magic engineering.

***Forge***

The forge only permits the enchanting of any type of weapon or armour, as well as any magic item that has metal parts (like rings, bracers, or medallions) with any type of power, with limitations of level or defensive or offensive bonus (apart from the value of the produced item, which must necessarily be less than the value of the forge). The forge takes up a lot of space, and if it is positioned underground he must also worry about the removal of vapours, miasma, and heat.

If a spellcaster is forging a weapon or armour he needs the collaboration of a professional capable of creating the item, or an armourer, whose standard cost is 10 gp per month, + 1 gp per point in the relevant skill (*Smith* and *Armourer*) over 10. For items of minor account, like rings, bracelets, arrows, bolts, and medallions, he can recruit, in place of an armourer, smith (5 gp per month, +1 gp per skill point above 10), a jeweller (8 gp, +1 gp per skill point above 10), according to which is the more appropriate for the item being forged and enchanted. Naturally the spellcaster can also fabricate and enchant it alone, but only if he also has the necessary general skill to create that type of magic item.

In the course of the work, a craftsman in some cases can commit small errors, when he fails a skill check (see below); in this case, the item has a defect sufficiently serious to cause the enchantment to fail automatically. The defect cannot be found before the end of the enchantment: only at this point, when it is too late, he knows that he has done something wrong.

The skill check’s penalty is equal to the weapon or armour bonus, use the highest bonus if there are more than one (e.g.: 2 point penalty for a sword +2; 6 point penalty for a sword +3, +6 vs. dragons). Further magical power (e.g. a sword able to cast *fireball*) don’t affect the skill check, while items other than weapons and armour don’t have a penalty to the check.

The rule functions as follows, and was introduced to make the creation of powerful items (with +4 and +5 bonuses) particularly difficult and epic:

* **Item with a +3 total bonus, or with the powers of a 6th-level or lower spell:** the craftsman, once he is halfway through the enchantment process, he must make two appropriate skill checks (*Craft pistol*, *Armourer*, *Smith*, *Jeweller*, etc.), with the penalty given above. If both checks fails, the item has a serious defect that for now cannot be identified, but at the end will cause the item’s enchantment to fail automatically. If at least one of the skill checks was successful, the fabrication of the item happens normally, and at the end of the process the spellcaster provides it with the magic (rolling under the chance with a d%). If it was the work of two or more craftsmen, each of them makes two skill checks, and if at least one of them is successful, the item has no defects.
* **Item with a +4 total bonus, or with the powers of a 7th or 8th-level spell:** the craftsman must make two checks (with the relevant penalty) mentioned in the preceding paragraph, but must make them three times (at the beginning, halfway through, and at the end of the work). If in a single phase, both rolls fail, there is a serious imperfection in the item: the enchantment automatically fails. Once again, it is more advantageous for two or more craftsmen to work simultaneously: each has their own series of checks, and as long as at least one of them succeeds, there are no mistakes made (at least in that phase).
* **Item with a +5 or higher total bonus, or with the powers of a 9th-level spell:** the craftsman must make two checks of the relevant skill (with the relevant penalty, see preceding paragraph), and must make them three times (at the beginning, halfway through, and at the end of the work). If in a single phase, a single check fails, the craftsman is guilty of making a small error, which however is enough for the enchantment to fail. Obviously, for such ambitious projects it is fundamental to hire a good number of skilled craftsmen: if at least one of them successfully makes *both* skill checks each phase, there are no errors made, or they have been timely corrected by one of the more skilled and alert masters.

**Arcane Library**

Some wizards can the need to create themselves a library when their towers are a great distance from large cities, and they therefore have difficulty in frequenting public libraries. The information given here refers to the collecting of rare and arcane books. The expression “arcane book” is intended for any text that has sections on magic, spells, magic items, or enchanted creatures, in the wider sense of these terms (for example, a book of draconic anatomy is considered an arcane book, as dragons are magical creatures, and so is a tome that tells the history of a legendary magic sword). An arcane book can only be catalogued as such after a careful examination, as it isn’t (usually) a magic item and thus cannot be identified with *identify*.

***Creating a library***

The increase in the level of spells being researched also increases the importance and the cost of the library. For a modest library he must spend a minimum of 2,000 gp and takes up at least a space of 35 yd³. A library of this type allows him to research the discovery of first level spells; for each additional spell level, he must spend a further 1,000 gp (which occupies a further 12 yd³ of volume), if the spellcaster want the library to aid him in his research (thus, for example, a library fit to research spells of up to ninth level costs 10,000 gp). For every 2,000 gp of the library’s value above the minimum needed to research magic of a specific power level, the chance that the mage succeeds in his magical research increases by 1% (+10% maximum).

Also the collecting of rare books is very useful for wizards, as it increases the value of their personal library. In a large city, one day of searching is needed for every 100 gp spent to find the desired book. Any book found in a collection of treasure, abandoned library, or on sale in a market, will have a value of 1d100 × 10 gold pieces.

When he deals with book merchants (or thieves), the mage must estimate the value of what he is being offered, which is only possible if he has the *Evaluate* general skill. If he doesn’t, he must then make a Wisdom check with a –4 penalty: the DM makes a secret roll and informs the player of the value that the mage gives to the book. If the check’s outcome is positive, the mage’s valuation was correct; otherwise the percentage error is equal to the difference between the score roll and the actual roll. If this difference is an even number, the mage overestimates the book’s value, otherwise he underestimates the value.

Example: Nikolaus, a mage with 14 Wisdom but without the *Evaluate* skill, tries to buy a book with a real value of 500 gp. The DM rolls the d20 obtaining 13. The value needed was 10 (14 – 4), therefore the estimate was 30% less (as he rolled an odd number) than the book’s real value. Nikolaus therefore values the tome at 350 gp (70% of 500), and tries to bargain for it at this price, which is difficult as the books asking price is rather higher.

The effective market price of a book always depends on an opposed skill check of the buyer and seller. In any case, a merchant will not sell a book for a price 20% or more below its true market price, while a thief won’t go below 50%, unless he wants to get rid of the book very quickly. The wizard will learn the book’s effective value after a few days of study (exactly one day for every 100 gp of value).

***Writing an arcane book***

Any spellcaster of 9th-level or higher with a general skill linked to magic (like a knowledge, *Divine magic* or *Arcane magic*) can write a magic text, usually a compiled essay or a research piece relating to a discipline he is involved in or magic phenomena that he has encountered and studied over the course of his adventures. The subject of the work must always be something connected to a general skill of the character (for example, a mage cannot write a text on the theories to channel magic energy into large construction if he doesn’t have the *Arcane magic* and *Engineering* skills).

The character independently decides what will be the final value of the work, that is he decides how deep he want to study the subject, how much time to dedicate to it, and how much gold to spend; a value that must be between a minimum of 50 gp and a maximum of 50 × the score of the general skill involved (e.g. a character with an *Alchemy* score of 16can compose an essay relating to this science, of up to a maximum value of 800 gp). Works of a superior value to that possible for the resources of a single individual, can be created when a group of scholars collaborate on the drafting of a single imposing work: each of them works on one part of the dissertation, and at the end all the parts are bound together to form the complete work, thus adding together the values of all the parts to determine the total value of the tome.

The drafting of the book requires a period of time equal to one week for every 50 gp of planned value and a gold piece cost equal to the book’s planned value (the DM can modify this cost in particular situations). These parameters take account of the fact that the character will need to reorder his ideas, seek the opinion of sages and scholars on some topic points, make studies, research, and experiments, pay to consult ancient tomes in private libraries, occasionally frequenting mage guilds or centres of clerical orders, and so on; if the DM wants it, all this can be the object of *role-playing* and in this case costs and times can be modified by the game’s situation. Moreover, the character can suspend (if necessary) his research and resume it after many months without penalty, recommencing from where the work was paused.

When the required time has elapsed, the character rolls a d% and compares the result with his chance of success given by the following formula:

**% chance of writing an arcane book:**

*(Level + relevant General Skill + Writing skill) × 2*

If the roll fails, the effective value of the resulting book is half of that planned; if the roll succeeds, the effective value is equal to that planned; if finally the roll succeeds by 50+ points, the work’s effective value is 150% of that planned. The author, as well as any fame earned from the publication of his work, obtains an amount of XP equal to the effective value (not that planned) of the work.

Example 1: a 15th-level wizard with an *Alchemy* value of 17 has worked on a book with a planned value of 600 gp related to this discipline. His chance of creating it is: (15+17) ×2 = 64%.

If the DM allows it, the arcane books can be compiled by any character that has the appropriate skill (for example a thief skilled in *Alchemy* or an old 2nd-level cleric well known for his erudition in lycanthropic matters). In this case apply the above rules, but replace the x50 multiplier with a x20 one.

Example 2: a sage (3rd-level wizard) famous for his knowledge on beholders (score of 17 in *Monster lore* and 15 in *Writing*) can write a book worth between 20 gp and 20×17 = 340 gp. In this last case, writing needs 7 weeks and the chance of success is: (3+17+15) ×2 = 70%.

A spellcaster of name level that intends to write an arcane book can be effectively helped by his apprentices (up to six apprentices can simultaneously collaborate in the writing of the work). These young students must usually take on the more tedious and thankless tasks, like combing through a large number of dusty tomes in search of relevant elements (and bring them before their master’s attention), copy out in beautiful handwriting messy and almost indecipherable notes or draw complicated illustrations or diagrams; the result of all this is that generally the work is finished quicker and tends to be a more detailed work.

In game terms, for every apprentice that helps the writer he applies a +2% bonus to his chance of success, and the time required to write the book is reduced by 5% for each student.

Example 3: a wizard with the help of his four apprentices creates a work with the prospective value of 400 gp (time normally required: 8 weeks). The work requires 20% less time (5% multiplied by the 4 students), that is 45 days and the mage gains a +8% bonus to his chance of success.

***Appearance of a book***

For the more demanding individuals, there now follows a system to determine the book’s exterior appearance. Roll 1d100 +1 per 100 gp of the book’s value, looking up the result below:

**Table 3.3: Book Cover**

|  |  |
| --- | --- |
| **d100** | **Appearance of the Cover** |
| *01-60* | The book’s cover is vellum (1-4 on 1d6) or silk (5-6): roll 1d12 and consult the Colour column in Table 3.4. |
| *61-95* | Use the wilderness encounter tables, which are found in the *Expert* rules starting on page 30; consult the column relating to the type of terrain in which the book was found. The result shows to what creature the skin used to cover the book belonged to. |
| *96+* | This is a series of parchments, gathered in a container: roll 1d12 and consult the Material column in Table 3.4 to determine the container’s nature. |

Furthermore, all the books have a certain type of binding and closure: to determine the material, roll 1d6 and consult the Material column in Table 3.4. Finally, roll d12 and consult the Ornamentation column in Table 3.4 to determine the ornamentations present (stamped, painted, or etched) on the cover or within the pages.

**Table 3.4: Book’s Outer Appearance**

|  |  |  |  |
| --- | --- | --- | --- |
| ***d12*** | ***Colour*** | ***Material*** | ***Ornamentation*** |
| 1 | Black | Platinum | None |
| 2 | Blue | Gold | Common runes |
| 3 | Maroon | Silver | Alchemical symbols |
| 4 | Gold | Brass | Fretwork |
| 5 | Green | Bronze | Lightning |
| 6 | Ochre | Steel | Demons |
| 7 | Pearl | Jade | Eyes and mouths |
| 8 | Purple | Ebony | Flames and clouds |
| 9 | Red | Sequoia | Stars, moons, and suns |
| 10 | Silver | Ivory | Labyrinths, hour glasses |
| 11 | White | Lacquered | Pentacles |
| 12 | Special\* | Coral | Monsters |

***\**Special:** Roll again to determine the colour. The book shines because of a *continual light* spell.

The books can be magically protected with various traps or curses, which are up to the DM to decide based on the type and value of the book (e.g.: a particularly precious book would also be well protected).

As a final touch, the DM must give the books pompous titles and authors. Below are a series of tables to randomly determine the title, author, and subject of any volume. The DM can add other book types, authors, or subjects as he desires.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Table 3.5: Book Type** | |  | **Table 3.6: Subject** | |
| ***d20*** | ***Type*** |  | ***d20*** | ***Subject*** |
| 1-3 | Codex |  | 1 | Arts |
| 4-5 | Dissertation |  | 2-4 | Creatures |
| 6 | Epistolary |  | 5-8 | Legends |
| 7-9 | Grimoire |  | 9-12 | Magic |
| 10-11 | Parchment |  | 13-14 | Nature |
| 12 | Collection |  | 15 | Politics |
| 13-14 | Essay |  | 16-17 | Religion |
| 15-17 | Tome |  | 18 | Science |
| 18-20 | Treaty |  | 19-20 | History |

**Table 3.61: Art to Magic**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Subject** | | | | |
| *D6* | **Art** | **Creatures** | **History** | **Legends** | **Magic** |
| 1 | Literature | Animals | Art | Creature | Arcane |
| 2 | Music/Song | Dragons | Creature | Epoch | Divine |
| 3 | Painting | Giants | Events | Place | Alchemy |
| 4 | Poetry | People | Place | Item | Artefacts |
| 5 | Sculpture | Outsiders | Person | Person | Constructs |
| 6 | Theatre | Humanoids | People | People | Items |

**Table 3.61: Nature to Science**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Subject** | | | |
| *D6* | **Nature** | **Politics** | **Religion** | **Science** |
| 1 | Agriculture | Heraldry | Church | Architecture |
| 2 | Breeding | Events | Cult | Botany |
| 3 | Hunting/Fishing | Place | Divinity | Economy |
| 4 | Place | Personality | Social group | Engineering |
| 5 | Mineralogy | People/Race | Place | Medicine |
| 6 | Plants/Herbs | Foriegn Pol | Pantheon | Metallurgy |

**Note:** the reference to “Place” in each category means that the book’s subject is about a specific place (e.g. a city, nation, forest, mountain, cavern, building, etc.).

Example: a wizard kills a rival and finds at least 5 interesting books. The DM uses the following tables to generate their contents, for each book, he rolls 2d20 and 1d6 with the following results: 13 – 11 – 6. This means that the first book is an Essay (13) relating to Magic (11) focused on a specific Item or item class (6). He could therefore entitle this book “Essay on Dwarven Enchanted Weapons” or “Glantrian Magic Rings” or even “The Staff of Power: theory of creation and techniques of use” (the breadth of the volume’s subject of is at his discretion).

