**Chapter 1: Magical Research**

The most satisfying and arduous task for every spellcaster is the research and development of spell and magic items. This is also one of their principal sources of experience, whether he is an arcane or divine spellcaster. There is a difference between the two types, and it is necessary to emphasise it. Indeed, while the procedure to create new arcane spells by an arcane spellcaster is extremely long and complicated, for the divine spellcaster it isn’t so, he simply has to ask his Immortal for access to a new type of power, after having previously honoured it. On the other hand, whereas a mage rarely has limits on the type of spell he can create, a priest is much more limited, in that it is subject to the judgement of the Immortal either on the pertinence of the requested spell (based on his and his priests’ objectives), or on the merits of the cleric that requests the new power(it is clear that the Immortal doesn’t allow all his priests access to the new spells, but only to the most deserving, to further distinguish them from the masses and establish them as paragons).

It should be remembered that an arcane spellcaster is able to create new spells from 3rd-level, while to create magic items it is necessary to be at least 9th-level. The divine spellcaster instead, must be a patriarch (9th-level) to be able to create magic items and receive new spells from his Immortal. The chance of success of these attempts depends, for those regarding arcane magic, on the spellcaster’s Intelligence, while for those regarding divine magic, on the willpower and faith of the spellcaster, reflected by his Wisdom. In the following rules the spellcaster’s Intelligence is always used as the characteristic used in the formulae to create spells: it should however be underlined that when the spellcaster is a cleric, or some other character that uses divine spells, he substitutes his Wisdom for his Intelligence.

***Spell Research***

Researching a spell is the way to discover the formula and rituals used to evoke and shape the magical energies to produce a certain magic effect. Some spellcasters must write this formula in a codex (the spellbook) to record them and use them again in the future, while others are able to memorise it to instinctively recast the desired power (like sorcerers); others finally (the divine spellcasters) only need to create an appropriate prayer, after having demonstrated their devotion by undertaking a journey of enlightenment, to be able to obtain the divine power they yearn for.

To write the spell formula on a support (normally parchment paper), requires a copy of the spell to hand, otherwise it is necessary to research the formula through a long and complicated road of study (for mages) or purification and spiritual research (for clerics). Once that the arcane spellcaster has found the right formula, he writes it in his spellbook (the formula occupies 1 page per spell level that the spell has, as the more powerful effects demand longer and more detailed descriptions). A priest instead doesn’t have to write anything but prepares a prayer after a period of spiritual contemplation and an offering of symbolic value: the spell is granted by the divinity if he thinks the need and the faith of his follower is sufficient through the ritual he underwent.

It is therefore possible to write the formula in spellbooks in just three ways:

1. Research the desired spell by the normal procedure (see below). The research phase is different from the creation of a magic scroll (see next section), as the spellcaster isn’t trying to channel and bind the energy on a support, but is experimenting with various formulae and ritual gestures, to be able to produce the desired effect. The spellcaster, during the magic research, tests new approaches to arcane symbols and takes notes, learning from his attempts, until, at the end of the research, he will know if the formula that he has derived and written in his book (with notes regarding gestures and pronouncement) is effective or not when inspected.
2. Copy the formula from another magic book (if its owner permits it), taking 1 turn per spell level of the copied spell.
3. Extrapolate the formula from a magic scroll. The mage makes experiments on parchment for 1d6 days consuming materials to a value equal to 300 gp per spell level. It needs an Arcane Magic check with a penalty equal to one-and-a-half the level of the extrapolated spell: if the check succeeds, the research is successful, the spell is added to the book and the mage gains 100 xp per spell level, but the scroll is consumed in the procedure. If the check fails, the formula obtained is wrong and useless, the scroll is destroyed and the spell lost.

All those arcane spellcasters that don’t possess a spellbook instead (for example sorcerers), can research new magic effects through experimentation and meditation, using the same method and rules given below, and correctly memorise the ritual once he has finished his research like clerics. If the research doesn’t go well, the spellcaster can however restart his experiments, until he creates a formula that works (provided that his memory isn’t already full of spells).

**Required Elements**

To research a spell, an arcane spellcaster must firstly have access to as large library. He must then find the necessary components to evoke and bind the energy necessary to produce the magic effect, called focus elements, which he uses in his research check. The choice of these components is up to the player and DM, but in general, such components must come from a monster with a number of Hit Dice at least equal to the spell’s level, or must be very difficult to obtain, becoming more difficult the higher the level of created spell. The time taken researching the focus component and minor components is part of the creation time of the spell (see below), although this research can often involve several adventures that last much long than the time given below (at the DM’s discretion).

For divine spellcasters, instead, they don’t need to arm themselves with any type of particular materials. They in fact have access to a list of spells typical of the divinity, and to create new magic effects must complete a ritual of prayers that occupies the cleric for the research time given below. During this ritual the priest gives part of his wealth to his Immortal, to shown the proper devotion and the firm conviction that nothing mundane is more precious than the powers granted by the divinity (see below).

**Time and Money**

Any spellcaster, arcane or divine, must be quick to spend large amounts of money and consume precious items over the course of his research. As a rule, a spellcaster spends 1,000 gold pieces per spell level researched. It is up to the DM to determine the spell’s level, based on the description that the player gave it; if it is a new spell that isn’t described in this manual (the DM should compare the spell’s effects and its dangerousness to those that already exist, to make a coherent judgement).

The real research requires an initial week, plus one day per spell level, during which the spellcaster is occupied for at least 10 hours per day. The money required by the research is spent by the character to acquire rare components, important books, or precious relics and to make small attempts of evoking the requested powers with sacrifices to the divinity (for clerics) or magic experiments (for mages), until the DM asks the player to determine if his research was successful. If the spellcaster runs out of money before this moment, he can interrupt the research and adventure in search of money, return afterwards and recommence from the point he was forced to interrupt his activities, without being penalised in any way.

For characters who find themselves in a campaign in which magic is common and it is even possible to find shops that sell magic items (as in Glantri, Alphatia, and even in Thyatis or Darokin), it is also possible to commission spells or magic items at mage guilds, more rarely from priests or cults (some are against creating items for sale: it would be like selling the power of the divinity!). In this case, the time taken to make them is the same, but with an additional week to find the ingredients and spells necessary in good time. The price instead is commonly doubled, and half (or the cost price) must be paid in advance, to cover the costs. The roll to decide if the spell is successful is up to the DM (see *Probability of success*), and if it fails, the desired item or spell isn’t created and the character won’t have to pay the rest, although he will still however have to pay the cost price.

**Probability of Success**

The chance of successfully creating a spell varies according to the level of the spell and spellcaster, and is based on the fact whether it is unknown to the spellcaster or considered common. In particular, for divine spellcasters, all the spells that they wish to create are considered new, as they aren’t in the list of spells common to all priests. For arcane spellcasters instead, a spell is only considered new if it isn’t in the list of the tradition to which the mage belongs, or to the school in which he specialises (see Volume 1 of the Tome. Indeed, a spell that for an elf could be a new spell, could be a common spell to a Glantrian mage and vice-versa. In the same way, a spell of the Abjuration school for an Abjurer is common, while for a Conjurer it isn’t (and for an Evoker it is quite forbidden!). Note that spellcasters specialised in a school are more favoured than generalists, since as well as the spell list of the tradition to which they belong can also use as common spells all those spells of their own school (a sort of cross-sectional list). In this case therefore, it is necessary to pay attention to the spell lists for each school and tradition, after having determined to which tradition the spell belongs, to know if the researched spell is considered new or common or even forbidden to that specific specialist (refer to the specialised spellcasters described in Chapter 1 of the first Volume of the Tome).

For a common spell (arcane or divine), the success percentage (rolled at the end of the research period) is calculated in the following manner (replace Intelligence with Wisdom for divine spellcasters):

***Common spell*:**

**(Int+Lvl) ×2 – (3 × spell level) = success %**

For a new spell (arcane or divine), the success percentage (rolled at the end of the research period) is calculated in the following manner (replace Intelligence with Wisdom for divine spellcasters):

***New spell*:**

**(Int+Lvl) ×2 – (5 × spell level) = success %**

**Experience Acquired**

Each spellcaster that attempts the task of researching a spell acquires experience, whether he succeeds or fails. In general, for every spell created by the character for the first time successfully, he gains an amount of xp equal to the money spent on his creation; if instead the attempt was unsuccessful, he gains 1/10 of the cost price in xp. Note that this xp is only gained the first time that he creates a certain type of enchantment. If he later creates a magic scroll of this spell (see the following section dedicated to Scrolls), he doesn’t acquire xp, as this type of experience is no longer useful to the character.

**Example:** a 5th-level mage with an Intelligence of 15that researches a common first level spell, has a chance of success equal to [(15+5) ×2] –3 = 37%. The research costs 1,000 gp and needs eight days (an initial week, plus 1 day for every 1,000 gp), and gives him 1,000 xp if he succeeds, or 100 xp if he fails. If in the future he wants to create a magic scroll with the same specific spell, he doesn’t acquire any further xp.

**Optional: Automatic spells or skill checks**

To make things easier, the DM can adopt the rule according to which every arcane spellcaster as he levels automatically acquires a number of spells per level of power in line with his table of progression. To do this, the character simply goes to his own mentor (if lower than name level) or an arcane library or his own laboratory, and after a week of study automatically acquires knowledge of the new spells, chosen however from those of his Tradition or School, without any need to make a percentage roll for the creation of new spells. If the character wishes to create more spells to increase his number of known spells, he could make them according to the rules given above.

Another alternative rule to use for researching that also gives a certain chance of success at low level is using an *Arcane Magic* skill check in place of the percentile role, modified with a penalty derived from the level and familiarity of the magic researched.

***Common spell (of School/Tradition)***

[Skill + (Level / 5)] – (Spell level +3)

***Unknown spell***

[Skill + (Level / 5)] – (Spell level +6)

It is possible to add a further +1 modifier to the roll if the researching spellcaster has already personally observed the spell being cast (by a rival or ally) and intends to reproduce it.

***Enchanting Magic Items***

Any spellcaster (arcane or divine) must have reached 9th-level to be able to attempt to create a magic item of any type (except for spells). As well as knowing all the spells that he wants to add to the item, the spellcaster also needs to have available any special material used to create a specific spell, when he wants to create an item that duplicates the effect of a spell (see the section *Researching spells*).

The eight rules that are always present in the creation of a magic item are the following:

1. It isn’t possible to combine on a single item both divine and arcane spells (one or the other), nor can these two types of spellcaster collaborate to create magic items.
2. It isn’t possible to make permanent on an item a spell with an instantaneous (except for Divination spells) or permanent duration.
3. Each magic effect must be enchanted separately. This is particularly true in the case of reversible spells, since the normal form and the reversed form are two separate spells (for example, a ring of *light* cannot also create *darkness*, unless it has *also* been enchanted to produce that effect). This is equally true for spells with several possible applications that must be selected before use (like *domestic aid*, *elemental weapon,* or *insanity*).
4. Each category of item can only have a certain number of powers or spells added to it (see the appropriate section for details on the type and number of effects that can be added to certain items).
5. The magic power of an item can be evoked only by those holding or wearing that item. If it is a non-instantaneous and beneficial to the spellcaster, he only benefits from it whilst in contact with the item, until the end of its duration.
6. If a magic item enters an anti-magic area, it loses all its magic effects until it leaves the area, except for the attack and protection magic bonuses added to items of protection, weapons, armour, and shields (see the appropriate sections for further details).
7. Any item to which is added a power to conjuration can only summon one being e (or group of beings). If it is used after having already conjured the being to summon other beings, it has no effect.
8. It is only possible to add a single *wish* spell to single use items: upon using the wish, the item loses all power. The fabrication cost is always 40,000 gp.

While the number of weapons that an individual can carry is limitless, the number of magic items that a character can wear simultaneously is limited to the following: 2 rings, 1 armour, 1 shield, 1 hat (cap, wrap, crown, or helm), 1 amulet or necklace, 1 shirt or tunic, 1 cloak or coat, 1 belt, 1 pair of gloves, 1 pair of boots, 1 accessory (brooches, bracelets, earrings, glasses).

All non-permanent powers are evoked through a word of activation, which takes a full round for the character and requires concentration (and sometimes to complete certain actions with the item) to evoke and control the magic power. So, whether from an item, or from a spell on a scroll or memorised, it isn’t possible for an individual to produce more than one magic effect per round, despite the number of attacks or actions the individual has (even hasted).

Below are the general rules to refer to when adding any type of enchantment to an item, and in the sections relating to the different categories of items the rules that apply to them, beyond the general rules, are then explained for enchanting that particular type of item.

**Required Elements**

Firstly, the player must list all the magic effects that he wants to give the item, and the DM must decide, as in the creation of new spells, if the item can be allowed in the campaign or vice-versa if it should be limited or modified, so as not unbalance the game. Giving his decision to the player and then to reach an accord, the DM must determine if the listed effects are produced by one or more existing spells: in this case, the spellcaster must know the specific spells to be able to enchant the item (for example, if he doesn’t know *invisibility*, a mage cannot create a ring of invisibility), and if he doesn’t possess it, or if it is so strange to require the creation of a new spell, the spellcaster must research it (creating it magically as described in the preceding section, or acquire it from someone who already knows it). Once it is in the possession of the spellcaster (or spellcasters), that want to produce the effect, can he can add it to a specific item.

Note however, that to enchant a weapon, armour, or an item of protection, the spellcaster doesn’t need to know a spell, since the attribution of ranks of power (or of magical “+” or “–”) is a different procedure to that of adding a spell to an item (see the appropriate paragraphs below).

**Time and Money**

To calculate the initial cost (in gold pieces) of the enchanting of a magic item, multiply by one thousand the spell level of each spell associated to it.

**Initial enchantment:**

Spell level × 1,000

If the object has charges, or the magic power (or powers) added to it can only be used a certain number of times before being exhausted, add to the initial cost 100 gp per spell level, multiplied by the total number of charges (each item can have a minimum of 4 and a maximum of 40 charges).

**Cost of charges:**

(Spell level × 100) × number of charges

For charged items with different powers, use the highest level spell to establish the cost of the charges, but add the initial enchantment value of every power.

**Example:** a staff of command emulates the spells *control humanoids* (2nd), *animals* (3rd), and *plants* (4th). The cost for 30 charges would therefore be: 4th × 100 × 30 = 12,000 gp, while the total cost of the staff is equal to: 12,000 + 2,000 + 3,000 + 4,000 = 21,000 gp.

If instead the spell is permanent (or the power can be always be used without exhausting it), then add five times the initial enchantment cost to the initial cost. Remember that most arcane and divine spells cannot be made permanent, and that in general no spell can be made permanent on an item if its duration is instantaneous, permanent, or concentration.

**Cost of permanence:** Initial enchantment × 5

The item’s total cost is given by the sum of the costs of each power added to it (it is therefore necessary to repeat the above procedure for every prospective spell to be added to the item), and the time required to make the magic item is equal to 7 days, plus 1 day for every 1,000 gold coins of its value (rounding up any excess), during which the spellcaster is occupied for at least 10 hours.

**Total cost of the item:**

[Initial enchantment + Cost of charges/permanence]

of all the effects

**Example 1:** a lightning bolt wand uses the *lightning bolt* arcane spell (3rd-level). It has just one function, but it is an item with a limited number of charges, say 30 (the maximum possible). So its total cost would be: (3 × 1,000) + (300 × 30) = 12,000 gp and the time required to create it would be 19 days.

