

DUNGEONS & DRAGONS®

Tome of the Magic of Mystara

Volume 3 – Magical Research,
Artefacts & Optional Rules

By Marco Dalmonte & Matteo Barnabè



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INTRODUCTION

PREFACE TO THE FIRST EDITION

By Marco Dalmonte and Matteo Barnabè

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

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

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

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

Barbiano – Castelbolognese, 25/03/2002

PREFACE TO THE SECOND EDITION v. 2.92

By Marco Dalmonte

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

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

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

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

Marco Dalmonte

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

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²Now replaced by the *Mystaran Armoury* manual.

³Now replaced by the *Codex Immortalis* manual.

Classic D&D: reasons for the vintage choice

By Matteo Barnabè

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

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

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

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

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

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

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

Groningen (NL), April 2008

Good reading and good gaming!

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REFERENCE TERMS

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

GENERIC TERMS

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

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

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

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

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

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

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

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

LIMITING PHYSICAL EFFECTS

Blindness: -6 penalty to Attack Rolls; -4 penalty to ST vs. dodge effects; AC reduced by 4 points; impossible to use ranged weapons; weapon mastery is reduced to Basic rank; normal movement halved (reduced to 2/3 if the blind person is guided by someone else); risk of tripping and falling or colliding with something (50% each round) if he moves at normal speed.

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

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

Suffocation: condition possible due to lack of air (either underwater, in a vacuum, or by spell effect). The breathe can be held for a number of rounds equal to his Constitution score if not stressed, or for half of the Constitution in stressful situations, after which it is necessary to make a Constitution check with a cumulative -1 penalty each subsequent round: with each failure the subject loses 1/3 of his hp total as debilitating damage, until the hp drop below zero and then death.

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

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

SIZES AND DIMENSIONS

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

TABLE I – DIMENSIONS OF CREATURES AND OBJECTS

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

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

Moreover, it is also advised to modify the Hit Dice of the Classes based on a creature's size. Indeed, as the damage produced by weapon varies as a function of the weapon's size (a diminutive sword doesn't cause the same damage as a medium sword— see the *Mystaran Armoury* for further details), so a smaller character should have less hp than a larger character (apart from level and Constitution). Otherwise, a diminutive fighter would have the same hp as a medium or huge fighter, and would be more resistant to weapons of his own size. To

prevent this paradox, it is simply advised to consider that the Hit Dice given for each Class refer to creatures of Medium size and need converting based on the character's size, as the following table:

TABLE II – HIT DICE BASED ON SIZE

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

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

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

TABLE III – STRENGTH & DEXTERITY BASED ON SIZE

Size	Creature	Str	Dex
Diminutive	Up to 11"	-4	+4
Tiny	1'-1'11"	-2	+2
Small	2'-3'11"	-1	+1
Medium	4'-6'11"	+0	+0
Large	7'-11'11"	+1	-1
Huge	12'-24'11"	+2	-2
Gargantuan	25'+	+4	-4

LIST OF SOURCES

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

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

Classic Dungeons & Dragons

AC10: Book of Dragons and Giants
 Champions of Mystara boxed set
 CM4: Earthshaker!
 CM8: The Endless Stair
 Dawn of the Emperors boxed set
 D&D Basic set

D&D Companion set
 D&D Expert set
 D&D Master set
 GAZ1: The Grand Duchy of Karameikos
 GAZ2: The Emirates of Ylaruam
 GAZ3: The Principalities of Glantri
 GAZ5: The Elves of Alfheim
 GAZ6: The Dwarves of Rockhome
 GAZ7: The Northern Reaches
 GAZ8: The Five Shires
 GAZ9: The Minrothad Guilds
 GAZ10: The Orcs of Thar
 GAZ11: The Republic of Darokin
 GAZ12: The Golden Khan of Ethengar
 GAZ13: The Shadow Elves
 GAZ14: The Atruaghin Clans
 Hollow World boxed set
 HWA1: Nightwail
 HWR1: Sons of Azca
 HWR2: The Kingdom of Nithia
 HWR3: The Milenian Empire
 PC1: Tall Tales of the Wee Folk
 PC2: Top Ballista
 PC3: The Sea Creatures
 PC4: Night Howlers
 Rules Cyclopedia
 Wrath of the Immortals boxed set

Advanced Dungeons & Dragons (1st Edition)

Advanced Dungeons & Dragons (2nd Edition)

AD&D Player's Handbook
 Arabian Adventures Sourcebook (Al-Qadim)
 Complete Bard's Handbook
 Complete Druid's Handbook
 Complete Priest's Handbook
 Complete Ranger's Handbook
 Complete Wizard's Handbook
 Domains of Dread (Ravenloft)
 Red Steel boxed set
 Savage Coast Sourcebook
 Tome of Magic

Dungeons & Dragons 3.5 Edition

D&D Player's Handbook
 Nephandum [Asterion Press/Mongoose Publishing]

Various

Dragon Magazine

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 longer 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 show 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:

$$(\text{Int} + \text{Lvl}) \times 2 - (3 \times \text{spell level}) = \text{success \%}$$

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:

$$(\text{Int} + \text{Lvl}) \times 2 - (5 \times \text{spell level}) = \text{success \%}$$

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 15 that researches a common first level spell, has a chance of

success equal to $[(15+5) \times 2] - 3 = 37\%$. 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)

$[\text{Skill} + (\text{Level} / 5)] - (\text{Spell level} + 3)$

Unknown spell

$[\text{Skill} + (\text{Level} / 5)] - (\text{Spell level} + 6)$

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 (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: $(30 \times 2) - (5 \times 2) = 60 - 10 = 50\%$.

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: $(30 \times 2) - (3 \times 2) = 60 - 6 = 54\%$.

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: $(30 \times 2) - (3 \times 2) = 60 - 6 = 54\%$.

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 by Felonius (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: $9,000 \times 90\% = 8,100$ 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:

N° of time the power is usable (max 1) per turn:
Total cost \times 90%

N° of time the power is usable (max 3) per hour:
Total cost \times (80% + 2% per use)

N° of time the power is usable (max 4) per day:
Total cost \times (70% + 3% per use)

N° of time the power is usable (max 7) per week:
Total cost \times (60% + 3% per use)

N° of time the power is usable (max 4) per month:
Total cost \times (50% + 3% per use)

N° of time the power is usable (max 4) per year:
Total cost \times (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:

$[3000 + (3000 \times 5)] \times 82\% = 18,000 \times 82\% = 14,760$ 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 $300 \times 20 = 6,000$ 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: $[(2 \times 1,000) + (100 \times 10)] = (2,000 + 1,000) = 3,000$ 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: $(6,000 + 30,000) \times 90\% = 32,400$ 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* spell on 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

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 Cyclopaedia* or *Gazetteer 3*.

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 %):

$$(\text{Int} + \text{Lvl}) \times 2 - (3 \times \text{weapon bonus/penalty})$$

New item (success %):

$$(\text{Int} + \text{Lvl}) \times 2 - (5 \times \text{weapon bonus/penalty})$$

Example 1: The base damage of a long sword is 1d8 (8 hp max). The cost to make a sword +2 is: $4000 \times 2 = 8,000$ 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 $3 \times 2,000 = 6,000$ 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: $1,200 \times 20 = 24,000$ 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 armour², 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 %):
 $(Int+Lvl) \times 2 - (3 \times \text{protection bonus})$

New item (success %):
 $(Int+Lvl) \times 2 - (5 \times \text{protection bonus})$

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 $3,750 \times 2 = 7,500$ gp.

²The 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*.

For **barding** for mounts, follow the rules given above for armour, consider that an AC of 8 for armour is the equivalent of barding that 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: $4,000 \times 3 = 12,000$ 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 ($18,000 \times 79\%$) 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 %):
 $(\text{Int} + \text{Lvl}) \times 2 - (3 \times \text{protection bonus})$

New item (success %):
 $(\text{Int} + \text{Lvl}) \times 2 - (5 \times \text{protection bonus})$

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 powers³. 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

³The staff of wizardry, with about 10 magic powers, according to these rules would seem impossible to create, but this isn't so. Indeed, if 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.

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 by 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 in 1 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 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 $\times 4$ (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 $\times 4$ 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.

⁴It is advised that the DM carefully read the *bind the soul* spell before introducing intelligent items or permitting their creation by players.

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:

$(1000 \times \text{spell level}) + (\text{material cost}) + (1000 \times \text{number of common powers}) + (5000 \times \text{number of special powers})$

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, glassteel, adamantine, magic minerals)	2,500 x HD

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:

$$(\text{Int} + \text{Lvl}) \times 2 - (\text{HD} + n^\circ \text{ powers}) = \text{success \%}$$

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)❶
- Multiple damage* (+1 damage die, max 6 dice)
- Immunity to normal weapons
- Immunity to magic weapons* (+1 each time, max +3)❷
- 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

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

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

Example: Zelda (27th-level 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: $(2,000 \times 12) + (1,000 \times 6) + (5,000 \times 2) = 24,000 + 6,000 + 10,000 = 40,000$ gp in the creation of the golem, and her chance of success would be equal to: $(27+18) \times 2 - (12+6+2) = 90 - 20 = 70\%$. 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 by 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***
<i>Clothform</i> (4 th)*	900 ft ²	2 mm	8	20 HP*
<i>Woodform</i> (5 th)	10,000 ft ²	4 in	7	12
<i>Stoneform</i> (6 th)	10,000 ft ²	4 in	5	15
<i>Ironform</i> (7 th)	900 ft ²	4 in	4	3
<i>Steelform</i> (8 th)	900 ft ²	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 ft³

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).

$$(\text{Int} + \text{Lvl}) \times 2 - (3 \times \text{level}) = \text{success \%}$$

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 $1d4 \times 10$ 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 \times n^o spellcasters of that level) of the spellcasters present / n^o spellcasters present

Average Intelligence of spellcasters:

Sum of (Intelligence \times n^o spellcasters with that score) of the spellcasters present / n^o 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 $1d4 \times 10$ 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: $[33 + (20 \times 4) + (18 \times 2)] \div 7 = 149 \div 7 = 21$

Avg Int: $[17 + (15 \times 4) + (17 \times 2)] \div 7 = 111 \div 7 = 16$

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 \times n° enchanted sections (min. $\times 2$) \times 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 \times (70% + 3% per use)

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

Permanent cost \times (60% + 3% per use)

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

Permanent cost \times (50% + 3% per use)

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

Permanent cost \times (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 \times n° enchanted sections \times
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 be 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*: $3 \times 8 \times 3,000 = 72,000$

Permanent *Climate*: $3 \times 8 \times 3,000 = 72,000$

Permanent *Create atmosphere*: $4 \times 8 \times 3,000 = 96,000$

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):

$(3+3+4) \times 8 \times 3,000 = 10 \times 8 \times 3,000 = 240,000$ 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*: $3 \times 20 \times 3,000 = 180,000$

Permanent *Displacement*: $4 \times 20 \times 3,000 = 240,000$

Sphere of Invisibility (3 times per day):

$(3 \times 20 \times 3,000) \times 79\% = 142,200$

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 ($21 \div 7 = 3$ 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) + $535 \div 11$ 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 friends 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 $240,000 \div 6 = 40,000$ 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 the 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
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*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	N° 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	1 st	1	Abjuration
4-6	2 nd	2	Conjuration
7-8	3 rd	3	Divination
9 / 9-10	4 th	4	Enchantment
10 / 11	5 th	5	Evocation
11 / 12	6 th	6	Illusion
12 / -	7 th	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	N° 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	1 th	1	Abjuration
6-10	2 th	2	Conjuration
11-13	3 th	3	Divination
14-15	4 th	4	Enchantment
16 / 16-17	5 th	5	Evocation
17 / 18-19	6 th	6	Illusion
18 / 20	7 th	7	Necromancy
19 / -	8 th	8	Transmutation
20 / -	9 th		

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 divine 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 possible 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	1 st	1	Abjuration
6-10	2 nd	2	Conjuration
11-13	3 rd	3	Divination
14-15	4 th	4	Enchantment
16 / 16-17	5 th	5	Evocation
17 / 18-19	6 th	6	Illusion

18 / 20	7 th	7	Necromancy
19 / -	8 th	8	Transmutation
20 / -	9 th		

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 Thurable
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	1 st	01-60	Arcane
3-4	2 nd	71-00	Typical*

Arcane Spells		Typical Powers*		Divine Spells	
D10	Lvl.	D12	Spell Lvl.	D10	Lvl.
1-4	3 rd	1-2	Divine Spells	1-3	1 st
5-7	4 th	3-4	Innate	4-5	2 nd
8-9	5 th	5-6	Thief Skills	6-7	3 rd
10	6 th	7	Ftr THAC0	8	4 th
		8	2 nd attack	9	5 th
		9	3 rd attack	10	6 th
		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 Cyclopeda 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	5 th , <i>cat's grace</i>
03-04	Merging	200	2 nd , <i>melding</i>
05	Anti-insect	200	2 nd D, homonym
06-09	Antidote	200	2 nd C, <i>poison resist.</i>
10-12	Climbing	100	1 st , <i>spider climb</i>
13-15	Polymorph self	400	4 th , homonym
16-17	Speech	300	3 rd , <i>tongues</i>
18-19	Clairaudience	300	3 rd , <i>Clairaudience</i>
20-21	Clairvoyance	300	3 rd , <i>Clairvoyance</i>
22	Control animals	300	3 rd , homonym
23	Control dragons	600	6 th , homonym
24	Control giants	500	5 th , homonym
25	Control undead	600	6 th , homonym
26	Control plants	400	4 th , homonym
27	Control humanoids	200	2 nd , homonym
28-29	Courage	500	5 th , <i>ir. constitution</i>
30-32	Growth	300	3 rd , <i>enlarge</i>
33-38	Super healing	500	5 th C, <i>cure critical</i>
39-40	Defence	400	4 th , <i>defensive aura</i>
41-42	Elasticity	200	2 nd , homonym
43	Heroism	700	7 th , homonym
44-46	ESP	200	2 nd , homonym
47-48	Elemental form	500	5 th , homonym
49	Ethereal form	600	6 th , homonym
50-53	Gaseous form	300	3 rd , homonym
54	Luck	700	7 th C, homonym
55-57	Strength	500	5 th , <i>bull's strength</i>
58	Giant strength	800	8 th , homonym
59-62	Healing	100	1 st C, <i>cure light</i>
63	Delusion	600	6 th , homonym
64-66	Invisibility	200	2 nd , homonym
67-68	Invulnerability	400	+2 bonus ST+AC
69-70	Levitation	200	2 nd , homonym
71-72	Liberty	400	4 th C, <i>freedom of movement</i>
73	Longevity	21,000	9 th , homonym
74-75	Longsight	100	1 st , homonym
76-77	Blending	200	2 nd , <i>camouflage</i>
78-79	Swim	200	2 nd , homonym
80-82	Fire Resistance	200	2 nd C, <i>resist elem.</i>
83-84	Water Breathing	300	3 rd , <i>breathe elem.</i>
85-86	Diminution	300	3 rd , homonym
87	Treasure Finding	200	2 nd , <i>locate object</i>
88-89	Dreamspeech	500	5 th , homonym
90-93	Poison	10-1000	Effects vary
94-97	Haste	300	3 rd , homonym
98-00	Fly	300	3 rd , homonym

D%	Scrolls	Cost	Spell
01-03	Cartography (1/d)	13,140	3 rd , <i>geographic map</i>

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

D%	Rings	Cost	Spell
01-02	Spell Storing	54,000	9 th , <i>grt. sp.bind. bar.</i>
03-04	Elemental Adaption (1)	15,300	3 rd , <i>breathe elements</i>
05-06	Elemental Adaption (2)	16,200	3 rd , <i>breathe elements</i>
07-08	Elemental Adaption (4)	18,000	3 rd , <i>breathe elements</i>
09-12	Ear (3/d)	8,880	2 nd , <i>arcane senses</i>
13-16	Water Walking p	12,000	2 nd C, <i>sure step</i>
17-18	Control Animals (p)	18,000	3 rd , homonym
19-20	Control Plants (p)	24,000	4 th , homonym
21-22	Control Person (p)	12,000	2 nd , homonym
23-25	Weakness (p)	30,000	5 th , <i>bull's strength</i> curse
26	Wish (1 use)	40,000	9 th , homonym
27-28	Spell Eating (1/d)	30,660	7 th , <i>barrier of spell</i> <i>turning</i> , curse
29-30	Summon Genie (1/w)	28,800	6 th , <i>sum. planar ally</i>
31-35	Deceit	*	curse
36-40	Invisibility (1/t)	11,040	2 nd , homonym
41-43	Memory (1/d)	39,420	9 th , <i>greater memory</i>
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	2 nd , <i>apnea</i> , 3 rd , <i>sustenance</i>
65-70	Fire Resistance (p)	10,800	2 nd C, <i>resist elements</i>
71	Spell Turning (1/d)	30,660	7 th , homonym
72	Regeneration (p)	6,000	1 st C, <i>Invigor. glyph</i>
73-74	Remedies (1/d as C25 th)	24,090	3 rd C, <i>rem. blindness</i> , <i>disease</i> , <i>rem. curse</i> , 4 th , <i>neutralise poison</i>
75	Holiness (1/d)	26,280	6 th C, homonym
76-79	Safety (1 ch)	400	4 th C, <i>life protection</i>
80-81	Security (4 ch.)	6,000	5 th , <i>déjà-vu</i>
82-84	Truthfulness (p)	6,000	1 st C, <i>detect lies</i> curse
85-86	Telekinesis (p, rge ½)	27,000	5 th , homonym
87-89	Seeing (1/d)	21,900	5 th , <i>trueseeing</i>
90-93	Haste (1/d, dur ½)	11,340	3 rd , homonym
94-97	Truth (3/d)	4,740	1 st C, <i>detect lies</i>

98-00	X-Ray Vision (1/h)	19,680	4 th , homonym
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D%	Rods	Cost	Spell
01-10	Weaponry	42,000	7 th , <i>magical double</i>
11-15	Cancellation	48,600	9 th , homonym
16-20	Dominion	42,000	7 th C, <i>divine blessing</i>
21-40	Inertia	36,000	6 th , <i>control inertia</i>
41-60	Parrying	18,000	3 rd C, <i>parrying</i>
61-70	Wyrms	36,000	6 th , <i>rod of the wyrm</i>
81-95	Health	56,940	See staff of healing
96-00	Victory	42,000	7 th C, homonym

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

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

D%	Miscellaneous Items	Cost	Spell
01-02	Amulet against Crystal balls and ESP (p)	42,000	2 nd , <i>mind shield</i> and 5 th , <i>magic sanctum.</i>
03-04	Bowl of Water Elemental Control (1/d)	21,900	5 th , <i>summon water</i> <i>elemental</i>
05	Undersea boat	36,000	Relic
06-11	Bag of Holding (p)	18,000	3 rd , <i>magic container</i>
12	Bag of Devouring (p)	18,000	3 rd , <i>cursed container</i>
13-14	Brazier of Fire	21,900	5 th , <i>summon fire</i>

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

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

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

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

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

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

CHAPTER 2. ARTEFACTS

NATURE OF ARTEFACTS

The present chapter deals with the creation and use within the D&D game of the most powerful type of magic items: the Artefacts.