**Table 3.7: Random Generation of Authors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***D%*** | ***Art*** |  | ***D%*** | ***Science*** |
| 01-15 | Elshetara |  | 01-20 | Elsan Saroso |
| 16-30 | Guidarezzo |  | 21-40 | Idraote |
| 31-45 | Helena Daphnotharius |  | 41-50 | Lucius Linton |
| 45-60 | Kythria |  | 51-65 | Porphyriel |
| 61-80 | Matterdy |  | 66-80 | Skarrad |
| 81-00 | Mylerthendal |  | 81-00 | Syrklist |
| ***D%*** | ***Creatures*** |  | ***D%*** | ***Magic*** |
| 01-15 | Beasthunter |  | 01-04 | *Aendyr* |
| 16-25 | Coarke |  | 05-06 | Aiklin |
| 26-30 | Erik Helsing |  | 07-08 | Alasdair McAllister |
| 31-40 | Franz Lowenroth |  | 09-10 | Alinor |
| 41-45 | Gargantua |  | 11-12 | Bargle |
| 46-55 | J. von Drachenfels |  | 13-14 | Barimoor |
| 56-60 | Kaladan |  | 20-21 | Barzan Black Hand |
| 61-70 | Malachie du Marais |  | 22-25 | *Belcadiz* |
| 71-90 | Niccolò Galateo |  | 26-30 | *d’Ambreville* |
| 91-00 | Simon de Ville |  | 31-33 | *de Casanegra* |
| ***D%*** | ***Legends*** |  | 34-35 | Demetrion |
| 01-10 | Akmad ibn Yussef |  | 36-37 | Diane de Moriamis |
| 11-15 | Asvoria Treesearcher |  | 38-41 | *Di Malapietra* |
| 16-25 | Azlum Swith |  | 42-43 | Eriadna the Wise |
| 26-35 | Bensarian of Kevar |  | 44-47 | *Erewan* |
| 36-45 | Claransa |  | 48-49 | Gargantua |
| 46-50 | Dyradyl Feadiel |  | 50-51 | Genevieve de Sephora |
| 51-55 | Istakhr |  | 52-53 | Gherynid |
| 56-60 | Latshyr Albrondur |  | 54-55 | Gilles Grenier |
| 61-65 | Mai-Faddah |  | 56-59 | *Gorevitch-Woszlany* |
| 66-75 | Mealidan Mealidil |  | 60-61 | Gylharen |
| 76-85 | Raman Nabonidus |  | 62-63 | Halzunthram |
| 86-91 | Wastoure |  | 64-65 | Harald Haaskinz |
| 92-00 | Zelazel |  | 66-67 | Hugorth the Misanthrope |
| ***D%*** | ***Nature*** |  | 68-69 | Jakar Daron |
| 01-20 | Durifern |  | 70-71 | Kavel Kleniszter |
| 21-40 | Jorodrin Feadiel |  | 72-75 | *McGregor* |
| 41-70 | Coolhands |  | 76-77 | Rolf Graustein |
| 71-00 | Reginald of Darokin |  | 78-79 | Salmahlin Kalkiin |
| ***D%*** | ***Politics*** |  | 80 | Teldon |
| 01-10 | Abdullah Hazarkan |  | 81-82 | Terari |
| 11-25 | Corwyn Mauntea |  | 83-84 | Triella Tien-Tang |
| 26-35 | Eusebius Torion |  | 85-86 | Tylari |
| 36-50 | Lucius Linton |  | 87-88 | Tylion |
| 51-65 | Oran Meditor |  | 89-92 | *Virayana* |
| 66-78 | Sasheme Vickers |  | 93-96 | *Vlaardoen* |
| 79-90 | Sharlikran |  | 97-00 | *von Drachenfels* |
| 91-00 | Ulard Forster |  | ***D%*** | ***Religion*** |
| ***D%*** | ***History*** |  | 01-15 | Alfric Oderbry |
| 01-15 | Alrethus of Hule |  | 16-30 | Farid ibn Hamid |
| 16-40 | Bensarian of Kevar |  | 31-50 | Sherlane Halaran |
| 41-55 | Madiera |  | 51-70 | Simon Stone |
| 56-80 | Mealidan Mealidil |  | 71-85 | Talasar Ecbashur |
| 81-00 | Silbergeld |  | 86-00 | Wulf von Klagendorf |

**Note:** the *names shown in italics* indicate a family of Glantrian spellcasters composed of numerous members, each of which can be the author of a volume (e.g. d’Ambreville Etienne, Henri, Marie, etc. – see Gazetteer 3 for details on the members of these families).

***Damage Points & Saving Throws of Items***

**Saving Throws of Items**

When dangerous effects influence a creature, it can avoid some of these effects by making a successful Saving Throw (where this is possible). The same thing happens with inanimate objects, which can avoid or reduce the damage with a successful Saving Throw appropriate to the type of effect they are trying to resist, and based on the type of material from which they are made. Each object can make a ST to half the damage suffered (if they have Damage Points, see below), or to avoid being totally destroyed (if they don’t have DP). The procedure is analogous to that of the ST of creatures: roll1d20 and look up the result on Table 3.8, to see if the ST has succeeded or not. Magical items with a modifier (like a +2 sword or a ring of protection +1) adds this value to their ST, while other magic items benefit from a +1 bonus for every 3 spell levels of the highest level spell it possesses (e.g. a ring of haste has +1, a helm of telekinesis has +2, etc.). A natural 1 result on a ST is always a failure.

**Table 3.8: Saving Throws of Items**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ***Material*** | *Acid* | *Fall* | *Destruction* | *Lightning* | *Fire* | *Ice* |
| Paper | 18 | 2 | 17 | 15 | 18 | 13 |
| Crystal\* | 5 | 18 | 18 | 4 | 10 | 9 |
| Leather or Hide | 16 | 3 | 8 | 13 | 12 | 11 |
| Wood | 14 | 8 | 11 | 12 | 13 | 4 |
| Metal | 13 | 4 | 6 | 10 | 8 | 5 |
| Bone | 15 | 13 | 12 | 11 | 10 | 8 |
| Stone and Gems | 2 | 9 | 8 | 10 | 5 | 6 |
| Special\*\* | 4 | 2 | 3 | 7 | 4 | 2 |
| Cloth and Rope | 17 | 2 | 13 | 14 | 15 | 10 |

\*including Ceramic, Coral, and Glass

\*\*including Adamantine, Diamond, and Mithril

*Acid*:this category includes all attacks made by means of corrosive liquids.

*Fall*:this category includes all the damage that an item would normally because of falling from a great height (1d6 HP per 10 feet fallen, like living beings). Note that magic items totally ignore the first 10 dice of falling damage, like creatures that can only be hit with magic weapons (therefore only subtract the damage from heights above 100 feet).

*Destruction*:this category includes all attempts to physically destroy an object through brute force (damaging by means of cuts, fractures, tears, piercing, and any other type of attack not included in the other categories). Note: any attempt to destroy an item via the *disintegration* spell cannot be avoided by normal objects, while magic items may make a ST vs. Destruction.

*Lightning*: this category includes all the damage caused by lightning or electricity, independent of the source (magic or normal).

*Fire*:this category includes all the damage caused by fire or magma, independent of the source (magic or normal).

*Ice*:this category includes all the damage caused by ice, cold, or crystallising attacks, independent of the source (magic or normal).

**Damage Points of Items**

As individuals have a certain amount of di hit points that indicate their physical resistance and pain tolerance, inanimate objects also have Damage Points (abbreviated DP), which quantify their resistance to destructive effects before breaking and becoming useless.

The Damage Points depend on the material used to create an item and the object’s size, but there are no rules to precisely determine them (normally the amount of DP a bedside table or chair has isn’t relevant, unless it is used as a weapon or shelter). For ease use this simple scale to give the item a DP value based on its size: the scale is calibrated for items made of steel (for similar items in other materials, multiply the DP by the appropriate multiplier listed in table 3.9) of a smaller volume to that needed to make an item a structure (see the next section).

**Table Ia – Size and Damage Points of Items**

|  |  |  |  |
| --- | --- | --- | --- |
| **Size** | ***SC*** | **Size** | **DP Scale** |
| Diminutive | ⅛ | Upto 4” | 1 – 10 |
| Tiny | ¼ | 5”–11” | 5 – 25 |
| Small | ½ | 1’–2’6” | 20 – 60 |
| Medium | 1 | 2’7”–5’3” | 40 – 120 |
| Large | 2 | 5’4”–10’ | 80 – 200 |
| Huge | 4 | 10’1”–19’6” | 160 – 400 |
| Gargantuan | 8 | 19’7”+ | 200 – 600 |

**Note:** items with DP or with 1 DP (diminutive things or clothes) can be easily destroyed in a single blow if they fail their ST to avoid Destruction.

Example 1: a standard wooden door is large (6 feet high, 3 feet wide, 1-1½ inches thick) and has 80 DP, if made of stone or iron it would have 117, and in steel 130.

Example 2: a medium wooden chest (3x3x1½ ft, ½ in thick) has 80 HP, if made in steel would have 130 DP. A wooden chest reinforced with iron would use the average of 0.6 and 0.9 (0.75), thus 100 DP. If it was a small chest (SC x ½) it would only have 50 DP.

Naturally not all attacks can damage objects. Generally, the DM should decide at the time if it is possible to destroy an object with the means that the character has available (e.g. it is impossible to destroy a chest with arrows or snap a rope with a hammer). Some specific rules:

* Piercing weapons cause half damage to medium or large items, unless they are picks.
* Magic weapons damage all common items and items enchanted with an equal or lower bonus.
* Natural weapon attacks only damage common wooden items, and only if the Strength is at least 13 points (e.g. a human who want to destroy a wooden door with a punch must have at least Strength 13 or fracture his hand, so it is worth trying to use his shoulder to break it down with a Strength check).
* Natural attacks by magical creatures (that hit as +1 weapons) or of large size can damage common wooden or stone objects only if they have at least 13 Strength.
* For each blow made (effective or not), the weapon loses 1 DP, +1 point for each category of material higher of the target based on the following scale: Crystal and Bone → Wood → Stone and Gems → Iron and Metals → Steel → Special (adamantine, mithril, diamond equal to +1 items). Magic weapon are only damaged in the attack if the target is of equal or higher power.[[1]](#footnote-1)
* Natural attacks by extraordinary creatures (that hit as +2 weapons or better) or of huge size or larger can damage common items of any material.
* For each blow made (effective or not) with natural weapons, a being loses 1 hp for each category of material higher than Bone. Creatures that can only be hit with +1 weapons or that attack as +1 weapons ignore this damage, unless they are attempting to damage special materials or magic items with an equal or higher bonus.

Example 1: a metal hammer used to smash a wooden door doesn’t lose DP. If the door was made of steel, it would lose 2 DP per blow (as iron is immediately before steel). If later the individual tried to break the wooden door with his bare hands he would lose 2 hp with each blow!

Example 2: a +1 sword used to break an iron chest doesn’t lose DP, but if the chest was made of mithril it would lose 1 DP per blow. A +2 weapon against an adamantine instead doesn’t suffer damage.

Example 3: a lycanthrope (immune to normal weapons) doesn’t suffer damage if it attempts to break a wooden door, while if it attempts to sunder a mithril sword it loses 1 hp with each attempt.

Each item as well as having Damage Points also has an Armour Class determined by the material from which it is made. The AC indicates both the difficulty to scratch the material and reduce its Damage Points: for static objects, if the Attack Roll misses the AC, the blow has hit but not damaged the target. Naturally if an object is worn or manouvered by someone, it uses either its own or owner’s AC – whichever is better (usually the Attack Roll also suffers an aiming penalty).

Table 3.9 shows the AC and Damage Points of objects based on the materials from which they are made. The table considers that the majority of the items are steel (for this reason the Multiplier for steel is 1), with the ecception of those objects normally made from other materials (like wooden bows and staves, leather whips and armour, etc.). It is useful for those cases in which an item is made of a different material than usual (e.g. an iron or bronze sword rather than a steel sword) or to compare the differences between two common items of equal size but different materials (for example a wooden or iron chest): refer to that material’s line, for it’s Damage Points, encumbrance, and cost of the item is decreased or increased.

**Table 3.9 – Material based AC and Multipliers**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Material** | **AC** | **Multiplier** | | |
| **Cost** | **Enc.** | **H.P.** |
| Steel | 3 | 1 | 1 | 1 |
| Red Steel | 3 | 10 | 0.5 | 1.5 |
| Adamantine/Mithril | 0 | 20 | 0.5 | 2 |
| Silver | 6 | 4 | 1.3 | 0.7 |
| Bronze | 5 | 0.7 | 1.2 | 0.8 |
| Crystal/Coral | 9 | 2 | 0.4 | 0.5 |
| Dragon\* | \* | 15 | 1 | 1 |
| Iron | 4 | 0.8 | 1 | 0.9 |
| Wood | 7 | 0.5 | 0.7 | 0.6 |
| Wood, Petrified | 4 | 3 | 1.5 | 1 |
| Gold | 6 | 8 | 1.6 | 0.7 |
| Bone/Thick hide | 8 | 0.4 | 0.7 | 0.5 |
| Stone | 5 | 0.7 | 1.5 | 0.9 |
| Stone, Precious\*\* | var. | var. | 0.8 | 0.7 |
| Platinum | 6 | 12 | 2 | 0.8 |
| Copper/Tin | 6 | 0.5 | 1.2 | 0.7 |
| Glassteel | 2 | 8 | 0.5 | 1 |

**Note:** adamantine, mithril, and diamond can be only scratched by magic items or made with one of these three materials (or similar materials of extraordinary consistency, rarest in nature).

**Multipliers:** This gives the number by which the cost, encumbrance, base DP of an identical steel item must be multiplied to calculate those values for an item made of that material.

***\*Dragons*:**it is also possible to number dragons among the sources among the unusual material sources for items. Indeed, the body parts of a dragon maintain their power once dismembered, and as such are in great demand, especially by spellcasters. The scales and the hide (relevant ST: Hide), if correctly worked and treated within 1 week of the dragon’s death, are so resilient that they are used to make armour, shields, clothes, or boots, while the claws and horns (relevant ST: Bone) are used to creat precious supplements or weapons.

If the dragon’s hide is used to make armour, it can be worked to create armour without metal parts, but grants a 1 point better AV to that of standard armour. If the scales are used to make armour or a shield, they improve the AC offered by the armour by 1 point compared to normal armour, and increase the armour’s AV by 1 point.

Moreover, clothing, armour, or shield made with the dragon’s hide or scales grants to those that wear the item a +2 bonus against the type of element associated with that dragon (for example the hide of a white dragon grants +2 versus the cold, that of a red dragon a +2 bonus versus fire, and so on), while the same item is immune to damage derived from that particular element.

Weapons made using the dragon’s horns and claws are very sharp: granting a +1 natural bonus to the Attack Roll and can wound all those creatures immune to normal and silver weapons (but not those that can only be hit +2 weapons or better).

***\*\*Precious stones*:**naturally the value and AC depends on the type of stone, with diamond surely being the hardest and most expensive (AC 1, cost x20, DP x 1.5) and other hard stones have an AC of between 5 and 7 and a cost based on market value.

**Structural Points**

Items that take up a significant space (usually at least two large dimensions) are considerd structures or constructions: don’t have Damage Points, but Structural Points (abbreviated SP). Each SP equals 50 DP and the SP of a structure depends on its total volume and the materials from which it is mainly made (see table 3.10).

Unlike the common Damage Points of items however, SP aren’t affected in the normal manner. Indeed, any attack that doesn’t cause SP by its nature (only done by siege weapons) must overcome a damage threshold with each blow to truely damage the structure, the so-called Hardness, which depends on the structure’s material (see table 3.10), assuming a thickness of at least 4 inches[[2]](#footnote-2). The damage produced must therefore be divided by the structure’s hardness, and the result effectively gives the scaled DP.

**Table 3.10: SP and Hardeness of Materials**

|  |  |  |
| --- | --- | --- |
| **Material** | **Hardness** | **SP[[3]](#footnote-3)** |
| Crystal or Bone | 2 | 1 every 176 ft³ |
| Wood | 3 | 1 every 88 ft³ |
| Stone | 4 | 1 every 70 ft³ |
| Iron | 5 | 1 every 35 ft³ |
| Steel | 6 | 18 every ft³ |
| Special\* | 8 | 12 every ft³ |

\*Special materials rare in nature and of extreme hardness like adamantine, diamond, and mithril.

Example: a 1 foot thick, 10x10 foot wooden wall is a structure with 1 SP. If a human armed with a sword want to damage it, he would have to do at least 3 points of damage, and for every 3 points of damage suffered the wall loses 1 DP. This means that it needs at least 150 to destroy it, but any fraction less than 3 isn’t considered. Thus if an attack with a sword causes 8 points of damage, it would only inflict 2 DP, if the second attack caused 4 points it would do 1 DP, and so on.

Weapons (except siege weapons) or objects of inferior material (in respect to the scale shown in table 3.10) cannot damage structures of superior materials, and for each blow made (effective or not) the weapon loses 1 DP, unless it is a magic weapon or of a superior material, in which case it isn’t damaged by the attack, even if it is used for long periods. Some weapons, moreover, inflict better damage against certain materials: those with the Chop special ability (e.g. axes) cause double damage to wooden structures and items, while bludgeoning weapons with heavy heads (e.g. hammers) or picks cause double damage to stone strectures and items. Projectiles from firearms or missile weapons (but not siege weapons) instead don’t have sufficient force to cause structural damage.

Example: if a human wants to batter down a brick wall with a staff he couldn’t do it (the staff would break first). He could instead try to split a wooden door like the example above, if the staff doesn’t break first from the force of battering it against the structure (seeing that it loses 1 DP per blow).