**Example 2:** a ring of flight is similar to the arcane spell *fly* (3rd-level). This ring has just one function, which is permanent, and thus costs: (3 × 1,000) + (3,000 × 5) = 18,000 gp. To make the ring magical therefore needs 25 days (a week plus a day for every 1,000 gp).

**Example 3:** a brooch with *invisibility* (2nd-level arcane spell) and *fly* (3rd-level arcane spell) with 30 charges, and the permanent power of *ventriloquism* (1st-level arcane spell) costs: [(2 × 1,000) + (200 × 30)] + [(3 × 1,000) + (300 × 30)] + [(1 × 1,000) + (1,000 × 5)] = 8,000 + 12,000 + 6,000 = 26,000 gp and the required time to create it is 33 days.

**Probability of Success**

The formula to calculate the chance of success in the creation of magic items is similar to that for researching spells, taking into account that it is necessary to make a check for each single spell added to the item. If it is the first time that a spellcaster has added a specific spell to an item, his chance of success is equal to that of discovering a new spell (note that divine spellcaster’s use their Wisdom rather than Intelligence).

***New item*:**

**(Int+Lvl) ×2 – (5 × level) = success %**

If instead the spellcaster has already successfully created an item with the same power (independent of the item type), the chance of creating it again is equal to that for discovering a common spell (divine spellcaster’s use their Wisdom rather than Intelligence).

***Already enchanted item*:**

**(Int+Lvl) ×2 – (3 × level) = success %**

Note that for procedures with which bonuses and penalties are added to an item, the item must be of one of four categories: weapons, armour, shields, and miscellaneous items. If the spellcaster adds a specific bonus to a particular category, it is considered that all the items that lie in that category have already been enchanted with that bonus.

**Example 1:** Felonius (14th-level mage with Intelligence 16) wants to make a talisman of flight. As he hasn’t added this spell (3rd) to any item, his chance of success for a new item is: (30 × 2) – (5 × 3) = 60–15 = 45%.

If later he wants to create another item (weapon, armour, shield, or miscellaneous items) with the power of flight, his chance of success would be considered as for “already enchanted item”.

**Example 2:** Felonius (14th-level mage with Intelligence 16) wants to create a short sword +2 (category: weapon). Up to now he hasn’t enchanted any weapons, so it is considered a new item and his chance of success is: (30 × 2) – (5 × 2) = 60–10 = 50%.

If later he wants to enchant a trident +2, given that in the weapons category he has already added that bonus to an item, each subsequent item would be for him “already enchanted” and therefore his chance of success would be higher, or: (30 × 2) – (3 × 2) = 60–6 = 54%.

**Example 3:** Felonius (14th-level mage with Intelligence 16) wants to make a ring +2 (category: miscellaneous items). Having previously made a talisman +2, so the ring (of the same category as the talisman) is considered an item “already enchanted” and his chance of success is: (30 × 2) – (3 × 2) = 60–10 = 54%.

As already mentioned, if an item has more than one power, the chance of enchantment for each of the effects must be determined separately, and the order in which the powers are added is very important. Indeed, if the enchantment has a positive outcome, the item gains the power for which he made the check, but if the enchantment fails, the item doesn’t gain the power in question and cannot receive any further enchantments (but keeps those it already had, if any), and the money and time spent (or better “wasted”) are calculated normally.

Once an item has been created and the procedure “closed” (the enchantment fails or is successfully completed), it isn’t possible to add further powers to the item in question, other than through divine intervention.

**Example:** Felonius (14th-level mage with Intelligence 16) wants to make a crystal ball with permanent ESP. The base spells for this item are *clairvoyance* of 3rd-level, and *ESP* of 2nd-level, both arcane. Therefore, the cost of this item is 30,000 gp, and the time needed to make it is equal to 37 days, at the end of which he must make two checks. As it is an item never created by Felonius, the chance of success for *clairvoyance* is 45%, and 50% for *ESP*. If the first check has a negative outcome, the item doesn’t acquire any powers, the time and money are wasted, and the ball can never be enchanted. If he only fails the second, Felonius obtains a permanent crystal ball without ESP, must pay the total cost, and the ball cannot be further enchanted. If later on he wants to try again, the chance for creating it would be as an already enchanted item for the *clairvoyance* spell, and as a new item for *ESP* (seeing as he failed previously).

**Experience Acquired**

Every spellcaster that attempts the task of creating a magic item, acquires experience, whether or not he succeeds. In general, for each item of a certain category successfully enchanted by the character with a specific power for the first time, he gains an amount of xp equal to the money spent in its creation; if instead the attempt was unsuccessful, he gains 1/10 in xp of the cost price. If it is an item with more than one power, in which only some were successfully enchanted, then you only need to calculate the full cost of the spells that were successfully added to the item. Note that these xp are only gained the first time that he creates a certain type of item: if he attempts to create it again, he doesn’t acquire any xp, as this type of experience is no longer of any use to the character.

**Example:** Felonius, 14th-level mage with Intelligence 16, has earlier created a permanent crystal ball. The enchantment costs him 30,000 gp, as he unsuccessfully tried to add *ESP* to the powers of the ball. Therefore he only earns 18,000 xp (cost of *clairvoyance*), and 1,200 xp for the unsuccessful *ESP*. If in the future he creates another common crystal ball, he doesn’t acquire any xp, as it is a procedure he is already familiar with, but if he creates a crystal ball with ESP, then he only acquires the 12,000 xp derived from the *ESP*, if it is the first time that he has added that power to an item.

**Limits and Upgrades**

***Effective Level of the Item***

Normally a magic item has limits on its enchantment, which depends on the nature of the magic. In general, any spell that is placed on an item then functions as if it had been cast by its creator, in the end to determine all the variables (range, area of effect, duration, and damage) associated with it. This level is called the Effective Level of the Item. The only exceptions are the spells that produce harmful offensive effects (like *fireball*): in these cases, the effective level of the item cannot be higher than half of the spellcaster’s level who made it.

**Example:** Felonius, 14th-level mage, creates a ring of permanent flight (3rd-level arcane spell). The ring can be used by anyone for an indefinite number of times, and each time it is activated *fly* lasts for 1d6 +14 turns, since it was created by a 14th-level arcane spellcaster. If he wants to create a wand of fireball (3rd-level spell), each charge triggers a *fireball* that strikes a target within 240 feet, causing 7d6 points of damage, as if it had been cast by a 7th-level spellcaster (half the effective level of its creator).

***Reducing or Increasing the Effective Level of the Item***

If the spellcaster wants to reduce the power of the effect added to the item, he can do so, effectively reducing all the variables associated to its level. In practice, this lowers the item’s total cost, along with a reduction in the effect’s variables, as if the enchanter was of a lower level. For every lower effective level, the total cost of the enchantment and the chance of failure in creating it are lessened by 5%. The spellcaster cannot lower the item’s effective level by more than 10 levels, respecting the minimum level necessary to cast that specific spell.

**Example 1:** The wand of fireballs with 20 charges created byFelonius (M14th with Intelligence 16) costs too much (9,000 gp) and to afford it he decides to lower the item’s effective level by 2 levels (as 5th-level is the minimum level needed to cast a 3rd-level spell like *fireball*). So, the explosions inflict 5d6 points of damage, the total cost of the object would be: 9,000 x 90% = 8,100 gp and the chance of creating the wand (never made before) would be equal to 55% (rather than 45%).

In the same way, it is also possible to increase the item’s effective level, spending more money so that the item is given an upgraded effect in respect to that produced by the spellcaster. As a rule, it is only possible to increase the item’s effective level by 4 points beyond that of the spellcaster, and it isn’t possible to exceed the maximum number of damage dice for offensive spells (20d6), although it is possible to increase other variables like range, area of effect, and duration beyond the maximum allowed. Moreover, for each level added to the item’s effective level, the total cost and chance of failure are increased by 5%.

**Example 2:** Nikolaus, 14th-level mage with Intelligence 17, decides to create a wand of magic missile (1st-level arcane spell) with 30 charges, bringing the item’s effective level to 10 (3 levels above normal), so that the wand can create 5 magic missiles (like a 10th-level mage) rather than only 3 (like a 7th-level mage). In this way, the wand (never created before) costs him 15% more than normal, or 4,600 gp (rather than 4,000), and his chance of success is 42% (rather than 57%).

***Reducing the Range of Effects***

Some spells (in particular those of an elemental nature) are capable of producing different but similar effects at each application (e.g. *arcane breath* creates a breath of ice or fire, *breath element* allows the breathing of one type of element, etc.). It is possible to reduce the cost of fabrication by restricting the evocation to only one or some of the possible effects: in this case the final cost lessens by 5% for each of the applications eliminated. This rule isn’t applied to reversed spells, considered to all effect to be a separate spell, or to single use items (whose value is already reduced to the bone).

***Reduced Duration, Area of effect, or Range***

The spellcaster can also reduce a variable of the spell chosen from between Duration, Range, and Area of effect where possible, which is when range or area of effect aren’t zero or only one person and the duration isn’t instantaneous or permanent. For each variable reduced by at least half, the total cost of the enchantment is reduced by 10%.

***Time Limits on the Frequency of Use***

If a power can only be used a certain number of times in a specific period of time based on limits imposed by the spell (e.g. rituals like *commune* or *contact outer planes*, that can only be used a certain number of times per week or month, or all that magic that cannot be made permanent) or by the creator’s will, the final cost of an item is reduced based on the frequency with which the powers can be used. In practice it is enchanted as a permanent item, but the final cost is based on its frequency of use:

**No of time the power is usable (max 1) per turn:**

Total cost × 90%

**No of time the power is usable (max 3) per hour:**

Total cost × (80% + 2% per use)

**No of time the power is usable (max 4) per day:**

Total cost × (70% + 3% per use)

**No of time the power is usable (max 7) per week:**

Total cost × (60% + 3% per use)

**No of time the power is usable (max 4) per month:**

Total cost × (50% + 3% per use)

**No of time the power is usable (max 4) per year:**

Total cost × (40% + 3% per use)

You should naturally consider the effect’s maximum duration when determining the time limitations, to avoid paradoxes.

**Example:** a ring of permanent haste that can be used once per turn is a paradox, as *haste* lasts 3 turns: this means that it can always be used while costing less than a permanent item! In this case it is therefore necessary to consider an hourly limitation: once per hour as the maximum, as twice per hour would also allow the power to be used continuously. This ring of *haste* (3rd-level spell) usable once per hour therefore costs:

[3000 + (3000×5)] × 82% = 18,000 × 82% = 14,760 gp.

***Rechargeable and Single-use Items***

Items with charges can be recharged by spellcasters that have the same spell that the item contains and are at least 5th-level. The procedure lasts 10 hours, needs the use of a magic laboratory and the consumption of rare materials for a cost equal to 100 gp per spell level by the number of charges recovered (the final cost is usually increased by 10% if on commission). Make an *Arcane* or *Divine* *magic* check with a penalty equal to the level of the researched spell and if the check fails, the standard cost increases by 50%. Items cannot be recharged with a higher number of charges than it can hold.

**Example 1:** Ossian (20th-level mage) is ready to use his laboratory to infuse 20 charges into his exhausted wand of lightning bolt (3rd) that can hold a maximum of 30. If the skill check at –3 succeeds the process costs him 300 × 20 = 6,000 gp, otherwise it is 50% more (9,000 gp).

If at the moment of its creation it is decided that a charged item cannot be recharged, and once it has exhausted its charges it becomes useless: in this case halve the cost of the enchantment of the charges.

**Example 2:** Ossian decides to create a non-rechargeable wand of fear (2nd-level) with 10 charges. In this case the total cost of the wand would be: [(2 × 1,000) + (100 × 10)] = (2,000 + 1,000) = 3,000 gp.

Finally, for items that are only used (like potions and scrolls), which have one non-rechargeable charge, the cost is equal to 1/10 of the cost of creating the spell, or 100 gp per spell level (which is also the amount of xp gained for enchanting it), and the time required to enchant it is 1 day per spell level.

***Items with Specific Addressee***

To reduce the cost of a magic item, it is possible to add a limitation to the powers, so that it is specifically meant to be used by or against a specific category of being chosen from the following list: undead, lycanthropes, dragons, constructs, extraplanar/extradimensional, fey, goblinoid (goblin, hobgoblin, gnoll, orc, bugbear, kobold), demi- humans (dwarves, elves, gnomes, halflings), giants (humanoids of large size or greater, including ogres and trolls), animals (normal or giant, including insects), fantastic beasts (strange creatures or animals with an Intelligence higher than 2), enchanted monsters (creatures that can only be hit with magic weapons or immune to certain spell levels), spellcasters (arcane or divine), weapon users (those that attack with hand held weapons), regenerating beings (those that spontaneously regain at least 1 hp per hour), subaquatic beings (any being that lives underwater), beings aligned to Chaos, Law, Good, or Evil (whose Alignment includes one of the definitions).

This limitation lowers the item’s total cost by 10% for each rank of specification of the enemy based on this scale: category → race → single. In the case of a single being, the scope of the item would be less at the subject’s death.

**Example 1:** Darken wants to create a powerful ring of *disintegration* (6th-level arcane spell) with a permanent number of uses, but as this would cost 36,000 gp, he therefore seeks to lower the cost specifying that it can only be used against elves (a race that he insanely hates). This lowers the total cost by 20% (category: demi-humans → race: elves), or 28,800 gp.

It is also possible to restrict the use of a certain type of item to a specific class or race, so as to reduce both the range of individuals that can use it and the total cost. In general, this restriction can be applied to any magic item, except for wands and staffs (which are items that can already only be used by arcane or divine spellcasters) and weapons and armour (whose use is already partially dependent on class). It is possible to restrict the field of users of the item to one specific class or race: in both cases, the total cost is lowered by 10%. It isn’t possible to combine two restrictions (e.g. a hammer that can only be used by a dwarven cleric), nor is it possible to create items that can only be used by a single individual.

**Example 2:** Darken has decided to create a permanent gem of teleportation (6th-level arcane spell), but restricts its use to arcane spellcasters. As such, the item’s total cost would be: (6,000 + 30,000) × 90% = 32,400 gp.

**Cursed Items**

An item that receives a *curse* (3rd-level clerical or 4th-level arcane spell) or a *divine curse* (7th-level cleric spell) is considered cursed and to an analysis with *detect evil* is truly identified as such, while with *detect magic* it emits a false aura. The curse on an item can invert the magic effect that it has making it deleterious (for example a ring that reveals falsehoods could force its possessor to always lie, a sword +3 would be a sword –3, etc.). It is also possible that for common items the magic instils an ad hoc curse that emulates any spell from 1st to 4th-level that reduces the subject’s physical or mental capacity (for example blindness, deafness, lameness, change sex).

A cursed item once worn or held is indissolubly bound to its possessor and constantly prevents him from becoming aware of its foibles and getting rid of it: for the victim, it is too potent an item to not use, and although the facts show the contrary the subject ignores the evidence. The only way to free him is using a remove curse or *destruction of evil* spellon the subject or express a *wish*: at which point the victim understands his folly and gets rid of the item If the power of the spellcaster is sufficiently strong, the curse would be broken and annulled for always, giving the item its original properties (see the description of the summarised spells).