An Artefact is the direct world of a divinity and contains part of his power, of his Immortal essence. Every artefact is therefore composed of the five founding forces of the Multiverse (Energy, Matter, Thought, Time and Entropy) and is able to recreate any magical effect without limit and without exhausting its powers, as all artefacts are able to regenerate their energy over time or through special methods. Furthermore every artefact is unique and belongs to the only group of items of divine powers, and as such artefacts are seen as legendary by mortals and are often the targets of epic quest by the most adventurous and intrepid heroes.

An artefact has no definite form; it can be an item of any type, shape or size, from a simple ring to a weapon, from a garment to a vehicle, from a precious item to an entire building! Usually an Immortal prefers to create resilient and practical objects, easy to carry and use, but this doesn't prevent an Immortal from sometimes being forced by circumstance to opt for unusual artefacts that are much more complex to use than a simple weapon or jewel. It is also possible to place the Immortal's powers into a pre-existing magic item (usually a weapon or armour): in this case, the use of the standard powers doesn't affect in any way the artefact's powers, and each follows the rules that govern the different uses.

PURPOSE OF ARTEFACTS

An artefact is created when an Immortal sacrifices part of his essence to make a magic item, which is more powerful than those made by mortals are, for a very specific purpose: acquiring him further power and helping his Sphere (for further details on the Spheres of Power of the Immortals and their objectives see the *Codex Immortalis*). There are various ways to achieve these objectives: The Immortal can directly use the artefact in the fight against a rival Sphere or a specific enemy. Alternatively, he could send it to one chosen to make radical changes in the world on his behalf, or even manoeuvre him to the cause of fratricidal struggles and chaos, feeding the thirst for power of mortals and push them to exceed their limits. Strengthen a specific dynasty to lead a pivotal nation for his machinations, causing new ideas or knowledge to emerge that revolutionise the existence of the mortals, and so on, based on the way more or less of the direct action of the divinity who intends to exploit the artefact.

INSERTING ARTEFACTS INTO A CAMPAIGN

Inserting an artefact into his campaign can answer various needs of the Dungeon Master. It can be the final objective of a long quest by one or more characters, the most sought after prize that crowns an entire campaign

and around which all of the group's adventures are centred, tending to take possession of the artefact to expand their own power or defeat a larger enemy. Alternatively, it could have the opposite purpose: find the way to destroy an evil artefact before it brings death and destruction to the world. In other cases, an artefact could be the only solution to curb a devastating event such as a terrible pestilence, the irrecoverable loss of an important person or the rise to power of a diabolic and invincible creature.

Whatever the final purpose, the appearance of an artefact should never be sudden or random. They are the instruments of the Immortals and their destiny should have been studied in minute detail. The DM should introduce an artefact built around a detailed mythology, allowing the characters to hear well-detailed histories on its origin, use and eventual disappearance. The quest for an artefact should therefore engage all the resources of any adventuring group, firstly to find indications scattered everywhere about the exact location of the divine object, and secondly leading them to encounter adversaries try to get hold of the same item with opposing motivations, or with guardians that protect the secret or don't wish to relinquish control of it. The crowning of a campaign centred on an artefact must necessarily be reached only after epic fights, travels to the ends of the earth and long ordeals that help to temper the spirit of the adventurers and prepare them to face, control or fully exploit the devastating power of the artefact.

There is no way that a character can exploit his wealth to buy an artefact or use his magical ability to discover the location and recover it effortlessly: an Immortal would never allow it! However, it could be that his chosen ignores his true power, given that it is often not possible for mortals to determine the exact nature of an artefact even through magic. In this case the subject would only become aware of the item's true abilities over time, as the powers of the artefact are revealed, his experience increases and makes him aware of being a pawn in the hands of one or more divinities, having finally decided how to deal with the destiny that has been chosen for him.

USING AN ARTEFACT

An artefact can therefore be used by mortals, but because of the immortal nature of its powers, any mortal who attempts to bend it to his will is likely to become overwhelmed or in the majority of cases of suffering some adverse effect. The aspiring heroes are naturally aware of the possible risks, but nobody can ever know the dangers they may encounter in handling a specific divine object (see *Adverse Effects of Artefacts*).

Most artefacts are already active when they are found: in fact, if it isn't specified otherwise, an artefact

telepathically communicates its powers to its possessor once he has proven his worth and shown that he is sufficiently powerful or deserving to use it.

Other artefacts are instead inactive and require a particular ritual or predefined circumstance (however complex) to manifest their true powers. In some cases, even the artefact could pass as a mundane object for centuries, until it falls into the hands of the individual chosen by the divinity, the only one able to exploit its powers. This type of artefact is however very rare, as it is very risky to create for an Immortal, seeing as their use depends exclusively on a single mortal, and if the latter is killed or he makes the wrong decision the divinity would have wasted his time and energy.

There are usually three ways to learn how to activate the powers of an artefact: through legends, via magical research or by exploiting prophecies of an oracle of the divinity who had created it.

In the first case, the character will have to refer to the popular accounts that tell how the item had been used in the past by epic heroes or notorious individuals in order to be able to piece together the powers and the way to invoke them.

In the second case, instead the subject could use complicated divinatory spells to analyse fully the artefact in his possession and to establish its obvious powers, although the most hidden ones risk passing unnoticed, based on what its creator established.

The third way is often the most exhaustive to fully understand the potential of an artefact, but needs a medium that could require the subject to prove himself worthy of the divine revelation to which he aspires, leading inevitably to other epic challenges and research on behalf of his worship or of his cause before granting aid.

The simple possession of an artefact therefore isn't always sufficient to be able to exploit its powers: the character must discover them and learn how to invoke and control them. This should be a gradual process, so that the artefact always maintains a certain aura of mystery about its true abilities and the adverse effects that could be triggered, especially at low and medium level. Clearly, as the character matures and increase in experience, certain mechanisms become more predictable and even the artefacts can be fully understood.

DESTROYING AN ARTEFACT

Despite its extreme power and durability, an artefact isn't indestructible, and indeed, in some cases destroying an Immortal artefact is the only possible alternative to prevent it falling into the hands of an adversary or to stop it causing irreparable damage to his cause.

Each artefact is, however, a physical case that holds an Immortal's energy. So if the object is destroyed, the released energy returns to its immortal creator, who can then reuse it as he chooses, although he cannot recreate the same item.

An artefact can only be damaged by +5 weapons (which always cause minimum damage) or by other artefacts or divinities (which cause normal damage). Unless otherwise stated, its Armour Class is -20, its Damage Points are equal to half of the possessed PP, its Saving Throws are equal to 3 and it is immune to mortal magic below 5th level.

Each artefact has a rudimental level of intelligence: it is incapable of reasoning or learning, and can only respond to a limited number of stimuli, i.e. in cases of personal danger or in situations that directly concern its original purpose. If it is however attacked, an artefact defends itself by automatically activating its offensive powers against those who threaten it (naturally avoiding those that could damage itself). If attacked it is treated as a 40 HD creature or a 40th-level spellcaster to determine the variables of its powers, although the damage produced is always the maximum possible for a mortal (e.g. a *fireball* causes 20d6). If it has no effective offensive powers, it would resort to its defensive powers.

The Damage Points (see Chapter 3, *Damage Points & Saving Throws of Items*) possessed by an artefact are equal to its Power Points (see *Artefact Powers*). After having suffered damage equal to 10% of its DP, an artefact always automatically defends itself, which could be dangerous to its owner. When it loses over 40% of its DP, its powers start to become compromised, losing the ability to invoke those of minor cost, and subsequently one power for every 10% of DP lost above 40%. If the lost DP exceed 80% of its total, there is a 1 in 6 chance each turn that its creator notices the danger and automatically recalls the artefact back to himself; the chance rises to 2 in 6 at 90% damage. If it is broken (no Damage Points left), it ceases to function temporarily and vanishes, magically returning to its creator's possession, the only one able to repair it. The Immortal obviously will not be pleased about this event, seeing as repairing the item involves a further expenditure of energy, and there is a 1-in-4 chance that he seeks to avenge the deed by sending some of its servants to punish those responsible.

The definitive destruction of an artefact always demands the employment of a particular and unique method of extreme difficulty, which usually involves the employment of a legendary power (e.g. having it devoured by an Immortal monster, melting it by placing it in the heart of the Lord of Fire, and so on). The discovery of the exact method must involve a long and expensive quest, and certainly, the legends about the artefact can be a good starting point.

Naturally, the attempt to destroy it could attract its creator's attention, but unless this happens outside the Prime Material Plane, he cannot directly confront the character, but may send emissaries to prevent it.

If an artefact is destroyed, its creator is immediately aware of the fact and becomes the archenemy of whoever

dared hinder him, orchestrating a terrible revenge. Naturally, it is possible that an Immortal who will benefit from this event will favour those who destroyed the object. In this case, the item's creator will have just one chance to complete his revenge: if this fails, he should consider himself defeated, and despite his smouldering rancour, every further assault directed against this or those mortals if discovered will be dealt with severely by the other Immortals.

ADVERSE EFFECTS OF ARTEFACTS

Although created by an Immortal of a specific Sphere of Power, every artefact also possesses some entropic energy that makes it dangerous for the mortals who try to use it (Immortals ignore handicaps and penalties). These adverse effects cannot be decided by the item's creator, but manifest spontaneously based on its characteristics and the amount of energy invested in its creation (see *Rules for creating an Artefact*).

There are two types of adverse effects common to all artefacts: handicaps and penalties.

Handicaps are permanent effects that cannot be dispelled as long as the character remains in possession of the artefact, and occur when a specific action takes place or a power is invoked for the first time. A handicap can also manifest more times with cumulative effects, until the artefact exhausts its Power Points (reduced to zero).

The handicap's effects on a subject begin to lessen only when he abandons or loses the artefact and vanish completely after a period that depends on its magnitude:

- Minor: after 30 days
- Lesser: after 60 days
- Greater: after 120 days
- Major: after 240 days

Penalties are instead temporary and can be dispelled with *remove curse*, *dispel magic* or other specific spells, even when the artefact remains in the character's possession. They can occur randomly or following a specific action, usually the use of a particular power. The standard chance of them occurring is equal to the cost of the used power minus five as a percentage: if the d100 roll is less than or equal to this value, the DM must randomly apply one of the artefact's penalties, or the one linked to the used power (if specified).

RULES FOR CREATING AN ARTEFACT

Next are the rules that every Dungeon Master must follow in creating an artefact for his campaign. It is necessary to pay great attention in the planning of these objects, in order to avoid them from causing an unexpected imbalance in game balance by either the characters or their protagonists.

Firstly, it is necessary to invent a history or legend related to the creation and use of the artefact, consider also the addition of false or exaggerated rumours told to

the characters to not make the research too easy. To this end, it is useful to consult books of mythology and legends to take inspiration about the possible effects and histories of legendary items, and some of these are presented as examples in the *Legendary Artefacts* section to ease the DM's task.

It is likewise advisable establish the exact appearance of the artefact, determine the identity of its creator and its Sphere, and above all else the principal reason for which it has been made. Next it is necessary to define the item's magnitude from amongst the four possible, and thus be able to determine the powers available for each category (see *Artefact Powers*), based on the object's purpose and Sphere.

The DM must therefore establish the activation method of each power and the way in which this knowledge can be discovered and finally choose the permanent and temporary adverse effects given to the object and the conditions for their application. Naturally, it is logical to select effects that don't interfere with the artefact's primary purpose and don't completely annul its powers, and giving it effects that are coherent with the item's function is indeed favourable, modifying the seriousness based on its magnitude.

ARTEFACT MAGNITUDE

Based on the amount of energy (Power Points) that the Immortal chooses to sacrifice and place inside his creation, an artefact falls into one of the four places within the following range (in order of increasing power): Minor, Lesser, Greater and Major. Obviously, the number of powers and adverse effects of an artefact is directly proportional to its position in the above range: the more powerful the artefact, the more varied could be the effects attributed to it, but the penalties that derive from its use (see table 2.1) would also be greater. From this, it follows that the minor artefacts are the easiest to use and identify, and are usually the most attractive for an Immortal, given the contained cost in terms of sacrificed power, while the major artefacts are so rare and powerful that they had often been created for a legendary purpose, told in the most famous sagas.

Based on the artefact's magnitude, the DM can select a certain number of effects for each category, and the sum total of the costs of the various effects determines the value of the artefact's Power Points. This value cannot exceed the maximum allowed by the object's magnitude, although it can be lower. The powers cannot exceed the maximum number given for every single category, although he isn't forced to select from all four categories (e.g. it is possible for some artefacts not to have Attack, Change, Defence, or Movement effects).

Table 2.1 summarises the maximum number and type of powers that the artefacts have access to, based on their magnitude. It also gives the associated number of adverse effects (split between handicaps and penalties) at each magnitude, as well as hourly and turn-based regeneration

rate of the artefact's Power Points (PP). This is how many PP that the artefact recovers in a specific period, seeing as the use of each of its effects always involves an expenditure of PP equal to its cost.

TABLE 2.1 – ARTEFACT MAGNITUDE

Magnitude	Minor	Lesser	Greater	Major
Max PP	100	250	500	750
No. Powers	8	11	14	17
A Powers	2	3	4	4
B Powers	1	2	3	4
C Powers	2	2	3	4
D Powers	3	4	4	5
PP/hour	30	60	120	180
PP/turn	5	10	20	30
Handicaps	1	2	3	4
Penalties	1	3	5	8

Note: add 1 handicap and 1 penalty for every power of 100 PP that the artefact possesses.

ARTEFACT POWERS

Listed next are all the powers divided by category, each with abbreviated statistics within parenthesis that shows its category and level (B = Bard, C = Cleric, CS = Specialist Cleric, D = Druid, M = Mage, HM = Hin Master, S = Spiritual Shaman).

To establish the duration, range, area of effect, damage inflicted and other variables, *it is treated as if it was a spell cast by a 40th-level character* (maximum damage is always 20d6). The powers not listed in italics are the artefact effects that are not reproducible by mortal magic and are described in the paragraphs afterwards.

DM Note: The categories have been slightly revised in respect to the original rules given in the *D&D Master Set* (in particular, the Attack subcategories have been reduced from 5 to 4 and those of Divination and Movement from 4 to 3). The subdivision of these powers have been modified and implemented with the addition of all the spells in the volumes of the *Tome of the Magic of Mystara*.