Gargantuan creatures cause the loss of 1 SP for every 10 points of damage brought (after subtracting the hardness) with natural attacks. Beings of large or huge size instead risk fractures, as they lose 1 hp with each blow made, unless they are immune to normal weapon or hit as magic weapons, in which case it ignores the damage, while the effective damage caused is the total divided by the hardness. Beings of medium size or smaller cannot damage structures with their attacks. Finally, constructs do not suffer damage if attacking structures of the same material.

Example 1: if a gargantuan dragon attempts to destroy a small wooden house with 6 SP, for every 10 hp caused by its attacks the house loses 1 SP (and considering the number of attacks it has available and the amount of damage could destroy it in a couple of rounds).

Example 2: if an orc tries to smash a wooden wall with 1 SP with his bare hands he would cause it to lose 1 DP for every 3 hp he inflicted, but at the same time he would suffer 1 point of damage with each blow (therefore probably breaking his own arm before destroying the wall). In his place a wood golem doesn’t suffer any damage with every blow, but if it isn’t of at least large size it couldn’t affect the wall.

A structure struck by destructive spells, explosions, or acid must make an appropriate ST (Destruction for sonic or explosive damage): if the ST succeeds subtract the damage divided by the hardness’s value, vice-versa subtract half of the damage minus the hardness’s value. An incendiary instead causes 1 SP for every 5 DP per round.

Example: a wizard casts a *fireball* spell against a 1 SP wooden wall and causes 80 hp. If the appropriate ST succeeds the damage would be 27 (80 ÷ 3 of hardness), vice-versa it would be 37 (40 – 3 of hardness).

The *disintegration* spellremoves a maximum of 35 yd³ with a surface of no larger than 10x10 feet and the appropriate SP are deducted. If instead a *fragment* was used, the spell only damages an item whose total volume is within 10 ft³, and if the structure makes its ST it only loses half of the DP.

Example: for the wall mentioned above, in the first case it would be disintegrated without fail, with *fragment* it could halve the damage(only 25 DP) with a ST vs. Destruction, or otherwise it would be destroyed. If instead it was a stone wall 50 feet square 1 ft thick (volume 530 ft³, equal to 7.5 SP), *disintegration* would make a 10x10x1 (thus 100 ft³, or 1/5 of the total volume, eliminating 1.5 SP) section disappear, while *fragment* couldn’t affect it.

**Reduction of Damage Points**

***Normal Items***

If the weapon or armour isn’t magical, it suffers constant deterioration because of the effects of time (rust, cold, heat). To avoid all this happening requires weekly maintainence, cleaning each metal item (with DP) with lamp oil for about an hour. If this doesn’t happen, the item deteriorates and loses 1 DP per month; rust can only be removed by a smith or an armourer with the homonymous general skill.

DP can also be lost because of clashes with enemies or by effects that damage the items in question. In this case, the assistance of one of the three categories of craftsmen listed above is vital to return the item to a perfect state (see Repairing Damage Points). The most frequent cases of DP loss are:

* Spell or magic effect that hits the individual and all his worn items;
* Shield used to parry, an possible action in place of a normal attack: Attack Roll against the same AC that the opponent hit and the shield suffers the damage inflicted by the adversary, half with a ST versus Destruction;
* Weapon is used to parry/deflect, actions that are possible thanks to mastery in the use of a weapon (lose 1 DP + Strength bonus, +1 DP per magic bonus of the weapon that hits it, if such a bonus exists) or to damage an item or structure;
* Weapon is purposely attacked by the opponent (in this case it suffers the same amount of DP as the hp caused by the blow if it is able to damage it, but there is a ST versus Destruction for half);
* Armour absorbs some of the damage inflicted on its wearer (the Armour Value rule);
* Critical damage to the item because of a fumble or an oppenent’s critical hit (optional).

**Magic Items**

Magic items are immune from the attrition of time, but can still be damaged by magic attacks. All the cases of lost DP cited above also apply to magic items, but apply the following rules:

**Items with Bonuses (e.g.: armour, weapons)**

* Can only be damaged by other magic items with an equal or higher bonus (for items that have multiple bonuses use the lowest – e.g.: a sword +2, +4 vs. undead is considerd a sword +2 to determine what items can damage it);
* Can only be damaged by spells of equal or higher level to its bonus;
* Can only be damaged by creatures that hit as a magic weapon of the corresponding bonus, or of huge size or larger (for every 5 Hit Dice the creature is considered as a +1 weapon. For example, a 10 HD giant can damage items with upto a +2 bonus);

**Items without Bonuses (e.g.: belts, gloves, boots, etc.)**

* Can be damaged by any magic item, spell, and creature of huge size or that attack as ar least +1 magic weapons.

Magic items without Damage Points must simply make an appropriate Saving Throw based on the material from which they are made and the type of attack they suffered (see Table 3.8 – a strike from a weapon is considered Destruction): if failed it is destroyed, otherwise it is unaffected.

Magic items with Damage Points must instead make an appropriare Saving Throw: If the ST succeeds, they lose half the damage caused by the effect (or a quarter if the item is worn by a character who has already made a ST for half damage).

**The Effect of Losing Damage Points**

If a weapon loses Damage Points for any reason, it becomes less effective and manageable. This imparts a cumulative –1 penalty to its Attack Rolls and damage for every 30% of lost points.

If armour or barding loses Damage Points, it can no longer adequately protect its wearer. The protection offered (AC and AV) lessen by a point each time that the armour loses its base amount of DP depending on its size:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *Size* | *Base DP* |  | *Size* | *Base DP* |
| Diminutive | 15 |  | Large | 40 |
| Tiny | 20 |  | Huge | 50 |
| Small | 25 |  | Gargantuan | 60 |
| Medium | 30 |  |  |  |

If a shield loses Damage Points it becomes more fragile and cannot offer the same protection. In practice, if it loses 80% of its DP, its AC bonus is halved (rounding down). This means for example that a shield that offers 1 point of AC upon being reduced to a fifth of its DP becomes useless.

**Repairing Damage Points**

The only way to recover the lost DP is through restoration by an individual with the ability (*Smith* or *Armourer* general skills) and right tools. The restoration of an item depends on the amount of lost Damage Points: the more damaged an item is the more difficult and expensive the operation (as shown in table 3.11, where the cost is a fraction of the item’s original value), so much so that in some cases it is easier to buy new armour or a weapon instead of repairing it. For magic items, only a dwarven or gnomish smith or someone very skilled (skill value of at least 15) that acts under the supervision of a spellcaster is capable of repairing the damage (normally it is only possible to find such a smith in large cities or communities with developed magic).

**Table 3.11: Repair Cost of DP**

|  |  |  |
| --- | --- | --- |
| ***DP lost*** | ***Common Item*** | ***Magic Item*** |
| 1 – 10% | 1/10 original | 1/100 original |
| 11% – 25% | 1/3 original | 1/20 original |
| 26% – 50% | 2/3 original | 1/10 original |
| 51% – 75% | 4/5 original | 1/5 original |
| Over 75% | As original | 1/3 original |

The time required is equal to one hour of uninterrupted work for every 10 DP that needs repairing (assuming that the smith has the appropriate materials and tools available like in any forge worthy of the name).

If it is a NPC that attempts the restoration, it is assumed that he succeeds in his work without a skill check; a PC, needs to make a skill check: if it fails, he can only repair 5 DP per hour. The cost for a PC who repairs the item alone is reduced by 50% (eliminating the cost of the labour).

***Rules to advance in more then one class***

The classic D&D rules system is so simple and versatile that it also allows a character to accumulate levels in more than one class (although this wasn’t originally planned in the rules). It is possible to progress in more classes progressively (Multiclass advancement) or in two classes simultaneously (Dualclass). If these rules are used, it is necessary to consider some classes presentated in this manual as real classes, not simply an addition to the primary class: The Wild Mage and the Merchant Princes of Minrothad use the HD, THAC0, and ST of the wizard, while the Shaman uses the HD, THAC0, and ST of the cleric. The Merchant Adventurer instead remains a “superclass” (without its own HD, THAC0, or ST), which is added to another and gains Experience Points based only on its financial income.

Moreover, remember that the 4 initial skills are only acquired at 1st-level, and not every time 1st-level in a new class is gained. When he decides to acquire another class, he gains its associated skill bonus (or the skill), but it is necessary to already meet the obligations to belong to the class (as well as any other type of necessary requirements), otherwise the class is inaccessible.

If using the alternative rules with skill points (see the *Manual of General Skills*), a Dualclass begins with the average of starting points plus the bonus and gains 2 points at every subsequent level, while a Multiclass obtains, as well as to the points linked to the bonus skill, 2 points at 1st-level in the secondary class, then 1 at even levels and 2 at odd levels (as normal).

**Note 1:** for races with XP modifiers, the additional percentage for level advancement is calculated only on the XP of the primary class for Multiclass advancement, or the reduced sum of XP for Dualclass advancement.

**Note 2:** if a character suffers from a level drain, for the multiclass he always loses the last level gained (for the dualclassed instead the XP of the last level are removed, like for single classed characters).

**Multiclass Advancement**

Multiclass or Progressive Advancement allows advancement in other classes besides the primary class simply by accumulating XP to advance a level at a time in any of them, keeping the XP of the different classes separate. It is possible to multiclass in a maximum of four different classes, as long as the minimum requirements are met for each, and it isn’t however possible to multiclass before 3rd-level.

Normally to become 1st-level requires no XP, but in this case for every additional class to the primary it is necessary to first accumulate 1,000 XP for every level in the primary class: which symbolises the difficulty of an individual in various respects of his profession and chosen life, which increases as he settles in to certain roles and behaviours. Once obtained, these XP disappear and the character acquires the 1st-level in the new class. To then progress in each additional class, he simply needs to accumulate the XP needed at each level based on the class in question.

Example: Malcolm (a human character) starts as a Thief and reaches 4th-level with 6,000 xp. At which point he wants to learn the arcane arts and add a level of Wizard. To become a 1st-level Wizard he would need to gain 4,000 XP (1,000×4th-level). At that point he would become a 4th-level Thief with 6,000 XP and a 1st-level Wizard with 0 XP. To become a 2nd-level wizard, Malcolm needs to acquire 2,500 XP, for 3rd-level 5,000 XP, and so on.

Armour uses the most restrictive rule among the chosen classes, while weapon mastery uses the progression of the class being improved and only follows the restrictions imposed by his religion.

Example: Malcolm, the Thief/Wizard of the previous example, could use any light armour, but will perhaps choose to wear none, to not risk the spellcasting failure involved with the use of armour. Regarding weapons instead, he starts with the slots of the Thief (6), and when he acquires the first Wizard level doesn’t gain another 2 slots as a 1st-level Wizard (since his last class was the Thief), but must wait until the 4th level of Wizard to add a typical mage weapon or improve those that he already knows as a thief.

Based on the levels acquired in the various classes, the character benefits from better THAC0, ST for each type, and hp (the sum of the HP of each class but only up to the limit of the class with the best maximum based on HD and level).

Example: Allanon is a 5th-level Wizard (5d4 HD) with 16 hp. He decides to become a cleric of Razud, and gains 3 levels. As the first two cleric levels have a total lower than his actual hp (2d6, max 12hp), he doesn’t add any hp, but gaining the third cleric level the limit is 18 hp (3d6), therefore he can roll 1d6 and add a maximum 2 hp to the 16 he already has to not exceed his limit. If he gains another level of Wizard (6d4, max 24) he can roll 1d4 and add it to his Hit Points, and so on. From the point of view of THAC0, he clearly uses that of a 5th-level Wizard, which has a better THAC0 than a 3rd-level Cleric. For Saving Throws, use the best available of the two classes based on level.

**Dualclass Advancement**

With the Dualclass or Simultaneous Advancement system, the XP needed to advance a level in the two chosen classes are added together and then reduced by 10%: the new level is only achieved once this value has been reached. The reduction of XP is due to the fact that the dualclassed don’t exploit all the advantages of both classes as happens with the multiclassed (see below) and that is however trained immediately in this discipline, therefore it is easier to progress in this life style as compared to the multiclassed.

The character uses the best THAC0 and Saving Throws of the two classes, and to determine his Hit Points he uses a dice that is the average between those of the two classes. Regarding the use of shields or armour, he learns to exploit them according to the training of the more martial class, but has all the limitations of the most restrictive class. For training in weapons he starts with the largest number of slots available between the two classes, and then follows the progession of the class with the least advantageous interval (see *The Mystaran Armoury*).

It isn’t possible to mix Dualclass with Multiclass Advancement. When the character decides to no longer progress in both classes, he returns to use just the table of advancement of the class that he has chosen to continue in, and can no longer use the system of simultaneous advancement (the choice is irreversible). He could then eventually add other levels of other classes (or of the “abandoned” class) but only with the system of progressive (Multiclass) advancement.

Example 1: an elf according to the standard system is the perfect example of Dualclass Advancement. Indeed starting with 1d6 as Hit Points, which is the average of the Wizard’s 1d4 and the Fighter’s 1d8, has the Fighter’s THAC0 (the better of the two), uses the best ST of the two classes, can use all the fighter’s weapons and wear armour (this by way of his elven blood, which annuls any chance of failure when casting arcane spells whilst wearing armour).

Example 2: Motumbo is a Nuari human follower of Korotiku and choses to advance simultaneously as a Cleric and Thief. He therefore uses a d5 Hit Dice (which is d10 divided by 2, average of d6 and d4), starts with the highest number of weapons known between the cleric and thief (6 weapons, that of the thief) and accumulate other slots at the slower rate (1 slot every 3 levels). He can wear light and medium armour, but prefers light to not incur penalties in the use of his thief skills, while weapon choice would always be limited to those allowed by the cult of Korotiku. Regarding THAC0, as that of the Thief is identical to the Cleric’s, it uses the same progression. Finally, use the best Saving Throws between those of the cleric and the thief, and to advance to 2nd-level he must accumulate 2,520 XP (1,200 for 1st-level thief and 1,600 for 1st-level cleric, total 2,800 XP less 10%).

***Rules for playing normal characters***

The classic D&D rules system only has one type of classless non player character (NPC): the so-called Normal Men (NM), with 1 Hit Dice and no further possibility of improving their skills if they don’t acquire normal classes like all PCs (wizard, cleric, fighter, thief, etc.). However a problem and paradox arises with this simple rule: as run those characters that have assuredly accumulated knowledge and experience in their field of expertise, but that however cannot be assimilated into one of the normal PC classes? There are some NPCs in the Mystaran Gazetteers that have been given inappropriate classes, just to make them different to the mass of common folk (the clearest example is Olivia Prothemian, wife of the Archduke Stefan Karameikos, who we discover to be a 9th-level Thief only because she is skilful in gathering information and making politics, although she has certainly never undertaken this profession and is indeed a pure blood noblewoman).

Third Edition D&D has what are called NPC Classes; a simplification of the PC classes that are used for common NPCs. The idea per sé is worthy, but differs in two fundamental points: the desire to associate a growing professional skill with a greater offensive ability of the NPC (so a 5th-level Miller has a greater chance of injuring an enemy than a 1st-level Miller, and at 8th-level is also inexplicably able to make two attacks per round like a 7th-level Fighter in Third Edition) as well as a greater resilience (the disproportionate increase of Hit Points and excessive improvement to Saving Throws), and the incapacity of halting the rise in level of NPCs (thus theoretically allowing a 20th-level Miller or 16th-level Farmer).

The following rules were inspired by the Third Edition idea, with the aim of simplifying and improving them to make NPC classes aimed at an increase in professional ability (general skill) in relation to the character’s experience, strongly limiting the rise in offensive ability and resisting damage.

Firstly we can assume that each human being begins his life as a normal man with 1d4 Hit Points and a general skill that he learnt as a child. During adolescence or upon becoming an adult, the character undertakes a path that leads to the choice of a PC class or advancing as a NPC: so gaining the 1st-level in a class at a cost of zero XP, learning the class’s general skills, and can add the specific Hit Points based on the Hit Dice of the class (example: a human that becomes a fighter with 1d8 hp adds 4 hp to the initial 1d4, a wizard or thief don’t add any hp, while a cleric with 1d6 adds 2 hp to those initial hp).