**Weapons and Projectiles**

The procedure to assign bonuses and penalties to attack and damage rolls of weapons is different to that for creating other items with magical properties. The enchantment indeed, which can be created by any spellcaster of at least 9th-level on an already forged weapon, gives the weapon a bonus of +1 to +5 (chosen by the spellcaster) both to the Attack Roll and to the roll to determine damage, making it magic (if it is a missile weapon however, the enchantment doesn’t also make the projectiles magic). It should be noted that priests can only enchant weapons permitted by their deity, while arcane spellcasters do not have this limitation.

Everyone can use magic weapons without any specific knowledge, although some classes limit the type of usable weapons. They are always active once enchanted, granting the bonus to Attack Rolls and damage to the individual that is using it.

The cost of the weapon’s primary enchantment varies based on the maximum basic damage (i.e. that of Basic mastery rank) that the weapon can do, remembering that the maximum primary modifier that a weapon can have is +5, as follows:[[1]](#footnote-1)

**Table 1.1: Primary enchantment of weapons**

|  |  |
| --- | --- |
| ***Damage*** | ***Cost*** |
| 1-2 | 1,000 gp |
| 3-4 | 2,000 gp |
| 5-6 | 3,000 gp |
| 7-8 | 4,000 gp |
| 9-10 | 5,000 gp |
| 11-12 | 6,000 gp |
| 13-17 | 7,000 gp |
| 18+ | 8,000 gp |

**Note:** For further information about the characteristics of weapons, weapon mastery, and the availability of each weapon in the world of Mystara, the reader is referred to *The Mystaran Armoury* manual available online.

The time required to enchant a weapon is equal to 7 days, plus 1 day for every 1,000 gp of the enchantment’s value, and the amount of xp gained is always the usual (see preceding section).

The chance of success also depends in this case whether the spellcaster has already created that type of weapon with that particular type of bonus, or whether it is a new item or one that he has made before (divine spellcaster’s use their Wisdom rather than Intelligence).

**Already enchanted item (success %):**

**(Int+Lvl) ×2 – (3 × weapon bonus/penalty)**

**New item (success %):**

**(Int+Lvl) ×2 – (5 × weapon bonus/penalty)**

**Example 1:** The base damage of a long sword is 1d8 (8 hp max). The cost to make a sword +2 is: 4000 × 2 = 8,000 gp. The time requires is 15 days, and the chance of success for Danaar (25th-level mage with Intelligence 15, who has already created dozens of +2 swords) is: 80 – 6 = 74%, for which he receives no xp.

**Example 2:** The basic damage of a dagger is normally 1d4 hit point. If he wanted to create a dagger +3, the total cost would be 3 × 2,000 = 6,000 gp.

For projectiles (bolts, arrows, etc.) instead, the cost is 200 gp per modifier and the time required is 1 week, +1 day for every 1,000 gp of value: add together the values of the various projectiles created, to know how many projectiles can be made each day (calculate the total value of the bolt based on its bonus and any other spells added to it). It uses the same chance of success as the enchanting of weapons given above, based on the bonus of the projectile and whether or not he spellcaster has enchanted them before, and for simplicity make 1 percentile roll for every 10 enchanted bolts of the same type.

However, for arrows and bolts, it is necessary to make a percentile roll each time that it strikes the target: if the d100 result is less than 50, it means that the projectile has been destroyed, otherwise the projectile is still intact and can be recovered and reused, keeping its bonus and any other powers, although the majority are one use, given the fragility of the bolts. If it is used but misses the target, the projectile automatically retains its bonus and powers added to it. For each further use of a projectile after the first however, the chance that it loses its own magic and is destroyed in the attempt increases by 10%.

**Example 3:** The base cost to make an arrow +1 is 200 gp, so an arrow +5 costs 1,000 gp, and it is possible to make up to twenty in 27 days. If he then wants to add to the arrow the one use power *web* (it activates upon striking the target), the cost is: 1,200 x 20 = 24,000 gp. It requires 31 days to enchant the arrows, and 4 percentile rolls (2 rolls for the modifier +5 and 2 for the spell).

***Note***: A projectile is only magical if it has a magic bonus or is enchanted with an offensive spell: a magic missile weapon does make a projectile magical, although it does grant its bonus to hit and damage.

***Secondary Bonus***

It is also possible to add to weapons a second modifier to the Attack Roll and damage, specifically aimed at a category of enemy chosen from this list: undead, dragons, constructs, lycanthropes, extraplanar, shapechangers, giants (huge or taller humanoids), goblinoids, animals (normal or giant, insects included), fantastic beasts (strange creatures or animals with an Intelligence higher than 2), enchanted monsters (creatures that can only be hit with magic weapons or immune to a certain level of spells), spellcasters (arcane or divine), weapon users (those who attack with hand-held weapons), humanoids (biped beings, with two arms and a head, up to 8 feet tall), demi-humans (dwarves, elves, gnomes, halflings), regenerating beings (who spontaneously regenerate at least 1 hp per hour), subaquatic beings (any being who lives underwater).

This secondary bonus is added to the weapon’s primary bonus, up to a total of +10 against a specific creature, but the difference between the primary and secondary bonuses cannot be greater than 5 points (so it isn’t possible, for example, to create a mace +3, +10 vs. giants). The cost of the second enchantment is equal to half of the normal cost of the primary bonus, and the two costs are added together to calculate the total cost and the time required to make the weapon. Finally, the two bonuses should be rolled for separately to determine if the enchantment succeeded.

**Example:** Danaar (25th-level mage with Intelligence 15) wants to create a sword +5, +10 vs. dragons. The procedure will cost him 20,000 gp for the primary bonus, plus another 10,000 gp (half of the value) for the secondary bonus of +5 vs. dragons, for a total of 30,000 gp, and requires 37 days. The chance of success (first experiment) is: 80 – 25 = 55% for both the attempts (two +5 bonuses), and if he succeeds Danaar gains 30,000 xp. If instead he only succeeded in enchanting the weapon with the primary bonus and failed with the secondary, he gains 21,000 xp and the sword would be +5, without any other bonus or power.

***Additional Magic Powers (Talents)***

A weapon can be given additional magic powers (called Talents), as well as the normal bonus/penalty to attack and damage. The procedure is the same one used to create generic magic items (see above), with the same cost, chance of success, and time required based on the spell added to the weapon, but it is necessary to do it in the same ceremony used to enchant the weapon, as once that is finished, the weapon cannot be further enchanted.

Remember that you can only add to a weapon a maximum of 3 magic powers beyond its primary and secondary bonuses, but it isn’t possible to add 7th-level divine or 8th-level or higher arcane spells to it, and only one offensive power. Moreover, arcane and divine spellcasters have other limitations to not give excessive advantages to those that use the weapon, who could rival mages or not give a damn about a cult’s ideology once they have obtained what they wanted. For a question of game balance, each DM must reflect well before placing offensive spells or attacks on any weapon, independent of its size, as it could seriously unbalance the game (imagine the power of a fighter with a sword +5 capable of casting *barrier*, 10d6 *fireball*, or *death*, and you will understand why a spellcaster is reluctant to create it).

The magic powers of a weapon can be activated by voice command after unsheathing it, speaking a word inscribed among the weapon’s magic runes established during its creation. Only those holding the weapon can activate its power, no one else.

**Example:** Danaar wants to create a sword +3, with the power of *charm* (1st-level) 3 times per day, an item that he has never enchanted. The cost of this procedure is 12,000 gp for the sword’s bonus, and 4,740 gp (6,000 × 79%) for the *charm*, for a total of 16,740 gp. The sword will be finished in 23 days, and the chance of success is 65% (80 – 15) for the weapon’s bonus, and 75% (80 – 5) for the *charm*. If Danaar succeeds in his task, he gains 16,740 xp, otherwise he only earns 1,674 xp.

**Armour and Shields**

The procedure to assign protection bonuses to armour and shields is different to that for the creation of other items with magical properties. The enchantment, which can be done by any spellcaster of at least 9th-level on previously forged armour, gives the armour or shield a modifier that effectively lowers the AC offered by the item, making it magical. The enchantment of armour and shields can be done by either arcane or divine spellcasters, without limitations.

Everyone can use protective armour and shields, which are active from the moment of their creation, granting the AC bonus to the individual as long as it is worn.

The cost of the primary enchantment depends on the Armour Class offered by the armour or by the protection offered by the shield or partial armour[[2]](#footnote-2), remembering that the maximum bonus that an protective item can provide is +5 (naturally the protective bonuses of armour and shields can be added together, along with those granted by various items of protection).

**Table 1.7: Enchanting armour and barding**

|  |  |
| --- | --- |
| **AC** | **Cost** |
| 8 | 2,500 gp |
| 7 | 3,000 gp |
| 6 | 4,000 gp |
| 5 | 5,000 gp |
| 4 | 6,000 gp |
| 3 | 7,000 gp |
| 2 | 8,000 gp |
| 1 | 9,000 gp |
| 0 | 12,000 gp |

**Table 1.8: Partial armour and shield Enchantment**

|  |  |
| --- | --- |
| **AC** | **Cost** |
| –1 point | 3,000 gp |
| –2 points | 3,750 gp |
| –3 points | 5,000 gp |

**Note:** For further information about the characteristics and distribution of armour, barding, and shields on Mystara, the reader is directed to the *Mystaran Armoury* Manual available free online.

The time required to enchant armour or a shield is always equal to 7 days, plus 1 day for every 1,000 gp of value of the enchantment, and the amount of xp gained is the usual (see previous section).

The chance of success in this case also depends on whether the spellcaster has already created that particular type of armour or shield with that particular type of bonus, or whether or not it is a new item or that he has previously made one (replace Intelligence with Wisdom for divine casters).

***Already enchanted item (success %)*:**

**(Int+Lvl) ×2 – (3 × protection bonus)**

***New item (success %)*:**

**(Int+Lvl) ×2 – (5 × protection bonus)**

**Example 1:** Chain mail offers an AC of 5. The cost to create chain mail +1 (lowers AC to 4) is therefore 5,000 gp. The required time is 12 days, and the chance of success for Danaar (25th-level mage with Intelligence 15), who has already created dozens of chain mail +1 is: 80 – 3 = 77%, for which he however receives no xp.

**Example 2:** A large shield offers a 2 point protection bonus to AC. The cost to make a large shield +2 (which lowers its user’s AC by 4 points) is therefore 3,750 × 2 = 7,500 gp.

For **barding** for mounts, follow the rules given above for armour, consider that an AC of 8 for armour is the equivalent of barding the provides 1 point of AC protection, while an armour AC of 2 is equivalent to barding that lowers the mount’s AC by 7 points.

Remember that, once enchanted, any armour or barding becomes lighter than normal: as such the effective encumbrance of all magic armour or barding (at least +1) is halved.

Finally, a particular note must be made about the so-called **shield weapons**, or shields equipped with points and blades to inflict damage as a providing cover, giving an extra attack to its user. In practice, the general enchantment gives both an AC bonus and a bonus to attack and damage rolls of the blades. The cost of shield weapons is always calculated based on the size of shield, but it is double the cost for enchanting simple shields. Regarding the enchantment’s chance of success, it is enough to roll once for the entire item, using as usual the rules given above for armour and weapons.

**Example 3:** To enchant a buckler shield (1 point of AC protection) with a bonus of +3, therefore needs: 4,000 × 3 = 12,000 gp, and the chance of success for Danaar (25th-level mage with Intelligence 15), on his first attempt, would be 80 – 15 = 65%. The work would be completed in 20 days and give to Danaar, according to his skill, 12,000 xp, or 1,200 xp if he failed.

***Additional Magic Powers (Talents)***

Armour or shields can be given additional magic powers, beyond their normal AC bonus. The procedure is the same used to create generic magic items (see above), with the same cost, chance of success, and time based on the spell added to the armour/shield, but it must be done in the same ceremony used to enchant the item, as once it is finished, the armour or shield cannot be further enchanted.

Remember that as well as the armour or shield’s protection bonus it is possible to add a maximum of 3 magic powers usually with a personal or touch range of the schools of Abjuration, Divination, Illusion, Transmutation, Necromancy, or Healing. It isn’t possible to add 7th-level divine or 8th-level or higher arcane spells to it. Moreover, the same spellcaster have other limitations. Mages don’t want to give too many arcane abilities to those that wear the armour, who often profane the occult arts, which could threaten the self same spellcasters with these powers. Priests instead perform a rigorous interview of candidates to evaluate their faith and character before enchanting items for them. For a question of game balance, each DM must reflect well before placing any offensive spell on a shield or armour, as it could unbalance the game, and if anyone opted for a shield or armour with *anti-magic barrier*, he would need to limit the frequency of use.

The magic powers of shields and armour can be activated by voice command, by speaking a magic word inscribed among the runes that identify the item as magical and which the creator decides during the enchanting. Only those wearing or carrying the item can activate its power, no one else.

**Example:** Danaar wants to create plate mail +3, with the power of *haste* (3rd-level arcane spell) 3 times per day, an item that he has already created once in the past. The cost of this procedure is 21,000 gp for the armour bonus and 14,220 (18,000 × 79%) for the *haste*, which gives a total of 35,220 gp. The armour is ready in 42 days, and the enchantment’s chance of success is 71% (80 – 9) both for the protection bonus, and for the *haste*. Whether Danaar succeeds or fails in the task, he doesn’t gain any xp as it is a procedure that he has already learnt.

**Items of Protection**

The procedure to assign protection bonuses to any type of item is different to that for the creation of other items with magical properties. The enchantment can be created by any spellcaster of at least 9th-level on a wearable accessory (rings, brooches, talismans, bracelets, etc.) and attributes to the item a bonus that goes from +1 to +5, which lowers the subject’s AC by 1-5 points and improves his Saving Throws by 1-5 points. The enchantment of items of protection can be performed by both arcane and divine spellcasters, without any limitation.

Everyone can use items of protection (they don’t require any specific knowledge to use), which are automatically activated when worn, granting a bonus to the individual’s AC and ST as long as he is wearing it.

To obtain the cost of enchantment of an item of protection, refer to the following table (in which each bonus is considered a permanent spell of the same level of power):

**Table 1.9: Items of Protection Cost**

|  |  |
| --- | --- |
| ***Bonus*** | ***GP Cost*** |
| +1 | 6,000 |
| +2 | 12,000 |
| +3 | 18,000 |
| +4 | 24,000 |
| +5 | 30,000 |

The time required to enchant an item of protection is always equal to 7 days, plus 1 day for every 1,000 gp of the item’s value, and the amount of xp gained is the usual (see the preceding rules).

The chance of success also depends in this case on whether that the spellcaster has already created that particular type of item with that particular bonus, or whether or not it is a new item or that he has previously made one (replace Intelligence with Wisdom for divine casters).

***Already enchanted item (success %)*:**

**(Int+Lvl) ×2 – (3 × protection bonus)**

***New item (success %)*:**

**(Int+Lvl) ×2 – (5 × protection bonus)**

**Example:** Leofric (13th-level cleric with Wisdom 17) wants to create a brooch of protection +5 to give to his lord, before he leaves for war. If it is a task he has never attempted before, his chance of success is equal to 60 – 25 = 35%, and the cost is 30,000 gp. There is a good possibility that he will fail his task, but if after the 37 days have elapsed he succeeds, he earns 30,000 xp and the recognition of his lord.