A. ATTACK POWERS

A1: DIRECT PHYSICAL ATTACKS

Cost	Description
10	<i>Magic Missile</i> (M1 st)
10	<i>Elemental Explosion</i> (M1 st)
10	<i>Bleeding Wound</i> (CS1 st)
10	<i>Inflict Light Wounds</i> (C1 st)
10	<i>Chill</i> (M1 st)
10	<i>Sonic Wave</i> (M1 st)
10	<i>Stone Bolts</i> (M1 st)
10	<i>Suffocate</i> (M1 st)
15	<i>Burning Hands</i> (M1 st)
15	<i>Elemental Ray</i> (M1 st)
15	<i>Shocking Grasp</i> (M1 st)
20	<i>Holy Weapon</i> (C2 nd)
20	<i>Elemental Bolts</i> (M2 nd)
20	<i>Blinding Bolt</i> (M2 nd)

20	<i>Acid Arrow</i> (M2 nd)
20	<i>Marine Vortex</i> (CS2 nd)
25	Crushing Embrace
25	<i>Destroy Undead</i> (M3 rd)
25	<i>Call Lightning</i> (D3 rd)
25	<i>Boiling Blood</i> (CS2 nd)
30	<i>Heat Stroke</i> (CS4 th)
30	<i>Summon Whirlwind</i> (CS3 rd)
30	<i>Inflict Serious Wounds</i> (C3 rd)
30	<i>Hypothermia</i> (CS4 th)
30	<i>Hand of Atzanteotl</i> (CS3 rd)
30	<i>Pyrokinesis</i> (M2 nd)
30	<i>Thunderclap</i> (M3 rd)
30	<i>Entropic Sphere</i> (CS3 rd)
35	<i>Black Arrow</i> (M4 th)
35	<i>Arcane Breath</i> (M2 nd)
40	<i>Circle of Devastation</i> (C5 th)
40	<i>Burning/Freezing/Melting</i> (C5 th)
40	<i>Scourge of Evil</i> (CS4 th)
40	<i>Sacrilegious Influence</i> (CS4 th)
40	<i>Oblivion</i> (M5 th)
40	<i>Wind Squall</i> (M4 th)
40	Turn Undead as a C24 th
40	<i>Entropic Arrows</i> (CS5 th)
40	<i>Thunder Drum</i> (CS4 th)
45	<i>Windwhip</i> (M5 th)
45	<i>Divine Ray</i> (C4 th)
45	<i>Fiery Bolts</i> (M4 th)
50	<i>Earthmaw</i> (M4 th)
50	<i>Fragment</i> (M5 th)
50	<i>Inflict Critical Wounds</i> (C5 th)
55	<i>Sacred Breath</i> (CS4 th)
60	<i>Ravaging Creepers</i> (D6 th)
60	<i>Cone of Cold</i> (M3 rd)
60	<i>Disintegration</i> (M6 th)
60	<i>Finger of Death</i> (C5 th)
60	<i>Purifying Flame</i> (M5 th)
60	<i>Lightning Bolt</i> (M3 rd)
60	<i>Death</i> (M6 th)
60	<i>Fireball</i> (M3 rd)
60	Turn Undead as a C36 th
60	<i>Ball Lightning</i> (M4 th)
60	<i>Boneshatter</i> (M6 th)
60	<i>Lacerating Spines</i> (D6 th)
60	<i>Acidic Spray</i> (M3 rd)
60	<i>Spirit Storm</i> (S7 th)
65	<i>Searing Light</i> (M4 th)
65	<i>Wither</i> (C6 th)
65	<i>Blackbolt</i> (M5 th)
65	<i>Ice Spear</i> (M4 th)
65	<i>Elemental Wave</i> (M5 th)
65	<i>Burning Web</i> (M7 th)
65	<i>Lightning Strike</i> (M5 th)
65	<i>Freezing Sphere</i> (M6 th)

65	<i>Ice Storm</i> (M4 th)
65	<i>Icy Blizzard</i> (CS5 th)
70	<i>Harmony of the Seasons</i> (B5 th)
70	<i>Harm</i> (C6 th)
70	<i>Soaring Fire</i> (M7 th)
70	<i>Wail of the Banshee</i> (M7 th)
70	<i>Delayed Fireball</i> (M7 th)
75	<i>Earthgrip</i> (D7 th)
75	Smash
80	<i>Destruction</i> (C7 th)
80	<i>Perpetual Ice</i> (M8 th)
80	<i>Explosive Death</i> (M8 th)
80	<i>Deadly Breath</i> (C7 th)
85	<i>Obliterate</i> (C7 th)
85	<i>Horrid Withering</i> (M8 th)
85	<i>Prismatic Spray</i> (M8 th)
90	<i>Sunburst</i> (D7 th)
90	<i>River of Sand</i> (M9 th)
90	<i>Burning Fury</i> (M9 th)
90	<i>Creeping Doom</i> (D7 th)
90	<i>Thanatos's Dark Grip</i> (CS7 th)
90	<i>Power Word, Death</i> (M9 th)
90	<i>Holy Word</i> (C7 th)
90	<i>Polar Ray</i> (M9 th)
90	<i>Acid Sphere</i> (M9 th)
95	<i>Greater Shout</i> (M9 th)
100	<i>Chain Lightning</i> (M7 th)
100	<i>Divine Wrath</i> (C7 th)
100	<i>Burning Stones</i> (M8 th)
100	<i>Meteor Swarm</i> (M9 th)
100	<i>Symbol of Death</i> (M9 th)
100	<i>Lightning Storm</i> (M9 th)

A2: DIRECT MENTAL ATTACKS

Cost	Description
10	<i>Fascinate Animals</i> (C1 st)
10	<i>Friendship</i> (M1 st)
10	<i>Terrify</i> (C1 st)
10	<i>Stun</i> (M1 st)
15	<i>Kiss of Valerias</i> (CS2 nd)
15	<i>Stun</i> (C2 nd)
15	<i>Charm Person</i> (M1 st)
15	<i>Forgetfulness</i> (CS2 nd)
15	<i>Hesitation</i> (M1 st)
15	<i>Command Word</i> (C1 st /M1 st)
15	<i>Symbol of Weakness</i> (M1 st)
15	<i>Sleep</i> (M1 st)
15	<i>Colour Spray</i> (M1 st)
20	<i>Hold Person</i> (C2 nd /M3 rd)
20	<i>Charm Animals</i> (M2 nd)
20	<i>Ecstasy</i> (M2 nd)
20	<i>Fear</i> (M2 nd)
20	<i>Hideous Laughter</i> (M2 nd)
20	<i>Time Trap</i> (CS2 nd)
20	<i>Zone of Truth</i> (M2 nd)

25	<i>Amnesia</i> (M3 rd)
25	<i>Hold Animal</i> (D3 rd)
25	<i>Control Humanoids</i> (M2 nd)
25	<i>Loving Idyll</i> (CS3 rd)
25	<i>Drunk's Lament</i> (CS3 rd)
25	<i>Hate</i> (CS3 rd)
25	<i>Honesty</i> (CS3 rd)
25	<i>Symbol of Stun</i> (M2 nd)
30	<i>Calm Emotions</i> (CS3 rd)
30	<i>Confusion</i> (M4 th)
30	<i>Mental Confusion</i> (S5 th)
30	<i>Control Animals</i> (M3 rd)
30	<i>Suggestion</i> (M3 rd)
30	<i>Grim Reaper</i> (CS3 rd)
35	<i>Charm Monsters</i> (M4 th)
35	<i>Control Emotions</i> (M4 th)
35	<i>Crushing Despair</i> (M4 th)
35	<i>Insatiable Hunger</i> (CS4 th)
35	<i>Symbol of Fear</i> (M3 rd)
35	<i>Deep Slumber</i> (M3 rd)
40	<i>Hold Monster</i> (M5 th)
40	<i>Unconscious Command</i> (M5 th)
40	<i>Hypnotism</i> (M4 th)
40	<i>Paralysis</i> (C4 th)
40	<i>Melody of Requiem</i> (CS4 th)
40	<i>Night Terrors</i> (M4 th)
45	<i>Control Giants</i> (M5 th)
45	<i>Weakness of Spirit</i> (S5 th)
45	<i>Madness</i> (C5 th)
45	<i>Symbol of Amnesia</i> (M4 th)
50	<i>Command</i> (C5 th) or <i>Geas</i> (M5 th)
50	<i>Feeblemind</i> (M5 th)
50	<i>Dominate Person</i> (M5 th)
50	<i>Nightmare</i> (M5 th)
55	<i>Control Dragons</i> (M6 th)
55	<i>Symbol of Discord</i> (M5 th)
60	<i>Mumble</i> (C6 th)
60	<i>Mental Decay</i> (M6 th)
60	<i>Mass Suggestion</i> (M6 th)
65	<i>Vengeance</i> (CS6 th)
70	<i>Demand</i> (M7 th)
70	<i>Power Word Stun</i> (M7 th)
70	<i>Magic Drain</i> (M7 th)
75	<i>Collar of Enslavement</i> (M7 th)
75	<i>Symbol of Sleep</i> (M7 th)
80	<i>Open Mind</i> (M8 th)
80	<i>Mass Charm</i> (M8 th)
80	<i>Power Word Blind</i> (M8 th)
80	<i>Empathic Resonance</i> (M8 th)
85	<i>Control Living Beings</i> (M8 th)
85	<i>Symbol of Insanity</i> (M8 th)
90	<i>Dominate Monsters</i> (M9 th)
90	<i>Deadly Illusion</i> (M9 th)
90	<i>Mass Paralysis</i> (M9 th)

90	<i>Power Word Sleep</i> (M9 th)
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A3: ATTACKS THAT OBSTRUCT OR ALTER

Cost	Description
10	<i>Sea Legs</i> (M1 st)
10	<i>Trip</i> (M1 st)
10	<i>Entangle</i> (M1 st)
10	<i>Push</i> (M1 st)
10	<i>Dying Breath</i> (M1 st)
10	<i>Ghoul Touch</i> (M1 st)
10	<i>Paralyzing Touch</i> (C1 st)
10	<i>Cough</i> (M1 st)
15	<i>Drown</i> (M2 nd)
15	<i>Gust of Wind</i> (M2 nd)
15	<i>Ray of Enfeeblement</i> (M2 nd)
15	<i>Shadow Trap</i> (CS1 st)
20	<i>Anathema</i> (C2 nd)
20	<i>Disrupt Undead</i> (M2 nd)
20	<i>Rot</i> (M2 nd)
20	<i>Stinking Cloud</i> (M2 nd)
20	<i>Web</i> (M2 nd)
20	<i>Heat Metal</i> (D2 nd)
20	<i>Warp Wood</i> (D2 nd)
20	<i>Hypnotic Pattern</i> (M2 nd)
25	Disarm
25	<i>Bad Luck</i> (CS3 rd)
25	<i>Stone Grip</i> (M2 nd)
30	<i>Phantasmal Killer</i> (M3 rd)
30	<i>Hold Spirits</i> (S3 rd)
30	<i>Blindness/Deafness</i> (C3 rd)
30	<i>Contagion</i> (M4 th)
30	<i>Unbearable Pain</i> (M3 rd)
30	<i>Inflict Disease</i> (C3 rd)
30	<i>Thieves' Lament</i> (CS3 rd)
30	<i>Slow</i> (M3 rd)
30	<i>Bite of the Vampire</i> (M3 rd)
35	<i>Control Plants</i> (M4 th)
35	<i>Slow Time</i> (CS3 rd)
35	<i>Steal the Breath</i> (M3 rd)
40	<i>Seaweed to Snakes</i> * (CS4 th)
40	<i>Sticks to Snakes</i> * (D4 th)
40	<i>Sticks to Flying Vipers</i> * (CS4 th)
40	<i>Capture the Soul</i> (CS4 th)
40	<i>Consume Cinnabryl</i> (M5 th)
40	<i>Lycanthropy</i> (CS4 th)
40	<i>Polymorph Others</i> (M4 th)
40	<i>Magic Muzzle</i> (M4 th)
40	<i>Corpse Possession</i> (M4 th)
40	<i>Vampiric Ray</i> (M4 th)
40	<i>Rocks to Spiders</i> * (CS4 th)
40	<i>Weresnakeform</i> (CS5 th)
40	<i>Unclean Touch</i> (CS5 th)
40	<i>Rainbow Pattern</i> (M4 th)
40	<i>Soul Binding</i> (M4 th)
45	<i>Spectral Aura</i> (M5 th)

45	<i>Weakness</i> (M5 th)
45	<i>Weariness</i> (M5 th)
45	<i>Clumsiness</i> (M5 th)
45	<i>Penetrate Defences</i> (M5 th)
50	<i>Hold Undead</i> (M5 th)
50	<i>Imprisoning Magic Circle</i> (C4 th /M4 th)
50	<i>Destroy Metals</i> (D5 th)
50	<i>Spiritual Bond</i> (CS5 th)
50	<i>Curse</i> (C3 rd /M4 th)
50	<i>Mind Fog</i> (M5 th)
50	<i>Empathic Torture</i> (M5 th)
50	<i>Force Transformation</i> (M5 th)
50	<i>Bind Undead</i> (M5 th)
55	<i>Magic Jar</i> (M5 th)
55	<i>Blinding Light</i> (M6 th)
60	<i>Alter Memories</i> (M6 th)
60	<i>Charm Plants</i> (M6 th)
60	<i>Control Undead</i> (M6 th)
60	<i>Timeshift</i> (CS6 th)
60	<i>Disperse</i> (M6 th)
60	<i>Flame of Justice</i> (M6 th)
60	<i>Shout</i> (HM6 th)
60	<i>Eyebite</i> (M6 th)
60	<i>Life Drain</i> (C6 th)
65	<i>Control Totem</i> (CS6 th)
65	<i>Plant Fist</i> (HM7 th)
65	<i>Symbol of Pain</i> (M6 th)
70	<i>Control Constructs</i> (M7 th)
70	<i>Necromantic Fusion</i> (M7 th)
70	<i>Hallucinatory Nightmare</i> (M7 th)
70	<i>Arboreal Form</i> (D7 th)
70	<i>Greater Polymorph</i> (M7 th)
70	<i>Energy Drain</i> (M7 th)
75	<i>Dance</i> (M7 th)
75	<i>Dimensional Prison</i> (M7 th)
80	<i>Destroy Phylactery</i> (M8 th)
80	<i>Crushing Hand</i> (M8 th)
80	<i>Polymorph Any Object</i> (M8 th)
80	<i>Scintillating Pattern</i> (M8 th)
80	<i>Arcane Trap</i> (M8 th)
85	<i>Binding Chains</i> (M8 th)
85	<i>Temporal Stasis</i> (M8 th)
90	<i>Dispel Immunity</i> (M9 th)
90	<i>Age</i> (M9 th)
90	<i>Maze</i> (M9 th)
90	<i>Divine Curse</i> (C7 th)
95	<i>Sleep Curse</i> (M9 th)
95	<i>Bind the Soul</i> (M9 th)
100	Draw Power
100	Trap Life

A4: ATTACK ENHANCEMENTS

Cost	Description
10	+1 Attack Roll Bonus
10	+1 Weapon Damage Bonus

10	<i>Offensive Impulse</i> (C1 st)
15	<i>Returning Weapon</i> (M1 st)
15	<i>Bless</i> (C2 nd)
15	+2 Turn Undead Bonus, +1d6 HD
15	<i>Unmissable Shot</i> (M1 st)
15	<i>Faerie Fire</i> (D1 st)
20	+2 Attack Roll Bonus
20	<i>Sure Strike</i> (M2 nd)
20	+2 Weapon Damage Bonus
20	<i>Poetic Inspiration</i> ((CS2 nd))
25	<i>Magic Weapon</i> (M2 nd)
25	+1 Weapon Enhancement Bonus
25	<i>Rage</i> (CS2 nd)
25	<i>Fist of Thor</i> (CS2 nd)
30	<i>Fire Bow</i> (CS3 rd)
30	<i>Elemental Weapon</i> (M3 rd)
30	+3 Attack Roll Bonus
30	+4 Turn Undead Bonus, +2d6 HD
30	+3 Weapon Damage Bonus
30	Bonus Spell Damage +1/dice
30	<i>Incendiary Darts</i> (M3 rd)
30	<i>Spell of Striking</i> (C3 rd)
30	<i>Battle Hymn</i> (B3 rd)
35	<i>Blood Thirst</i> (CS3 rd)
40	<i>Thunder Bow</i> (CS4 th)
40	+4 Attack Roll Bonus
40	+2 Weapon Enhancement Bonus
40	+4 Weapon Damage Bonus
40	<i>Extended Range</i> (M4 th)
40	<i>War Cry</i> (CS4 th)
45	<i>Bow of the Rainbow</i> (D5 th)
45	+6 Turn Undead Bonus, +3d6 HD
45	<i>Mighty Blow</i> (CS5 th)
45	<i>Deadly Bolt</i> (M5 th)
45	<i>Lethal Arrow of Mealiden</i> (CS4 th)
50	+5 Attack Roll Bonus
50	+5 Weapon Damage Bonus
50	<i>Siege Fire</i> (M5 th)
55	+3 Weapon Enhancement Bonus
60	<i>Deadly Weapon</i> (M6 th)
60	Bonus Spell Damage +2/dice
70	+4 Weapon Enhancement Bonus
70	Damage Multiplier: Double Damage
80	<i>Devastating Attack</i> (M8 th)
80	<i>Song of Triumph</i> (B7 th)
85	+5 Weapon Enhancement Bonus
90	<i>Enchanted Weapon</i> (C4 th)
90	Bonus Spell Damage +3/dice
90	<i>Hammer of Thor</i> (CS6 th)
90	<i>Eagle Eyes</i> (CS6 th)
100	Damage Multiplier: Triple Damage
100	<i>Victory</i> (CS7 th)

B. POWERS OF DIVINATION AND MOVEMENT

B1: SENSORY AND COGNITIVE ENHANCEMENTS

Cost	Description
10	<i>Analyse</i> (M1 st)
10	<i>Genealogy</i> (CS1 st)
10	<i>Intuition</i> (M1 st)
10	<i>Read Languages</i> (M1 st)
10	<i>Read Magic</i> (M1 st)
10	<i>Longsight</i> (M1 st)
10	Memorise +1 Bonus Spell Level
10	<i>Evaluate</i> (M1 st)
15	<i>Life Status</i> (CS1 st)
15	<i>Memory Visions</i> (M1 st)
20	<i>Communication</i> (M2 nd)
20	<i>Know Rune</i> (CS2 nd)
20	<i>Nocturnal Guard</i> (M2 nd)
20	<i>Speak with Animals</i> (M2 nd)
20	Memorise +2 Bonus Spell Levels
20	<i>Swap Spells</i> (CS2 nd)
20	<i>Memory Seal</i> (CS2 nd)
20	<i>Arcane Senses</i> (M2 nd)
20	<i>Whispering Wind</i> (M2 nd)
25	<i>ESP</i> ((M2 nd))
25	<i>Identify Species</i> (M3 rd)
25	<i>Speak with Dead</i> (C3 rd)
25	<i>See Invisibility</i> (M2 nd)
25	<i>Truth of Blood</i> (M3 rd)
30	<i>Geographic Map</i> (M3 rd)
30	<i>Infravision</i> (M3 rd)
30	<i>Tongues</i> (M3 rd)
30	Memorise +3 Bonus Spell Levels
30	<i>Creeping Shadow</i> (M3 rd)
30	<i>Speak with Plants</i> (D3 rd)
30	<i>Clairaudience/Clairvoyance</i> (M3 rd)
30	<i>Death Recall</i> (M3 rd)
35	<i>Steal Skill</i> (M4 th)
35	<i>Focused Map</i> (M4 th)
35	<i>Corpse Eyes</i> (M4 th)
35	<i>Second Sight</i> (M4 th)
35	<i>Sixth Sense</i> (M4 th)
35	<i>Technomancy</i> (CS4 th)
40	<i>Commune with Nature</i> (D5 th)
40	<i>Divination</i> (C4 th)
40	Memorise +4 Bonus Spell Levels
40	<i>Wizard Eye</i> (M4 th)
40	<i>Scrying</i> (M4 th)
40	<i>X-ray Vision</i> (M4 th)
45	<i>Universal Tongue</i> (M5 th)
50	<i>Memory</i> (M5 th)
50	Memorise +5 Bonus Spell Levels
50	<i>Dream</i> (M5 th)
50	<i>Telepathy</i> (M5 th)
50	<i>Trueseeing</i> (C5 th /M5 th)
55	<i>Telepathic Recall</i> (M6 th)