Any character that doesn’t have enough motivation to receive an education and sufficient training to be a part of one of the available Classes is considered an Ordinary Non Player Character (or ONPC), belonging to any social class. So a farmer, craftsman, merchant, doctor, noble, artist, or member of any social class, if he doesn’t belong to a PC class he is treated as an Ordinary.

The Ordinary Character uses D6 to determine Hit Points at 1st-level (thus, adopting the preceding method, has 1d4+2 PF), and for each subsequent level gains 1 hp, until he reaches the age of maturity; upon entering old age he stops acquiring further hp (based on race the age is different, for example for humans it is at the 60th year, thus an Ordinary human has a maximum of 1d6+3 hp).

The THAC0 of the Ordinary Character is always 19 at any level (having little familiarity with combat, like a wizard with his first weapon).

The Saving Throws of the Ordinary Character are the same as those of the Thief. Instead, with the alternative rules proposed here (see the section *Alternative Saving Throw System*), each ONPC selects one of the four types of Saving Throw in which he rather resilient (use the value of the Secondary ST), while the other three use the Normal ST value.

Regarding general skills, the Ordinary Character at 1st-level has 4 plus his Intelligence bonus skills, and acquires a new one every 3 levels (thus at 3rd, 6th, etc.). If using the alternative rules presented in the *Manual of General Skills*, an Ordinary starts with 6 + Intelligence bonus skill points and earns another one every level.

An Ordinary Character has 4 weapon mastery slots available to him; he cannot acquire further slots as he levels, and can only learn to use simple weapons (see *The Mystaran Armoury*).

Occassionally, an Ordinary can convert a mastery slot into a general skill (or 2 skill points), choosing to expand his field of knowledge or professional ability at the expense of his martial skills. Consider, for example, the typical country sage, who disdains his military training to deepen his world knowledge; or the noblewoman educated in the tasks associated with the feminine figure, rather than the martial arts more suited to males.

Finally, the advancement doesn’t depend on the acquisition of XP, but only from the experience gained through maturity with the passing of years. In practice, the NPC achieves 1st-level after his first twenty years of life, and is an Ordinary Character who acquires a new level every 10 years. In this way, it is impossible for a Ordinary to progress beyond 9th-level, and usually stops around 3rd-6th, as the average life expectancy of a commoner is about 40-50 years, while that of a noble or bourgeois can be 70 years in a medieval fantasy world.

When an Ordinary Character acquires enough experience to obtain a level in a standard class, he keeps the Ordinary’s characteristics as long as those are better than those gained with the class, then progresses according to the advantages gained with the advance of level in the standard class. It is indeed possible to create a PC as an Ordinary, and later assign him a class based on events or training he has undertaken.

Example: a 3rd-level smith must suddenly flee his village and unwillingly become a Thief. When he earns his 1st Thief level he keep his 3rd-level Smith hp (1d6+2) until his thief hp exceed them (presumably at thief 3rd-level), while suddenly getting the thief’s THAC0 and ST, as well as increasing the number of weapons that he can use and the number of general skills available to him.

These rules help to create NPCs skilled in various fields of knowledge or trades (general skills) without however becoming combat machines able to resist as much damage as a seasoned adventurer (THAC0, ST, and hp remain decisively low).

Below is a table summarising the Ordinary Character (NPC class).

**Ordinary NPC Statistics**

|  |  |
| --- | --- |
| ***1st-level HD*** | D6 |
| ***Hp at other levels*** | +1 |
| ***THAC0*** | 19 |
| ***ST*** | Thief |
| ***Skill (Skill Points)*** | 4 +1/3 lvl. (6 + 1/lvl.) |
| ***Mastery Slots*** | 4 |
| ***+1 Level every*** | 10 years |

It is possible to extend this rule to demi-human NPCs (elves, halflings, dwarves, and gnomes), lupins, rakastas, and lizardkin. It is however necessary to use the right racial Hit Dice and compare the maximum age achievable by the demi-human or humanoid to the 100 years of a human to establish the time interval associated with the passage of each level (to prevent for example, that among the elves, which live up to 800 years, there are 40th-level Smiths!). The rule doesn’t apply to races that have more than 2 HD at 1st-level.

**Examples of Ordinary human NPCs**

***Cedric Smythe***

*3rd-level Darokiniam smith (40 years old) of Selenica*

hp: D6+2 (7) THAC0: 19 ST: 3rd-level Thief (Body) Str: 13 / Dex: 10 / Con: 12 / Int: 9 / Wis: 10 / Cha: 10

Weapons known: Light mace (Basic), Dagger (Basic), Quarterstaff (Basic), Light crossbow (Basic)

General skills: *Armourer* (9/11), *Bargain* (10 +2 bonus), *Smith* +1 (11/13), *Evaluate* (10).

Alternative system: 8 skill points: *Armourer* 2, *Bargain* 1 (bonus), *Smith* 4, *Persuasion* 1 (bonus), *Evaluate* 2.

***Lady Olivia Prothemian in Karameikos***

*3rd-level Thyatian noble (41 years old) of Specularum*

hp: D6+2 (6) THAC0: 19 ST: 3rd-level Thief (Mind) Str: 7 / Dex: 16 / Con: 9 / Int: 16 / Wis: 13 / Cha: 14

Weapons known (Basic): Dagger, Hand crossbow

General skills: *Housekeeping* (16), *Karameikian codes and laws* (16), *Knowledge of society: Karameikos* (16), *Etiquette* (16), *Acting* (14 +2 bonus), *Persuasion* (14), *Politics: Karameikos* (16), *Gather information* +1 (16).

Alternative system 14 skill points (8 + 2 for Int +4 for 2 mastery slots converted to skills): *Housekeeping* 1, *Karameikian codes and laws* 1, *Knowledge of the community: Specularum* 1 (bonus), *Etiquette* 2, *Acting* 2 (+1 bonus), *Persuasion* 3, *Politics: Karameikos* 2, *Gather information* 3.

***Farid Ibn-Hamid***

*5th-level Alasyian sage (65 years old) of Parsa*

hp: D6+3 (7) THAC0: 19 ST: 5th-level Thief (Mind) Str: 7 / Dex: 10 / Con: 9 / Int: 18 / Wis: 16 / Cha: 15

Known weapons (Basic): Quarterstaff, Dagger

General skills: *Alchemy* (18), *Astronomy* (18), *Ylari codes and laws* (16), *Knowledge of genies* (18), *Knowledge of society: Emirates* (18), *Teaching* (16), *Ylari Myths and Legends* (18), *Religion: Eternal Truth* (18 +2 bonus), *Resist Heat* (9 +2 bonus), *History: Ylaruam* (18).

Alternative system 17 skill points (10 +3 per Int +4 for 2 mastery slots converted to skills): *Alchemy* 2 *Astronomy* 2, *Ylari codes and laws* 2, *Knowledge of genies* 2, *Knowledge of society: Emirates* 1, *Teaching* 1, *Ylari Myths and Legends 3*, *Religion: Eternal Truth* (+1 bonus), *Resist Heat* 1 (bonus), *History: Ylaruam* 2.

***Resurrection***

Normally Lawful priests should be disinclined enough to use spells to resurrect and animate the dead, because:

1. They are among the most delicate to use.
2. They interfere with the divine authority of their Sphere
3. They interfere with the sovereignty over the souls of the dead.

No cleric can claim the right to raise an individual after his death, as this is the duty of the Immortals, who judge the creature’s life based on its actions and its devotion to its beliefs and then decide the soul’s fate after it has spent some time in the Afterworld. True, those clerics that worship Immortal patrons of necromancy and destruction don’t have any scruples either about animating the dead and use them in Entropy’s cause, or reviving those slain in battle if this helps them to bring further death and destruction.

However, the clerics of the majority of the Immortals are respectful of the Immortals’ power in the afterlife and usually wait for a response from the Immortal before attempting to bring the dead back to life. This gives the Immortal time to judge the soul of the deceased and decide his fate. In fact, they believe that if the soul was sent to the home plane of the Immortal worshipped by the deceased, he can no longer be brought back to life, and therefore any attempt automatically fails (as the Immortal doesn’t permit them to go against his decision, and doesn’t grant the power to revive the individual). If, however, the soul was judged impure or unprepared for eternal peace (or in torment), then the Immortal welcomes the opportunity to return the deceased to life, as it gives him a new chance to fulfil his destiny and redeem himself.

It is, however, worth remembering that any priest is authorised to try to revive a follower of his church or the same vocation or to the same church. He is never required to try to revive another religion’s follower, given that as a rule an Immortal doesn’t permit followers of another Immortal to try to recall the souls of his worshippers. It is a grave insult to attempt to meddle in the Immortal’s judgement, and it could not only nullify the resurrection attempt, but it could also result in retaliation from creatures who serve the Immortal against those who have dared change the divine judgement. Because of this, before a cleric attempts to revive a follower of another faith, he asks the permission of his own patron and that of the deceased through a special ritual. He can only proceed if he gets a favourable response can proceed (this often occurs if the two Immortals are allies, like Ixion and Valerias, Ilsundal and Ordana, Asterius and Koryis, etc.). Naturally the priests of extremely chaotic Immortals and devoted to necromancy don’t have all these scruples, but in they are more likely to animate the body with energy from the Sphere of Entropy, than return it to life.

The probability that the spirit of a follower can be returned to life is based on the concept that the more powerful he has been in life and the more of his destiny he has completed in the eyes of the Immortal, the more he deserves the permanence of the everlasting afterlife. The formula to use (unless the DM decides) is as follows (d%):

**100 – age[[4]](#footnote-4) – level = % of success of resurrection**

**Example**: for a human (max 100 years) counts the same age of the dead, but for a dwarf (max 300 years) divide his age by 3 to know the percentage of his life he has lived.

Possible bonuses/penalties to consider:

|  |
| --- |
| +5% if of the same alignment of the cleric (Good or Evil; Chaotic, Lawful or Neutral) |
| +10% if of identical alignment to the cleric’s Immortal |
| –10% if of opposing alignment to the cleric’s Immortal |
| –50% if devoted to an Immortal enemy of that of the cleric |

The real problem is those deceased that don’t worship an Immortal or are agnostic. According to the beliefs of the majority of priests and of planar philosophers, when they die they enter into Limbo – a place of mists. They aren’t subject to Immortal judgement, but are condemned to wander in this land whilst trying to avoid the spirits and demons that rule this plane from devouring his soul. It is, therefore, possible to resurrect them straight after death, but the priest must have a valid reason (personal or better) to do so. This is because he is granting the most precious gift that an Immortal can bestow (that of life) to an individual who doesn’t have any faith in the Immortal that performed the miracle. It is likely that a cleric will be more inclined to revive the soul of an agnostic rather than that of a follower of another Immortal. This is because the former would be easier to convert after his dramatic experience of Limbo, while the latter would only be favourable to conversion if he came from his Immortal’s hell and wishes to avoid a return. (In this case, you should realise that you are reviving somebody worthy of eternal punishment).

Furthermore, anyone who tries to recall a soul from Limbo with the *resurrection* spell risks attracting the spirit of any entity that dwells on that plane. In general, the longer time passes from the moment of death, the more difficult it is for the deceased to survive the legions of spirits and demons that infest Limbo, especially if dealing with a character of low level. The probability (d%) that the real possessor of the body returns is calculated in the following manner (this percentage should always remains secret to the players, so as to make them think long before trying this way):

50 + character level–days dead = probability % that the original soul returns from Limbo (minimum of 1%)

Example: Vanglar the Furious, 15th level Fighter, has always mocked the Immortals and their representatives. At the moment of death, he enters into Limbo and must try to survive. If his friends find the means to resurrect him after 20 days of death, the chance that his soul returns to the body is: (50+15)–20 = 45%. After two and a half months, it is nearly impossible to bring back Vanglar (1%), and each attempt could very easily cause the spirit of a chaotic and voracious creature to dwell in the body of the fighter, posing as him. If a different spirit returns to inhabit the body of the deceased, there can be various possible results, that the DM can decide or roll 1d20 and consult the following table:

|  |  |
| --- | --- |
| 1–5 | Corpse is reanimated as a zombie of 2d4 HD |
| 6–9 | Corpse is reanimated as a ghoul of 2d6 HD |
| 10–12 | Corpse is reanimated as a wight of 1d10 HD |
| 13–14 | Corpse is reanimated as a vampire with 5+1d6 HD |
| 15–19 | Corpse returned to life with the chaotic and/or evil soul of a different dead creature dead |
| 20 | Corpse returned to life with the chaotic and evil soul of a spirit of Entropy |

Naturally the actions of the restored spirit depends on the objectives that it had in life and it tries to hide its true nature (except in the obvious case of the undead) from whoever revives it, until it is in a position to eliminate potential enemies and gain full freedom of action.

***Piety***

(by Lachlan MacQuarrie – from *Dragon Magazine #236*)

The Piety of a character indicates the divine favour which the subject enjoys (PC or NPC). Obeying the teachings of his faith and working to increase its influence, any character can obtain the aid and approval of the divinity. These rules give the DM a new tool to encourage role playing and a series of clear objectives so that the characters can earn great powers.

In this section, the term “faith” indicates the religion or cult to which a subject belongs, the divinity that he worships, the philosophy to which he adheres, or the natural force he represents (for example, Law and Chaos). A “Minister of the Faith” is any believer able to cast divine spells. A “Follower” is a believer who cannot cast divine spells.

**Effects of Piety**

Piety is measured in Piety Points, which are gained through acts of faith and lost through impious acts. The actual number of Piety Points determines a character’s Piety rank. As for Experience Levels, a higher Piety brings great benefits, although it is also easy to lose Piety and Piety rank by ill-considered acts.

The following table shows the minimum Piety Points to enter or remain in a given Piety rank. All the followers of a faith start with 1 Piety Point; all the ministers start with 5 Piety Points.

**Table 3.13: Ranks of Fidelity**

|  |  |  |
| --- | --- | --- |
| ***Rank*** | ***Definition*** | ***Piety*** |
| 1 | Initiate | 1 |
| 2 | Devouted | 16 |
| 3 | Blessed | 32 |
| 4 | Inspired | 64 |
| 5 | Ascended | 128 |
| 6 | Exalted | 256 |

A character’s Piety represents the protective aura placed around him by his faith. This aura is usually invisible, but all the extraplanar followers of the same divinity of the believer automatically know his Piety rank and those of other faiths can discover his rank with a Wisdom check. Extremely devote characters (Piety or rank 4 or higher) are also obvious to the casual observer and the nature of their aura reflects the characters’ faith. For example a follower of a benevolent faith could emenate a sensation of peace, whereby a minister of an evil cult could radiate a sensation of such malaise to induce shivering.

As thePiety rank increases, followers and ministers gain special powers or particular advantages as a sign of divine favour. All the Piety benefits are cumulative. The effective power level of character using these powers is equal to that of a cleric of ⅓ his level.

Example: A Follower of Valerias (12th-level Fighter) due to his Piety (rank 4) can turn undead as a 4th-level cleric.

Those that achieve the Exalted rank, become so important to their divinity or faith and receive particular powers that make them true emissaries of the Immortals (a sort of angel or demon, depending on the cult). Rules for playing Exalted characters are given in Book 1 of the *Wrath of the Immortals* boxed set and beyond the scope of this manual.

**Table 3.14: Benefits & Penalties for Ministers**

|  |  |
| --- | --- |
| ***Rank*** | ***Benefit / Penality*** |
| 1 | Difficulty in casting spells\* |
| 2 | Spellcasting level in increased by 2\*\* |
| 3 | +1 bonus to Attack, Damage, and Saving Throw rolls |
| 4 | Permanent *Protection from evil* |
| 5 | 50% Magic Resistance vs. one magic school (DM’s choice) |

\*If a cleric’s Piety drops below 5 points, the priest can cast, daily, as many spells as he has Piety Points. Paladins can only cast spells if their PP are 5+.