It isn’t possible to add two protective bonuses from items of protection (except for armour and shields, which are another type of item), only the largest counts (for example, if a fighter has a ring of protection +3 and a pair of gloves of protection +2, the bonus given to his AC and ST wouldn’t be +5, but only +3, which is the highest).

Finally, each item of protection cannot have other powers (spells) added to it, unless it is an intelligent item (see the section *Intelligent Magic Items*).

**Wands and Staffs**

The procedure to enchant magic wands and staffs (in regards to cost, chance of success, and enchantment time) is identical to that given in the general rules at the start of this section. Wands are thin wooden batons about 12 to 20 inches long, while staffs are of thicker wood and about 6 to 8 feet long. Both these items can receive any type of arcane or divine spell, and are usually created with fixed charges (max 30 for wands, 40 for staffs) or with permanent powers usable with a certain frequency (see “Time limits on the frequency of use” in the above section *Limits and reinforcement*). If one of these items receives an always usable permanent power it becomes a rod (see the next entry).

It is possible to add to a wand a maximum of two similar spells (of the same school or element), while staffs can have up to 5 different powers[[3]](#footnote-3). The magic powers of wands and staffs are activated by voice command, by speaking a magic word inscribed among the runes that identify the item as magical and which the creator decided on during its enchantment. Only those holding the item can activate the power, which manifests itself from the end of the item, and only a spellcaster of the type (arcane or divine) appropriate to the effects within the wand or staff can use it. So, the use of wands and staffs is only available to spellcasters and not other classes, the main reason for which mages and clerics prefer these instruments to jealously guard their own powers.

A final note should be made regarding the destruction of these items. Indeed, when a wand or staff is enchanted with a destructive power (like for example *fireball*, *disintegration*, *death,* or *magic missile*) and has charges, the breaking of the magic item starts a reaction that causes an immediate explosion of the energy held in the item. This detonation of energy inflicts to everyone within a radius of 30 feet 8 points of damage for each remaining charge: a ST vs. Spells is allowed for half damage).

**Rods**

The procedure for enchanting magic rods (in regards to the cost, chance of success and time needed) is identical to that given in the general rules at the start of this section A rod can look like a wooden wand about three feet long, or as a metal (precious or not) sceptre of the same length, and is always permanently enchanted with 1 non-instantaneous (arcane or divine) magic power. Rods are always created in this way, and it is impossible to create rods with charges or temporary powers, or with instantaneous spells (this would create wands and staffs).

Everyone can use rods (they don’t need any specific knowledge to use), whose powers are activated by voice command, or by speaking a magic word usually inscribed among the runes that identify the item as magical and which the spellcaster decides on during the enchantment. Only those holding the rod can activate the power, no one else.

**Scrolls**

It is necessary to differentiate the researching of a spell (described in the section *Researching Spells*) from the creation of a magic scroll containing a spell. Indeed, in the first case they are trying to write a formula that helps to recall and shape the magical energy according to the spellcaster’s will, while in the second case the spell’s energy is already locked within the scroll, so that it can be released by simply reciting the written runes of power, which allows him to evoke the power when needed without affecting the magic reserve (memorised spells) of the spellcaster. It is also possible to place the runes on other supports (tablets, stones, columns) and then read them to obtain the same effect, but scrolls are the simplest to carry and easiest to use.

To create magic scrolls, either arcane or divine, the spellcaster needs to know the spell to add it to the scroll, and must complete an elaborate process to channel the magic energy in to the item via the use of rare materials and magic inks. There is the usual chance of success, while the cost and time required to create it depend on the type of scroll, either single use scrolls or enchanted scrolls.

**Scrolls with single use spells**

Contain from 1 to 3 different, voice activated, single use spells. When the formula is spoken, the energy emerges as planned from the support, removing the runes of that spell. The effect exploits the power of the spellcaster that reads the scroll, and if he isn’t of sufficient level to learn that spell, it is produced at minimum level (for example an 8th-level mage that reads a *lightning bolt* causes 8d6, while a 3rd-level mage creates a 5d6 *lightning bolt*). The cost is equal to 100 gp per level of each spell written there and the time required to create it is 1 day for each spell’s level (as for items with a single charge).

These scrolls can only be used by spellcasters of the appropriate type (arcane or divine), able to understand the magic language (for arcane) or venerate the divinity to obtain their power (for divine), except for curses, which strike anyone. Scrolls with sacred prayers are always aimed at a specific divinity, so it isn’t possible for a priest of Ixion to use a holy scroll written for Khoronus, for example. Arcane spellcasters instead, don’t have this problem, even if the spell belongs to a different school of magic, the use of *read magic* helps the magic codex to conform to that known by the spellcaster, so that he can evoke the power written in the scroll. Anyone able to use *read magic* can therefore understand and read the runes on an arcane scroll, but there is always a small chance that he won’t be able to control the power if it is a spell that he still isn’t able to learn. The failure chance in this case is 5% for the difference in levels between the scroll’s level of power and that of the reader.

**Scrolls and Enchanted books**

This type of scroll or volume instead contains powers that are available to all simply be reading and touching it, and whose effects don’t vanish after the first use, but are permanent or usable within a certain period of time. These scrolls are considered in all ways as common magic items with a single power, to establish what spells they can hold (see the appropriate section below).

**Potions, Philtres, and Unguents**

Regarding the costs, chance of success, and time required, the procedure for potions (also called philtres) and unguents is similar to that given in the general rules at the start of this section, but a clarification is needed.

Potions (different coloured fluids contained in1 fl oz bottles) and unguents (salves conserved in 1 fl oz jars) are considered single use items, as once consumed, their power is exhausted and the item is irrevocably destroyed. For this reason their cost is equal to 1/10 of the cost of creating a spell, or 100 gp per spell level. The chance of success follows that in the general rules, while the time required is 1 day per level of the associated spell and the experience acquired is equal to the cost of the potion or unguent.

It is only possible to enchant a potion with a non-instantaneous (arcane or divine) power that has one creature as its area of effect or is controllable by the subject, and whose effects don’t create matter or energy from nothing (for example *fireball*, *wall of ice*, or *summon ally*). Potions are activated immediately once drunk (an action that takes a round), lavishing its power on those that drink it, who quickly becomes aware of the potion’s ability. It isn’t possible to oppose the effects of a potion, unless it is a poison (in which case he is allowed a ST). Unlike normal spells however, the duration of the effects of a potion is always equal to 1d6 +6 turns, except for effects with a lesser or permanent duration. It isn’t possible to drink a second potion before the effects of the first have vanished: if anyone attempts to do so, the two effects are instantly cancelled and the individual is stunned for 3 turns. This doesn’t occur with potions that have a permanent effect, like *longevity* and *heal*.

With unguents instead it is only possible to add non-instantaneous spells that influences a single creature and their effects are only activated when the entire dose is applied to the skin of one subject (procedure that takes a round). The power of the unguent is automatically activated immediately and with no possibility of avoiding it (no ST allowed) and its duration is usually established in the spell’s description, based on the creator’s level. Unlike potions, the effects of different unguents can be simultaneously applied.

**Example:** Alasdair (9th-level mage with Intelligence 16) seeks to create for the first time a potion of flight (3rd-level arcane spell). His chance of success is equal to: 30 – 15 = 15%, the cost of the potion is 300 gp, and will be ready in 3 days.

**Miscellaneous Items**

The procedure for enchanting miscellaneous items vary (regarding the cost, chance of success, and time required) is identical to that given in the general rules at the start of this section. Miscellaneous items are of three types: accessories (or worn items that aren’t clothes), clothing (worn items that constitute clothes), and common items (any other item not included in the categories given above, usually utensils, furniture, instruments, etc.).

**Accessories:** it is possible to enchant accessories (rings, necklaces, bracelets, brooches, amulets, etc.) with a maximum of 3 magic powers of any type, but no more than 1 offensive power (that directly causes physical damage).

**Clothing:** it is possible to enchant clothing (tunics, boots, cloaks, gloves, belts, hats, etc.) with a maximum of 3 magic powers that directly act on the wearer (with a range equal to zero), or 1 offensive power (that directly cause physical damage, to those touching the victim).

**Common items:** it is possible to enchant common items (mirrors, bags, boxes, musical instruments, brooms, chairs, etc.) with a maximum of 3 magic powers of any type (but no more than 2 offensive powers).

Note that each type of spellcasters are resistant to create items with great power that can be used by anyone, as this could endanger them and the power they exercise.

The magic powers of the miscellaneous items can be activated by voice command, speaking a magic word inscribed among the runes that identify the item as magical, or the item telepathically tells its owner about the powers and how to activate them (only those that wear or handle the item can activate its powers). Other items instead are constantly active (e.g. containers) and in this case cannot be controlled in any way.

**Intelligent Magic Items**

Only arcane spellcasters with the spell *bind the soul* (9th-level)[[4]](#footnote-4) are able to create intelligent magic items. Indeed, thanks to this spell they are able to trap the soul of a being within an item permanently, as long as the item isn’t destroyed, and this allows the spellcaster to then add new powers to the item, going beyond the limitations linked to the type of item used (see the various categories given above), which normally would be insurmountable.

In practice, once he has imprisoned the victim in an item, the spellcaster can continue to enchant it normally (see the entire section *Create magic items*), adding the magic bonuses and spells that the item is normally able to hold. Thanks to the presence of the soul in the item, however, the spellcaster can also overcome its limit and add up to 5 other new powers, binding them to the spirit of the trapped victim, without therefore overloading the physical structure of the item.

Based on the victim’s Intelligence, it is possible to insert a specific type of powers, called ***common powers*** (or 1st and 2nd-levels spells, evocable up to three times per day) and ***extraordinary powers*** (3rd to 6th-level spells, evocable once per day). A maximum of 5 spells can be bound to the soul, whose combination of common and extraordinary powers depends on the trapped victim’s Intelligence as follows:

* Intelligence 9-10: only common powers
* Intelligence 11-12: 1 extraordinary power allowed
* Intelligence 13-15: 2 extraordinary power allowed
* Intelligence 16-17: 3 extraordinary power allowed
* Intelligence 18+: 4 extraordinary power allowed

At the end to determine the operation’s chance of success, the time and total cost of the enchantment, it is necessary to mention that the common spells are always permanently enchanted, while the extraordinary powers are limited to a once per day frequency. Should a single attempt fail, the rest of the programmed powers cannot be added, although the weapon retains all those added up to then.

As well as the spell at his disposal, the spellcaster can also chose to use as extraordinary powers the victim’s natural and magical abilities. If the imprisoned creature can cast spells or has innate magical powers, the spellcaster can choose to give it the chance of casting (once per day) a spell for each extraordinary power which it enjoys (maximum 6th spell level) chosen from those known by the being, rather than adding five of his spells to it. These spells and magic powers must be compared to existing arcane spells to indentify the chance of success and the cost of the enchantment.

**Example:** Althon, 32nd-level mage with Intelligence 18, casts the *bind the soul* spell on his enemy, a 20th-level cleric of Valerias with Intelligence 14, and successfully imprisons his soul in a previously prepared item, a gold ring. Enchanting the item as if it was a ring of protection +5, and then adding to the ring another 5 powers associating them to the soul trapped inside, selecting up to 2 extraordinary powers. Althon therefore decides to insert a *teleport* spell from his own list and a healing spell from the cleric list (both extraordinary powers, usable once per day), and adds *invisibility* and *mirror image* as permanent common powers. The work ahead will be expensive, and after having added the +5 protection bonus to the ring (cost: 30,000 gp) decides to begin with the simplest spell, to avoid the risk of mistakes and “closing” the item to further spells. He has a probability equal to: 100 – 10 = 90% to correctly add the two 2nd-level spells to the ring, for a total cost of 24,000 gp (12,000 gp for each, as they are permanent), while for the *teleport* (5th) the chance of success is: 100 – 25 = 75%, with a total cost of 21,900 gp (usable once per day). The most difficult spell to add to the ring is without a doubt the divine spell of his victim, as *heal* is considered 7th-level, a higher level than normal, and the chance of success drops to: 100 – 35 = 65%, with a total cost of 30,660 gp. If all goes well, enchanting the +5 intelligent ring yields him 106,560 xp, equal to the cost of the work.

Finally, there are two extraordinary powers that are impossible to replicate with spells, which characterise various intelligent items on the basis of the trapped victim’s physical and extraordinary abilities:

*Multiple damage*: this power can only be added to a weapon. If the victim was normally capable of making multiple attacks, the weapon obtains the power of multiplying the damage inflicted for a period of 1d10 rounds, once per day. The multiplier used is equal to the number of attacks that the victim can make, up to a maximum of ×4 (for example, if a 24th-level fighter, with 3 attacks, is imprisoned in a sword, the spellcaster can use this ability of the victim as an extraordinary power. When it is evoked, the power lasts for 1d10 rounds, during which all damage inflicted by the sword is tripled). The chance of success and the money spent to enchant the weapon with this power is calculated as if the extraordinary power was a new spell of level equal to double the damage multiplier (so for example, a multiplier of ×4 is considered as a new spell of 8th-level).

*Thief skills*: if the victim has thief abilities, it is possible to totally reproduce them thanks to that extraordinary power, with the same percentage chance as the victim, and if the person using the weapon already has the same ability, the two percentile values are added together. Each of the victim’s thief abilities has can only be used once per day for 1 turn. These powers are considered 5th-level spells to determine the chance of success and cost.

***Creating Constructs***

**Required Elements**

The so-called constructs (or golems, gargoyles, animated statues, etc.) are considered magical items that are extremely rare and difficult to create. First, a spellcaster must have reached at least 18th-level to attempt the task, and can use the *create magical monsters* spell(8th-level arcane spell) or *animate objects* (6th-level divine spell) for minor constructs, or *create any monster* (9th-level arcane spell) for greater constructs, or through a *wish*. For minor constructs, the spellcaster can only create constructs that cannot have more HD than two-thirds of his level, while with *create any monster* or *wish*, the number of the construct’s HD cannot be more than double the creator’s level.

The spellcaster furthermore needs to find the apt materials for the enchantment, and these can be easy or not to find, according to the type of campaign and the DM’s will. In each case, the time required to find enough materials to produce an example isn’t considered part of the total time of the enchantment.

**Time and Money**

The cost of the construct is calculated in a different way to that of normal magic items, as it depends on the type of construct (or on the spell used to make it permanent), and on the number of common and special powers added to it.

**Total cost of constructs:**

(1000 × spell level) + (material cost) + (1000 × number of common powers) + (5000 × number of special powers)

The time needed for the actual construction is always 1 week, plus one day for every 1,000 gp of the construct’s value, although the spellcaster needs several days to find the appropriate materials to create his construct (on average 1 week, plus 1 day for each of the creature’s HD), and this research isn’t included in the construction time, but can be used by the DM to create adventures centred on the search for the materials.

Based on the material used for the construct, the cost per HD of the creature varies as follows:

**Table 1.10: Material Based Construct Cost**

|  |  |
| --- | --- |
| Wood, straw, wax, clay, mud, cloth | 1,000 x HD |
| Bone, flesh | 1,300 x HD |
| Hard or precious stone, crystal, glass | 1,500 x HD |
| Metal, steel | 2,000 x HD |
| Special materials (petrified wood, | 2,500 x HD |
| glassteel, adamantine, magic minerals) |

The cost of the materials per HD used in minor constructs cannot exceed 1,500 gold pieces. This means that all constructs made with special materials, metal, or steel are always considered major constructs.