60	<i>Converse</i> (C6 th)
60	Memorise +6 Bonus Spell Levels
60	<i>Communicating Mirror</i> (M6 th)
60	<i>Arcane Sight</i> (M6 th)
65	<i>Holy Power</i> (C6 th)
70	<i>Lore</i> (M7 th)
70	Memorise +7 Bonus Spell Levels
70	<i>Hivemind</i> (M7 th)
75	<i>Mirror of the Past</i> (M7 th)
70	<i>Wizardry</i> (C7 th)
80	<i>Absorb Knowledge</i> (M8 th)
80	<i>Duplicate Spell</i> (M7 th)
80	Memorise +9 Bonus Spell Levels
85	<i>Ultimate Divination</i> (M8 th)
90	<i>Orb of Knowledge</i> (M9 th)
90	<i>Revealing Map</i> (M9 th)
90	<i>Greater Memory</i> (M9 th)
90	Memorise +9 Bonus Spell Levels
100	<i>Universal Harmony</i> (D7 th)
100	Memorise +10 Bonus Spell Levels

B2: ABILITIES TO DETECT AND PRECOGNITION

Cost	Description
10	<i>Detect Totem</i> (CS1 st)
10	<i>Compass</i> (M1 st)
10	<i>Detect Secret Passages</i> (M1 st)
10	<i>Detect Magic</i> (C1 st /M1 st)
10	<i>Detect Shapechangers</i> (M1 st)
10	<i>Detect Undead</i> (M1 st)
10	<i>Detect Poison</i> (S1 st)
10	<i>Locate Water</i> (CS1 st)
10	<i>Locate Metals</i> (M1 st)
10	<i>Locate Species</i> (M1 st)
10	<i>Weather Prediction</i> (D1 st)
10	<i>Find Information</i> (M1 st)
10	<i>Trance</i> (S1 st)
15	<i>Detect Evil</i> (C2 nd /M2 nd)
15	<i>Detect Alignment</i> (C2 nd)
15	<i>Locate Totem</i> (CS2 nd)
15	<i>Detect Lies</i> (C1 st)
15	<i>Reveal Curses</i> (S2 nd)
15	<i>Detect Danger</i> (D1 st)
20	<i>Locate Object</i> (M2 nd)
20	<i>Find Traps</i> (C2 nd)
30	<i>Vigilant Guardian</i> (M3 rd)
30	<i>Omen</i> (M3 rd)
35	<i>Oracle</i> (C3 rd)
40	<i>Fate</i> (CS4 th)
40	<i>Locate Creature</i> (M4 th)
45	<i>Tracks of Fire</i> (M5 th)
50	<i>Contact Outer Planes</i> (M5 th)
50	<i>Commune with Spirit Lord</i> (S5 th)
50	<i>Commune</i> (C5 th)
50	<i>Déjà-vu</i> (M5 th)
70	<i>Find the Path</i> (C6 th)

80	<i>Moment of Prescience</i> (M8 th)
80	<i>Reveal Location</i> (M8 th)
90	<i>Foresight</i> (M9 th)

B3: ENHANCEMENTS TO MOVEMENT

Cost	Description
10	<i>Spider Climb</i> (M1 st)
10	<i>Longstride</i> (M1 st)
10	<i>Jump</i> (M1 st)
20	<i>Levitate</i> (M2 nd)
20	<i>Swim</i> (M2 nd)
20	<i>Shadow Door</i> (CS2 nd)
25	<i>Exchange Places</i> (M3 rd)
30	<i>Plant Door</i> (D4 th)
30	<i>Fly</i> (M3 rd)
35	<i>Pass Rock</i> (M4 th)
35	<i>Automatic Pilot</i> (M4 ^o)
35	<i>Dimension Door</i> (M4 th)
40	<i>Fire Gate</i> (CS5 th)
40	<i>Passwall</i> (M4 th)
45	<i>Rock Door</i> (M5 th)
45	<i>Dimensional Tunnel</i> (M5 th)
50	<i>Teleport</i> (M5 th)
50	<i>Transport via Plants</i> (D6 th)
50	<i>Enchanted Vehicle</i> (M5 th)
60	<i>Ethereal Form</i> (M6 th)
60	<i>Blink</i> (M6 th)
60	<i>Elemental Travel</i> (M6 th)
65	<i>Transport via Rock</i> (M7 th)
70	<i>Word of Return</i> (C6 th)
70	<i>Planeshift</i> (M7 th)
70	<i>Teleport Any Object</i> (M7 th)
75	<i>Astral Body</i> (M7 th)
80	<i>Rainbow Path</i> (CS6 th)
80	<i>Spirit Walk</i> (S5 th)
90	<i>Gate</i> (M9 th)
90	<i>Teleportation Circle</i> (M9 th)
90	<i>Travel</i> (C7 th)
100	Time Travel

C. POWERS OF CREATION AND CHANGE

C1: INVOCATION AND CREATION

Cost	Description
10	<i>Tar</i> (M1 st)
10	<i>Floating Disc</i> (M1 st)
10	<i>Spear of Thorns</i> (D1 st)
10	<i>Invisible Servant</i> (M1 st)
10	<i>Animal Servant</i> (D1 st)
10	<i>Flaming Sphere</i> (M2 nd)
15	<i>Walking Dead</i> (M2 nd)
15	<i>Fairy Mount</i> (M1 st)
15	<i>Animate Rope</i> (M2 nd)
15	<i>Create Fire</i> (D2 nd)
15	<i>Magic Flame</i> (M2 nd)
15	<i>Light</i> (C1 st /M1 st)

15	<i>Faerie Lights</i> (M1 st)
15	<i>Inexhaustible Ammunition</i> (M1 st)
15	<i>Moonbeam</i> (M2 nd)
15	<i>Solar ray</i> (M2 nd)
15	<i>Call Herd</i> (S2 nd)
15	<i>Darkness</i> (C1 st /M1 st)
20	<i>Cornucopia</i> (CS3 rd)
20	<i>Summon Animal Ally</i> (M2 nd)
20	<i>Flaming Liquid</i> (CS2 nd)
20	<i>Obscure</i> (D2 nd)
25	<i>Snow Storm</i> (D3 rd)
25	<i>Create Air</i> (M3 rd)
25	<i>Summon Totem</i> (CS3 rd)
25	<i>Summon Shadows</i> (CS3 rd)
25	<i>Call Animals</i> (D3 rd)
25	<i>Secure Shelter</i> (M3 rd)
25	<i>Liquid Assassin</i> (M3 rd)
30	<i>Faithful Copy</i> (M4 th)
30	<i>Create Projectiles</i> (M4 th)
30	<i>Clothform</i> (M4 th)
30	<i>Fist of Rock</i> (M3 rd)
35	<i>Summon Lycanthropes</i> (CS4 th)
35	<i>Summon Lesser Spirits</i> (S4 th)
35	<i>Summon Refuge</i> (M4 th)
35	<i>Continual Light</i> (C3 rd /M3 rd)
35	<i>Continual Darkness</i> (C3 rd /M3 rd)
40	<i>Create Poison</i> (C4 th)
40	<i>Summon Monstrous Ally</i> (M4 th)
40	<i>Shadow Monster</i> (M4 th)
45	<i>Fabricate</i> (M5 th)
45	<i>Rain of Terror</i> (M5 th)
45	<i>Insect Swarm</i> (D5 th)
45	<i>Sand Storm</i> (CS4 th)
45	<i>Whirlwind</i> (M4 th)
50	<i>Animate Dead</i> (C4 th /M5 th)
50	<i>Create Food and Water</i> (C5 th)
50	<i>Create Fiery Beast</i> (CS5 th)
50	<i>Create Ravenous Dead</i> (CS5 th)
50	<i>Woodform</i> (M5 th)
50	<i>Summon Elementals</i> (M5 th)
50	<i>Shadow Evocation</i> (M5 th)
50	<i>Cloudkill</i> (M5 th)
55	<i>Summons</i> (M6 th)
55	<i>Create Normal Animals</i> (C5 th)
55	<i>Create Ice Zombies</i> (CS5 th)
55	<i>Summon Skinner</i> (CS5 th)
55	<i>Summon Horned Skull</i> (CS5 th)
55	<i>Acidic Fog</i> (M6 th)
55	<i>Fiery Tentacle</i> (M6 th)
60	<i>Guardian Tree</i> (D6 th)
60	<i>Animate Weapons</i> (M6 th)
60	<i>Animate Objects</i> (C6 th)
60	<i>Create Undead</i> (M6 th)
60	<i>Stoneform</i> (M6 th)

60	<i>Forceful Hand</i> (M6 th)
60	<i>Poisonous Cloud</i> (M6 th)
60	<i>Undead Plague</i> (CS6 th)
60	<i>Elemental Power</i> (M5 th)
65	<i>Heroes' Feast</i> (C6 th)
65	<i>Summon Planar Ally</i> (M6 th)
65	<i>Planar Ally</i> (C6 th)
65	<i>Succour</i> (M7 th)
70	<i>Heroes' Coming</i> (C6 th)
70	<i>Ironform</i> (M7 th)
70	<i>Create Normal Monsters</i> (M7 th)
70	<i>Summon Object</i> (M7 th)
70	<i>Shadow Twin</i> (M7 th)
70	<i>Explosive Cloud</i> (M7 th)
70	<i>Acid Rain</i> (M7 th)
70	<i>Sword</i> (M7 th)
70	<i>Sword of Fire</i> (S5 th)
70	<i>Rod of the Wyrms</i> (M6 th)
70	<i>Bind Extraplanar Creatures</i> (M7 th)
75	<i>Magical Double</i> (M7 th)
75	<i>Enchanted Vessel</i> (M7 th)
80	<i>Steelform</i> (M8 th)
80	<i>Create Magical Monsters</i> (M8 th)
80	<i>Create Greater Undead</i> (M8 th)
80	<i>Create Any Object</i> (M8 th)
80	<i>Summon Greater Spirits</i> (S6 th)
80	<i>Greater Shadow Evocation</i> (M8 th)
80	<i>Corrosive Cloud</i> (M8 th)
85	<i>Sandform</i> (M8 th)
85	<i>Cloud Ship</i> (M8 th)
90	<i>Alter Ego</i> (M9 th)
90	<i>Clone</i> (M8 th)
90	<i>Create Hybrids</i> (M9 th)
90	<i>Create Any Monster</i> (M9 th)
90	<i>Marine Fury</i> (CS7 th)
90	<i>Miraculous Seeds</i> (D7 th)
90	<i>Light Sword</i> (M9 th)
90	<i>Ubiquity</i> (M9 th)
95	<i>Army of Stone</i> (M9 th)
95	<i>Tsunami</i> (M9 th)
95	<i>Hurricane</i> (M9 th)
100	<i>Wish</i> (C7 th /M9 th)

C2: PERSONAL CHANGES

Cost	Description
10	<i>Ceremony</i> (CS1 st)
10	<i>Aestheticism</i> (M1 st)
10	<i>Lie</i> (M1 st)
10	<i>Silver Tongue</i> (M1 st)
10	<i>Psychokinesis</i> (M1 st)
15	<i>Claws of the Demon</i> (CS1 st)
15	<i>Aid Undead</i> (M2 nd)
15	<i>Devastating Touch</i> (M2 nd)
20	<i>Spirit Sending</i> (S2 nd)
20	<i>Temporary Skill</i> (M2 nd)

20	<i>Hunting Paint</i> (CS2 nd)
20	<i>Elasticity</i> (M2 nd)
20	<i>Sunbeam</i> (CS2 nd)
20	<i>Melding</i> (M2 nd)
20	<i>Silent Move</i> (S3 rd)
25	<i>Authority</i> (CS3 rd)
25	<i>Fascination</i> (CS3 rd)
25	<i>Totemic Bond</i> (CS3 rd)
25	<i>Stone Hands</i> (M2 nd)
25	<i>Burning Eyes</i> (M2 nd)
30	<i>Bravery</i> (CS3 rd)
30	<i>War Paint</i> (CS3 rd)
30	<i>Meld into Stone</i> (CS3 rd)
30	<i>Liquid Form</i> (M3 rd)
30	<i>Sandy Form</i> (M3 rd)
30	<i>Enlarge</i> (M3 rd)
30	<i>Plant Door</i> (D4 th)
30	<i>Breathe Element</i> (M3 rd)
30	<i>Lightning Reflexes</i> (M3 rd)
30	<i>Shrink</i> (M3 rd)
30	<i>Thief's Talent</i> (CS3 rd)
35	<i>Kiss of the Night</i> (CS4 th)
35	<i>Gaseous Form</i> (M3 rd)
35	<i>Animal Form</i> (M3 rd)
35	<i>Spidershape</i> (CS3 rd)
35	<i>Sustenance</i> (M3 rd)
35	<i>Haste</i> (M3 rd)
35	<i>Vigour</i> (S4 th)
40	<i>Exceptional Skill</i> (C4 th /M4 th)
40	Thieving Ability
40	<i>Phoenix Wings</i> (M4 th)
40	<i>Polymorph Self</i> (M4 th)
40	<i>Heroism</i> (M4 th)
40	<i>Primal Form</i> (M4 th)
40	<i>Flaming Form</i> (M4 th)
40	<i>Glacial Form</i> (M4 th)
45	<i>Plant Form</i> (D4 th)
45	<i>Body Manipulation</i> (M4 th)
45	<i>Necromorph</i> (M5 th)
50	<i>Cat's Grace</i> (M5 th)
50	<i>Trusting Wait</i> (CS5 th)
50	<i>Elemental Form</i> (M5 th)
50	<i>Champion's Strength</i> (C5 th)
50	<i>Bull's Strength</i> (M5 th)
50	<i>Telekinesis</i> (M5 th)
50	<i>Iron Constitution</i> (M5 th)
55	<i>Draconic Aura</i> (CS5 th)
60	<i>Evanescence</i> (M6 th)
60	<i>Righteous Might</i> (C6 th)
60	<i>Flesh to Stone/Stone to Flesh</i> (M6 th)
60	<i>Transformation</i> (M6 th)
70	<i>Necromantic Frenzy</i> (M7 th)
70	<i>Arboreal Bond</i> (D7 th)
80	<i>Demonshape</i> (CS7 th)

85	<i>Giants' Strength</i> (M8 th)
90	<i>Contingency</i> (M9 th)
90	<i>Timestop</i> (M9 th)
90	<i>Lord of the Storm</i> (CS7 th)
95	<i>Shapechange</i> (M9 th)
100	<i>Eyes of the Beholder</i> (CS7 th)

C3: EXTERNAL CHANGES

Cost	Description
10	<i>Home Help</i> (M1 st)
10	<i>Alter Writing</i> (CS1 st)
10	<i>Heat Air</i> (M1 st)
10	<i>Sacred Aura</i> (C1 st)
10	<i>Goodberry</i> (D1 st)
10	<i>Bless Rune</i> (CS1 st)
10	<i>Evaporate</i> (M1 st)
10	<i>Float in Air</i> (M1 st)
10	<i>Float</i> (M1 st)
10	<i>Luminosity</i> (D1 st)
10	<i>Time Marker</i> (M1 st)
10	<i>Precipitation</i> (M1 st)
10	<i>Purify Food and Water</i> (C1 st)
10	<i>Dig</i> (M1 st)
10	<i>Bleach</i> (M1 st)
10	<i>Grease</i> (M1 st)
15	<i>Magic Mouth</i> (M2 nd)
15	<i>Careen</i> (M2 nd)
15	<i>Colour</i> (M1 st)
15	<i>Shape Wood</i> (D2 nd)
20	<i>Affect Normal Fires</i> (M2 nd)
20	<i>Shape Coral</i> (CS2 nd)
20	<i>Knock</i> (M2 nd)
20	<i>Reinvigorating Soup</i> (D2 nd)
25	<i>Control Temperature</i> (D3 rd)
25	<i>Fertility</i> (M3 rd)
25	<i>Silence</i> (C2 nd)
25	<i>Sterility</i> (M3 rd)
30	<i>Thaumaturgical Circle</i> (CS3 rd)
30	<i>Climate</i> (M3 rd)
30	<i>Consecrate</i> (C3 rd)
30	<i>Cursed Container</i> (M3 rd)
30	<i>Desecrate</i> (C3 rd)
30	<i>Inscribe Rune</i> (CS3 rd)
30	<i>Repair</i> (C2 nd /M2 nd)
30	<i>Rock to Pebbles</i> (M3 rd)
30	<i>Pebbles to Rock</i> (M3 rd)
30	<i>Move Sand</i> (CS3 rd)
35	<i>Magic Container</i> (M3 rd)
35	<i>Control Element</i> (M3 rd)
35	<i>Manipulate Plants</i> (M4 th)
35	<i>Transmute Liquids</i> (M3 rd)
40	<i>Airy Water</i> (M4 th)
40	<i>Liquid Air</i> (M4 th)
40	<i>Magic Exchange</i> (M4 th)
40	<i>Create Atmosphere</i> (M4 th)