\*\*Those that cast the resulting spells, with the sole aim of determining the spell’s variables (range, duration, area of effect), of 2 level more powerful.

**Table 3.15: Benefits & Penalities for Followers**

|  |  |
| --- | --- |
| ***Rank*** | ***Benefit / Penality*** |
| 1 | No particular effect |
| 2 | +4 bonus to Reaction Rolls when dealing with the Clergy (NPC) of his or an allied faith |
| 3 | +1 bonus to one ST category |
| 4 | 1 Minor Ability (see Table 3.16) |
| 5 | 1 Major Ability (see Table 3.17) |

**Table 3.16: Minor Abilities**

|  |  |
| --- | --- |
| ***D6*** | ***Power*** |
| 1 | 1 bonus general skill as a priest |
| 2 | Turn (or Control) the undead |
| 3 | Cast a 1st-level cleric once per week\* |
| 4 | +1 bonus to all Saving Throws |
| 5 | Cast *bless* (or *bane*) once per week |
| 6 | Cast *oracle* once per week |

\*The spell in question is determined by the DM and cannot changed.

**Table 3.17: Major Abilities**

|  |  |
| --- | --- |
| ***D6*** | ***Power*** |
| 1 | Immunity to all diseases |
| 2 | Cast *cure* (or *inflict*) *serious wounds* once per day |
| 3 | Cast *circle of protection from evil* once per day |
| 4 | Cast *remove* (or *bestow*) *curse* one per week |
| 5 | Cast spell as a Consecrated Champion\* |
| 6 | 50% Magic Resistance vs. all 1st and 2nd-level spells |

**Gaining and Losing Piety**

Characters gain or lose Piety whenever they earn experience points, when the events of the adventure are still clear in the DM’s mind. As the different cults have different objectives, the DM uses a specific list of guide lines for each faith (see “Rewards and Punishments”).

To calculate the allocation of Piety, simply add all applicable awards and penalties to determine one number, to a maximum of +1 to +4 points per game session (although any number of points can be lost during an adventure, there should be a strict limit on how many can be gained). Note that an act could be in more than one category. For example, stealing the alms in a temple is either “theft from a temple” or “harming the weak”.

Skilled players can plan their actions to minimise the loss of Piety and maximise the gains (killing only for a good cause, doing a few extra good deeds to make up for a lapse, etc.). Add all awards to the player’s current total, and apply all results immediately. The transition to a higher rank is a significant event in the character’s life, and the DM may wish to mark the passage with some sort of sign or omen (a pleasant dream or a nightmare, an unusual atmospheric event, and so on).

**Total lose of Piety and Curses**

If the Piety Point total is reduced to below zero, the character becomes an “Infidel” of zero rank, and a divine curse is placed on him as an admonishment (see table 3.18). If it is the first time that a subject has exhausted his Piety Points, the divinity inflicts a temporary curse (whose nature depends on the subject’s conduct and cult type) that ends when accomplishes a worthy act and his Piety becomes positive. For reductions, the curse lasts until the subject receives *atonement* (5th-level spell) from his cult for the actions that caused the curse and restores his Piety.

Alternatively, the subject can choose to renounce his faith and worship another divinity: in this case it is sufficient to receive a *remove curse* to annul the effects, but the subject no longer has any of the followers’ benefits of the abandoned cult.

**Table 3.18: Effects of the Curse**

|  |  |
| --- | --- |
| ***D6*** | ***Effects of the curse*** |
| 1 | 1 Characteristic (Strength, Dexterity, etc.) is reduced by 3 points |
| 2 | Clumsiness, –2 penalty on Attack Rolls, Damage, and Saving Throws vs. dodge effects |
| 3 | Legs wither, Movement reduced by 25% |
| 4 | Loss of a sense (sight, hearing, or smell) |
| 5 | Loss of 1 experience level, which cannot be recovered until the curse is lifted |
| 6 | Loss of a class related ability (for example, a thief can lose Pick Pockets) |

**Rewards and Punishments**

Although all faiths have much the same categories of awards and penalties, each faith will have specific behaviours that earn each one. For example, although all the Faiths require some form of ceremonial observation in established temples, the exact nature of such observation varies greatly according to the cult, from solitary meditation to wild festivals. Although the DM can specify for each single Faith present in his campaign the particular actions that bring punishments and rewards, it would certainly be a major task. Such a task can be reduced (increasing at the same time the players’ interest) by assigning it to the players. Naturally the DM however has the last word regarding the specifics of each religious belief.

Below are listed the more important points that the Followers and Ministers must respect to not be removed from the Faith. For each reward the corresponding punishment for doing the opposite is given.

**Followers**

**1. Follow a minimum standard of behaviour**

A minimum standard of behaviour (observe one service per month, donate money to the temple, respect the ministers, etc.) isn’t the type of actions or sacrifices that attract the attention of the Immortals. The players aren’t held to interpret these minor actions, but also don’t get any Piety benefits from them. No change to the Piety.

*Not manage to follow a minimum standard of behaviour, insult the faith, or seize the chance to infringe a minor precept* (for example, drinking on a day of abstanance): subtract **1** Piety Point.

**2. Attend major religious events**

Add **1** Piety Point. Major Events, such as Festivals, Mysteries, or Rites, take place about 2-6 times per year. It should take if not all, at least a good part of the day, and involve some expense (a sacrifice, offering, or simply “I must buy a new shirt for the Festival of the Solstice”), for a value of between 1 and 100 gold pieces.

*Not observe a major religious event, for any reason*: subtract **1** Piety Point.

**3. Give the Cult a percentage of your income**

Add **1** Point (if the percentage is equal to 10%), **2** Points (50%), or **3** Points (90%) to the Piety. The percentage (known as tithe as 10% is the commonest case but variable based on the cult) is calculated from the total income, and is donated to the clergy (NPC). In no case can this benefit a player character.

*Fails to make the required tithe*: subtract **1** Piety Point.

**4. Build a Chapel**

Add **1** Piety Point. The term Chapel refers to a small shrine in which is present either the divinity’s effigy or a reliquary of the clergy and an area in which to gather in prayer. The specific requisites are determined by the DM, but the cost can include the structure’s construction by hand (no spells), or a cost not under 200 gold coins, or the positioning of the structure in a particularly significant site. At the end of the construction, the building must be blessed by a Minister of the Faith. The players don’t acquire Piety Points for the construction of more than one chapel every two months.

*Damage a chapel of his faith*: subtract **1** Piety Point.

**5. Build a Temple**

Add **1** Piety Point for every 500 gp spent in the construction of the temple. The term “temple” also includes church, monastery, a school run by monks, or even a shelter (like those run by the Knights Hospitaler during the Crusades), of a value not less than 1,000 gold pieces. The temples must always be well constructed and have a central area for the services, one or more altars, and smaller rooms sufficient for the temple’s purposes. The character is entirely responsible for the construction and the necessary funds, as well as finding the necessary workers. The construction of a temple is a notable event, and the DM may wish to have several adventures around it. Note that constructions made by characters to attract personal followers don’t count.

*Damage a temple of his faith* (or cause more than 1,000 gp worth of damage): subtract **10** Piety Points.

**6. Martyrdom**

Add **10** Piety Points. This consists of facing a notably heroic death by the hands of an enemy of the Faith while fighting for his beliefs. At the DM’s discretion, if in the character’s group there is a character capable of raising the dead, this sacrifice doesn’t count as Martyrdom.

*Betrayal of a holy cause to save his life*: subtract **10** Piety Points.

**7. Help a Minster of his Faith**

Add **1** Piety Point. This involves assisting a NPC Minister in his tasks or research, without thinking of a reward.

*Damage a minister of his faith*: subtract **2** PietyPoints for each of the minister’s experience levels. Double the penalty if the minister dies, but halve the penalty if the minister has 0 Piety Points. If the minister is of “Infidel” rank, the character suffers no penalty.

**8. Damage or hamper members of enemy faiths**

Add **1** Piety Point. An “Enemy Faith” isn’t simply a Faith that isn’t an ally. It is a Faith that is actively opposed to your own, and whose followers operate to harm the character’s brothers. Very intolerant Faiths consider all other Faiths as an enemy (refer to the *Codex Immortalis* to know who are the enemies of each Immortal, or which are the divinities that are considered enemies from among the other local cults).

*Aid exponents of an enemy faith*: subtract **2** Piety Points (Only 1 if the individual is rank 1 or zero).

**Ministers**

**1. Carry out all of the tasks listed above**

All the ministers must act according to all eight points above, and similarly receive penalties and rewards like any follower.

*Commit one of the sins listed above*: double the described penalty.

**2. Carry out the daily tasks of ministers**

No gain. This includes performing ceremonies, give spiritual advice or assistance, cast spells to help the faithful, conform to to the restrictions imposed by his class, and so on. Once again, it is assumed that the characters are doing this unless the specify otherwise, and each duty doesn’t have to be role-played in detail.

*Neglect the minister’s basic duties*: subtract **2** Piety Points for each day, or fraction, of a day.

In addition to the usual behaviours specified above, each Faith holds specific rewards and punishments based on its interests. Regarding the followers of a cult, refer to the information in Volume 2 of the *Codex Immortalis* to know what these interests are. For each Immortal instead, their individual portfolios are given in Volume 1. For example, Asterius is associated with: commerce, wealth, travel, cleverness, comunication, thieves, merchants, and messengers. So, his more attentive followers will take these interests into account in their behaviour. Below is a list of different areas of interest that a divinity make have, inlcuding the rewards or punishments associated with them.

**Agrilculture**

*Volontary damage fields or pastures*: subtract **1** Piety Point.

**Alchemy**

*Invent new potions or alchemical formulae*: add **1** Piety Point

**Ancestors**

*Voluntarily damage a commemorative altar or tomb*: subtract **1** Piety Point.

**Arts**

Including Writing, Painting, Calligraphy, Sculpture, Music, Dance, and Song.

*Invest more of a general skill in a particular art form*: add **1** Piety Point.

*Donate large sums of money as a patron of a given art form*: add **1** Piety Point.

*Damage a defectless work of art*: subtract **1** Piety Point.

**Balance, Neutrality**

The Faiths of the Balance view Paladins and Avengers as “Enemies of the Faith” 50% of the time.

*Oppose a serious imbalance, either in respect to good-evil, or law-chaos*: no change.

*Aggravate such imbalance*: subtract **1** Piety Point.

**Beauty**

*Have more of a general skill linked to the aesthetic*: add **1** Piety Point.

*Neglect your appearance*: subtract **1** Piety Point per day.

**Birth, Children**

*Give birth or care for a child*: add **1** Piety Point per year of care.

*Harm a mother or baby*: subtract **5** Piety Points.

**Chaos**

The Faiths strongly bound to Chaos only notice or reward (or punish) a particular behaviour 50% of the time.

**Commerce, Money, Wealth**

*Create new sources of income (open up a new trade route, create a new occupation, sign a new trade treaty)*: add **4** Piety Points.

*Accumulate a personal fortune*: add **1** Piety Point for every 50,000 gold pieces.

*Break an accord (unless the divinity is linked to chaos)*: subtract **2** Piety Points.

**Community**

The divinity of a particular community, nation, or town considers all the members of such a community as “Followers of an allied Faith”, and each traitor as “Enemy of the Faith”.

*Suffer a disability, a serious loss (a loved one or item of great import), or death in defence of the community*. Add **5** Piety Points.

*Betray or harm the community:* subtract **5** Piety Points.

**Courage, Self-determination**

*Begin a major enterprise (any task whose outcome is uncertain and which could take many adventures to complete)*: add **2** Piety Points.

*Don’t retreat in face of an adverse situation (in which the forces are evidently against the subject):* add **1** Piety Point.

**Crafts**

A large, Guild-hall devoted to the teaching of the craft counts as a “temple”.

*Invest more of a general skill in a particular craft form*: add **1** Piety Point.

*Cause a technique to be lost* (for example, by killing the only master craftsman who knows it): subtract **4** Piety Points.

**Darkness, Night, Shadow**

*Voluntarily live in darkness or shadow for a month*: add **1** Piety Point.

*Voluntarily live in the light for over 8 hours per day*: subtract **1** Piety Point.

**Death**

*Assist the passing of another person*: add **1** Piety Point.

*Kill a creature*: add **1** Piety Point for every hundred deaths caused.

*Save the life of a person (through spells, healing, or intervening in situations of mortal risk)*: subtract **3** Piety Points.

**Destiny, Fate**

*Oppose destiny (as revealed by an oracle or prophecy)*: subtract **1** Piety Point.

**Disease**

*Suffer the discomfort of a disease without complaining*: add **1** Piety Point.

*Spread a disease*: add **1** Piety Point for every hundred people infected.

*Heal a disease*: subtract **2** Piety Points.

**Element (Air, Earth, Fire, Water)**

*Complete a task thanks to the worshipped element*: add **2** Piety Points.

*Destroy or corrupt a site linked to the worshipped element* (e.g. caverns, mountains, rivers, pyres, flying buildings): subtract **4** Piety Points.

**Emotion (Ambition, Envy, Hate, Love...)**

One of the minister’s basic duties is to spread a particular emotion.

*Negate or suppress the natural working of the emotion* (for example, for a follower of a god of love stopping or impeding two lovers from eloping): subtract **1** Piety Point.

**Evil, Wickedness**

*Cause motiveless harm and suffering immotivati to the weak*: add **1** Piety Point.

*Increase the temporal power of the faith (soldiers, fortifications, magic items, diplomatic influence, etc.)*: add **2** Piety Points.

*Show gentleness or pity*: subtract **4** Piety Points.

**Fertility**

The “important” religious events of cults linked to Fertility tend to be notably excesive. Characters that participate in such celebrations must then rest for a period between two and four days.

**Good**

*Aid the weak*. It must require a small sacrifice. For example, spend a week repairing a neighbour’s roof rather training, studying, or undertaking an adventure: add **1** Piety Point.

*Harm the weak or defenceless*: subtract **2** Piety Points.

*Violence (if not for legitimate defence):* subtract **2** Piety Points. *Murder (if the killing could have been avoided*): subtract **4** Piety Points.

**Healing**

*Attack another living being (except by non-lethal means)*: subtract **1** Piety Point.

*Kill another living being*: subtract **4** Piety Points.

**Hunting and Fishing**

*Feed yourself daily with only personally caught fish or game*: add **1** Piety Point per month.

**Justice**

Generally criminals count as “Enemies of the Faith”, unless they have broken an unjust law.

*Bring a criminal to justice*: add **1** Piety Point.

*Break the law*: subtract **1** Piety Point.

*Lie*: subtract **1** Piety Point.

*Not keep a promise*: subtract **1** Piety Point.

**Knowledge, Science**

Any type of Knowledge or Science.

*Invest more of a general skill in a form of knowledge or science:* add **1** Piety Point.

*Make a new scientific discovery*: add **1** Piety Point.

*Destroy for ever a source of unique knowledge:* subtract **1** Piety Point.

The Faiths strongly bound to Law will always notice a particular behaviour, and their rewards (or punishments) use parameters similar to those Faiths linked to Justice.

**Law**

The Faiths strongly connecte to Law will inevitably notice a particulat behaviour, and will reward (or punish) the follower by using parameters similar to those of the Faiths based on Justice.

**Light**

*For every month in which you remain surrounding by light, including during the night*: add **1** Piety Point.

*Voluntarily live in darkness or shadow for the whole day*: subtract **1** Piety Point.

**Luck**

*Rely on luck* (must be a notable risk, like risking your life): add **1** Piety Point.

**Magic**

*Advance a level of power*: add **1** Piety Point.

*Invent new spells or magic items*: add **1** Piety Point.

*Destroy permanent magic items or effects*: subtract **1** Piety Point.

*Destroy artefacts*: subtract **4** Piety Points.

**Messengers**

*Take a message through dangerous conditions without expecting recompense*: add **1** Piety Point.

**Nature, Animals, Plants**

*Aid any animal of branch of animals, or protect a natural area without taking recompense*: add **1** Piety Point.