**Probability of Success**

The chance of success depends both on the experience of the spellcaster and on the power of the construct, without considering whether or not he has already made one, and is calculated with this formula:

**(Int+Lvl) ×2 – (HD+ no powers) = success %**

If the attempt fails, the body created is lifeless and without any effective value (unless it is a well-worked statue and decorated with precious stones), and cannot be enchanted in any way.

**Experience Acquired**

Every spellcaster that attempts the task of creating a construct, acquires experience only if succeeds in the attempt. In general, he earns an amount of xp equal to the money spent creating the construct. Note that these xp are only gained the first time that he creates a certain type of construct with certain specific powers: if he then creates another, identical, one he doesn’t earn any xp. It is enough, however, to change at least four of the construct’s characteristics (between materials, powers, and Hit Dice) to make them different from earlier ones and gain xp.

**Construct Powers**

Each construct has the ST as a fighter of level equal to half its number of HD, Morale 12 (it only retreats if ordered to do so by its master), Movement speed equal to 60(30) feet per round, and has one attack per round, which causes a base damage of 1d8 hp. If he wants to improve these statistics, the spellcaster is forced to give the construct some powers, chosen from the common and special powers (see below). The creator is able to give the construct simple commands (as it has Intelligence 4), which the being always follows to the best of its ability, without ever betraying its master. The creator is the only one able to command it, unless he orders it to exclusively take orders from another: in this case, from that moment the construct only recognises the authority of its new master. The construct cannot be fooled by masks or disguises: it always without fail recognises its master as it shares a spiritual bond with the subject (in practice it only responds to his life force).

Each construct has a different base AC, which depends on the material from which it is made as shown on the following table (the AC of special materials is variable as it depends on the material in question):

**Table 1.11: Material Based Construct AC**

|  |  |
| --- | --- |
| Wood, straw, wax, clay, mud, cloth | AC 7 |
| Bone, flesh, crystal, glass | AC 6 |
| Hard or precious stone | AC 5 |
| Metal | AC 4 |
| Steel | AC 3 |
| Special materials | Varies |

Moreover, constructs made with less resistant materials (those of AC 7) always suffer full damage from fire-based attacks (if they aren’t immune to this element), and cannot be given the Boiling blood or Burning ray powers (see below for the list of Construct powers). However, thanks to the extreme malleability of the material, they only ever suffer half damage from bludgeoning weapons.

Constructs are magically animated and controlled creatures that cannot naturally reproduce or heal. When a construct is damaged, it can only recover hit points through magic cures, or thanks to a special power, or through a magic procedure that the spellcaster subjects it to, which allows the repair the creature with other replacement materials, spending 10 gp for every hp recovered, and requiring 1 hour per hp.

Any construct, given its nature, doesn’t need to breathe and is automatically immune to: every type of poison and gas, charm effects, aging, paralysis, critical hits and bleeding, effects of instantaneous death, or that influence the soul (as the construct lacks one).

As well as this, each construct can possess a certain number of common and special powers, based on the spell that created it. Minor constructs can have up to 6 common and 2 special powers. Major constructs can have up to 15 common powers and 1 special power for every 2 HD. Naturally, the more powers given to it, the greater the final cost, as well as the chance of the enchantment failing. Some powers listed in Table 1.12 (marked with an asterisk) are cumulative, and can be selected more than once to improve its effectiveness, but if this isn’t specified, each power can only be taken once.

***Note:***The undead beholder deserves a special mention. This terrifying being is in fact an undead created by demons and necromancers for obscure aims, or that chose the way of unlife to eternally continue their plans of conquest, and can only be created through necromantic or demonic powers.

**Table 1.12: Construct Powers**

***Common powers***

Extra attack (+1 attack)

Improved AC\* (-1 point)

Ability to also use melee weapons

Increased damage\* (higher dice, max d12)

Immunity to normal projectiles

Limited language (speech capacity: 10 words x lvl.)

Magnetic (attract iron items, Str check to free them)

Swim 150/50/15

Sixth sense (impossible to surprise)

Improved Saving Throws (Fighter of equal level)

Improved movement\* (+30 feet)

Fly 150/50 via wings (20 foot wingspan)

***Special powers***

Multiple attacks\* (max 4 attacks)➊

Multiple damage\* (+1 damage die, max 6 dice)

Immunity to normal weapons

Immunity to magic weapons\* (+1 each time, max +3)➋

Immunity to an element\* (fire, ice, or lightning)

Immunity to a spell level\* (max 5 levels)

Burning ray (extra attack, causes 2d6 hp)

Regeneration (1 hp/hour)

Boiling blood (each hit spray causes 2d6 hp, ST avoids)

Paralysing breath (10 ft. radius sphere, ST or Paralysed for 1d3 turns)

Deadly breath (10 ft. radius sphere, ST or die, once per turn)

Permanent see invisibility

➊This special power can only be acquired if it also has the Extra attack power.

➋This special power can only be acquired if it also has the immunity to normal weapons power.

**Example:** Zelda (27th-levell mage with Intelligence 18) decides to create a minor golem, an iron golem with 12 HD with a maximum of 6 common powers and 2 special powers. Zelda wants a golem as a guard, able to protect her from any attempt on her life and able to follow her anywhere, and therefore chose for her golem the following common powers: Immunity to normal missiles, Fly, improved Saving Throws, Extra attack (+1), improved AC (-1 point), and Sixth Sense. The two special powers she chose are: See invisible and Boiling blood. Zelda’s iron golem therefore has the following statistics: HD 12, AC 7, N° Att: 2 punches, Damage: 1d8/1d8, ST F12th, MV 60(30), Fly 150(50), ML 12; Sp. Defences: Boiling blood, See invisible, Sixth Sense, Immunity to poison, gas, paralysis, mental attacks, aging, instantaneous death, critical hits, and bleeding.

Based on her choice, Zelda must therefore spend: (2,000 × 12) + (1,000 × 6) + (5,000 × 2) = 24,000 + 6,000 + 10,000 = 40,000 gp in the creation of the golem, and her chance of success would be equal to: (27+18) × 2 – (12+6+2) = 90 – 20 = 70%. If the attempt succeeds, Zelda also gains 40,000 xp, otherwise she earns absolutely no xp.

***Annulment of Magic***

When constructs are struck by a spell that annuls magic or in an anti-magic area, as magically created and controlled beings, they suffer these effects in different ways. For minor constructs, effects similar to *dispel magic* cast on it simply render it inert for 1 round, at the end of which the construct can move and act normally. For greater constructs, the only effect of dispel magic is the annulling of its special powers for 1 round. Note, however, that for the spell to have an effect on the construct, the spellcaster must successfully overcome the normal failure chance associated with *dispel magic*, using the construct’s Hit Dice as a reference in respect to their own level.

A field or ray of anti-magic instead has the same effects on any construct, which renders it inert as long as the being remains within the anti-magic’s area of effect.

Individuals protected by an *anti-magic barrier* can be attacked normally be a construct.

***Enchanting Large Constructions***

As well as the listed magic items, it is also possible to enchant large-sized constructions, like houses, castles, and ships, although this process is usually very long, difficult, and expensive, and only the most powerful and patient spellcasters can hope to succeed.

“Large constructions” are items or constructions of volume greater than 300 cubic feet, and to enchant them requires a spellcaster of at least 18th-level, who needs to know all the spells he wishes to add to the construction.

The seven universal rules involved in the enchanting of large constructions are as follows:

1. It isn’t possible to combine on a single item both divine and arcane spells (one or the other), nor can these two types of spellcaster collaborate to create magic items.
2. It isn’t possible to add the *wish* spell to any construction.
3. It isn’t possible to add to a construction any spell that alters the characteristics of individuals in any way, or effects that the DM judges inappropriate for a construction;
4. Each magic effect must be separately enchanted on the construction. This is particularly true for reversed spells, as the normal form and the reversed form are considered two separate spells, to know what can be produced (for example, a door with *light* isn’t also able to create *darkness*, unless it has *also* been enchanted to produce this effect);
5. Each construction can have a maximum of 5 magic powers added to it, each of which must be enchanted on each section that it is composed of (see below for the number of sections a structure has);
6. The spells added to a structure must be permanent or usable with a certain frequency, never charged;
7. Enchanted constructions that fully enter an anti-magic area lose all their magic powers, often with highly destructive effect, but only if the area encompasses all of the construction. If the anti-magic only affects part of the structure, the spells added to the structure continue to function normally on all the construction.

**Required Elements**

Firstly, the item or construction must be made before the enchantment procedure. Usually, the structure is made by an expert of the sector, and only afterwards magically enchanted, like what happens with normal magic items, only that in this case the construction of the structure can require different amounts of time (take as an example castles and sailing ships). If the spellcaster has the appropriate general skill, he can supervise the work, and make a check once a day (with a relevant skill) to see if the work is going well or if there are imperfections in the structure that need correcting before it is too late. If he doesn’t have an appropriate skill, then the construction’s outcome is left to the workers and engineers, and the DM must make a secret check to see what the outcome is. Any errors can prejudice the structure’s integrity at the end of the process, at his discretion.

Next, the entire structure of the construction is enchanted. The structure is composed of several sections that, put together, form the true construction (so for example, in a ship there is the frame, hull, bridge, and masts, while in a house there is the foundations, walls, floors, and ceilings, and for a carriage there are the wheels and passenger compartment), and are usually composed of different materials (wood, stone, and iron are the most commonly used).

For enchantments that allow the structure to move in a normally impossible manner (like for example *fly* added to a ship, or any transport spell to a fixed structure), the whole structure must be made more resistant, and not built according to common methods, as it is a structure that normally wouldn’t be accustomed to the stresses of the movement and so they would collapse if built with mundane means. He can in this case act in two ways: use an engineer who can plan and build the structure according to the new specification, personally directing the work (which the spellcaster can also do, if he has the appropriate general skill), or employ spells to create resistant and permanent structures, which cannot be magically dispelled (only if the spellcaster uses the general skill needed to build that structure). In the second case, the various *woodform*, *stoneform*, and *ironform* or *steelform* are undoubtedly indispensable, as they are the only spells that allow the created matter to be shaped to assume the desired form, and knit it to the already existing parts; for this reason, usually only arcane spellcasters are able to enchant large constructions. The spells that instead create permanent magic walls (like *wall of stone* or *wall of iron*) aren’t suitable, as the created wall is separate from the rest of the construction, and would run the risk of falling with the slightest jolt. The suitable spell of creation must be cast three times by the spellcaster: the first to create the necessary mass, the second to give it the desired form, and the third to knit it to the other adjacent pieces of the structure (this procedure is also mentioned in the description of the spells given above).

To know what spells of creation are needed to make the entire structure, it is necessary to first calculate the structure’s total area, and then divide the total area in square feet by 300 (as each section is 300 square feet large), to obtain the number of structure’s sections to enchant. Each section must then be enchanted with any magic effect that he wishes to bind to the entire structure, up to a maximum of 5 different effects. It isn’t possible to add charged magic effects to a structure, but only permanent effects and those with a certain frequency of use, follow the rules for the complete cost given in the section *Enchanting magic items*.

For ease, Table 1.13 has the various spells of creation, with the maximum surface created by each (note therefore, that *woodform* and *stoneform* can cover 3 structure sections, while *ironform* or *steelform* need 4 casting to cover 1 section, equal in fact to 120 square yards), the thickness, AC, and Structural Points of the created matter.

**Table 1.13: Statistics of the Form Spells**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Spell*** | ***Surface*** | ***Thickness\*\**** | ***AC*** | ***SP\*\*\**** |
| *Clothform* (4th)\* | 900 ft2 | 2 mm | 8 | 20 HP\* |
| *Woodform* (5th) | 10,000 ft2 | 4 in | 7 | 12 |
| *Stoneform* (6th) | 10,000 ft2 | 4 in | 5 | 15 |
| *Ironform* (7th) | 900 ft2 | 4 in | 4 | 3 |
| *Steelform* (8th) | 900 ft2 | 4 in | 3 | 6 |

\**Clothform*: the cloth created with this spell has Hit Points and not Structural Points (see below) as it can be damaged by anything.

***\*\*Thickness*:***Woodform* and *stoneform* produce a 1,000 cubic feet volume, unlike *ironform* and *steelform*, which instead is limited to 90 cubic feet. In this table they have a minimum thickness of 4 inches, to guarantee the structural integrity of any construction. It is advised to not further reduce the thickness to magnify the surface of each section to avoid the structure breaking (it is even possible to increase the thickness of the outer walls to improve the SP).

***\*\*\*SP (Structural Points)***:are the Hit Points of large constructions, listed here based on the thickness given for the created material (unless for *clothform*, which is based on a square surface). Refer to the rules relating to Structural Points of Large Constructions given in the *Hit Points and Saving Throws of Items* section in Chapter 2. Based on the volume and material used, the structure has the following amount of SP:

Wood: 1 SP every 90 ft³ Iron: 1 SP every 36 ft³

Stone: 1 SP every 72 ft³ Steel: 2 SP every 36 ft ³

**Example:** Almanassar, 33rd-level mage with Intelligence 17, decides to construct a wooden flying ship (with a 70 feet long, 23 feet wide, and 20 foot deep hull) with constant air conditioning, with a total surface of about 30,000 ft2 (including the hull, bridge, and masts). He must therefore use 3 applications of *woodform* (each of which repeated three times to knit them together), and to enchant 3 sections (30,000/10,000 ft2) must add *fly* (3rd), *create atmosphere* (4th), and *climate* (3rd) to each of them. The ship has an AC of 7, and 36 SP (3 applications of *woodform* multiplied by 12 SP). If instead he had created a smaller ship within a volume of 12,000 ft3 (for example 80 ft long, 15 ft wide, and 10 ft deep) he could have saved time and money, and added just one permanent spell (*enchant vehicle* of 4th-level) to the entire structure to enable it to fly rather than the omnipresent *fly*.

**Probability of Success**

The formula to calculate the chance of success in the enchantment of large constructions is similar to that for the research of common spells, taking account that a check is needed for each single section (replace Intelligence with Wisdom for divine spellcasters).

**(Int+Lvl) ×2 – (3 × level) = success %**

Alternatively, instead of rolling the chance of success for every section, the DM could come to an agreement that after the spellcaster successfully enchants the first section he is automatically with each subsequent section. This would reflect the increased experience of the spellcaster, capable of correctly learning and repeating a series of procedures, after having executed successfully for the first time. In this way, the spellcaster must only make his chance of success once, calculating the chance based on the most difficult spell to apply (or that of the highest level). If the enchantment is successful, all the remaining sections are enchanted without problem and without wasting time and money. If instead the enchantment failed, then it is considered that a percentage of the total sections equal to 1d4 × 10 have been ruined in the process as it happened earlier. These sections must therefore be newly enchanted, with a further waste of time and money, following the same rule given here.