40	<i>Enchant Item</i> (M4 th)
40	<i>Solid Fog</i> (M4 th)
40	<i>Stone Shape</i> (M4 th)
40	<i>Aqueous Transmutation</i> (M4 th)
45	<i>Magnetism</i> (M4 th)
50	<i>Magic Acceleration</i> (CS6 th)
50	Container
50	<i>Dissolve/Harden</i> (M5 th)
50	<i>Spatial Distortion</i> (M5 th)
50	Repair Temporary Magic Item
50	<i>Transparency</i> (M5 th)
55	<i>Aura of Unpredictability</i> (CS6 th)
55	<i>Magic Door</i> (M6 th)
55	<i>Purifying Zone</i> (C5 th)
60	<i>Control Liquids</i> (M6 th)
60	<i>Control Winds</i> (M6 th)
60	<i>Control Currents</i> (M6 th)
60	<i>Ironwood</i> (M6 th)
60	<i>Remove Barrier</i> (C6 th)
65	<i>Control Inertia</i> (M6 th)
65	<i>Lava to Rock</i> (M7 th)
65	<i>Move Earth</i> (M6 th)
70	<i>Alter Spell</i> (M7 th)
70	<i>Calm/Agitate Water</i> (M7 th)
70	<i>Flat Calm</i> (CS7 th)
70	<i>Control Gravity</i> (M7 th)
70	<i>Delay</i> (M8 th)
70	<i>Rock to Lava</i> (M7 th)
70	<i>Transfer Enchantment</i> (M7 th)
70	<i>Transmute Solids</i> (M6 th)
75	<i>Control Weather</i> (M7 th)
75	<i>Dimensional Refuge</i> (M7 th)
75	<i>Natural Transformation</i> (D7 th)
80	<i>Eclipse</i> (CS7 th)
80	<i>Permanency</i> (M8 th)
80	<i>Magic Preparation</i> (M9 th)
80	Repair Permanent Magic Item
85	<i>Glassteel</i> (M8 th)
90	<i>Crystalbrittle</i> (M9 th)
90	<i>Earthquake</i> (C7 th)
100	<i>Sun Stone</i> (CS7 th)
100	Empower

D. DEFENSIVE POWERS

D1: CURES

Cost	Description
10	<i>Cure Light Wounds</i> (C1 st)
10	<i>Invigorating Glyph</i> (CS1 st)
10	<i>Necromantic Healing</i> (M1 st)
10	<i>Remove Fear</i> (C1 st)
15	<i>Remove Stun</i> (C2 nd)
15	<i>Curative Power</i> (CS2 nd)
20	<i>Remove Blindness/Deafness</i> (C3 rd)
20	<i>Thaumaturgical Circle</i> (C3 rd)

20	<i>Free Animals</i> (D3 rd)
20	<i>Free Person</i> (C2 nd /M3 rd)
20	<i>Restorative Sleep</i> (CS2 nd)
25	<i>Arrest the Red Curse</i> (CS3 rd)
25	<i>Cure Serious Wounds</i> (C3 rd)
25	<i>Cure Disease</i> (C3 rd)
25	<i>Heal Undead</i> (M3 rd)
25	<i>Free Spirits</i> (S3 rd)
30	<i>Programmed Cure</i> (C4 th)
35	<i>Mental Clarity</i> (S5 th)
40	<i>Neutralise Poison</i> (C4 th)
40	<i>Elemental Cure</i> (C5 th)
45	<i>Healing Circle</i> (C5 th)
45	<i>Mental Cure</i> (C5 th)
50	<i>Phantasmal Lover</i> (M6 th)
50	<i>Cure Critical Wounds</i> (C5 th)
50	<i>Freedom</i> (M5 th)
50	<i>Pardon</i> (C5 th)
55	<i>Remove Curse</i> (C3 rd /M4 th)
60	<i>Resurrection</i> (C5 th)
60	<i>Break Enchantment</i> (M6 th)
65	<i>Reincarnation</i> (M6 th)
70	<i>Heal</i> (C6 th)
75	<i>Regeneration</i> (C6 th)
75	<i>Purifying Energy</i> (M7 th)
80	<i>Remove Spell</i> (M8 th)
80	<i>Reanimate</i> (M8 th)
80	<i>Breath of Life</i> (C7 th)
85	<i>Free the Soul</i> (M9 th)
85	<i>True Resurrection</i> (C7 th)
90	<i>Restoration</i> (C6 th)
95	<i>Longevity</i> (M9 th)
100	Automatic Healing

D2: PERSONAL BONUSES

Cost	Description
10	+1 AC Bonus
15	+1 ST Bonus
20	+2 AC Bonus
25	+2 ST Bonus
30	+3 AC Bonus
30	HP Bonus: +1 per HD
35	+3 ST Bonus
40	+4 AC Bonus
45	+4 ST Bonus
50	+5 AC Bonus
55	+5 ST Bonus
60	+6 AC Bonus
60	HP Bonus: +2 per HD
70	+7 AC Bonus
80	+8 AC Bonus
90	+9 AC Bonus
90	HP Bonus: +3 per HD
100	+10 AC Bonus

D3: PERSONAL PROTECTIONS

Cost	Description
10	<i>Divine Aid</i> (C1 st)
10	<i>Holy Armour</i> (C1 st)
10	<i>Oilskin</i> (M1 st)
10	<i>Balance</i> (M1 st)
15	<i>Bone Armour</i> (C2 nd)
15	Anti-Magic Aura 10%
15	<i>Shimmer</i> (S2 nd)
15	<i>Feather Fall</i> (M1 st)
15	<i>Endure Elements</i> (M1 st)
15	<i>Obscure Alignment</i> (C2 nd)
15	<i>Protection from Evil</i> (C1 st /M1 st)
15	<i>Sanctuary</i> (C1 st)
15	<i>Deflecting Shield</i> (M2 nd)
15	<i>Shield</i> (M1 st)
20	<i>Apnea</i> (M2 nd)
20	<i>Reflection</i> (M2 nd)
20	<i>Sure Step</i> (C2 nd)
20	<i>Mind Shield</i> (M2 nd)
20	<i>Elemental Resistance</i> (C2 nd)
25	<i>Minor Luck</i> (CS3 rd)
25	Parry
25	<i>Poison Resistance</i> (C2 nd)
25	<i>Gentle Repose</i> (C3 rd)
25	<i>Shield of Faith</i> (C2 nd)
30	Anti-Magic Aura 20%
30	<i>Electric Barrier</i> (M3 rd)
30	Immunity to Disease
30	<i>Spell of Parrying</i> ((C3 rd)
30	<i>Barkskin</i> (M3 rd)
30	<i>Protection from Normal Missiles</i> (M3 rd)
35	<i>Magnetic Barrier</i> (D3 rd)
35	<i>Protection from Poison</i> (D3 rd)
35	<i>Repel Lightning</i> (D4 th)
35	<i>Dragon Scales</i> (CS3 rd)
35	Dodge Missiles
40	<i>Spirit Armour</i> (M4 th)
40	<i>Defensive Aura</i> (M4 th)
40	<i>Natural Barrier</i> (D4 th)
40	<i>Walk on Lava</i> (CS4 th)
40	<i>Immunity to the Elements</i> (C4 th)
40	<i>Immunity to Spells</i> (C4 th)
40	<i>Freedom of Movement</i> (C4 th)
40	Protection, Minor
40	Shelter
40	<i>Purity of Spirit</i> (CS4 th)
40	<i>Elemental Shield</i> (M4 th)
45	Anti-Magic Aura 30%
45	<i>Atruaghin's Favour</i> (CS5 th)
45	<i>Life Protection</i> (C4 th)
45	<i>Damage Resistance</i> (C4 th)
50	<i>Dimensional Anchor</i> (M6 th)
50	<i>Spellbinding Barrier</i> (M5 th)
50	Immunity to Aging

50	<i>Skin of Amber</i> (CS5 th)
50	<i>Stoneskin</i> (M5 th)
55	<i>Aura of Security</i> (M5 th)
60	Anti-Magic Aura 40%
60	<i>Anti-magic Barrier</i> (M6 th)
60	Protection, Major
60	<i>Guardian Seal</i> (CS5 th)
65	Evade Attacks
70	<i>Dimensional Shield</i> (M7 th)
70	<i>Divine Blessing</i> (C7 th)
70	Immunity to Energy Drain
70	<i>Steelskin</i> (M7 th)
70	<i>Rock</i> (M7 th)
70	<i>Dragon Shield</i> (CS5 th)
75	Anti-Magic Aura 50%
75	<i>Barrier of Spell Turning</i> (M7 th)
75	<i>Temporal Barrier</i> (CS7 th)
75	<i>Protective Simulacrum</i> (M7 th)
75	<i>Survival</i> (C7 th)
80	<i>Elemental Aura</i> (M8 th)
80	<i>Mindblank</i> (M8 th)
80	Protection, Total
85	<i>Invulnerability</i> (M8 th)
90	<i>Greater Spellbinding Barrier</i> (M9 th)
90	Immunity (M9 th)
90	<i>Magic Resistance 70%</i> (C5 th)
90	<i>Entropic Shield</i> (M9 th)
100	<i>Create Phylactery</i> (M8 th)
100	<i>Luck</i> (C7 th)
100	Immunity to Breath Weapons

D4: MISLEADING ILLUSIONS

Cost	Description
10	<i>Mystic Aura</i> (M1 st)
10	<i>Disguise Self</i> (M1 st)
10	<i>Invisibility to Undead</i> (M1 st)
10	<i>Invisibility to Spirits</i> (S2 nd)
10	<i>Pass without Trace</i> (M1 st)
10	<i>Ghost Sound</i> (M1 st)
10	<i>Ventriloquism</i> (M1 st)
15	<i>Shadow Aura</i> (CS2 nd)
20	<i>Phantasmal Force</i> (M2 nd)
20	<i>Invisibility</i> (M2 nd)
20	<i>Deathmask</i> (M2 nd)
20	<i>Blur</i> (M2 nd)
20	<i>Silence</i> (M2 nd)
25	<i>Mirror Image</i> (M2 nd)
25	<i>Secret Writing</i> (M3 rd)
25	<i>Camouflage</i> (M2 nd)
25	<i>Illusionary Wall</i> (M3 rd)
30	<i>Confusing Harmony</i> (B2 nd)
30	<i>Sphere of Invisibility</i> (M3 rd)
35	<i>Massmorph</i> (M4 th)
35	<i>False Thoughts</i> (M4 th)
40	<i>Displacement</i> (M4 th)

40	<i>Improved Invisibility</i> (M4 th)
40	<i>Hallucinatory Terrain</i> (M4 th)
45	<i>Disguise</i> (M5 th)
45	<i>False Vision</i> (M5 th)
50	<i>Persistent Image</i> (M5 th)
50	<i>Image Multiplication</i> (M5 th)
50	<i>Magic Sanctum</i> (M5 th)
55	<i>Programmed Illusion</i> (M6 th)
55	<i>Delusion</i> (M6 th)
60	<i>Mislead</i> (M6 th)
60	<i>Projected Image</i> (M6 th)
65	<i>Veil</i> (M7 th)
70	<i>Mass Invisibility</i> (M7 th)
80	<i>Impersonate</i> (M8 th)
80	<i>Mirage Arcana</i> (M8 th)
90	<i>Illusionary Reality</i> (M9 th)

D5: EXTERNAL PROTECTIONS AND BARRIERS

Cost	Description
10	<i>Song of Awakening</i> (B1 st)
10	<i>Watcher</i> (M1 st)
10	<i>Sound Barrier</i> (M2 nd)
10	<i>Arcane Mark</i> (M1 st)
15	<i>Alarm</i> (M2 nd)
15	<i>Simulation Circle</i> (M2 nd)
15	<i>Wizard Lock</i> (M2 nd)
15	<i>Explosive Runes</i> (M2 nd)
20	<i>Dispelling Fog</i> (D2 nd)
25	<i>Devour Flame</i> (D2 nd)
25	<i>Wall of Wind</i> (M3 rd)
25	<i>Snake Sigil</i> (M3 rd)
30	<i>Force of Will</i> (C3 rd)
30	<i>Glyph of Interdiction</i> (C3 rd)
30	<i>Fire Trap</i> (M3 rd)
35	<i>Circle of Protection from Evil</i> (C3 rd /M3 rd)
35	<i>Impassable Defence</i> (CS4 th)
35	<i>Repel Lycanthropes</i> (CS4 th)
40	<i>Revealing Shell</i> (M4 th)
40	<i>Mantle of Shadow</i> (CS4 th)
40	<i>Wall of Thorns</i> (D4 th)
40	<i>Eternal Rest</i> (CS5 th)
40	<i>Repel Stone</i> (D5 th)
40	<i>Wall of Water</i> (M4 th)
40	<i>Wall of Fire</i> (M4 th)
40	<i>Wall of Ice</i> (M4 th)
40	<i>Seal Passage</i> (M4 th)
45	<i>Magic Circle, Protective</i> (C4 th /M4 th)
45	<i>Interposing Hand</i> (M4 th)
45	<i>Ice Trap</i> (M5 th)
50	<i>Wall of Stone</i> (M5 th)
50	<i>Dispelling Magic</i> (C3 rd /M3 rd)
50	<i>Magic Lock</i> (M6 th)
50	<i>Preservation</i> (M6 th)
50	<i>Repel Wood</i> (D6 th)
55	<i>Barrier</i> (C6 th)

55	<i>Forcecage</i> (M6 th)
55	<i>Seasons of Life</i> (D5 th)
55	<i>Purifying Zone</i> (C5 th)
60	<i>Dispelling Evil</i> (C5 th)
60	<i>Exile</i> (C6 th)
60	<i>Globe of Invulnerability</i> (M6 th)
60	<i>Anti-Magic Melody</i> (B4 th)
60	<i>Wall of Iron</i> (M6 th)
60	<i>Sphere of Elemental Protection</i> (M6 th)
60	<i>Glyph of Warding</i> (M4 th)
60	<i>Repel Metal</i> (D7 th)
60	<i>Enchanted Standard</i> (CS6 th)
65	<i>Invisibility Purge</i> (M7 th)
65	<i>Hymn of Life</i> (B6 th)
65	<i>Interdiction of the Tomb</i> (CS7 th)
65	<i>Forbiddance</i> (C6 th)
70	<i>Bastion</i> (M7 th)
70	<i>Banish</i> (M7 th)
70	<i>Barrier to the Undead</i> (C7 th)
75	<i>Barrier to the Living</i> (C7 th)
80	<i>Force Field</i> (M8 th)
80	<i>Duelling Shield</i> (M8 th)
85	<i>Sphere of Protection from Magic</i> (M8 th)
85	<i>Zone of Interdiction</i> (M8 th)
90	<i>Sphere of Security</i> (CS7 th)
90	<i>Sacred Seal</i> (C7 th)
95	<i>Prismatic Wall</i> (M9 th)
100	<i>Disjunction</i> (M9 th)
100	<i>Anti-Magic Ray</i> (M9 th)

DESCRIPTIONS OF THE UNIQUE POWERS OF ARTEFACTS

AC Bonus

Duration 6 turns, Effect personal

The power gives the artefact's owner a certain protection bonus to his Armour Class for 6 turns. The bonus is cumulative with other modifiers derived from worn armour or shields, but not with those from other protective items (like rings): in such cases only use the higher value.

Anti-Magic Aura

Duration 6 turns, Effect personal

The power manifests an invisible barrier for 6 turns that has a certain percentage (roll 1d100 under the stated value) of annulling any magical or supernatural effect of mortal or immortal origin within a radius of 5 feet around the artefact. The roll must be made separately for each magic effect that is in contact with the anti-magic aura, but permanent effects aren't affected. The effect remains nullified for 1 turn after leaving the anti-magic area.

Attack Roll Bonus

Duration 1 turn, Effect personal

The power grants the artefact's owner a specific bonus to all his Attack Rolls for 1 turn. The bonus is cumulative with any other modifier.

Automatic Healing

Duration 6 turns, Effect personal

It is possible to prepare the artefact so that it automatically produces the effects of a *heal* (6th-level divine spell) when the conditions placed by its owner are met within 6 turns. In such a case the artefact automatically heals whoever it is in contact with (usually its owner) of the requested effect (poisoning, paralysis, disease, stun, blindness and deafness, or damaged suffered). The PP are subtracted when the artefact is programmed, independent of the fact if the *heal* is activated later or not.

Bonus Spell Damage

Duration instantaneous, Effect on 1 spell

The power grants the artefact's owner a specific bonus to every damage dice inflicted with a specific spell cast in the same round the power was activated.

Container

Duration 6 hours, Effect on artefact

The power allows its owner to insert any item into the artefact by simply moving to it and invoking the secret activation word. The artefact can only hold inanimate objects up to two sizes larger than its own and its maximum encumbrance capacity is equal to 50,000 coins. The power keeps the items in the container for 6 hours, and each round only the possessor can choose to draw any one of the items from the artefact, or have them all leave simultaneously (the action requires concentration like casting a spell). At the end of the six hours, anything still within the container is disintegrated, unless the possessor uses more Power Points to renew the effect. An artefact with this power cannot also have *Trap Life* or *Shelter*.

Crushing Embrace

Duration 1 turn, Effect personal

This power gives the artefact's owner a crushing attack against one adversary per round. The attack involves a normal unarmed Attack Roll and it can only be made against a being of equal or smaller size. If the roll is successful, the victim suffers 2d6 damage plus the character's Strength modifier, and must make an opposed Strength check to free himself from the embrace, otherwise he suffers the crushing damage each round. While the attacker crushes his adversary, he cannot move or take other actions or attacks.

Damage Multiplier

Duration 1 turn, Effect personal

The power allows the artefact's owner to multiply the damage inflicted with any held weapon for 1 turn. This

involves multiplying by the modifier given the damage derived from his mastery with the weapon and his Strength, adding afterwards any other bonuses that are derived from magic.

Disarm

Duration 1 turn, Effect personal

The power grants the artefact's possessor the ability to use the homonymous Fighter Combat Option once per round for a turn.