*Volontarily harm plants or animals*: subtract **1** Piety Point.

**Peace, Charity, Tolerance**

*Acts of gratuitous violence*: subtract **3** Piety Points.

*Incite violence*: subtract **2** Piety Points.

**Protection, Guardians**

Dying in defence in of an item or person placed under your protection counts as “Martyrdom”.

*Betray a confidence*: subtract **2** Piety Points.

**Sky, a specific part (Moon, Sun, Stars)**

The religious events take place when the astronomic characteristic is present (e.g. the sun divinity is only celebrated on sunny days).

*Avoid the sky (deliberately stay indoor or underground)*: subtract **1** Piety Point per day.

**Specific Race**

The race’s enemies count as “Enemies of the Faith”.

**Specific Season**

The religious events of notable importance take place during the “most important” season.

**Time**

*Hide the passage of time* (e.g. use cosmetics to mask the wrinkles): subtract **1** Piety Point.

*Artifically accelerate or slow time* (with spells or potions of longevity): subtract **2** Piety Points.

**Travel, Adventure**

*Spend over a year far from home engaged in a journey or adventure*: add **1** Piety Point.

*Live permanently with a fixed abode*: add **2** Piety Points.

*Not participate in an adventure or not leave the house at least once a year*: subtract **1** Piety Point.

**Trickery, Jokes, Guile**

*Bring to an end a very clever practical joke that exposes the weaknesses of the strong or the stupidity of the powerful*: add **3** Piety Points.

**Victory, Conquest**

*Lead a group in a military victory*: add **1** Piety Point.

*Cause a military defeat because of his decisions or actions*: subtract **1** Piety Point.

**War, Battle, Fighting**

*Start a battle (only to the person who starts the fight)*: add **1** Piety Point.

*Abandon a battle for any reason*: subtract **1** Piety Point.

*Cowardness*: subtract **2** Piety Points.

**Weather**

*Avoid the effects of a specific weather* (for example a follower of the god of rain who shelters until the end of a thunderstorm): subtract **1** Piety Point.

**Conversion**

When a subject, because of misfortune, misplay, or a voluntary disreputable conduct, has no Piety Points or has some divine curses on his shoulders, it is legitimate to think that he chose the wrong faith and wonder if he should follow a Faith more congenial to his lifestyle. In such circumstances many characters can decide to convert to a new Faith that is more in tune with his own convictions and beliefs, although such conversions cannot happen more than once in the subject’s life.

The character must find a cleric (or, at the DM’s discretion, a sanctuary or holy place) of the desired Faith, and humbly petition the divinity or cult, with prayers, fasts, and ceremonies, to obtain guidance and protection. Such requests are usually accepted, as the majority of Immortals are always looking for new converts. The character loses all previous Piety Points, every gained power as well as the curses and specific abilities of the old faith, obtaining in exchange 1 Piety Point in the new Faith but losing 10% of his total Experience Points (but never more than one level) for denying part of his past experience.

If the new Faith doesn’t aloow the character’s class (for example, a paladin who converts to an evil cult), then the character must change his alignment or class (a Paladin reverts to Fighter or becomes a Chaotic Avenger, for example) and loses 20% of his Experience Points (but never more than two levels).

**Divine Intervention**

If the DM allows it, the characters have the possibility of obtaining divine intervention by making a direct appeal to the Faith.

The follower uses an action to make the request and rolls a d20, adding his PP. If the roll is equal to or higher than 40, the call succeeds and the character obtains the divine intervention. The help is useful, but limited to the minimum required to resolve the situation. Attacking enemies could be distracted enough to lose the initiative; a poison-covered could be less effective than normal; the character could find a secret passage that he had previously not noticed, and so on.

Divinities don’t like to be called to frequently, so these calls (whether successful or not) cost the character 1d10 Piety Points. It should also be noted that NPC, and thus enemies, can request divine aid.

**Skepticism**

If the DM allows it, the players who don’t wish to participate in the Piety system are considered Skeptics (refusing the gods), or characters that have sufficent willpower or rebel spirit to negate the power of a divinity, force, or religious philosophy.

The skeptics neither gain nor lose Piety Points. However the power of a skeptic’s disbelief is such that every beneficial clerical spell cast on such a creature has a 50% chance of failing. It’s not in the divinity’s interest to favour a skeptic, and any further attempt to help him after the first refusal automatically fails for the rest of the day.

Clearly a skeptic can never undertake the career of a minister of the faith or be a follower of a cult, in any form.

**Note on General Skills**

As well as that noted, the *Religion* general skillautomatically gives a character the knowledge of all the spiritual guidelines (a theoretical list of commandments and prohibitions and inherent acquistion and loss of Piety) of his own Faith. A successful *Religion* checkgives the same information about other Faiths common in the region. The clergy spend most of their time using this knowledge to guide their own followers.

**Note on Spells**

Generally each spell that has specifically effects evil creatures (*protection from evil*, *detect evil,* etc*.*) function on characters of an evil Faith only if their Piety rank is 2 or more: in other words, only if they are strongly evil.

For the purposes of the following, each transgression (“sin”) that causes the loss of **4** or more Piety Points such as a “Serious Sin”, whereas the sins that cause a loss of less than **4** Points are considered a “Minor Sin, Pardonable”.

***Animate dead*** *and* ***necromantic spells***: Any Good Mage that makes use of these spells immediately loses 1d10 Piety Points, whereby Clerics and Paladins lose 2d10.

***Atonement*:** If the character is truely repentant (at the DM’s discretion), this spell will replace the Piety Points lost following a minor transgression. If the loss of Points triggered a divine curse, this can be negated by a cleric. Major transgressions can be pardoned by means of this spell only and exclusively following the achieving of a *quest*.

***Augury***: Instead of discovering a physical danger, it is possible to cast the spell to discover a spiritual danger: in other words, if a given action is carried out will it cause the loss or acquisition of Piety Points.

***Commune***: Can be used to determine the possible loss or gain of Piety for planned actions, or to discover a way of achieving an objective whilst minimising the risks (in this case, risks to Piety). For example, “Don’t kill the guard: instead offer him a bribe”.

***Dispel Magic***: The magical effects of a divine curse or granted ability cannot be negated – not even temporary.

***Divination***: *Divination* can be used to for spiritual advice, which contains clues on the best way to avoid the loss of Piety in the execution of the cleric’s elaborate plans. Note that “Stay home!” is often a good piece of advice.

***Quest***: If the subject accepts and successfully achieves the imposed quest, a Serious Sin will be pardoned, and the resultant loss of Piety Points will be annulled. If the loss was from a divine curse, this can now be negated by an appropriate spell (*atonement* or *remove curse*).

***Reincarnation***: If the character dies whilst under the effect of an unpardoned divine curse, his new incarnation will be less desirable (a kobold if he was an elf, a deer if he was a hunter, etc.) and can, at the Dm’s option, suffer an additional curse. A person of high Piety (rank 2 or higher) can roll twice on the reincarnation table used, and can then chose the most satisfying result.

***Remove curse***: A divine curse cannot be negated by a mage. A cleric of 15th-level or higher is able to negate it, either as part of the character’s conversion (see above), or as an action subsequent to a *quest*. Every other attempt to negate the curse is destined to fail.

***Resurrection and******True Resurrection***: If the character dies whilst under the effect of an unpardoned divine curse, he only has a 50% chance of being restored by a cleric of any faith.

***True sight***: The spell reveals the Piety rank of the character examined, and the ethical moral alignment of the subject’s Faith.

***Wish***: Can be used to eliminate the loss of Piety caused by a Serious Sin, to increase Piety by 1 Point, or to counter the effects of a divine for 1d6 hours.

***Alternative Saving Throw System***

(by Leroy van Camp III)

The Saving Throw system in the D&D manuals often turns out to be very muddled. In particular, it isn’t very clear what the authors intended with the *Magic Wands* and *Dragon Breath* categories. Perhaps they show what ST must be made if he is hit by a spell produced by a magic wand or by the breath of a dragon? It seems too specific, and indeed often in the adventure modules the ST needed to avoid the effect of a wand is a ST vs. Spells. And why separate the ST of Wands from that of magic Staffs and Rods? It is a real puzzle, especially (but not just) for the novice DM. So, in light of the innovations in Third Edition, the following system has been designed to simplify things.

The tables below give a series of Saving Throws that are based on four possible attack categories: Body, Mind, Magic, and Dodge. Each class is particularly strong in one of the four categories and weak in another two. Tables are also given for the ST of demi-humans, which can also be used for new races and classes.

**New Saving Throw Categories**

All the attacks which it is possible to resist or oppose in any way (i.e. where it is possible make a ST to avoid or reduce the effects) are divided into four mutually exclusive categories.

* Dodge: is used when the character is attacked by anything physical that can be seen and dodged to reduce the damage. Typical examples include *lightning bolt*, *fireball*, the darts of traps, and so on. Within this category also fall all those ST that have to do with the mobility and agility of the human body, for example a ST to avoid falling in a trap or be engulfed in a net.
* Mind: any attempt to influence the mind of the character falls into this category. The ST represents the willpower used by the character to resist the pressure. Examples of this type of attack are all the types of Charm spells, some illusions and similar magic effects that alter the mental state, as well as all those psionic effects that directly influence the mind without causing damage to the body. Note that poisons that influence the cerebral abilities and provoke illusions or mental alterations don’t fall into this category.
* Body: regard those attacks that directly influence the body, excluding those that can be dodged or those that only act on the subject’s mind (covered respectively by the two categories described above). The Body ST indicates the subject’s resistance to pain and physical alterations. Examples of this type of attack include petrification, polymorph, dizziness, and the toxins contained in poisons.
* Magic: this last category comprises all those attacks that cannot be inserted in one of the three preceding categories. The Magic ST serves to resist all those effects that act on the spirit as well as the body of the victim, and that *uses magic energy* to do it. Examples of this type of attack include the draining of life energy, magical movement, Words or Symbols that directly influence the victim’s spirit, such as the spells that divide the spirit from the body (e.g.: *magic jar* and *finger of death*).

Note that if a type of attack requires a certain type of ST, but the character is unable to make the ST for various reasons, he doesn’t benefit from another ST under a similar category, but is forced to suffer all the damage derived from that attack.

Example:a fighter is chained to a wooden wall and a mage casts *lightning bolt* at him. Normally he could make a Dodge ST to partially avoid it and suffer half damage, but in this case he is immobilised and therefore cannot dodge it (no ST for half damage). Obviously his body will try to react to the damage, but this doesn’t mean that he could make a Body ST in place of a Dodge ST.

**Primary and Secondary Saving Thows**

There is just one Saving Throw table for humana and one for each specific race of demi-humans. This however doesn’t mean that all characters have the same ST. On the contrary, the ST are divided into three ranks: Primary, Secondary, and Normal.

The Primary ST is associated to that category of ST (between the four described above) in which the character (based on his class) succeeds better. The Secondary ST is that which the character is able to make with a good chance of success, while the Normal classified ST comprise the remaining two categories in which the subject doesn’t particularly excel.

All the ST are lowered as normal with the advance of levels, but just at the last level, 36th, only the Primary and Secondary ST group is excels (dice roll: 2), while in the other two categories the risk of failure is slightly greater (dice roll 4 for the two Normal categories).

The ST depend in the last resort on the character’s class, so to know what his ST are just look up the class in Table 3.19 and verify which categories correspond to the Primary, Secondary, and Normal ST. Consult Table 3.20 to see the ST progression and values.

**Table 3.19: Saving Throws based on Class**

|  |  |  |
| --- | --- | --- |
| **Class** | **Primary** | **Secondary** |
| Cleric | Mind | Magic |
| Fighter | Body | Dodge |
| Thief | Dodge | Body |
| Wizard | Magic | Mind |
| Mystic | Body | Mind |
| Sorcerer | Magic | Body |

***Note*:**consider all the other classes that aren’t mentioned here as subclasses of one of the fundamental claases listed above, using the same ST. For dual- or multi-classed characters, use the Primary of the first class as Primary ST, and the Primary of the second class as Secondary, or use the Primary Requisites of the classes to establish the Primary and Secondary ST.

Classless individuals, or Normal Men (level zero), haven’t undertaken any particular training, or developed a particular reacation to danger, and therefore don’t have a Primary ST. They select one ST category which is considered their best and which has a value of 13, and the other three categories have a value of 15; all the ST are however alterable thanks to the modifiers mentioned below.

**Table 3.20: Saving Throws based on Level**

|  |  |  |  |
| --- | --- | --- | --- |
| ***Level*** | ***Primary*** | ***Secondary*** | ***Normal*** |
| **1-3** | 11 | 13 | 15 |
| **4-6** | 10 | 12 | 14 |
| **7-9** | 9 | 11 | 13 |
| **10-12** | 8 | 10 | 12 |
| **13-15** | 7 | 9 | 11 |
| **16-18** | 6 | 8 | 10 |
| **19-21** | 5 | 7 | 9 |
| **22-24** | 4 | 6 | 8 |
| **25-27** | 3 | 5 | 7 |
| **28-30** | 2 | 4 | 6 |
| **31-33** | 2 | 3 | 5 |
| **34-36** | 2 | 2 | 4 |

As well as the bonus offered by rings of protection and similar magic items, the ST can be improved if a character has a high physical resilience, a superior willpower, an uncommon agility, and an indomitable spirit. This means that the four categories of ST are influenced by the value of one of the character’s characteristics. The modifier that the character has in one of the following characteristics influences the value given for the ST for that category:

* Deterity influences the Dodge ST
* Constitution influences the Body ST
* Wisdom influences the Mind ST
* Charisma influences the Magic ST

**Saving Throws for Demi-humans**

As already mentioned, in the D&D rules demi-human characters (elves, dwarves, halflings, and gnomes) cannot reach 36th-level like humans, but starts to use the so-called Attack Class once they exceed a certain level. These races are resilient than humans, and as such their ST (even at low level) are better by virtue of their nature. The following tables give the appropriate ST for the most famous demi-human races, and can be taken as a reference point for ST of other humanoid or monster races.

**Table 3.21: Dwarf ST**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Level*** | ***Dodge*** | ***Mind*** | ***Body*** | ***Magic*** |
| **1-4** | 14 | 12 | 12 | 10 |
| **5-8** | 12 | 10 | 10 | 8 |
| **9-11** | 10 | 8 | 8 | 6 |
| **12** | 8 | 6 | 6 | 4 |

**Table 3.22: Elf ST**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Level*** | ***Dodge*** | ***Mind*** | ***Body*** | ***Magic*** |
| **1-3** | 12 | 10 | 14 | 12 |
| **4-6** | 10 | 8 | 12 | 10 |
| **7-9** | 8 | 6 | 10 | 8 |
| **10** | 6 | 4 | 8 | 6 |

**Table 3.23: Gnome ST**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Level*** | ***Dodge*** | ***Mind*** | ***Body*** | ***Magic*** |
| **1-3** | 12 | 12 | 10 | 14 |
| **4-6** | 10 | 10 | 8 | 12 |
| **7-8** | 8 | 8 | 6 | 10 |
| **9** | 6 | 6 | 4 | 8 |

**Table 3.24: Halfling ST**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Level*** | ***Dodge*** | ***Mind*** | ***Body*** | ***Magic*** |
| **1-3** | 10 | 12 | 14 | 12 |
| **4-5** | 8 | 10 | 12 | 10 |
| **6-7** | 6 | 8 | 10 | 8 |
| **8** | 4 | 6 | 8 | 6 |

It is also possible to adopt for the demi-humans the same table of ST progression as the other races (table 3.20), so that they can hypothetically reach 36th-level. In this case, each demi-human receives a ST bonus as a function of their race:

***Dwarves:*** +1 to Magic and Body ST.

***Elves:*** +1 to Mind and Magic ST.

***Gnomes:*** +1 to Mind and Body ST.

***Halfling:*** +1 to Dodge and Magic ST.

**Saving Throws of Monsters**

To determine the ST of monsters and those of creatures that don’t belong to a specific class, but that however aren’t normal men, the simplest thing is to establish the monster’s class and level based on the creature’s description in the standard manuals and then assign it the appropriate ST (as a 5th-level fighter, or as a 19th-level wizard, etc.).