Often, to reduce the work time, more spellcasters of the same type can collaborate in the enchantment of a construction, provided that all know and be able to cast the spells added to the construction. In this case however, the chance of success for the enchantment of each section changes based on the level and Intelligence of each spellcaster (if not all of the same level), often reducing it if the collaborators are of a lower level to that of the head spellcaster. Finally to not complicate things too much, he can use the formula given above applied to an average of the level and Intelligence of all the participants, calculated by multiplying the level or Intelligence by the number of spellcasters that share that value, totalling up the values obtained, and dividing by the total number of spellcasters present.

***Average level of spellcasters*:**

Sum of (Level × no spellcasters of that level) of the spellcasters present / no spellcasters present

***Average Intelligence of spellcasters:***

Sum of (Intelligence × no spellcasters with that score) of the spellcasters present / no spellcasters present

**Example 1:** Almanassar, 33rd-level mage with Intelligence 17, wants to enchant a ship with permanent *fly* (3rd), *climate* (3rd), and *create atmosphere* (4th), so his chance of success with the first proposed method would be 91% (100 – 9) for the two 3rd-level spells, and 88% (100 – 12) for those of 4th-level. With the second method, the chance of success would be 88% for all the enchanted sections, and make only one roll. If the roll fails, then a percentage of 1d4 × 10 of the total sections (min 1) would fail and would need replacing. Suppose that the d4 result is 3, then 30% of the 3 sections, or 1 section, would need to be enchanted anew.

**Example 2:** If Almanassar (33rd-level mage with Intelligence 17) had been assisted in the attempt by 4 mages of 20th-level with Intelligence 15 and 2 of 18th-level with Intelligence 17, then the average level and Intelligence of the group of spellcasters to calculate the average chance of success would be:

Avg level: [33 + (20 × 4) + (18 × 2)] ÷ 7 = 149 ÷ 7 = 21

Avg Int: [17 + (15 × 4) + (17 × 2)] ÷ 7 = 111 ÷ 7 = 16

The chance to enchant 3rd-level spells would be 65% (74 – 9), while for that of 4th is 62% (74 – 12), still good values however.

**Time and Money**

To calculate the cost in gold pieces of the permanent enchantment of a large construction, multiply the level of each permanent spell added to it (excluding the spells of creation, already permanent) by the number of sections enchanted, and multiply the result by three thousand.

**Cost of a permanent spell:**

Spell level × no enchanted sections (min. ×2) × 3,000

If however spells with a pre-established frequency are added to the structure, the total cost changes, as a function of the frequency the spell can be used, taking account that it isn’t possible to enchant a structure with a power that has an hourly or number of turns frequency, and the maximum allowed is an annual frequency.

**Cost of a spell with a daily frequency (max. 4):**

Permanent cost × (70% + 3% per use)

**Cost of a spell with a weekly frequency (max. 7):**

Permanent cost × (60% + 3% per use)

**Cost of a spell with a monthly frequency (max. 4):**

Permanent cost × (50% + 3% per use)

**Cost of a spell with an annual frequency (max. 4):**

Permanent cost × (40% + 3% per use)

To calculate the total cost of the structure’s enchantment, it is enough to total up the cost of each single spell. If only permanent spells were used, the final cost can also be found by calculating the sum of the spell levels of the spells used, and multiplying it by the number of sections enchanted and then by three thousand.

**Total cost of structure with permanent spells:**

Sum of power levels used × no enchanted sections × 3,000

Clearly, if the spellcaster wants to add to specific items within the construction other magic effects (for example food creating tables or lamps of continual light), these must be calculated separately with the usual procedure. Moreover, the cost of any manual work in the structure’s construction must also calculated, if the spellcaster doesn’t personally build it with the spells of creation, based on the salaries of the workers and engineers, as given on page 133 of the *Rules Cyclopedia* (or according to a tariff set by the DM).

The time required to complete the procedure is given by the week used to plan the structure, plus the days needed to build it (either by mundane methods, or via spells of creation), added to the time required to add each magic effect to the various sections of the structure (1 day for every 1,000 gp of the enchantment’s total cost, during which the mage will be occupied with for 10 hours a day).

If more than one spellcaster participates in the project (as long that they all known and can cast the spells added to the construction), it is possible to divide the number of days derived from the total cost of the spells between them, to reduce the final construction time (if for example, 3 25th-level mages participated in the construction of an enchanted vessel that has a final value of 300,000 gp, it wouldn’t take 300 days plus a week, but only 100 days plus a week, for the spellcasters). However, each spellcaster involved in the task are paid as “specialised workers” (usually the salary of these assistants is 200 gp per level), unless it is as a favour to the project leader, or participates in the enchantment as a co-owner of the construction.

**Example 1:** Almanassar (33rd-level mage), to create the flying ship with permanent air conditioning described in the previous paragraph (8 sections to enchant), is forced to spend the sum of:

Permanent *fly*: 3 × 8 × 3,000 = 72,000

Permanent *Climate*: 3 × 8 × 3,000 = 72,000

Permanent *Create atmosphere*: 4 × 8 × 3,000 = 96,000

Total: 72,000 + 72,000 + 96,000 = 240,000 gp

The first number of the multiplication is the spell level, the second the number of section to which it is applied. Seeing that Almanassar has only used permanent spells, the formula could also be expressed in this way (the result doesn’t change):

(3+3+4) × 8 × 3,000 = 10 × 8 × 3,000 = 240,000 gp

Considering that a 33rd-level mage can cast 8 5th-level spell daily (*woodform* is 5th-level), the time required to create the complete structure is 2 days: he needs 3 applications of *woodform* to cover the 8,612 ft2 of the ship’s surface, but each must be cast three times to make the structure solid and fix the various parts, for a total of 9 *woodform* spells. Almanassar can make them all by himself as he has the *Aerospace engineer* skill, so doesn’t need other workers or supervisors. Add to these two days the time for the planning and enchantment, which is a week and 240 days (total cost divided by 1,000), the ship would be complete in 249 days, during which Almanassar will be engaged for 10 hours per day.

**Example 2:** Shagan-kin (30th-level mage) wants to create a stone castle capable of permanent flight, with a permanent displacing field and capable of becoming invisible (making it also invisible to those within it, who must however be able to see the thing to move it, and so are equipped with helmets enchanted with *see invisible*) at least 3 times per day. Considering that it is a castle of 65 feet per side and 22 feet high, the total surface to enchant is equal to: 12,675 (for 2 floors and 1 ceiling) + 5,720 (for 4 outer walls) + 1,430 (for the inner walls) = 19,825 ft2. (or 20 sections). The total cost of the work would then be equal to:

Permanent *Fly*: 3 × 20 × 3,000 = 180,000

Permanent *Displacement*: 4 × 20 × 3,000 = 240,000

*Sphere of Invisibility* (3 times per day):

(3 × 20 × 3,000) × 79% = 142,200

Total: 180,000 + 240,000 + 142,200 = 562,200 gp

Considering that a 30th-level mage can daily cast 7 6th-level spells (*stoneform* is 6th-level), the time required to create the complete structure is 3 days: he needs 7 applications of *stoneform* to cover the 19,825 ft2 of the castle’s surface, but each must be cast three times to make the structure solid and fix the various parts, for a total of 21 *stoneform* spells (21 ÷ 7 = 3 days). Shagan-kin can do all this himself as he has the *Building engineer* skill, so he doesn’t need labourers and other foremen. Adding to these 3 days the time for the planning and enchantment, which is a week and 535 days (total cost divided by 1,000), the castle would be completed in 545 days (a year and a half!), during which Shagan-kin will be engaged for at least 10 hours per day in the ceremony.

**Example 3:** If Shagan-kin of example 2 had taken advantage of the aid of 10 spellcasters (whose level and Intelligence are irrelevant to determine the time required, se non fosse for the reduced chance of success in the various spells), then the time required to construct his invisible flying castle would have been: 1 day for the creation of the structure (seeing as the 11 spellcasters can easily cast the 21 spells of *stoneform* to make the structure in a single day) + 7 days (week of planning) + 535 ÷ 11 days = 1 + 7 + 49 = only 57 days (against the 545 taken by Shagan-kin alone). The time (and cost) would be increased if all the sections hadn’t been perfectly enchanted, but would surely have been lower than that taken by a spellcaster working alone. However, Shagan-kin would have had to pay out more money based on their level, to compensate for the assistance of the other ten spellcasters involved (as if they were well paid specialised workers), unless they were his firends or debtors and worked for free.

**Experience Acquired**

Every spellcaster that attempts the task of enchanting a construction acquires enormous experience. In general, as for the enchantment of a magic item, the spellcaster earns an amount of xp equal to the money spent for the enchantment of the construction (excluding therefore any expense derived from the workers and common labourers), including the failed attempts on any section, but only once the enchantment is finished. For any successful attempt to replicate, afterwards, the same structure with the same powers, the spellcaster doesn’t earn any xp, as the experience, although extremely difficult, isn’t innovative or instructive, as he had already learnt everything from his first attempt. Only if he modifies some or all the spells added to the structure does he earn new experience. In this case, the xp acquired would be the percentage relating to the new spells in respect to the total number added to the structure.

If more than one spellcaster participates in the creation of the structure, the total xp value of the enchantment is divided equally between the participants.

**Example 1:** Almanassar is successful in enchanting his flying ship alone, successfully adding the chosen spells to each section on his first attempt. The total cost of the ship is 240,000 gp, and he earns 240,000 xp, nearly two levels! If he should create ships of the same type, the cost would be the same, but he wouldn’t earn any xp.

**Example 2:** Almanassar wants to create a new flying ship but rather than add the three spells *fly*, *climate*, and *create atmosphere* as he has already done, he decides to add only *displacement* and *fly*. This means that on completion he earns half the ship’s value in xp (having used 1 new spell of the two added to the vessel).

**Example 3:** Almanassar has decided to get the help of 6 lower level spellcasters to reduce the production time, paying however all the costs himself to obtain exclusive ownership of the flying ship. So, at the end of the attempt each spellcaster gains 240,000 ÷ 7 = 34,285 xp.

***Table for the Random Generation of Magic Items***

To aid the Dungeon Master’s task and make it easier to generate in a moment any magical treasure that the characters discover, there follows a series of tables that allow the generation of a random magic item in less than five minutes. All that is needed to do so is to follow the two phases for generating the item:

Phase 1: Determine the item type

Phase 2: Determine the type and number of powers

**Phase 1: Item Type**

**Table 1.14: Generate a Magic Item**

|  |  |
| --- | --- |
| ***D20*** | ***Type of Magic Item*** |
| 1-3 | Weapon (see Table 1.15) |
| 4-5 | Armour (see Table 1.16) |
| 6 | Shield (see Table 1.16) |
| 7-9 | Wand (see Table 1.17) |
| 10 | Staff (see Table 1.17) |
| 11 | Rod \* |
| 12-14 | Potion/Philtre or Unguent\* |
| 15-16 | Scroll \* |
| 17-18 | Accessory (see Table 1.18) |
| 19 | Common items (see Table 1.19) |
| 20 | Clothing (see Table 1.20) |

\*For scrolls, potions, unguents, or rods, determine if the power is arcane or divine (roll any die: even is arcane, odd is divine), and randomly select the spell level (2d4–1 for divine spells, 1d10 for arcane spells where a result of 0-1 indicates 1st-level), then select the type of spell based on those available.

A scroll can hold up to a maximum of three spells of any type.

A rod is always permanently enchanted with a non-instantaneous spell.

It is possible to only enchant a potion with a power that has one creature as its area of effect or is controllable by the subject, and whose effect doesn’t create matter or energy from nothing (for example *fireball* or *summon planar ally*). The potion is activated immediately when drunk (an action that requires a round), lavishing its power on the drinker, who quickly becomes aware of the potion’s ability.

With unguents instead it is only possible to add spells that influence a single creature and their effects are only activated when the entire dose is applied to the skin of one subject (procedure that takes a round).

**Phase 2: Type and Number of Powers**

**Table 1.15: Primary Power of the Weapon**

|  |  |
| --- | --- |
| ***D100*** | ***Weapon bonus*** |
| 01-50 | +1 |
| 51-70 | +2 |
| 71-83 | +3 |
| 84-87 | +4 |
| 88-90 | +5 |
| 91-00 | Extra power\* |

\*Roll again on the table to establish the weapon’s primary bonus, then use table 1.15a to determine the secondary power.

**Table 1.15a: Extra Powers of the Weapon**

|  |  |
| --- | --- |
| ***D100*** | ***Extra power*** |
| 01-40 | +1 vs. enemy\* |
| 41-60 | +2 vs. enemy\* |
| 61-75 | +3 vs. enemy\* |
| 76-85 | +4 vs. enemy\* |
| 86-90 | +5 vs. enemy\* |
| 91-98 | Spell (see Table 1.16a) |
| 99-00 | Intelligent (see Table 1.21) |

\*This value is added to the primary bonus and the total gives he secondary bonus against a specific type of enemy, as determined by table 1.15b (for clarification of the categories given below, refer to the paragraph *Items with a specific addressee* in the section *Enchanting Magic Items*).

**Table 1.15b: Weapon’s Chosen Enemy**

|  |  |
| --- | --- |
| ***D100*** | ***Category of creature*** |
| 01-10 | Aligned beings\* |
| 11-15 | Animals |
| 16-17 | Arcane or divine spellcasters |
| 18-22 | Constructs |
| 23-24 | Demi-humans |
| 25-34 | Dragons |
| 35-38 | Enchanted monsters |
| 39-43 | Extraplanar |
| 44-53 | Fantastic beasts |
| 54-55 | Fey |
| 56-63 | Giants |
| 64-69 | Goblinoids |
| 70-76 | Lycanthropes |
| 77-81 | Regenerating creatures |
| 82-86 | Sea creatures |
| 87-90 | Shapechangers |
| 91-99 | Undead |
| 00 | Weapon users |

\*roll 1d4: 1. Law; 2. Chaos; 3. Good; 4. Evil

**Table 1.16: Power of Armour or Shields**

|  |  |
| --- | --- |
| ***D100*** | ***Protective bonus*** |
| 01-50 | +1 |
| 51-70 | +2 |
| 71-80 | +3 |
| 81-87 | +4 |
| 88-90 | +5 |
| 91-00 | Spell\* |

\*Roll on Table 1.16: the result gives the item’s protective bonus. Then roll on table 1.16a to determine the type of spell added to the item.

**Table 1.16a: Type and Number of Spells**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***D100*** | ***Type*** |  | ***D6*** | ***No Spells*** |
| 01-50 | Arcane | 1-3 | 1 |
| 61-00 | Divine | 4-5 | 2 |
|  | | | 6 | 3 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***A / D*** |  |  |  | |
| ***D12*** | ***Spell Lvl.*** | ***D8*** | ***Arcane school*** |
| 1-3 | 1st | 1 | Abjuration |
| 4-6 | 2nd | 2 | Conjuration |
| 7-8 | 3rd | 3 | Divination |
| 9 / 9-10 | 4th | 4 | Enchantment |
| 10 / 11 | 5th | 5 | Evocation |
| 11 / 12 | 6th | 6 | Illusion |
| 12 / - | 7th | 7 | Necromancy |
| 8 | Transmutation |

Once the power level of the spell added to the weapon, armour, or shield has been established, determine its school, if it is an arcane spell. Then select a spell appropriate to the level (and school), taking account of the restrictions and advice given in the section relating to *Enchanting Armour and Shields*, based on the tables of arcane (Volume 1) and divine (Volume 2) spells.