Dodge Missiles

Duration 1 turn, Effect personal

The power allows the artefact's owner to avoid any missile (both mundane and magical, including those of siege engines or created by a spell throw against him if he makes a successful ST vs. Wands. Until the effect's end it is possible to avoid up to six missiles per round (one ST for each), and only if the subject is aware of them and able to move. This ability is totally free and doesn't prevent the character from moving or performing other actions.

Draw Power

Duration 24 hours, Effect personal

The power gives the ability to draw all of the touched victim's magical ability, allowing the artefact's owner to invoke the spells studied by the victim in addition to his own for the next 24 hours, after which the victim regains his magical faculties. This power only functions on a subject who allows the artefact's owner to draw on his magical ability without opposing him (voluntarily or by means conditioning mental magic), but doesn't allow access to knowledge of the *wish* spell.

Empower

Duration 1 round, Effect on spell

The power allows the enhancing of just one of the following variables of a spell cast by the item's owner in the round following the activation of this power: Range (excluding effects with a range zero or touch), Area of Effect (excluding effects that only affect one creature or object), Duration (excluding instantaneous or permanent effects). The variables can be increased by a factor of between 2 and 20, at the discretion of the artefact's owner (the cost is always 100 PP).

Evade Attacks

Duration 1 turn, Effect personal

The power allows the artefact's owner to avoid any attack directed against him (whether it is a melee or ranged attack or a spell with a directed physical manifestation) if he makes a successful ST vs. Wands. Until the end of the effect, it is possible to avoid one attack per round, as long as the subject is aware of it and has enough space to move and dodge it. This ability is totally free and doesn't prevent the character from moving or performing other actions.

HP Bonus

Duration 1 turn, Effect personal

The power grants the artefact's owner a certain number of additional Hit Points for every Hit Dice (not levels) for 1 turn. Any damage suffered is subtracted from these bonus HP first: after 1 turn any remaining extra HP disappear, if instead he has already lost them all the subject doesn't suffer a further loss of HP.

Immunity to Aging

Duration 18 turns, Effect touch

The power grants the beneficiary touched by the artefact complete immunity to any aging effect for 18 turns, including those caused by spells or the special powers of items or creatures.

Immunity to Breath Weapons

Duration 1 turn, Effect touch

The power grants the beneficiary touched by the artefact complete immunity to any breath attack for 1 turn, including those caused by spells (like *arcane breath*) or special powers of items or creatures (like the breaths of dragons, gorgons, drolems etc.).

Immunity to Disease

Duration 18 turns, Effect touch

The power grants the beneficiary touched by the artefact complete immunity to any disease for 18 turns, whether caused by normal agents, spells, or special powers of items or creatures.

Immunity to Energy Drain

Duration 6 turns, Effect touch

The power grants the beneficiary touched by the artefact complete immunity to any energy drain for 6 turns.

Memorise Bonus Spell Levels

Duration 24 hours, Effect personal

The power grants the artefact's owner the ability to memorise a certain number of additional spell. The power cannot be used to learn new spells or enhance the level of those he already knows, but only to memorise a greater number than his level allows, choosing from those known, without exceeding the bonus. The power can only be used by a spellcaster, during the time in which he meditates or studies to memorise his spells.

Parry

Duration 1 turn, Effect personal

The power grants the artefact's possessor the ability to use the homonymous Fighter Combat Option once per round for a turn.

Protection, Major

Duration 6 turns, Effect touch

The power grants the beneficiary touched by the artefact complete immunity to any attack that involves the physical contact of another creature with 20 HD/Levels or less. Beings that fall into this limit cannot physically touch the subject or attack him in melee, but can wound him with ranged attacks or non-contact spells. The

beneficiary can in his turn attack without losing the protection, which lasts for 6 turns.

Protection, Minor

Duration 6 turns, Effect touch

The power grants the beneficiary touched by the artefact complete immunity to any attack that involves the physical contact of another creature with 20 HD/Levels or less. Beings that fall into this limit cannot physically touch the subject or attack him in melee, but can wound him with ranged attacks or non-contact spells. The beneficiary can in his turn attack without losing the protection, which lasts for 6 turns.

Protection, Total

Duration 6 turns, Effect touch

The power grants the beneficiary touched by the artefact complete immunity to any attack that involves the physical contact of another creature. The beings cannot physically touch the subject or attack him in melee, but can wound him with ranged attacks or non-contact spells. The beneficiary can in his turn attack without losing the protection, which lasts for 6 turns.

Repair Permanent Magic Items

Duration permanent, Effect touch

The power allows the complete and instant repair of one permanent magic item (except other artefacts) touched by the artefact. The repair is permanent and returns the item to perfect condition (maximum Damage Points) even if had been destroyed (zero DP), but only if all its parts are present.

Repair Temporary Magic Items

Duration permanent, Effect touch

The power allows the complete and instant repair of one temporary magic item (i.e. with charges or activations) touched by the artefact. The repair is permanent and returns the item to perfect condition (maximum Damage Points) even if had been destroyed (zero DP), but only if all its parts are present. The effect also replaces any charges missing from the item, except for those with a single charge or that are normally non-rechargeable.

Shelter

Duration 24 hours, Effect on artefact

The power allows the artefact's owner to enter and leave it as he chooses. Within the artefact the character doesn't age or need any form of sustenance but the item can only hold its owner, who remains ignorant of what is happening outside the artefact. The activation of the power allows the subject to and leave the item for 24 hours simply by touching it (an action equivalent to using a magic item); if at the duration's end that character is still inside it, he is automatically expelled, unless he consumes more Power Points to renew the effect. An artefact with this power cannot also have *Trap Life* or *Container*.

Smash

Duration 1 turn, Effect personal

The power grants the artefact's possessor the ability to use the homonymous Fighter Combat Option once per round for a turn.

ST Bonus

Duration 6 turns, Effect personal

The power grants the artefact's owner a certain protection bonus to all his Saving Throws for 6 turns. The bonus is cumulative with other modifiers derived from spells, skills or circumstances, but not with those from other protective items (like rings): in such cases only use the higher value.

Thieving Ability

Duration 6 turns, Effect personal

On each activation, the power grants the artefact's owner a specific thief skill for 6 turns from amongst *Move Silently*, *Hide in Shadows*, *Remove Traps*, *Climb Walls*, *Open Lock*, *Hear Noise*, *Pickpockets* and *Find Traps*. The chance of success is equivalent to a thief of the same level as the character: if the subject already has an identical skill, he uses the value with a bonus of +20%.

Time Travel

Duration special, Effect personal

The power grants the artefact's owner to travel backwards and/or forwards in time together with the object. The method and the limits of the travel always vary, but must involve a drastic physical change or the chance of dying in the transition.

This power can only be added to a Greater or Major artefact of the Sphere of Time.

Trap Life

Duration special, Effect touched victim

When the owner touches a creature with the artefact and speaks the activation word, the victim must make a successful ST vs. Spells with a -6 penalty to avoid being drawn inside the artefact; whether the trap works or not, the Power Points are deducted on the power's activation. The trap can contain only one victim: if it traps a second, the previously imprisoned victim is immediately expelled. Within the artefact, the prisoner survives in an incorporeal state without aging or needing nourishment. However he is cut off from the rest of the world, cannot be detected in any way and the only way to communicate with him is through telepathy directed at the artefact.

An artefact with this power cannot also have *Shelter* or *Container*.

Turn Undead

Duration 6 turns, Effect personal

The power grants the ability to turn undead within 20 feet as a Cleric of a specific level (24th or 36th), by showing the artefact to the creature.

Turn Undead Bonus

Duration 6 turns, Effect personal

The power grants the artefact's owner a specific bonus for 6 turns to all his rolls to Turn Undead, including the roll to determine the HD turned or destroyed.

Weapon Damage Bonus

Duration 1 turn, Effect personal

The power gives the artefact's owner a specific bonus to all the damage inflicted with any weapon he uses for 1 turn. The bonus is cumulative with any other modifier.

Weapon Enhancement Bonus

Duration 1 turn, Effect personal

This power grants the artefact's owner a specific enhancement bonus with any weapon he uses for 1 turn. The bonus is cumulative with any other enhancement modifier, and thanks to it, the weapons are treated as enhanced with the total modifier.

HANDICAPS AND PENALTIES OF ARTEFACTS

The handicaps (permanent effects) and the penalties (dispellable effects) associated to the artefacts must be chosen from the following list. The criteria for their selection should conform to the purpose for which the item had been made, or that are in keeping the item's Sphere.

The DM can decide that a handicap or penalty is only caused by a specific event (like, for example, the use of a particular power or by a pre-established behaviour) or at a certain time of day or in a specific place. These conditions are particularly appealing to use as they give the characters limits in order to not abuse the artefact's powers, and if they do otherwise it will bring dangerous consequences and severe punishments, as in the most classic of fables.

Unless it is specifically mentioned in the effect's description, no Saving Throw is allowed to avoid the detrimental effect. If no predetermined action is given to activate a given penalty, the standard chance that the penalty occurs is based on the artefact's magnitude:

- Minor: 15%
- Lesser: 20%
- Greater: 25%
- Major: 30%

If the d100 result is equal to or less than this value, the DM must randomly apply one of the artefact's penalties, or the one linked to the power used (if specified).

When an effect involves a change in the character's mental condition (e.g. new objectives, fear or a change of personality), the player involved must be informed secretly and must play the character to conform to the subject's new wishes or objectives. If the player is unable to play the character properly, the Dungeon Master can decide to take control of it for a brief time; if instead the player gives up the character or refuses to play it correctly, the DM should turn it into a permanent NPC.

Table 2.2 lists the effects used as Handicaps or as Penalties: if an effect is in both columns, it means that it can be selected for both positions. In any case, the DM is

encouraged to expand and enhance the list of handicaps and penalties given below to make it unique and unpredictable.

TABLE 2.2 – HANDICAPS & PENALTIES OF ARTEFACTS

Handicap	Penalty
AC Penalty	AC Penalty*
Additional Damage	Additional Damage
Aging	Aging
Attack Penalty	Amnesia
Attraction	Anti-Magic Field
Change in Alignment	Apathy
Change in Attitude	Attack Penalty*
Change in Height	Attraction
Characteristic Penalty	Change in Alignment
Clumsy	Change in Attitude
Damage Penalty	Change in Height
Energy Drain	Characteristic Penalty*
Fatal Destiny	Clumsy
Greed	Collateral Effect
Handicap	Damage Penalty*
HP Penalty	Death
Limited Use	Energy Drain
Magic Destruction	Ethereal Escape
Magic Error	Gas
Mania	Gaseous Form
Mutation	Greed
Non-Automatic Recharge	HP Penalty*
Operating Cost	Magic Destruction
Putrefaction	Malfunction
Reduced Range	Mania
Repulsion	Mutation
Sentient Artefact	Pain
Shapechange	Paranoia
Short Term Memory	Putrefaction
ST Penalty	Reduced Range
Weak Magic	Repulsion
	Service
	Shapechange
	Short Term Memory
	ST Penalty*
	Trap Life
	Weak Magic

*These penalties are curses removable with *remove curse* spoken by a character of at least 20th level.

AC Penalty

The Armour Class of the artefact's owner suffers a permanent penalty of between 1 to 10 points.

Additional Damage

The artefact's owner receives a fixed amount of additional damage every time he is physically struck. The additional damage can be limited to a specific type of attack (like a category of weapons, creatures, or magic effects) or to a particular element.

Aging

The artefact's owner or those that touch it age a number of years determined randomly or proportional to the PP cost of the power used last.

Amnesia

The victim immediately loses his class knowledge for a limited period (from 2 to 60 days): spellcasters lose their ability to cast spells; fighters lose their competence with weapons and their fighter combat options, while thieves lose their general and special thief skills. The amnesia is curable with a *heal*, *mental cure* or *remove curse* of at least 20th level.

Anti-Magic Field

The artefact creates a 100% anti-magic field with a 10 feet radius that negates the chance to use any magic powers within it (including those of the artefact). The anti-magic can only be dispelled with a wish or in the manner expected for the artefact.

Apathy

The subject stops where he is and refuses to perform any action, and he is incapable of reacting to any external stimuli, even if it threatens his life. The character remains in a state of apathy for 2d10 days, unless he receives a *heal*, *mental cure* or *remove curse* of at least 20th level.

Attack Penalty

The artefact's owner suffers a permanent penalty of between -1 and -10 to his Attack Rolls.

Attraction

The artefact's owner sees a sudden increase in his influence over members of the opposite sex, up to being suffocated and even tormented by his insistent admirers, who if they don't receive the desired attention transform into molesters and jealous and vindictive persecutors.

Change in Alignment

The Alignment and behaviour of the artefact's owner change to reflect the artefact's Sphere or purpose. Normally two Alignments are listed for this effect: use the first unless that is already the subject's, in which case use the second.

Change of Attitude

The artefact's owner and other beings near him or that touch the item suddenly change behaviour and become aggressive or cowardly, angelic or diabolic, honest or dishonest, intolerant, lazy or hyperactive, friendly or rude, fussy or messy, peaceful or quarrelsome, jocular or pedantic, timid or brazen, suspicious or compliant, chatty or silent.

Change in Height

The artefact's owner can shrink down to a minimum of 4 inches or grow to a maximum of 16 feet, along with his equipment; the transformation can be immediate or gradual, but always has a specific duration.

Characteristic Penalty

One of the character's six characteristics is permanently reduced by 1-5 points. If because of this the characteristic is reduced to zero, the character dies (Constitution) or kills himself (Charisma), or becomes paralytic (Strength and Dexterity), or an idiot (Wisdom and Intelligence).

Collateral Effect

The artefact produces a negative effect for its owner. The effect can be random or predetermined, however it doesn't consume Power Points. Select the effect from the following power categories:

A1 or A3 directly against the owner

C1 or C3 indirectly against the owner

D4 or D5 directly or indirectly against the owner

Naturally, not all the powers of categories C and D can be directed against the subject, so the DM should carefully select the collateral effect beforehand. All summoned or created monsters are always hostile to the artefact's owner and they will quickly try to attack him. Finally, an offensive spell should offer a ST to avoid or halve the damage, unless stated otherwise in the specific description of that artefact.

Clumsy

Each of the subject's attacks have between 10-50% chance of missing and hitting him instead. If the handicap happens, the character still benefits from any Saving Throws to reduce or negate the effects of a spell, while he cannot parry or dodge his own blows. If he suffers the effects of a *charm*, the subject becomes excessively vain and haughty for 24 hours.

Damage Penalty

The physical attacks of the artefact's owner inflict 2-12 points less damage, but each blow that hits always does a minimum of 1 point of damage.

Death

The subject is instantly reduced to zero hp and enters a coma, dying within 1d10 minutes if no one provides adequate aid.

Energy Drain

The artefact's owner permanently loses between 1-4 experience levels or 10-50% of his experience levels.

Ethereal Escape

The item's owner enters the Ethereal Plane every time that he faces a dangerous situation. If he doesn't have the magical means to move or return to his original plane, the victim remains trapped in the Ethereal until he is saved.

Fatal Destiny

Fatal destiny is a handicap that can only be linked to a set power (that costs at least 80 PP) of a Major Artefact. The character who activated the power linked to the fatal destiny suddenly vanishes from the world along with all his equipment and no one will be able to track him

down, as he has been assimilated by the artefact. Only through a number of *wishes* equal to the victim's level or the direct intervention of a divinity is it possible to restore the subject as he was the moment he disappeared.

Alternatively, the subject wouldn't disappear, but his soul will be replaced by that of another creature, and to recover the original one it will be necessary to use one of the two methods described above. In this case the spirit that inhabits the subject's body could be friendly, hostile, indifferent, vindictive or sneaky, either by random or the will of the DM, who informs the player of the situation and they will have to reach a common accord of how the change affects the rest of the group.

Gas

The artefact emits a cloud of gas whose size is proportional to the item's magnitude. Every living being invested by the gas must make a ST vs. Poison (with a variable penalty from -1 to -10 based on the artefact's magnitude) to not suffer the noxious effects of the poison, which can be paralysis, stun, transforming, damaging (hp loss), mortal or cause a drain of energy or characteristic points.

Gaseous Form

The subject assumes gaseous form and cannot perform any action except movement until he returns to his normal form (the specified duration is based on the artefact's magnitude). The effect can be dispelled with *dispel magic* against a 40th-level spellcaster.

Greed

A powerful NPC or group of NPCs know the powers of the artefact and seek to get hold of it. The artefact's owner is thus assaulted by these greedy enemies, who use a trap or a direct attack to obtain the item they covet.

Handicap

The artefact's owner suffers a serious handicap that hampers his actions. Some examples could be the loss of a limb, or of his fighting ability (THACO equivalent of a PC with half his level), or motive (movement halved), physical or cognitive (one of the characteristics is halved).

This handicap doesn't apply to artefacts of the Sphere of Thought.

HP Penalty

The artefact's owner permanently loses 1 to 3 hp per Hit Dice.

Limited Use

The artefact has precise limits on the use of its powers: it could be a frequency limit (it isn't possible to invoke each power more than once within a certain period), a power limit (it isn't possible to spend more than a certain number of PP per day or invoke more than a certain number of effects) or any other type of limitation the reduces the use of its special powers.

Magic Destruction

All the magic items in contact with the artefact's owner lose their powers as long as it's in his possession, excluding the artefact itself; alternatively, the items could lose their powers permanently.

Magic Error

The artefact's owner suffers a curse that gives a chance of error every time he invokes a spell or uses a magic item. The chance varies from 10% to 80% (based on the artefact's magnitude): if the error occurs, the effect he tried to invoke doesn't take place and the spell is wasted as if it had been cast, or it could even give an unexpected or dangerous effect for whoever invoked it, based on the prefixed nature of the magic error.

This handicap doesn't apply to artefacts of the Sphere of Energy.