An alternate but more realistic method is ignoring the monster’s references in the manuals and assigning a ST to the creature based on good sense and its HD. For example, a large sized creature has difficulty in being very agile, so it could have a high Dodge ST (say 12), extremely low Body ST (say 6), while Magic and Mind are average (9). Or could be particularly stuoid with a high Mind ST, but be particularly resistant to physical or magic attacks, or particularly agile. Generaly, each race however will always have one category in which it is particularly resistant and one in which it isn’t at all resistant.

Example:Due to its size and HD, a hill giant has huge physical resilience, but isn’t particularly agile. The DM can therefore give it a Dodge ST of 14, while having a Body ST of 6 and a Mind and Magic ST of 12 points.

***Alternative Systems for Spellcasting***

**Skill Check**

An alternative method for running magic constitutes of employing a skill check to attempt to cast a spell. The number of spells per spell level that the character can cast according to the normal rules constitutes the “magic reserve” which he can draw upon without particular effort. In practice, every spellcaster to be able to evoke and magic power must successfully make a check in the corresponding skill (*Arcane Magic* for arcane spellcasters and *Divine Magic* forthose using that source of power) with hat depends on the level of spell evoked as follows: 1st-2nd lvl: –1; 3rd-4th lvl: –2; 5th-6th lvl: –3; 7th-8th lvl: –4; 9th lvl: –5. If the check fails, the spell isn’t cast, but tjis doesn’t prevent him from trying again in the next round and the attempts don’t diminish his “magic reserve”. If instead the check succeeds, the spell has the planned effect.

The innovative element of this approach is the possibility of exceeding the normal number of daily usable spells. Indeed, the spellcaster is able to evoke spells in excess of his reserve, but this involves a much greater effort and as a consequence the chance of succeeding in this task progressively lessens. In practice, for each spellcasting attempt that exceeds the daily limit, the skill check suffers a penalty equal to the spell level plus two cumulative points based on the number of attempts made beyond the limit allowed by the magic reserve.

Example:Feidus is a 10th-level wizard with a value of 18 in *Arcane Magic*. His magic reserve is as follows: 3/3/3/3/2. Supposing that he has already cast two fifth level spells, if he wanted to cast a third one, he must make an *Arcane Magic* check with a 7 point penalty. So if the check obtains a value of 11 or less on a d20, the spell succeeds, otherwise it fails. A fourth 5th-level spell would suffer a 9 point penalty, and so on.

This system permits a character to exceed his maximum number of usable spells, but at the same time makes it more difficult to evoke magic in respect to the standard system (transforming the trade of spellcaster into a much less thankless role within the campaign). Moreover, the players and DM must however keep count of how many spells per level he has used, and this, together with the fact that it involves an extra dice roll than normal (the skill check) can certainly slow the game down.

**Magic Points**

Any spellcaster is able to cast spells using Magic Points (MP) that vary based on his class, level, and primary characteristic (Intelligence, Wisdom, or Charisma). Each spell is given a value in Magic Points equal to its level (e.g.: a 2nd-level spell costs 2 Magic Points), and once cast, deduct the value of the spell from the Magic Point total of the caster.

The general rule for attributing Magic Points to a class is the following: for each class level, multiply the number of spell available at that level by the corresponding power. Sum the values thus obtained to determine the number of spell slots available for that level and then halve the value (rounding down any excess). This number represents the Magic Points available for that class at that specific level. This clearly means that the character has less spells available than in the traditional system, but this is compensated by the fact that he has much more freedom in choosing and using his magic.

For the hybrid classes, or those in which the number of castable spells is equal to a fraction of another spellcaster (e.g. the Consecrated Champions, Taltos, and Arcane Fighter), the available Magic Points are exactly those of the class from which they get the spells, but limited by their magic ability, which is from their spellcaster level.

To determine the spellcaster’s MP total requires adding the value of the bonus of his primary characteristic (e.g. Intelligence for wizards, Wisdom for clerics, Charisma for sorcerers) plus one third of the character’s level (rounding down). The spontaneous spell classes (for example Sorcerer and Wild Mage), including fey and dragons, instead add the characteristic bonus plus an additional 2 MP for every 3 levels to determine the total MP available to the character. Moreover, with this system wizards and clerics, unlike sorcerers, can only remember a maximum number of spells per level equal to 10 + their Intelligence bonus. So, if they known more spells, each day they must select which spells (among those that they know) to memorise.

Magic Points rise as a function of the increase of a character’s experience (level) as according to the following table.

**Legend:** C: Cleric – DC: Demihuman Cleric – E: Elf – EM: Elf Mage – L: Leprechaun – M: Mage – MP: Merchant Prince – Sd: Sidhe – Sp: Sprite – SS: Shadow Shaman.

**Table 3.25: Magic Points based on Class**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Lvl.** | **C** | **M** | **Sd** | **SS** |
| 1 | 1 | 1 | 1 | 1 |
| 2 | 1 | 1 | 1 | 1 |
| 3 | 2 | 2 | 2 | 2 |
| 4 | 3 | 3 | 3 | 3 |
| 5 | 5 | 5 | 5 | 4 |
| 6 | 7 | 6 | 6 | 5 |
| 7 | 10 | 10 | 8 | 6 |
| 8 | 13 | 12 | 11 | 8 |
| 9 | 17 | 16 | 13 | 9 |
| 10 | 22 | 20 | 17 | 10 |
| 11 | 26 | 24 | 21 | 13 |
| 12 | 31 | 26 | 25 | 15 |
| 13 | 35 | 29 | 28 | 18 |
| 14 | 38 | 34 | 34 | 21 |
| 15 | 43 | 38 | 39 | 25 |
| 16 | 47 | 44 | 44 | 28 |
| 17 | 51 | 50 | 50 | 33 |
| 18 | 54 | 54 | 56 | 39 |
| 19 | 58 | 60 | 59 | 42 |
| 20 | 62 | 66 | 64 | 47 |
| 21 | 66 | 71 | 70 | 56 |
| 22 | 70 | 79 | 72 | 63 |
| 23 | 74 | 86 | 75 | - |
| 24 | 77 | 94 | 78 | - |
| 25 | 81 | 103 | 81 | - |
| 26 | 85 | 110 | 86 | - |
| 27 | 90 | 119 | 88 | - |
| 28 | 95 | 127 | 91 | - |
| 29 | 100 | 136 | 96 | - |
| 30 | 103 | 144 | 101 | - |
| 31 | 107 | 152 | 104 | - |
| 32 | 112 | 161 | 109 | - |
| 33 | 117 | 171 | 113 | - |
| 34 | 120 | 181 | 115 | - |
| 35 | 123 | 191 | 120 | - |
| 36 | 126 | 203 | 126 | - |

**Table 3.26: Magic Points based on Class**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Lvl.** | **DC** | **E** | **EM** | **L** | **MP** | **Sp** |
| 1 | 1 | 1 | 1 | 0 | 1 | 1 |
| 2 | 1 | 1 | 1 | 1 | 1 | 1 |
| 3 | 2 | 2 | 2 | 1 | 2 | 2 |
| 4 | 3 | 3 | 3 | 2 | 3 | 3 |
| 5 | 5 | 5 | 5 | 3 | 5 | 5 |
| 6 | 7 | 6 | 7 | 5 | 7 | 6 |
| 7 | 10 | 9 | 10 | 7 | 9 | 8 |
| 8 | 13 | 12 | 12 | 9 | 12 | 11 |
| 9 | 17 | 16 | 15 | 12 | 15 | 13 |
| 10 | 22 | 20 | 18 | 14 | 18 | 17 |
| 11 | 26 | - | 24 | 19 | 24 | 21 |
| 12 | 31 | - | 28 | 22 | 28 | 25 |
| 13 | 35 | - | 39 | 26 | 37 | 29 |
| 14 | 38 | - | 44 | 30 | 42 | 34 |
| 15 | 43 | - | 55 | 34 | 51 | 41 |
| 16 | 47 | - | 60 | 40 | 56 | 47 |
| 17 | 51 | - | 74 | 44 | 62 | 51 |
| 18 | 54 | - | 80 | 49 | 70 | 59 |
| 19 | 60 | - | 102 | 58 | 74 | 64 |
| 20 | 65 | - | 112 | 64 | 82 | 70 |

Example 1: at 1st-level, a human wizard with Intelligence 14 (+1 bonus) would have 1+1 = 2 Magic Points. This would allow him to cast 2 1st-level spells. At 5th-level the same wizard would instead have available: 5+1+1 = 7 MP with which he could cast 2 3rd-level and 1 1st-level spell, or 1 3rd-level and 2 2nd-level spells, or 2 2nd-level and three 1st-level spells, and so on as long as the combination doesn’t exceed his Magic Point total.

Example 2: a 6th-level goblin wokan with Intelligence 16 (+2 bonus) would have 6 (for level) + 2 (Int bonus) + 4 (2 for every 3 wokan levels) = 12 MP. A 6th-level human mage with the same Intelligence would instead have 6+2+2 = 10 MP.

For characters with two spellcasting classes (for example an elf who also becomes a Merchant Prince), the Magic Points derived from each class can be added together, but the maximum spell level for each class remains the same.

**Counterspells**

According to the normal rules, it is possible to annul the effects of a spell only after is has been cast, using *dispel magic* or similar rituals that annul the magic as inversed spells (for example it is possible to cancel an area of magical *shadow* with a *light* spell). This optional rule implements a system that allows spellcasters to effectively and quickly oppose their opponent’s spells, either those evoked directly or through the use of magic items: the counterspell.

To cast a counterspell it is enough that the spellcastor hasn’t yet acted during the combat round and that he is able to see and hear the adversary he wises to act against. If the opponent is outside of automatic observation or hearing range, he needs to make the appropriate skill check (see *Observation* or *Hear*): if he fails, he cannot recognise the spell and cannot counter it, unless it is from by a magic item whose powers he already knows (automatically identified).

When a spellcaster casts a non personal spell (or that doesn’t just affect him), any other spellcaster can annul the effects before they take place using part of his magical energy to counter the ritual. Those taking the action must be able to freely move and speak and not have already acted in that round (thay can also act with a worse initiative). The counterspell can be of two types: focused or generic.

In the **focused counterspell** he directs a specific offensive effect that he has envoked against a spell that materialises potentially lethal energy; this is only possible with Evocation spells or in rare cases Conjuration. To counter his adversary’s offensive effect he needs to make *Concentration* check, but the check suffers a penalty equal to the level of magic that the mage intends to use and the difference between his and his opponent’s initiative. If the check fails, the two spells act as they normally would (each at its own initiative), without one being a counterspell. If instead the check succeeds, or if by a piece of luck the two spells are simultaneous (have the same initiative), then procede to establish the power of each, which is the amount of damage they would inflict. It is supposed that the two effects meet at the halfway point and counteract each other, so that in the end only the most dangerous effect materalises, which is however reduced in power based on the resulting difference. This type of counterspell is very effective in reducing the damage of offensive spells with spells of lesser power without the need to identify the effect.

Example:Reinar evokes a *fireball* at initiative 3, but noticing that his adversary Phenaiton (initiative 5) is preparing to cast a potentially dangerous spell at him (thanks to a successful *Observation* check), although he isn’t sure what it is. He therefore prefers to use a focused counterspell and directs his spell against the energy invoked by Phenaiton (*Concentration* checkwith a –6 penalty). The damage of his explosion is 40, that of Phenaiton’s *ice storm* is 50, which means that his explosion contained most of the storm but is finally swept away by the latter, which however when it strikes Reinar is so weakened that it only causes 50-40 = 10 hp (further haved with a ST vs. Spells).

The **generic counterspell** instead doesn’t evoke a specific spell, but the spellcaster must have enough magical capacity available to block the enemy spell. If he tries a generic counterspell, his planned action is canceled, and the energy of any evoked spell is conveyed into the counterspell without the spell considered as cast.

In the normal rules system, whoever casts the generic counterspell must make an appropriate skill check to recognise the power of the effect (*Arcane Magic* if he wants to cancel an arcane spell, *Divine Magic* for a divine spell), with a penalty equal to the level of magic that he wants to oppose if this isn’t in the list of spells known by the spellcaster, otherwise the skill penalty is halved (–1 every 2 levels). If the check fails, the action for that round is wasted without any effect (the spellcaster is confused and completely loses concentration). A success means that the spellcaster has identified the level of the magic and has quickly acted to annul the ritual, but in such a way that he has consumed part of his own magic reserve, losing a spell of equivalent level to that annulled chosen from amongst those memorised. If he no longer has any spell of that level, the player selects spells of a lower level to a total of the appropriate power level. If countering a spell produced by an item instead, and if he already knows the effects of the item he doesn’t need a skill check.

Example 1: a wizard selects a *fireball* (3rd) against a group of adventurers. The group’s cleric intends to cast a *hold person* on the enemy, but having not yet acted and seeing a small flame appear near the mage’s finger, he realises the danger and decides to direct his magical energies to annul the effect with a counterspell. The cleric has the *Arcane Magic* skill (if he doesn’t have it, he wouldn’t be able to stop his adversary) linked to the Thyatian tradition, which includes *fireball* among the common spells. The cleric therefore makes an *Arcane Magic* checkwith a –2 modifier: his skill value is 15, and if he obtains a result of 13 or less on a d20 he manages to annul the spell. Should he succeed, he must sacrifice a still memorised 3rd-level spell. If however he has already used all his 3rd-level spells, he could still release a 2nd-level spell (*hold person* that he was to cast) and one of 1st-level (say a *protection from evil*).

In the rules system that uses skill checks to cast spells, obviously the check must be made only once by the person casting a counterspell, and the result must be equal to or better than his opponent’s to be able to block the spell in an effective manner. The rest of the rules work the same way.

Example 2: in the above case, the mage has an *Arcane Magic* value of 20 and rolls a 13 on the d20. Given that the spell is of 3rd-level, the roll has a –2 penalty, and seeing that he still hasn’t exhausted his 3rd-level “magic reserve” has no other penalty. So his final result is: 20 – 13 – 2 = 5.

If the cleric is able to make the *Arcane Magic* checkby a margin of at least 5 points, then the counterspell wi;; have an effect consuming however a corresponding amount of his magic reserve.

The Magic Point rules system functions as normal, but it isn’t necessary to select a specific spell to sacrifice: the spellcaster simply spends the number of Magic Points related to the effect that he intends to annul after making the relevant skill check.

Example 3: in the above case, both the mage and the cleric would sacrifice 3 Magic Points equivalent to a 3rd-level spellcaster. Obviously both need to make a successful *Arcane Magic* skill checkas specified in example 1.

**Effects of Uncontrolled Magic**

It sometimes happens that unskilled youngsters attempt to cast spells that cannot control, or that very gifted children that try to use magic without haven’t learnt all the secrets. Often these cases have an unforeseen effect caused by their inability to control the evoked energy. Below is a table that includes all the possible effect of uncontrolled magic, useful for mages under 14 years of age that attempt the arcane arts (Intelligence check wit a penalty equal to the level of the spell to avoid the undesired effects), or for subjects that attempt to make use of a magic scroll with having the knowledge necessary to learn the level of the spell contained there and fail (% check for thieves and mages).

Table 3.27 takes into account both the effects in GAZ3 for infantile catastrophe effects, and those of PC3; roll 1d20 and consult the result.