**Table 1.17: Powers of Wands or Staffs**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***D100*** | ***Type*** |  | ***D8*** | ***No Spells*** |
| 01-50 | Arcane | 1-3 | 1 |
| 61-00 | Divine | 4-5 | 2 |
| 6 | 3 |
| 7 | 4 |
| 8 | 8 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***A / D*** |  |  |  | |
| ***D20*** | ***Spell Lvl.*** | ***D8*** | ***Arcane school*** |
| 1-5 | 1th | 1 | Abjuration |
| 6-10 | 2th | 2 | Conjuration |
| 11-13 | 3th | 3 | Divination |
| 14-15 | 4th | 4 | Enchantment |
| 16 / 16-17 | 5th | 5 | Evocation |
| 17 / 18-19 | 6th | 6 | Illusion |
| 18 / 20 | 7th | 7 | Necromancy |
| 19 / - | 8th | 8 | Transmutation |
| 20 / - | 9th |  | |

Once the type of magic (arcane or divine) and the spell level are established, determine the number of spells associated to the item, and for each determine its school, if it is an arcane spell. Then choose a spell appropriate to the level (and school) to add to the item, taking account of the restrictions and advice in the section relating to *Enchanting Wands and Staffs*, based on the tables of arcane (Vol. 1) and divine (Vol. 2) spells.

Wands and staffs can hold any type of arcane or divie spell. It is possible to enchant wands with a maximum of three different magic powers, staffs are able to accommodate up to five.

Only those holding the item can activate its power with a vocal command, and only a spellcaster of the type appropriate to the effects possessed by the wand or staff (arcane or divine) can use it.

**Table 1.18: Accessories**

|  |  |
| --- | --- |
| ***D100*** | ***Accessory type*** |
| 01-20 | Amulet / Talisman |
| 21-40 | Ring |
| 41-50 | Bracelet |
| 51-55 | Anklet |
| 56-65 | Necklace / Pendant |
| 66-70 | Crown / Tiara |
| 71-75 | Headband |
| 76-80 | Glasses |
| 81-85 | Earrings |
| 86-00 | Brooch |

It is possbile to enchant an accessory with a maximum of 3 magic powers of any type (but no more than 1 offensive power), as well as any protection bonus.

To determine the type of power associated with the item, roll on Table 1.18a.

**Table 1.18a: Accessory Powers**

|  |  |
| --- | --- |
| ***D100*** | ***Item power*** |
| 01-40 | Spell (Table 1.18b) |
| 41-50 | Protection and Spell\* |
| 51-65 | Protection +1 |
| 66-80 | Protection +2 |
| 81-90 | Protection +3 |
| 91-97 | Protection +4 |
| 98-00 | Protection +5 |

\*The item gains a protection bonus and one or more additional spells. Roll again on table 1.18a for the item’s protection bonus and then roll on Table 1.18b for the item’s spell.

**Table 1.18b: Spells of Miscellaneous Items**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***D100*** | ***Type*** |  | ***D6*** | ***No Spells*** |
| 01-50 | Arcane | 1-3 | 1 |
| 61-00 | Divine | 4-5 | 2 |
|  |  | 6 | 3 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***A / D*** |  |  |  | |
| ***D20*** | ***Spell Lvl.*** | ***D8*** | ***Arcane school*** |
| 1-5 | 1st | 1 | Abjuration |
| 6-10 | 2nd | 2 | Conjuration |
| 11-13 | 3rd | 3 | Divination |
| 14-15 | 4th | 4 | Enchantment |
| 16 / 16-17 | 5th | 5 | Evocation |
| 17 / 18-19 | 6th | 6 | Illusion |
| 18 / 20 | 7th | 7 | Necromancy |
| 19 / - | 8th | 8 | Transmutation |
| 20 / - | 9th |

**Table 1.19: Common Items**

|  |  |
| --- | --- |
| ***D100*** | ***Item type*** |
| 01-03 | Tapestry or Painting |
| 04-13 | Tools (nail, lockpicks, pen, hook, etc.) |
| 14-16 | Brazier, Incense burner, or Thurible |
| 17-18 | Bell or Handbell |
| 19-23 | Small container (bag, bottle, coffer, etc.) |
| 24-28 | Large container (amphora, trunk, sack, etc.) |
| 29-31 | Cord, Chain, or Handcuffs |
| 32-35 | Tack for mount (bridle, shoes, saddle, etc.) |
| 36-39 | Gem or Ball |
| 40-44 | Lamp or Torch |
| 45-48 | Blackboard or Tablet |
| 49-58 | Book, Map, or Scroll |
| 59-63 | Furniture (closet, bench, chair, table, etc.) |
| 64-68 | Unusual items (hourglass, wheel, egg, etc.) |
| 69-73 | Sceptre |
| 74-79 | Crystal ball |
| 80-84 | Mirror |
| 85-89 | Statue or Figurehead |
| 90-94 | Musical instrument |
| 95-97 | Carpet, Curtain, or Tablecloth |
| 98-00 | Household tools (needle, scissors, broom etc.) |

The list given above isn’t exhaustive, but includes all the items of common use generally associated to that magic power in the more famous legends or fables. The DM can certainly add to the list. In general, it is possible to enchant an item of this category with a maximum of 3 magic powers, but not more than 2 offensive powers.

To determine the number and type of powers associated with the item, roll on Table 1.18b (see above).

**Table 1.20: Clothing**

|  |  |
| --- | --- |
| ***D100*** | ***Type of clothing*** |
| 01-05 | Trousers |
| 06-10 | Shirt |
| 11-20 | Hat or Helm |
| 21-35 | Belt |
| 36-50 | Gloves |
| 51-65 | Cloak or Coat |
| 66-70 | Mask |
| 71-75 | Sandals |
| 76-80 | Scarf or Handkerchief |
| 81-90 | Boots |
| 91-95 | Tabard |
| 96-00 | Tunic or Habit |

It is possible to enchant clothing with a maximum of 3 magic powers that directly act on its wearer (range zero), or with 1 offensive power (which causes physical damage, often when the victim is touched).

To determine the number and type of powers associated with the item, roll on Table 1.18b (see above).

**Table 1.21: Intelligent Items**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***D12*** | ***INT*** | ***Type of Powers*** | ***D12*** | ***#Powers*** |
| 1-4 | 9-10 | Only Common | 1-4 | 1 |
| 5-7 | 11-12 | Max 1 Extraordinary | 5-7 | 2 |
| 8-9 | 13-15 | Max 2 Extraordinary | 8-9 | 3 |
| 10-11 | 16-17 | Max 3 Extraordinary | 10-11 | 4 |
| 12 | 18+ | Max 4 Extraordinary | 12 | 5 |

Based on the Intelligence of the victim imprisoned in the item, it is possible to associate to the item a certain type of powers: ***common powers*** (arcane spells of 1st and 2nd-level, evocable up to three times per day) or ***extraordinary powers*** (arcane spell of 3rd to 6th-level, evocable once per day). It can bind to the soul up to 5 spells, whose common and extraordinary combination depends on the Intelligence of the victim trapped in the item (see above).

To establish the type of extraordinary powers of the item, refer to Table 1.21a.

**Table 1.21a: Powers of Intelligent Items**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Common*** | |  | ***Extraordinary*** | |
| ***D4*** | ***Spell Level*** |  | ***D100*** | ***Type*** |
| 1-2 | 1st |  | 01-60 | Arcane |
| 3-4 | 2nd |  | 71-00 | Typical\* |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Arcane Spells*** | |  | ***Typical Powers\**** | |  | ***Divine Spells*** | |
| ***D10*** | ***Lvl.*** | ***D12*** | ***Spell Lvl.*** | ***D10*** | ***Lvl.*** |
| 1-4 | 3rd | 1-2 | Divine Spells | 1-3 | 1st |
| 5-7 | 4th | 3-4 | Innate | 4-5 | 2nd |
| 8-9 | 5th | 5-6 | Thief Skills | 6-7 | 3rd |
| 10 | 6th | 7 | Ftr THAC0 | 8 | 4th |
|  |  | 8 | 2nd attack | 9 | 5th |
|  |  | 9 | 3rd attack | 10 | 6th |
|  |  | 10 | Damage x2 |  |  |
|  |  | 11 | Damage x3 |  |  |
|  |  | 12 | Damage x4 |  |  |

\*As well as his available arcane spells, a spellcaster can choose to use as one of the item’s extraordinary powers a natural or magical ability of the soul trapped in the item. The “Typical” result means that the imprisoned creature can cast divine spells (Divine Spells) or has innate magic powers (Innate – choose a magical creature that could be trapped in the item, and give the item one of its innate magic powers) or an extraordinary class ability usable once per day (Thief skills, THAC0 of a Fighter of level 1d20+9, Increased damage, or Multiple attacks), ability added to the item as an extraordinary power.

**Table of Original Magic Items**

The following tables list all the magic items presented in the Rules Cyclopedia and in the Companion set, each with its reference spell (the letters C and D indicate clerical and druidic spells) and the creation cost in gold pieces, calculated according to the rules introduced in this volume (wands and staffs have the maximum number of charges).

|  |  |  |  |
| --- | --- | --- | --- |
| **D%** | **Potions** | **Cost** | **Spell** |
| 01-02 | Agility | 500 | 5th, *cat’s grace* |
| 03-04 | Merging | 200 | 2nd, *melding* |
| 05 | Anti-insect | 200 | 2ndD, homonym |
| 06-09 | Antidote | 200 | 2ndC, *poison resist.* |
| 10-12 | Climbing | 100 | 1st, *spider climb* |
| 13-15 | Polymorph self | 400 | 4th, homonym |
| 16-17 | Speech | 300 | 3rd, *tongues* |
| 18-19 | Clairaudience | 300 | 3rd, *Clairaudience* |
| 20-21 | Clairvoyance | 300 | 3rd, *Clairvoyance* |
| 22 | Control animals | 300 | 3rd, homonym |
| 23 | Control dragons | 600 | 6th, homonym |
| 24 | Control giants | 500 | 5th, homonym |
| 25 | Control undead | 600 | 6th, homonym |
| 26 | Control plants | 400 | 4th, homonym |
| 27 | Control humanoids | 200 | 2nd, homonym |
| 28-29 | Courage | 500 | 5th, *ir. constitution* |
| 30-32 | Growth | 300 | 3rd, *enlarge* |
| 33-38 | Super healing | 500 | 5thC, *cure critical* |
| 39-40 | Defence | 400 | 4th, *defensive aura* |
| 41-42 | Elasticity | 200 | 2nd, homonym |
| 43 | Heroism | 700 | 7th, homonym |
| 44-46 | ESP | 200 | 2nd, homonym |
| 47-48 | Elemental form | 500 | 5th, homonym |
| 49 | Ethereal form | 600 | 6th, homonym |
| 50-53 | Gaseous form | 300 | 3rd, homonym |
| 54 | Luck | 700 | 7thC, homonym |
| 55-57 | Strength | 500 | 5th, *bull’s strength* |
| 58 | Giant strength | 800 | 8th, homonym |
| 59-62 | Healing | 100 | 1stC, *cure light* |
| 63 | Delusion | 600 | 6th, homonym |
| 64-66 | Invisibility | 200 | 2nd, homonym |
| 67-68 | Invulnerability | 400 | +2 bonus ST+AC |
| 69-70 | Levitation | 200 | 2nd, homonym |
| 71-72 | Liberty | 400 | 4thC, *freedom of movement* |
| 73 | Longevity | 21,000 | 9th, homonym |
| 74-75 | Longsight | 100 | 1st, homonym |
| 76-77 | Blending | 200 | 2nd, *camouflage* |
| 78-79 | Swim | 200 | 2nd, homonym |
| 80-82 | Fire Resistance | 200 | 2ndC, *resist elem.* |
| 83-84 | Water Breathing | 300 | 3rd, *breathe elem.* |
| 85-86 | Diminution | 300 | 3rd, homonym |
| 87 | Treasure Finding | 200 | 2nd, *locate object* |
| 88-89 | Dreamspeech | 500 | 5th, homonym |
| 90-93 | Poison | 10-1000 | Effects vary |
| 94-97 | Haste | 300 | 3rd, homonym |
| 98-00 | Fly | 300 | 3rd, homonym |

|  |  |  |  |
| --- | --- | --- | --- |
| **D%** | **Scrolls** | **Cost** | **Spell** |
| 01-03 | Cartography (1/d) | 13,140 | 3rd, *geographic map* |
| 04-06 | Communication (p) | 12,000 | 2nd, homonym |
| 07-08 | Creation (1/d) | 35,040 | 8th, homonym |
| 09-10 | Mages (1/d) | 43,80 | 1st, *analyse* |
| 11-13 | Equipment (p) | 30,000 | 5th, *fabricate* |
| 14-15 | Illumination (p) | 12,000 | 2ndD, *create fire* |
| 16-42 | Spells (1 use) | 100 x lv | varies 1st-9th |
| 43-45 | Spell Catching (1/d) | 21,900 | 5th, homonym |
| 46-47 | Trapping (1 use) | 800 | 8th, *create any item* |
| 48-60 | Cursed (1 use) | 400 | 4th, *curse* |
| 61-64 | Portals (2/d) | 18,240 | 4th, *pass wall* |
| 66-73 | Prot. from lycant. 1 use | 400 | 4th, *mystic circle* |
| 74-80 | Prot. from undead 1use | 400 | 4th, *mystic circle* |
| 81-85 | Prot. from elem’tal 1use | 400 | 4th, *mystic circle* |
| 86-88 | Prot. from magic 1 use | 800 | 8th, homonym |
| 89 | Shelter (p) | 42,000 | 7th, *dimen. refuge* |
| 90 | Repetition (1/d) | 34,020 | 9th, *greater memory* |
| 91 | Delay (1 use) | 800 | 8th, *delay* |
| 92-94 | Mapping (p) | 24,000 | 4th, *focused map* |
| 95-00 | Truth (1/d) | 8,760 | 2nd, *ESP* |