Weak Magic

The artefact's owner inflicts reduced damage (from -1 to -3 points per dice) when using offensive spells (the spell always causes at least 1 hp per dice) or gives his victim a bonus to his ST if the spell doesn't cause damage.

Malfunction

The activation of the correlated powers completely or partially fails or invokes a different effect, consuming the indicated PP amount or more.

Mania

The subject becomes obsessed by a certain aim (e.g. eat a certain food, see a certain place, perform a certain action, meet a specific being, obtain a specific item, etc.), and attempts to achieve his goal in a maniacal manner, although he continues to safeguard his life. Once he has achieved his goal and satisfied his mania, he becomes perfectly normal again; alternatively, a *remove curse* uttered by a character of at least 25th-level can cure him.

Mutation

One or more of the subject's body parts are subjected to slow or immediate mutation. The body part subjected to the mutation must be selected in relation to the power being activated (e.g. a power that improves his hearing could cause his ears to grow, whilst one that improves his vision could make his eyes resemble those of a fly).

Non-Automatic Recharge

The artefact doesn't recharge automatically but it must be fed by a predetermined energy source. Some examples of energy sources for artefacts are: an equivalent value in valuables and money, or the sacrifice of a certain number of creature Hit Dice for each power, or even the destruction of a magic item of a certain value, etc.

Operating Cost

The artefact's owner loses between 10 and 50% of his owned treasures (including magic items, jewellery, coins and rare and precious items). The treasures vanish even if guarded and they cannot be recovered: they have been

disintegrated and absorbed by the artefact. The handicap can occur on the activation of a single power or with the artefact's first use.

Pain

Every time that he uses a specific power of the artefact, whoever uses it loses from 2 to 40 hp temporarily (they can be recovered by magic cures or by the normal healing process) or permanently.

Paranoia

The subject suddenly believes that all those present within 60 feet are his enemies and are trying to destroy him, so he consequently acts to save himself. If he thinks he is able to kill them all, he immediately attacks without hesitation, until they are all dead or flee. Otherwise, if he believes the deed too risky, he can escape and try to kill his enemies later, when they have lowered their guard. The paranoia only vanishes when all the enemies perceived as such have been killed, or if the paranoid is cured with a *mental cure*, *heal* or *remove curse* of at least 20th-level.

Putrefaction

One or more of the character's internal organs or limbs contracts a devastating slow or fast rotting disease, with adverse effects on the character that only ends when he is given an adequate magical cure (*cure disease* or *heal* of at least 25th level).

Reduced Range

The range of spells invoked by the item's owner or the range of his ranged weapons are reduced in constant manner.

Repulsion

The artefact's owner sees a decrease in his influence over others because of a sudden repulsion that alienates friends and acquaintances.

Sentient Artefact

The artefact contains the essence of an Immortal, which revolts against its owner when a pre-established event occurs (like the killing of a specific individual, a rare astronomical event or the reaching of a certain level of power). The Immortal's reaction could be a direct attack to kill the subject with the powers available in the item, or an attempt to subjugate his mind and make him its slave for 2d4 weeks, or take over his body to be able to act as it likes (in this latter case the Immortal's essence literally consumes the victim's body, which is dispellable after a number of days equal to the character's level). The DM should determine the Immortal's intent and attack method.

Service

The subject suddenly believes that he must perform a specific action for himself, for another, currently absent, individual, or for a higher divinity. He can decide to dedicate himself to his cause immediately, or try to convince his most loyal friends to accompany him and

help. This obligation ends once the subject has performed the required action, and no spells like *atonement* or *remove geas*, nor any denial or reassurance by the beneficiary will free him from the perceived bond.

Shapechange

The subject quickly or slowly transforms into a certain type of monster, acquiring the general characteristic before the physical transformation.

Short Term Memory

The memory of the artefact's owner becomes faulty and in the case of a spellcaster he loses the ability to memorise the spells of a predetermined school or level, while those who don't use magic halve a general skill or mastery in a weapon.

ST Penalty

The artefact's owner suffers a permanent penalty of between -2 and -12 to one Saving Throw or between -1 and -6 to all his Saving Throws.

Trap Life

The subject is sucked inside the artefact along with all his equipment, and simultaneously appearing in his place is another creature expelled from the artefact, often hostile or dangerous. The victim cannot free himself until the system to activate the life trap has been discovered and another creature that uses the artefact is sent to take his place.

LEGENDARY ARTEFACTS

The introduction of an artefact into a campaign must always be carefully prepared, surrounding the item in myths and legends that will increase the epic sense that accompanies the quest to acquire and use it.

The following section describes various artefacts that have characterised the history of Mystara. The planning of each was inspired by the myths and literary works of the real world and by the stories of the heroes and Immortals of Mystara. The Dungeon Master can modify any statistic or power to adapt it to his own campaign, especially if the players are already experts in the items presented here, always paying attention to not transgress the general rules for the creation and use of an artefact. Not described here are the artefacts that are used exclusively by the Immortal, like the hammer of Thor (Mjollnir), the spear of Odin (Gungnir), the necklace of Freyja (Brisingamen), the axe of Tarastia (Sagaris), the mace if Razud (Sharur), the sword (Asi) and bow (Sharanga) of Ixion, the scythe of Thanatos (Mors), or the Cubic Labyrinth of the Six Planes of Mazikeen, etc. In regards to the holy relics of the demihumans, refer to the *Tome of Magic – Volume 2*, in the section dedicated to the Relic Keepers.

For each artefact, a physical description is given first, then its history and the legends about it (including any sources in the real world or that of Mystara). Then the statistics related to the artefact's powers (Its Sphere and Immortal creator, magnitude and list of powers with

related cost) are presented, followed by a note on its methods of activation and use, the way to destroy it and finally the item's handicaps and penalties are described. Note: some of the powers listed for each artefact in the original manual (Master set) have been replaced here with others introduced in this manual or modified to give its characteristics or history, a greater coherence in the Mystara setting.

Below is a brief list of the artefacts presented here divided by Sphere and listed in ascending order of power.

SPHERE OF ENERGY

Name	Creator	Magnitude	PP
Girdle of Armida	Idraote	Minor	95
Gifts of the Korrigans	Korrigans	Minor	100
Hand of Kindness	The Shaper	Minor	100
Pileus	Saturnius	Minor	100
Egg of the Phoenix	Mealiden	Minor	100
Iliric's Nose	Iliric	Lesser	185
Celestial Planisphere	Pharamond	Lesser	220
Impenetrable Shield	Alphatia	Lesser	245
Bow of Gilgrave	Ixion	Lesser	250
Eye of Humbaba	Ninsun	Lesser	250
Carpet of Millicent	Eiryndul	Greater	490
Thirteen Treasures of Dawn	Ixion	Major	715
Deck of the Spheres	Ixion	Ultimate	NA

SPHERE OF ENTROPY

Name	Creator	Magnitude	PP
Arik's Evil Eyes	Arik	Minor	var
Kala's Bloody Kris	Hel	Minor	95
Ortnit's Spear of Doom	Skuld	Minor	95
Mask of Bachraeus	Bachraeus	Minor	100
Bed of the Lizard King	Demogorgon	Lesser	185
Book of the Dead	Nyx	Lesser	245
Soul Gem	Thanatos	Lesser	250
Fiery Brand	Masauwu	Greater	495
Shadow Belt of Orcus	Orcus	Greater	500
Ring of the Modrigswerg	Thanatos	Major	690
Deck of the Spheres	Thanatos	Ultimate	NA

SPHERE OF MATTER

Name	Creator	Magnitude	PP
Goblet of Silenus	Faunus	Minor	90
Hammer of Denwarf	Kagyar	Minor	100
Golden Wife of Ilmarinen	Ilmarinen	Minor	100
Sword of Heavenly Balance	Eternal Gen.	Minor	100
Golden Mirror of Ka	Ka	Minor	100
Collar of the Dragons	Great One	Lesser	205
Armet of Wayland	Wayland	Lesser	220
Shining Armour	Wayland	Lesser	220
Silver Net	Ninffangle	Lesser	250
Greatsword Camb	Maat	Greater	450
Regalia of the Dragonlord	Great One	Greater	500
Sampo Mill	Ilmarinen	Greater	480
Ivory Plume of Maat	Terra	Greater	500
Shard of Sakkrad	Ouranos	Major	745
Deck of the Spheres	Ouranos	Ultimate	NA

SPHERE OF THOUGHT

<i>Name</i>	<i>Creator</i>	<i>Magnitude</i>	<i>PP</i>
Bag of the Winds of Zepher	Odin	Minor	95
Rainbow Scarf	Sinbad	Minor	100
Armour of the Five Dragons	Koryis	Lesser	200
Spear, Gáe Bulga	Diulanna	Lesser	215
Crystal Dagger of Cymorakk	Asterius	Lesser	245
Golden Plume of Fidias	Noumena	Greater	435
Dove of Peace	Pax	Greater	440
Sorona Crown	Odin	Greater	450
Tome of Knowledge	Ssu-Ma	Greater	455
Diamond Orb	Tyche	Greater	490
Turlock's Mystical Harp	Korotiku	Greater	500
Sword of Destiny	Odin	Major	750
Deck of the Spheres	Pax	Ultimate	NA

SPHERE OF TIME

<i>Name</i>	<i>Creator</i>	<i>Magnitude</i>	<i>PP</i>
Steaming Cauldron	Hymir	Minor	95
Claw of Mighty Simurgh	Simurgh	Minor	100
Book of Life	Fugit	Lesser	200
Hourglass of Verthandi	Verthandi	Lesser	245
Girdle of De'Rah	Chardastes	Greater	490
Hood of Mala	Khoronus	Major	700
Deck of the Spheres	Verthandi	Ultimate	NA

ARIK'S EVIL EYES

Appearance: There are one hundred rubies each as big as a human eye, each of which has a black rune inside. There are in total 10 types of rune, and if they are found and placed near all the rubies with the same rune, they magically meld into a single gem called Arik's Evil Eye as large as a fist, for a total of ten eye artefacts.

History: The true nature of Arik's eyes is obscure to most of Mystara's sages, as he is an Immortal who has been trapped for some considerable time in an unreachable place through the work of the other Immortals. The reason for which Arik was confined in a dimensional prison is unknown to mortals and even the younger Immortals: only the oldest hierarchs, witnesses of the event, know the truth, but keep the secret. What they don't know is that shortly before his conviction, Arik was able to leave in the Multiverse a trace of his immortal essence in what the legend calls Arik's Hundred Eyes, one hundred rubies that if gathered together would allow the evil Arik to break free from the prison in which he is detained and return to the Multiverse. Only his cultists are aware of the possibility, individuals made mad from their contact with Arik's alien mind or his artefacts, who work enslaved to his will to recover his eyes and permit him to create a new universe in his image where madness rules.

Source: Mystaran mythology. The adventure module "B3: Palace of the Silver Princess" introduces the figure of Arik and indicates that one of his eyes is the cause of the curse that weighs on the stronghold of Haven. Arik could also be responsible for creating Zargon and the fall of Cynidicea in the module "B4: The Lost City".

Sphere: Entropy (Arik)

Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)

Suggested Powers:

Eye of Corruption (95 PP)

A3. Unclean Touch 40 PP

C3. Zone of Putrefaction 55 PP

Eye of Destruction (100 PP)

A1. Oblivion 40 PP

A1. Disintegration 60 PP

Eye of Madness (95 PP)

A2. Madness 45 PP

A2. Feeblemind 50 PP

Eye of Illusion (100 PP)

A3. Phantasmal Killer 30 PP

A3. Hallucinatory Nightmare 70 PP

Eye of Mutation (90 PP)

A3. Polymorph Others	40 PP
A3. Force Transformation	50 PP
Eye of Necromancy (100 PP)	
A1. Wail of the Banshee	70 PP
A3. Bite of the Vampire	30 PP
Eye of Fear (75 PP)	
A2. Symbol of Fear	35 PP
A2. Night Terrors	40 PP
Eye of Tyranny (90 PP)	
A2. Hold Monster	40 PP
A2. Geas	50 PP
Eye of Vengeance (100 PP)	
A3. Curse	50 PP
A3. Empathic Torture	50 PP
Eye of Vision (90 PP)	
B1. Wizard Eye	40 PP
B1. Trueseeing	50 PP

Activation: Each gem is inactive when it is recovered and functions as a simple +2 item of protection. If an individual manages to gather together all ten gems with the same rune, they will form an Evil Eye as large as a fist, and only at that point will it activate the powers of that specific artefact, which telepathically communicates its power to whoever touched it earlier.

When all ten Evil Eyes are reconstructed and activated, each owner will be obliged by Arik to meet in the same place and perform a mystical ceremony through which Arik's essence will flow from its prison in the artefacts, freeing him and allowing him to reconstruct his body to return to exist in the Multiverse.

Destruction: Each eye can only be destroyed if all the others are activated, and the only way is to bless them by ten representatives of ten Lawful and Good Immortals who had never shed blood, who will then have to sacrifice themselves by taking the eyes into the Dimensional Vortex, where they will be lost along with the artefacts.

Once assembled, it is possible to split an Evil Eye into the ten original gems if it is struck by a spell of at least 5th level or by at least a +5 weapon until it suffers damage equal to half its Power Points; at this point it falls apart and the ten gems vanish, reappearing in random locations throughout the Multiverse.

Handicaps (1)

Sentient Artefact: Each Evil Eye contains a small part of Arik's essence and functions as his Avatar. For this reason, the owner receives visions that slowly undermine his sanity and forces him to do the Immortal's will as his oracle. A character receives a -1 penalty to his Wisdom for each gem he possesses, whilst the owner of an Evil

Eye must make a ST vs. Mental Spells (considering the Wisdom decreased by 10 points) each time that he uses the artefact: if the ST fails, he becomes a pawn in the hands of Arik, who can control him as he likes and force him to perform any action, even the most absurd or suicidal, which the victim cannot oppose in any way; only if the Eye is split into the ten gems does Arik's control cease.

Penalties (1)

Change of Alignment: After having used one of the eye's powers, the subject becomes Evil, and if he is already Evil also becomes Chaotic.

ARMET OF WAYLAND

Appearance: A metal helm with a fixed or movable visor and an opening for the eyes that conceals the upper part of the face, leaving the mouth, chin, and neck uncovered (halfway between an open helm and a closed helm).

History: One of the most famous creations of the mythical smith Wayland, also known as Volund among the Norse (a dwarf according to some, an elf or human according to others, based on the region in which the legend is told), this helmet has the power to make anyone who wears it invulnerable, and legends say that it was worn by the greatest leaders of northmen history and even by the elven heroes of Wendar.

Source: English legend of the 12th century on the legendary smith Wayland, who is linked to Völundr of Scandinavian mythology, who corresponds to the god Vulcan of the Roman myths (Hephaestus for the Greeks).

Sphere: Matter (Wayland)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (220 PP):	
Helm, permanent <i>see invisibility</i>	
B3. Fly	30 PP
D2. +8 AC Bonus	80 PP
D3. Immunity	90 PP
D4. Invisibility	20 PP

Activation: The helm isn't activated when it is found. To activate it the character wearing it must kill a dragon, by inflicting the killing blow or at least one third of the total damage. Each power is activated by moving the visor or touching a part of the helmet and invoking the aid of Wayland. The exact way to invoke each power can only be discovered by trial and error or if they are revealed by the helm's previous owner.

Destruction: The armet can only be damaged and destroyed by the attacks of the dragon Immortals.

Handicaps (2)

Change of Alignment: After the third use of the immunity power, the owner's alignment changes to Lawful Good or Neutral Good.

Additional Damage: The owner suffers double damage from the element of fire. The handicap begins from the moment that the armet is activated and lasts for as long as it remains in the character's possession (even if not used).

Penalties (3)

1. Offensive Collateral Effect: An A1 type effect randomly chosen by the DM (max cost 50 PP) manifests centred on the owner.

2. Characteristic Penalty: -4 penalty to the Intelligence of the helm's owner.

3. Reduced Range: The range of any missile weapon used by the helm's owner is halved; removable by *remove curse* of at least 20th level.

ARMOUR OF THE FIVE DRAGONS

Appearance: Five suits of plate armour of oriental design called *Do Maru*, typical of the samurai (Japanese warrior nobles), each painted in a colour the represents the element of the dragon to which each is linked: one red for fire, one blue for the sea, one azure for the sky, one yellow for the earth, and one green for the woods.

History: An ancient Ochalese and Myoshiman legend tells that centuries ago the evil Empress of Discord, in an attempt to sow confusion and misery among the humans, sent five demons to tempt the greatest warlords among the humans with promises and visions. They fell for the false flattery of the demons (who embody the five deadly sins according to Ochalese doctrine, i.e. Greed, Falsehood, Anger, Pride, and Cruelty), and began a series of wars against those that refused to bend to their will and to the doctrine of the Empress. Realising the danger, the benevolent Jade Emperor allowed his wisest and bravest disciples to be visited by the Five Celestial Dragons, who taught them the arts of tactics and war to face the enemy armies and organise the resistance and the counterattack. Before leaving, they gave the five generals a divine suit of armour each made from their scales and blood, able to protect them even from the demons' traps and defeat for the last time. The five heroes joined and thanks to their instruction the mortals faithful to Koryis repulsed the evil army, while the demons were defeated and forever banished from the world by those who were later known as the Five Bushi (in Ochalea) or the Five Samurai (in Myoshima). Even today, the legend of their divine armour fills the hearts of demons and evil beings with terror, as it is said that upon the generals' deaths, they

had been hidden by the Dragons in five different places in the world, and that each would be claimed by a valorous hero when it becomes time to defeat Evil again.

Source: Mystaran mythology (Codex Immortalis).