**Table 3.27: Effects of Uncontrollable Magic**

|  |  |
| --- | --- |
| **D20** | **Effect** |
| 1 | The target of the spell assumes the features of a small cuddly animal (ST negates). |
| 2 | The spell’s target is covered by black spots or red stripes, or any other funny colour combination, and stays like that for a day. |
| 3 | The hair of the mage grows 1 ft per round for 1d6 rounds and becomes purple. |
| 4 | All the subjects within 20 feet bounce in a random direction for 3d6 feet. |
| 5 | A bugbear appears near the spellcaster and considers him its young. It attempts to protect him and take him somewhere safe. |
| 6 | A subject by the spellcaster is persecuted by an infantile tune that resonates around him until it is dispelled. |
| 7 | Butterflies and dragonflies fill the air around the mage for a radius of 30 ft, making it difficult to see, until dispelled. |
| 8 | A dozen gremlins appear next to the mage and decide to amuse him at the expense of those present. |
| 9 | An illusion representing a man that scatters powder manifests above the spellcaster, and all present within a radius of 20 ft must make a ST vs. Spells or fall asleepas under the *sleep* effect(mage included). |
| 10 | If in the open, 10 foot high colourful flowers appear within a half mile radius, which wither after 24 hours. If inside, a small wooden fort appears around the spellcaster in which he can shelter (AC7, HP 50). |
| 11 | The spell causes 1d4 damage to the mage. |
| 12 | The spellcaster spin on the spot for 2d6 rounds and can do nothing else. |
| 13 | The area around the mage fills with smoke bubbles that obscures vision within a 10 feet radius for 1d6 rounds. |
| 14 | The mage emits embarrising sounds for 1 hour. |
| 15 | The mage is transformed into a toad for 24 hours, or until the magic is dispelled. |
| 16 | The target of the spell is exchanged with another chosen within range. |
| 17 | The spell is centered on the caster. |
| 18 | The spell’s effect is inverted: an offensive spell heals 1 hp per damage dice, other effects vary. |
| 19 | The spell in ineffective and nothing happens. |
| 20 | The spellcaster is cursed and his Intelligence and Wisdom scores drop by a point until the curse is removed. |

**Magic Aptitude**

Very often in adventure or rules supplements, let alone in the classics of fantasy literature, explicit references are found to the fact that some characters are born with a natural talent for the magical arts, while others can never become spellcasters despite their desire or means to study magic.

At a rules level this is easily determinable regarding the Player Characters on the basis of the minimum requisitives, by which if the character doesn’t have a specified characteristic score he isn’t able to undertake the path of the wizard or sorcerer, or that of the cleric or bard.

Unfortunately this entry step into the classes isn’t enough to explain why some NPCs aren’t able to become, for example, wizards or priests despite having the minimum requisites (Intelligence or Wisdom higher than 10) and above all the financial means to persue such careers. Think of Ericall, son of Empress Eriadna of Alphatia, who despite having all the scores needed to allow him to be a mage, cleric, or even manifest sorcerous powers (14 in Intelligence and Constitution, and 13 in Wisdom!) has always been considered to have no aptitude for the magic arts and therefore eliminated from the list of claimants to the Imperial Alphatian. And certainly his mother and father have tried everything to give him an academic or priestly career, but with no result.

To explain this strangeness, the concept of an aptitude or predisposition for magic was introduced. This talent or affinity for all things magic depends on random chance as well as from the character’s blood line. The rule was created exclusively for NPCs, but if the Master wants to place limits on the possibility of learning the magical and mystical arts of his players (particularly to limit the chance of multiclassing) can also be easily applied to PCs.

To join a spellcaster class the subject must have the specified minimum requisites, the probability that a character has an aptitude for magic and so can become a spellcaster is equal to 10% for each point higher than 10 in the characteristic appropriate to the class (Intelligence for wizards, Wisdom for clerics, Charisma for sorcerers, etc.), plus an additional 10% if he belongs to a race with a genetic aptitude for magic (elves, dragons, fey, pure Alphatians, etc.). If the probability roll at the character’s birth is higher than the indicated value, it means that he will never be able to manifest any gift for magic, simply because he doesn’t have the ability to understand and shape the universe’s arcane or divine forces. This is included to explain why some NPCs despite more than worthy characteristics have never become spellcasters.

**Appendix 1: Casting spells underwater**

In the event that an adventure causes the characters to act in an underwater setting, the descriptions related to the effects of the spells listed in Volumes 1 and 2 of the Tome of Magic aren’t always applicable. This appendix is aimed at giving the DM a series of generic rules to manage spellc cast underwater.

Like the basic rules, any surface creature is penalised due to his unfamiliarity with the greater friction of the water and therefore underwater will always have a –1 penalty to Initiative and AC, unless he has the *Swim* general skill or has the benefit of the *swim* or *freedom of movement* spells, or can assume an acquatic (fish, sea monster) or liquid form.

Moreover, only those able to breathe underwater can cast spells whilst immersed, although spell cast underwater have slightly different effects based on the element produced:

* Acid: the area of effect and duration of the spell is halved, as the water dilutes the corrosive power of the acid.
* Water: no change.
* Air and gas: spells that create whirlwinds or gusts of compressed air have their area of effect halved and damage reduced by 50%; spells that create clouds, gas, or vapours have their duration reduced by 1 step (from hours to turns, turns to minutes, minutes to rounds, rounds to instantaneous).
* Electricity: the spell’s are effect is always considered a sphere with a diameter equal to the largest dimension of the original area; if it was already a sphere, the area of effect is doubled. *Ball lightning* produces an explosion at the point it is created.
* Fire: the spell’s area of effect is halved and the magic produces a boiling of the water that automatically causes half damage reduced further with a ST, with no chance of catching fire.
* Ice: impact damage (like from *ice storm*) is halved because of the water resistance, while effects that freeze an area (like *cone of cold*) imprisioning the victims that fail the ST in a block of ice the size of the area of effect, which melts after 1 minute per damage die. Every free block of ice created underwater (e.g. *wall of ice*) tend to float to the surface because of their lighter weight at a speed of 20 feet per round.
* Sound: sonic or sound wave based effects have their area of effect doubled and cause an additional 50% damage.

**Appendix 2: Level of Magic on Mystara**

As a further tool that should help the Dungeon Master to prepare adventures and better render the Mystaran atmosphere, here is a reference index for the Magic Level (ML) within in the nations of Mystara. For simplicity there are only three ML, adaptable to any fantasy campaign and valid for both arcane (A) and divine (D) magic:

**Low:** magic exists but is so rare that it is seen as a gift or danger. In this area spellcasters are rare, and when encountered normally have no more than 3-4 levels. Spellcasters of 5th-9th level are considerd powerful, and it is possible that one or two of higher level exist within a vast region, powerful enough to incite fear or reverence (never above 20th-level). There are no shops that sell enchantments: magic items cannot be bought, but are found after long quests or after stealing them from their owner. The most frequent magic item bonus is +1, the rarest are +2 and +3, and the powers of these items are usually of 1st or 2nd level, very rarely of 3rd or 4th. Intelligent items or with higher powers are treated as artefacts, are extremely rare, and usually have one or more legends centered on them.

**Medium:** magic is more common, but it is still difficult to encounter characters that teach the higher level arcane or divine spells. It is normal to encounter spellcasters in towns with at least 5,000 inhabitants (usually of 1st-6th level, no more than 1% of the population), while they are rare in smaller communities (the classic sage or hermit). Spellcasters of 9th-15th level are considered powerful, while those of a higher level (no higher than 25th-level) can be counted on the fingers of one hand, and are considered paragons by all. Magic items can be found easier, it is possible that in a capital to find a magic shop in which items can be bought at normal prices (double cost price) or a school of magic in which to train. The commonest magic items have a +1 or +2 bonus, while it is also possible to acquire +3 or +4 items at triple price; intelligent items or with a +5 bonus are viewed as artefacts and cannot usually be bought but must be obtained with epic deeds. The items’ powers are commonly spells of 1st to 3rd level, those from 4th to 6th are rarer and more sought after. Items with 7th-level spells are the maximum available and considered artefacts, usually obtained with epic deeds.

**High:** magic is palpable in the daily life of everyone, even in the smallest village. There is no maximum spellcasting level (although obviously the most powerful will be between 30th and 36th-level, few and well known), it is normal to find spellcasters of 1st to 15th-level with great problem, and in some cases hire them. There are shops where magic items can be bought and various guilds, churchs, or schools of magic in which he trained. +1 items or with 1st or 2nd-level powers are rather easy to find (market price: cost x1.5), while items from +2 to +5 or with powers from 3rd to 6th level are bought for market price (cost x2). Intelligent items or with powers of 7th-level or higher are instead rarer, and besides the usual epic deeds can be bought for a high price (triple cost) in the more powerful guilds.

To further characterise the regions, it is possible to use two additional descriptors (usually only used for low level) based on the type of magic (A = Arcane, D = divine):

***Hated (H):*** magic of this type is considered dangerous and destabilising to the society, difficult to control and of uncertain derivation, and therefore must be prohibited, and those that use it are persecuted or driven away. Any spellcaster of this type is considered dangerous and feared by the populous or persecuted if this is the view of the goverment.

***Respected (R):*** magic of this type is considered a precious gift that must be used to achieve great results, often useful to the community. Spellcasters of this type are respected, admired, sometimes venerated as great heroes (if they show that they act for the common good) or as great omniscient sages.

Below is an alphabetical list of the major nations of Mystara divided by region, with a brief description of their Magic Level for greater usefulness for the DM.

**Known World**

**Alatian Islands:** MLA = M, MLD = L(R)

**Alfheim:** MLA = M, MLD = L(R)

**Alphatia:** MLA = H, MLD = H-M (depends on kingdom)

**Atruaghin:** MLA = L, MLD = M

**Broken Lands** and **Orclands:** MLD/A = L(R)

**Darokin:** MLA/D = M

**Denagoth:** MLA = L(R), MLD = M

**Ethengar:** MLA = L(R), MLD = M

**Five Shires:** MLA = L(R), MLD = L(R)

**Glantri:** MLA = H, MLD = L(H)

**Heldannic Territories:** MLA = L, MLD = M

**Hinterland:** MLA = L, MLD = L(R)

**Ierendi:** MLA = M, MLD = L(R)

**Karameikos:** MLA/D = M

**Minrothad:** MLA = H, MLD = M

**Norwold** and **Qeodhar:** MLA/D = L(R)

**Ochalea:** MLA = L(H), MLD = H

**Ostland:** MLA = L(H), MLD = L(R)

**Pearl Islands:** MLA/D = L(R)

**Rockhome:** MLA = L, MLD = L(R)

**Shadowlands:** MLA/D = M

**Sind:** MLA = M, MLD = H

**Soderfjord:** MLA/D = L(R)

**Thyatis:** MLA/D = H

**Undersea:** MLA/D = M

**Vestland:** MLA/D = M

**Wendar:** MLA/D = M

**Ylaruam:** MLA = L, MLD = M

**Isle of Dawn**

**City States (Ekto** and **Trikelios):** MLA/D = L(R)

**Dunadale:** MLA/D = L(R)

**East Portage:** MLA = M, MLD = L(R)

**Helskir:** MLA = L(R), MLD = M

**Kendach:** MLA = L, MLD = L

**Lost Plateau:** MLA/D = L(R)

**Provincia Septentriona** & **Meridiona (**including **Furmenglaive** & **Caerdwicca):** MLA = L(H), MLD = L(R)

**Redstone:** MLA = L(R), MLD = M

**Thothia:** MLA = M, MLD = H

**West Portage:** MLA/D = L(R)

**Westrourke:** MLA = L, MLD = M

**Davania**

**Addakia:** MLA/D = L(R)

**Arypt:** MLA = LO, MLD = L(R)

**Brasol:** MLA = L(R), MLD = M

**Cathos** and **Vacros:** MLA/D = M

**Cestia:** MLA/D = L(R)

**Davanian City States:** MLA/D = L(R)

**Emerond:** MLA = L(R), MLD = M

**Izonda:** MLA = L(R), MLD = M

**Jungle Coast:** MLA/D = L(R)

**Pelatan:** MLA = L(H), MLD = L(R)

**Snarta:** MLA = L(R), MLD = M

**Thanegioth Archipelago:** MLA/D = L(R)

**Thyatian Hinterlands (Thratia):** MLA/D = L(R)

**Vulcania:** MLA/D = L(R)

**Bellissaria**

**Horken:** MLA/D = M

**Lagrius:** MLA/D = M

**Meriander:** MLA = H, MLD = M

**Notrion:** MLA = M, MLD = H

**Surshield:** MLA = L(R)

**Skothar**

**Esterhold:** MLA/D = L(R)

**Jen:** MLA/D = L(R)

**Minaea:** MLA = L(R), MLD = M

**Nentsun:** MLA/D = L

**Tangor:** MLA/D = M

**Thonia:** MLA/D = M

**Thorin:** MLA/D = L(H)

**Zyxl:** MLA = M, MLD = L(R)

**Savage Coast**

**Aeryl:** MLA/D = M

**Bayou:** MLA/D = L(R)

**Bellayne:** MLA = L(R), MLD = M

**City States of the Hulean Gulf:** MLA/D = L(R)

**Dunwick** and **Richland:** MLA/D = M

**Eshu:** MLA = L(R), MLD = M

**Eusdria:** MLA = L(R), MLD = M

**Gombar** and **Su'maa:** MLA = L, MLD = M

**Herath:** MLA = H, MLD = M

**Hule:** MLA = M, MLD = H

**Jibarù:** MLA/D = L(R)

**Lands of the Wallara:** MLA/D = L(R)

**Nimmur:** MLA = L(R), MLD = M

**Orc’s Head Peninsula:** MLA/D = L(R)

**Orc Lands:** MLA/D = L(R)

**Renardie:** MLA/D = M

**Robrenn:** MLA = L, MLD = M

**Savage Baronies:** depends on barony\*

**Sylvan Realm:** MLA = M, MLD = L

**Ulimwengu:** MLA = L(H), MLD =L(R)

**Yavldom:** MLA = L, MLD = M

**Yazak Steppes:** MLA/D = L(R)

***\*Savage Baronies:***

**Amlarron:** MLA/D = L(R)

**Cimmaron:** MLA/D = L

**Gargona:** MLA/D = L(R)

**Guadalante:** MLA/D = L

**Narvaez:** MLA = L(R), MLD = M

(Intolerant of faiths other than Ixion and Vanya)

**Saragon:** MLA = M, MLD = L(R)

**Texeiras:** MLA/D = L(R)

**Torreon:** MLA = L(R), MLD = M

**Vilaverde:** MLA/D = L(R)

**Hollow World**

**Antalians:** MLA = L, MLD = L(R)

**Azcans:** MLA = L(R), MLD = M

**Beastmen:** MLA = L(H), MLD = L(R)

**Brutemen:** MLA = L(H), MLD = L(R)

**Dwarves, Kogolor:** MLA = nonexistent, MLD = L(R)

**Elves, Blacklore:** MLA/D = nonexistent

**Elves, Gentle Folk:** MLA/D = L(R)

**Elves, Ice Vale:** MLA/D = L(R)

**Elves, Schattenalfen:** MLA/D = L(R)

**Gnomes, Oostdokian:** MLA/D = L(R)

**Hutaaka:** MLA/D = M

**Jennites:** MLA/D = L(R)

**Kubitts:** MLA = L(H), MLD = L(R)

**Malpheggi:** MLA/D = L(R)

**Milenians:** MLA/D = M

**Neathar:** MLA/D = L(R)

**Nithians:** MLA/D = M

**Oltecs:** MLA/D = M

**Orcs, Krugel:** MLA/D = L(R)

**Pirates, Merry Sea:** MLA/D = L

**Shahjapur:** MLA = L(R), MLD = M

**Tanagoro:** MLA/D = L(R)

**Traldar:** MLA/D = L(R)

1. The lose of DP with each attack only happens if an attempt is made to destroy an item and not if the weapon is held in combat, to avoid those few cases like destroying a door armed with a chair. If the Master allows this can be extended to fights with constructs, making these beings even more frightening than they already are. [↑](#footnote-ref-1)
2. A building’s walls must always be at least 4 inches thick for every 10 feet of height to support it and to turn it to rubble it is necessary to cause at least 1 SP. [↑](#footnote-ref-2)
3. If using the *Spelljammer* rules, a structure has 1 SP for every 2,648 ft³ of volume (1 ton), multiplied by half of the hardness of the material from which they are mainly made. [↑](#footnote-ref-3)
4. **Note on age:** The age should be expressed as a percentage based on the maximum age achievable by the deceased’s race. [↑](#footnote-ref-4)