|  |  |  |  |
| --- | --- | --- | --- |
| **D%** | **Rings** | **Cost** | **Spell** |
| 01-02 | Spell Storing | 54,000 | 9th, *grt. sp.bind. bar.* |
| 03-04 | Elemental Adaption (1) | 15,300 | 3rd, *breathe elements* |
| 05-06 | Elemental Adaption (2) | 16,200 | 3rd, *breathe elements* |
| 07-08 | Elemental Adaption (4) | 18,000 | 3rd, *breathe elements* |
| 09-12 | Ear (3/d) | 8,880 | 2nd, *arcane senses* |
| 13-16 | Water Walking p | 12,000 | 2ndC, *sure step* |
| 17-18 | Control Animals (p) | 18,000 | 3rd, homonym |
| 19-20 | Control Plants (p) | 24,000 | 4th, homonym |
| 21-22 | Control Person (p) | 12,000 | 2nd, homonym |
| 23-25 | Weakness (p) | 30,000 | 5th, *bull’s strength* curse |
| 26 | Wish (1 use) | 40,000 | 9th, homonym |
| 27-28 | Spell Eating (1/d) | 30,660 | 7th, *barrier of spell turning,* curse |
| 29-30 | Summon Genie (1/w) | 28,800 | 6th, *sum. planar ally* |
| 31-35 | Deceit | \* | curse |
| 36-40 | Invisibility (1/t) | 11,040 | 2nd, homonym |
| 41-43 | Memory (1/d) | 39,420 | 9th, *greater memory* |
| 44-46 | Delusion | \* | curse |
| 47-52 | Protection +1 | 6,000 | - |
| 53-56 | Protection +2 | 12,000 | - |
| 57-58 | Protection +3 | 18,000 | - |
| 59-60 | Protection +4 | 24,000 | - |
| 61 | Protection +5 | 30,000 | - |
| 62-64 | Resistance (40 ch) | 11,000 | 2nd, *apnea*, 3rd, *sustenance* |
| 65-70 | Fire Resistance (p) | 10,800 | 2ndC, *resist elements* |
| 71 | Spell Turning (1/d) | 30,660 | 7th, homonym |
| 72 | Regeneration (p) | 6,000 | 1stC, Invigor. glyph |
| 73-74 | Remedies (1/d as C25th) | 24,090 | 3rdC, *rem. blindness, disease, rem. curse*, 4th, *neutralise poison* |
| 75 | Holiness (1/d) | 26,280 | 6thC, homonym |
| 76-79 | Safety (1 ch) | 400 | 4thC, *life protection* |
| 80-81 | Security (4 ch.) | 6,000 | 5th, *déjà-vu* |
| 82-84 | Truthfulness (p) | 6,000 | 1stC, *detect lies* curse |
| 85-86 | Telekinesis (p, rge ½) | 27,000 | 5th, homonym |
| 87-89 | Seeing (1/d) | 21,900 | 5th, *trueseeing* |
| 90-93 | Haste (1/d, dur ½) | 11,340 | 3rd, homonym |
| 94-97 | Truth (3/d) | 4,740 | 1stC, *detect lies* |
| 98-00 | X-Ray Vision (1/h) | 19,680 | 4th, homonym |

|  |  |  |  |
| --- | --- | --- | --- |
| **D%** | **Rods** | **Cost** | **Spell** |
| 01-10 | Weaponry | 42,000 | 7th, *magical double* |
| 11-15 | Cancellation | 48,600 | 9th, homonym |
| 16-20 | Dominion | 42,000 | 7thC, *divine blessing* |
| 21-40 | Inertia | 36,000 | 6th, *control inertia* |
| 41-60 | Parrying | 18,000 | 3rdC, *parrying* |
| 61-70 | Wyrm | 36,000 | 6th, *rod of the wyrm* |
| 81-95 | Health | 56,940 | See staff of healing |
| 96-00 | Victory | 42,000 | 7thC, homonym |

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| **D%** | **Staves** | **Cost** | **Spell** |
| 01-20 | Striking | 12,000 | 3rd, homonym |
| 21-30 | Command | 21,000 | *control animals, plants, humans* |
| 31-45 | Dispelling | 36,000 | 9th, *disjunction* |
| 46-50 | Druid (staff +3) | 37,000 | 7thD, *univ. harmony* |
| 51-55 | Elements x1 (staff +2) | 43,350 | 9th, *elemental pow.* |
| 56-58 | Elements x2 (staff +2) | 45,900 | 9th, *elemental pow.* |
| 59-60 | Elements x4 (staff +2) | 51,000 | 9th, *elemental pow.* |
| 61-68 | Harming (staff +1) | 28,000 | 3rdC, *cause disease, blindness, ser. wnds*, 4th, *create poison* |
| 69-77 | Healing (staff +1) | 28,000 | 3rdC, *cure blindness, disease, serious wnds*, 4th, *neutralise poison* |
| 78-82 | Withering | 36,000 | 9th, homonym |
| 83-88 | Power (staff +1) | 36,000 | 3rd *lightning bolt, cont. light, fireball*, 4th, *ice storm*, 5th *telekinesis* |
| 89-98 | Snake (staff +1) | 19,000 | 4thD, homonym |
| 99-00 | Wizardry (staff +1) | 54,000 | v. Power and add 2nd *invisibility, web*, 4th, *pass wall,* 5th, *hold monster, summon elemental* |

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| **D%** | **Wands** | **Cost** | **Spell** |
| 01-10 | Find Metal | 4,000 | 1st, *locate metals* |
| 11-15 | Cold | 12,000 | 3rd, *cone of cold* |
| 16-20 | Lightning | 12,000 | 3rd, *lightning bolt* |
| 21-30 | Illusions | 8,000 | 2nd, *phantasmal force* |
| 31-40 | Detect Magic | 4,000 | 1st, homonym |
| 41-50 | Detect Enemies | 3,800 | 1stD, *detect danger* |
| 51-55 | Detect Secret Doors | 4,000 | 1st, *det. secret pass.* |
| 56-60 | Detect Traps | 8,000 | 2ndC, homonym |
| 61-65 | Fireball | 12,000 | 3rd, homonym |
| 66-70 | Paralysis | 16,000 | 4thC, *paralysis* |
| 71-80 | Fear | 8,000 | 2nd, homonym |
| 81-90 | Negation | 12,000 | 3rd, *dispel magic* |
| 91-00 | Transformations | 20,000 | 4th, *polymorph and polymorph self* |

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| **D%** | **Miscellaneous Items** | **Cost** | **Spell** |
| 01-02 | Amulet against Crystal balls and ESP (p) | 42,000 | 2nd, *mind shield* and 5th, *magic sanctum*. |
| 03-04 | Bowl of Water Elemental Control (1/d) | 21,900 | 5th, *summon water elemental* |
| 05 | Undersea boat | 36,000 | Relic |
| 06-11 | Bag of Holding (p) | 18,000 | 3rd, *magic container* |
| 12 | Bag of Devouring (p) | 18,000 | 3rd, *cursed container* |
| 13-14 | Brazier of Fire Elemental Control (1/d) | 21,900 | 5th, *summon fire elementals* |
| 15 | Nail, Finger | \* | curse |
| 16-19 | Nail of Pointing (1/d) | 8,760 | 2nd, *locate object* |
| 20 | Belt of Giant Strength (p) | 48,000 | 8th, homonym |
| 21-23 | Magic Rope (p) | 12,000 | 2nd, homonym |
| 24-25 | Horn of Blasting (1/t) | 5,400 | 1st, *sonic blast* |
| 26 | Chime of Time (p) | 6,000 | 1st, *time marker* |
| 27-29 | Helm of Reading (p) | 12,000 | 1st, *read languages and magic* |
| 30-31 | Helm of Telepathy (p) | 30,000 | 5th, homonym |
| 32-33 | Helm of Alignment Change | \* | curse |
| 34 | Helm of Teleportation (1/d) | 30,660 | 7th, homonym |
| 35 | Efreeti Bottle (1use) | 10,000 | 8th, *arcane trap* |
| 36-38 | Gauntlets of Ogre Power (p) | 30,000 | 5th, *bull’s strength* |
| 39 | Lamp, Hurricane (1/d) | 17,520 | 4th, *whirlwind* |
| 40-44 | Slate of Identification (4/d) | 4,920 | 1st, *analyse* |
| 45-46 | Displacer Cloak (p) | 24,000 | 4th, *displacement* |
| 47-48 | Elven Cloak (1/t) | 10,800 | Relic |
| 49-51 | Medallion of ESP (p) | 12,000 | 2nd, homonym |
| 52 | Training Muzzle (p) | 24,000 | 4th, *magic muzzle* |
| 53-54 | Quill of Copying (p) | 24,000 | 4th, *faithful copy* |
| 55-56 | Stone of Earth Elemental Control (1/d) | 21,900 | 5th, *summon earth elemental* |
| 57 | Wheel of Floating (p) | 6,000 | 1st, *float in air* |
| 58-60 | Scarab of Protection (12 ch) | 6,080 | 4thC, *life protection* |
| 61-62 | Broom of Flying (p) | 24,000 | 4th, *enchant vehicle* |
| 63-65 | Crystal Ball with Clairaudience (3/d) | 18,960 | 4th, *clairaudience* |
| 66-70 | Crystal Ball (3/d) | 13,320 | 3rd, *clairvoyance* |
| 71 | Crystal Ball with ESP (3/d) | 23,160 | 2nd *ESP*, 3rd *clairvoyance* |
| 72 | Mirror of Life Trapping (p) | 42,000 | 7th, *dimen. prison* |
| 73-74 | Boots of Jumping (p) | 6,000 | 1st, homonym |
| 75-76 | Boots of Leviation (p) | 12,000 | 2nd, homonym |
| 77-78 | Elven Boots (p) | 6,000 | Relic |
| 79-81 | Boots of Travelling (1/d) | 4,380 | 1st, *longstride* |
| 82 | Talisman, Grtr. Elem. (10 ch) | 24,000 | 6th, *elemental travel, bind elemental* |
| 83 | Talisman, Lssr. Elem. (p) | 30,600 | 6th, *elemental travel* |
| 84-85 | Drums of Panic (p) | 12,000 | 2nd, *fear* |
| 86-87 | Flying Carpet (p) | 24,000 | 4th, *enchant vehicle* |
| 88-90 | Pouch of Security (p) | 5,700 | 1st, *warding sigil* |
| 91-92 | Censer of Air Elemental Control (1/d) | 21,900 | 5th, *summon air elemental* |
| 93 | Salve, Tanning (1u) | 100 | 1st, *colour* |
| 94 | Salve, Healing 1u | 300 | 3rd, *cure serious* |
| 95 | Salve, Soothing (1u) | 500 | 5thC, *elemental cure* |
| 96 | Salve, Blessing (1u) | 400 | +2 bonus ST+AC |
| 97 | Salve, Scarring (1u) | 500 | 5thC, *burning* |
| 98 | Salve, Poisonous (1u) | 400 | 4thC, *create poison* |
| 99-00 | Egg of Wonder 1use | 500 | 5thC, *create animals* |

**NB:** the Wheel of Fortune is an artefact, the Square Wheel is a product of non-magical gnomish technology.

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| **D%** | **Armour/Shield Talents** | **Cost** | **Spell** |
| 01-10 | Absorbtion (1use) | 400 | 4th, *life protection* |
| 11-20 | Charm | 4,380 | 1st, homonym |
| 21-32 | Cure Wounds | 21,900 | 5thC, *cure critical* |
| 33-42 | Electricity | 13,140 | 3rd, *electric barrier* |
| 43-45 | Ethereality | 26,280 | 6th, e*thereal form* |
| 46-52 | Gaseous form | 13,140 | 3rd, homonym |
| 53-62 | Invisibility | 8,760 | 2nd, homonym |
| 63-70 | Reflection | 8,760 | 2nd, *reflection* |
| 71-75 | Energy Drain | 26,280 | 6th, *energy drain* |
| 76-82 | Remove curse | 13,140 | 3rdC, homonym |
| 83-91 | Haste | 13,140 | 3rd, homonym |
| 92-00 | Fly | 13,140 | 3rd, homonym |

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| **D%** | **Projectile Talents** | **Cost** | **Spell** |
| 01-04 | Sinking (1 use) | 800 | 8th, *devast. attack* |
| 05-08 | Reloading (p) | 17,520 | 4th, *create projectiles* |
| 09-13 | Charm (1 use) | 100 | 1st, homonym |
| 14-23 | Curing (1 use) | 300 | 3rdC, *cure serious* |
| 24-26 | Disarming (1 use) | 100 | 1st, *push* |
| 27-30 | Dispelling (1 use) | 300 | 3rd, *dispel magic* |
| 31-34 | Biting (1 use) | 500 | 5th, *deadly bolt* |
| 35-36 | Slaying (1 use) | 500 | 5th, *deadly bolt* |
| 37-43 | Lighting (1 use) | 100 | 1st, *light* |
| 44-48 | Blinking (1 use) | 100 | 1st, *unmissable shot* |
| 49-52 | Slaying (1 use) | 400 | 4thD, *sticks to snakes* |
| 53-58 | Speaking (1 use) | 200 | 2nd, *magic mouth* |
| 59-64 | Climbing (1 use) | 200 | 2nd, *magic rope* |
| 65-70 | Seeking (1 use) | 100 | 1st, *unmissable shot* |
| 71-74 | Penetrating (1 use) | 400 | 4th, *dimension door* |
| 75-82 | Stunning (1 use) | 100 | 1st, homonym |
| 83-84 | Teleporting (1use) | 500 | 5th, homonym |
| 85-93 | Screaming (1 use) | 200 | 2nd, *fear* |
| 94-00 | Flying (1 use) | 400 | 4th, *extended range* |

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| **D%** | **Weapon Talent** | **Cost** | **Spell** |
| 01-02 | Slicing | 26,280 | 6th *deadly weapon* |
| 03-08 | Holding | 13,140 | 3rd, *hold person* |
| 09-15 | Charm | 4,380 | 1st, *charm person* |
| 16-20 | Hiding | 8,760 | 2nd, *invisibility* |
| 21-23 | Deflecting | 16,320 | 4th, *life protection* |
| 24-30 | Defending | 13,140 | 3rdC, *parrying* |
| 31-35 | Extinguishing | 12,240 | 3rd, *elemental weap.* |
| 36-43 | Healing | 13,140 | 3rd, *cure serious* |
| 44-51 | Lighting | 4,380 | 1st, *light* |
| 52-56 | Flamming | 8,760 | 2nd *magic flame* |
| 57-60 | Deceiving | 4,380 | 1st, *disguise self* |
| 61-65 | Slowing | 13,140 | 3rd, *slow* |
| 66-69 | Breathing | 8,760 | 2nd, *apnea* |
| 70-75 | Finding | 8,760 | 2nd, *locate object* |
| 76-77 | Draining (8 ch) | 8,400 | 6th, *energy drain* |
| 78-83 | Silencing | 8,760 | 2nd, *silence* |
| 84-88 | Translating | 13,140 | 3rd, *tongues* |
| 89-92 | Speeding | 13,140 | 3rd, *haste* |
| 93-97 | Watching | 8,160 | 2nd, *alarm* |
| 98-00 | Fly (melee) | 22,680 | 6th *animate weapon* |
| 98-00 | Fly (missile) | 17,520 | 4th, *create projectile* |

\*Weapon, armour, and shield talents can be used once per day.

1. The original rules to calculate the cost of enchanting magic weapons saw a system based on the market price and encumbrance of the weapon. As this was thought too complex, it has been modified and simplified here. For those that are interested in the old rules, refer to the *Rules Cyclopedia* or *Gazetteer 3*. [↑](#footnote-ref-1)
2. The original rules to calculate the cost of the enchantment of magic armour and shields saw a system based on the market price and weight of the item. As it is judged too complex and inaccurate, it has been modified and simplified here. For those that are interested in the old rules, refer to the *Rules Cyclopedia* or *Gazetteer 3*. [↑](#footnote-ref-2)
3. The staff of wizardry, with about 10 magic powers, according to these rules would seem impossible to create, but this isn’t so. Indeed, of you look at the rules on the creation of intelligent items (given later), then it is easy to understand that the staff of wizardry is actually a staff of power (with 5 spells) enchanted with the spirit of a mage (and is so extremely rare), which therefore adds all the other typical powers of the staff of wizardry to those associated with the staff of power. [↑](#footnote-ref-3)
4. It is advised that the DM carefully read the *bind the soul* spellbefore introducing intelligent items or permitting their creation by players. [↑](#footnote-ref-4)