Sphere: Thought (Koryis)
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)
Suggested Powers (200 PP each):

Armour of the Woods

+3 plate armour, permanent *plant door*

A1. Lacerating Spines	60 PP
A3. Arboreal Form	70 PP
B1. Speak with Plants	30 PP
D5. Wall of Thorns	40 PP

Armour of the Sky

+3 plate armour, permanent *fly*

A1. Lightning Bolt	60 PP
A1. Thunderclap	30 PP
C3. Control Weather	75 PP
D3. Repel Lightning	35 PP

Armour of the Fire

+3 plate armour, permanent *fire resistance*

A1. Fireball	60 PP
A3. Flame of Justice	60 PP
C2. Phoenix Wings	40 PP
D5. Wall of Fire	40 PP

Armour of the Sea

+3 plate armour, permanent *breathe water*

A1. Marine Vortex	20 PP
A1. Cone of Cold	60 PP
B3. Swim	20 PP
C3. Control Liquids	60 PP
D5. Wall of Ice	40 PP

Armour of the Earth

+3 plate armour, permanent *rock door*

A1. Earthmaw	50 PP
C2. Flesh to Stone*	60 PP
C3. Earthquake	90 PP

Activation: Each suit is activated when it is found and when the armour is worn it telepathically communicates to its owner the magic words that should be spoken to activate the various powers, although it doesn't state which effect is linked to each command, and the character must discover them through experience.

What few know is that it is possible to combine all the suits to form the *Armour of the Celestial Emperor*, +3 white suit armour that is in effect a Major Artefact of Thought with all the powers of each suit, compressing of the permanent powers of each, but also the handicaps and Penalties. In order to create the Armour of the Celestial Emperor requires that the five suits are within 30 feet of one another, each is worn by its owner and has at least 150 PP, and all concentrate to pool their powers. It needs a successful Wisdom check by all five owners

and a stationary round of concentration: although if just one roll fails or someone dies or stops concentrating the attempt fails. If instead the communion is successful, the artefacts vanish and combine to form the Armour of the Celestial Emperor with the sum of the PP possessed by the artefacts at that moment, which appears on the hero chosen to wear it. The subject can only use it for as long as its PP aren't exhausted and the fusion isn't ended: at which point they return to their rightful owners.

Destruction: Each suit can be destroyed if it is taken to an Entropic plane, its PP are reduced to zero, and its Damage Points are reset because of damage produced by an entropic artefact or by demons loyal to Talitha.

Handicaps (2)

Operating Cost: The owner loses 10% of the treasures he owns (wherever they are, vanish), considering the total value of valuables and magic items in his possession, the first time that he uses one of the suit's powers and each time that the armour's PP drop to zero.

Characteristic Penalty: The subject's Dexterity falls by 3 points the first time he wears the armour, and returns to normal one week after he abandons it.

Penalties (3)

1. **Change of Alignment:** The character's alignment changes to Lawful or Good.

2. **Malfunction:** The evoked power doesn't work but still consumes the PP.

3. **ST Penalty:** All the character's ST suffer a -2 penalty.

BAG OF THE WINDS OF ZEPHER

Appearance: a small sack of brown leather, with a golden cord that closes it and the image of a chubby child blowing embroidered on one side in silver.

History: Several Alasiyan and Thyatian legends speak of an expert sailor called Nemo who attracted the Protius' wrath for having fished in a place holy to the Old Man of the Sea. To punish him for his insolence, the Immortal unleashed a tsunami against the poor man, which sent his ship off course to end up on another continent after days spent at the mercy of the waves. Nemo tried not to lose heart and headed back to sea after repairing the damage along with the sailors who had survived the incident, but nobody was able to navigate in those seas, and when strange sea creatures directed at them by Protius, discouragement began to spread and mutiny was the next step. Nemo was abandoned on an island by the ungrateful crew, but there he made friends with a mage who took his story to heart, and confide that he knew where he could find an item that would help him return home, but that he would only reveal the location after he had served him for a year. Nemo lived up to the commitment, and so did the mage, who eventually gave him a *flying carpet* with which he could reach a peak inaccessible to men, where a giant guarded the bag of

Zepher, god of the winds. Nemo reached the cave of the giant Cyclops, and with guile managed to get hold of the bag, fleeing before the other could imprison him. In the escape the carpet however remained entangled in the giant's bristly beard, and thus became completely unravelled, plunging Nemo into the sea. Fortune finally smiled on the fisherman when a passing ship picked him up, and with great surprise he discovered that it was his travelling companions, decimated by hunger and the sea monsters and still far from finding their way home. When Nemo recounted his adventures and showed them the magic bag, the survivors bowed their heads as a sign of apology recognising the wrong he had suffered, and once reconciled Nemo led the ship and its sailors back to their homeland thanks to the powers produced by the bag, which was later passed on to Nemo's descendants, all skilled explorers. Nobody knows where it is hidden today, but the giant Cyclops still roams the world eager for revenge, in the desperate search for the lost treasure.

Source: Greek mythology. In the epic poem "Odyssey" by Homer, the bag of the winds of Aeolus is given to Ulysses so that the hero can complete his journey home without encountering adverse winds. In contravention to the captain's orders, the sailors open the bag, curious to see the valuable treasures it contains, end up freeing all the winds and forcing their ship off course, starting the odyssey of the title.

Sphere: Thought (Odin)

Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)

Suggested Powers (95 PP):

Bag of the *whirlwind* three times per day

A3. Push 10 PP

B2. Compass 10 PP

C3. Control Weather 75 PP

Activation: The artefact is activated when it is retrieved and the knowledge of its powers is communicated to the first person that unties the cord and opens the bag. Afterwards it is sufficient to open it and concentrate on the required power to activate it.

Destruction: The bag can only be destroyed if it is eaten by the Cyclops, and after the latter dies melted in a volcano's lava. The Cyclops is a titan in the service of Hel, with the task of recovering the artefact and using it to cause disasters in place chosen by his mistress.

Handicaps (1)

Change of Attitude: The subject becomes a lover of travel. He refuses to stay in one place for more than a week, and he will try to travel even alone at least once per week.

Penalties (1)

Malfunction: There is a 15% chance each time that a power is activated that it doesn't happen as wished, but

that in its place an uncontrollable tempest is unleashed (see the *control weather* effect) that consumes 75 PP.

BED OF THE LIZARD KING

Appearance: A large sized bed consisting of a frame of time worn wood, on whose planks are stretched strips of mummified scaly leather and inscribed with strange glyphs and pictograms.

History: The Bed of the Lizard King (also known as the Lizardskin Bed) is an ancient artefact that dates back to the age in which humans still lived as cavemen and the reptilians ruled large parts of the world. It was created by Demogorgon to gain the support of an ever increasing group of followers demonstrating his immortality, until it allowed him to become a true deity, lavishing favours and cures in exchange for the submission of those who had benefited from the bed's powers. Following the upheavals that caused the fall of the reptilians and the rise of humans, the bed was lost and is now found under the Alasiyan soil, in an underwater cavern that is the tomb of a lizardman priest near the well of the village of Kirkuk.

Source: Mystaran mythology. The geographical module "GAZ2: Emirates of Ylaruam" describes the Lizardskin Bed in detail, including its history and powers.

Sphere: Entropy (Demogorgon)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (185 PP):	
D1. Cure Serious Wounds	25 PP
D1. Cure Disease	25 PP
D1. Resurrection	60 PP
D1. Regeneration	75 PP

Activation: The bed isn't activated when discovered, but to activate it, it is sufficient to pour at least a couple of pints of lizardman blood over it. At this point the powers are automatically activated each time a person lies on it and needs the appropriate care, although he is also automatically placed under a *charm* controlled by the bed's owner (i.e. whoever poured blood over it to activate it). The bed deactivates if it is not used for a year.

Destruction: The bed can only be destroyed if it is used to resurrect an undead after it was killed and its soul purified. At this point if the corpse is laid on the bed and rises again because of it, the subject returns to life but the bed decomposes, irreversibly rotting away, also causing its owner's death.

Handicaps (2)

Attraction: Any subject who uses the bed is struck by a *charm*, and if he doesn't resist the effect with a ST vs. Mental Spells at -4 is treated as fascinated by the bed's owner.

Shapechange: The bed's owner and anyone who is cured by the bed is slowly transformed into a lizardman.

After three months the mutation is final, but it can be interrupted earlier by a *remove curse* by a cleric of at least 20th-level.

Penalties (3)

1. **Pain:** The artefact's owner loses 3d8 hp, which can only be recovered via magical cures.

2. **Collateral Effect (Stun):** The bed's owner is stunned each time the bed is used or is likely to die (has less than 5 hp), unless he makes a ST vs. Spells with a -4 penalty. The stun lasts 1d6 turns, during which he is incapable of speaking and act sensibly (mumbling incoherently and acting in an uncoordinated manner), and cannot therefore invoke spells or magic items that require vocal activation or attack in any way.

3. **Mania:** The owner slowly loses the memories related to his life, which are replaced by Demogorgon mortal ones. After three months, he believes himself to be Demogorgon and wants to pursue his plan to resurrect a reptilian empire and achieve immortality. This can be healed temporarily with *remove curse* (which recovers the original memories) spoken by a cleric of at least 20th-level.

BOOK OF LIFE

Appearance: A book of 10 lbs weight that is three spans wide and as thick as a palm, with white marble covers on which are inscribed mystical symbols among which dominates a snake biting its own tail in the centre of the upper cover.

History: There is a legend common to all Mystaran sages about the existence of a book in which is kept the entire past, present and future history of anyone who can read it. According to these sages, the Book of Life even allows people to change their own history by writing and erasing its pages by editing and erasing its pages, and as such is bitterly guarded by a sect of ascetic monks that has sworn to protect the course of history at the cost of their lives. Many have tried to find the tome, particularly many ruthless and power hungry individuals, but so far no one can boast of doing so... provided that it hasn't already happened but no one remembers it, as the book also changes the memories of all the planet's inhabitants.

Source: Mystaran mythology. The Immortal Fugit appears in the adventure module "IM3: The Best of Intentions", although without mentioning the book.

Sphere: Time (Fugit)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (200 PP):	
Book of <i>lore</i> once per week	
B2. Omen	30 PP
B3. Time Travel	100 PP
D1. Heal	70 PP

Activation: The book is activated as soon as someone touches its cover and opens it, starting to write on its

pages the complete and detailed history of whoever had just become its new owner, from the day that they were born to the present taking up the volume's first half, marked by a red ribbon bookmark, while in the second half is found an account of his life from the near future up to his death. The book takes one day per year of the subject's life to write his entire history, and only once it has finished does it telepathically communicate its own magic powers to him, which can be activated by simply writing on the last page corresponding to its owner's present the desired change (its powers can only affect the book's owner), while anyone can use the *lore* by opening the book and concentrating for a turn to obtain the desired information.

Destruction: The book can only be destroyed if Fugit is forced to write on it that he never created it, using the Golden Plume of Fideas.

Handicaps (2)

Amnesia: Each time that he tries to read his own future in the book, the owner is struck by amnesia for 1d8 days, forgetting as well as his class abilities the information on his future. The only way to avoid this handicap is by reading the book with the help of Fugit's Spectacles.

Limited Use: The time travel power allows the book's owner to change just one event in his past. Doing so creates an alternative reality based on what was written, into which the subject is immediately transported at the moment of the event he had chosen to change. The subject will continue to live in the alternative reality from that moment, in the physical conditions that he had at the moment in the past in which he incarnates, while retaining the knowledge, skills and experience of the "future". At that point however the subject loses possession of the book, which closes and its pages turn white whilst waiting for a new owner.

Penalties (3)

1. **Aging:** The owner ages 3d10 years in a permanent manner, if he makes a successful ST vs. Spells at -5 he only ages 1d10 years.
2. **Characteristic Penalty:** The subject's Intelligence score is permanently reduced by 1d4 points.
3. **Short Term Memory:** The owner immediately forgets all memorised 1st and 2nd level spells.

BOOK OF THE DEAD

Appearance: A book three spans wide with a cover bound in human skin that shows on its front a screaming face in relief, while the inner pages are of yellowed parchment and penned in red ink (the blood of its creator).

History: Also known as *Kitab al-Azif* by Nithians and Alasyians, *Necronomicon* by Milenians and Traldars and *Libris Mortis* by the Thyatians, this infamous text is a subject of heated discussion amongst all of the most

erudite sages and necromancers of the world. It is said that the book was originally written by a brilliant and mad alchemist called Alhazred who belonged to a lost civilisation (Nithia), while others believe that it was a heretic of a different nationality (the monarch Filetas according to Milenian tradition or Wormius according to the Thyatians). According to the legend, the book was inspired by Our Lady of Darkness (Nyx) who revealed to the writer all the secrets of the necromantic arts. Unfortunately, the knowledge drove the man mad, and it is said that he fell from the tower in which he lived shortly after he had finished writing the book, which then passed from hand to hand bringing a similar fate on nearly all of its owners, ending up in the list of forbidden texts of many of the world's churches and religions. There are numerous partial reproductions of the true Book of the Dead spread among the private libraries of many necromancers, each containing only the less disturbing parts of its knowledge, but none is able to emulate the true power enclosed in the original pages of the tome, whose real location there is no certain news.

Source: Egyptian mythology and fantastic literature. The book of the dead according to Egyptian tradition is in reality a document found in numerous tombs that lists a series of magic-religious practices useful to the dead in their passage to the Afterlife, which is believed fraught with difficulties. In this case it has been added to the cycle of tales created by Howard Phillips Lovecraft in the early 20th century called the "Cthulhu Mythos", in which among the various texts of the pseudobiblia invented by the author the *Necronomicon* ("Book that classifies the dead" in Latin) figures heavily, useful for invoking the divinities of the Lovecraftian pantheon, even at the risk of their sanity.

Sphere: Entropy (Nyx)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (245 PP):	
Book of <i>animate dead</i> once per day	
A1. Inflict Serious Wounds	30 PP
A3. Corpse Possession	40 PP
A3. Control Undead	60 PP
B1. Speak with Dead	25 PP
C1. Create Greater Undead	80 PP
D1. Necromantic Healing	10 PP

Activation: The book is activated as soon as someone opens it, but if the reader is of Good alignment he must make a ST vs. Mental Spells at -4 or be struck by a *feeblemind*. All others are able to decipher the codex only with *read languages*, thus being able to read the formulae its pages contain in order to invoke the powers contained therein, which must be read from time to time holding the book open in front of him. Furthermore, possession of the book grants a +3 bonus to all *Black Magic* checks.

Destruction: The book can only be destroyed if it is blessed by a Good cleric devoted to an Immortal enemy of undead within a place consecrated to a divinity of Life. At this point if it is completely immersed in a basin containing ten pints of holy water and the same quantity of baby tears, the ink with which it was written is dissolved definitively and the book is reduced to ashes.

Handicaps (2)

Change of Attitude: The book's owner becomes obsessed with death, dresses in dark colours, tends to shun sunlight, always occupies himself with issues relating to necromancy, and develops a macabre black humour and necrophilia tastes.

Shapechange: The owner is slowly transformed into a corporeal undead of equivalent level based on his class (Mummy if Cleric, Vampire if Mage, Wight if Fighter, Ghoul if Thief). The metamorphosis is slow and takes 1 week per character level before completing: if the subject loses possession of the book before he completely transforms, the process stops and the transformation slips. If instead the subject dies whilst undergoing, he immediately awakens as an undead of the indicated type.

Penalties (3)

1. **Collateral Effect (Conjuration):** In front of the book's owner appears an extraplanar creature (40%) or an undead (40%) with HD greater or equal to the subject. The being is convinced that only by seizing the book will it be able to return to its world, so it tries to deceive and kill its owner to get its hands on the book. If it is able to eliminate the book's owner, the being vanishes along with the Book of the Dead, which reappears 1d100 days later in a tomb or library of the Prime Plane.

2. **Malfunction:** The request effect doesn't manifest but still consumes the PP, and the owner is struck by a *Feeblemind* (see the 6th-level arcane spell), which he can resist with a ST vs. Mental Spells with a -4 penalty.

3. **Characteristic Penalty:** The subject's Wisdom and Charisma are both permanently reduced by 3 points.

BOW OF GILGRAVE

Appearance: a short bow of bleached sandal wood with a grip of twisted beast skin and the string obtained from a unicorn's mane.

History: The legend of Gilgrave is rather famous among the Darokinians and particularly among the inhabitants of Corunglain. During the first century after the founding of Thyatis, the Eastwind clan ruled the largest possession in the Streel Valley. When Ansel Darokin, leader of the Eastwind clan, gathered his supporters with the intent to unify the surrounding lands and free them from the humanoids' threat. Gilgrave Corun, first-born of a small merchant family allies of Eastwind and skilful archer, responded to the call and participated in the military campaign against the humanoids and the clan

leaders who refused to submit to the Eastwind. The war lasted a long time and when winter arrived, large parts of the Streel Plain were under the control of the Eastwind and the humanoids withdrew into the Broken Lands. Upon his return to the stronghold of Darokin, Ansel was crowned as the first King of Darokin, honoured by all those who had supported him or knelt before him. The following year however, the humanoids descended again from the north, and King Ansel organised a second expedition to repulse them, forcing them into the heart of the Broken Lands with his army to destroy them for the last time. The sudden change of climate and the treacherous ground cut the communications between the army's advance guard led by the king and the rest of the army, who were reported missing. After waiting in vain for a month for positive news from the front, the regent Prince Edwin (Ansel's younger brother) withdrew the troops, deploying some garrisons to guard the northern passes, and he was crowned the new king of Darokin with the support of the most unscrupulous and land hungry nobles. Many of the old monarch's loyalists including Gilgrave, back from the front without an eye, were opposed to the claims of the young Edwin and tried to convince him to send reinforcements to his brother, but for their impudence they were clapped in chains and stripped of their lands, given to other knights who supported Edwin's cause. Gilgrave did not give up, and along with a handful of veterans managed to escape from the royal prisons with the complicity of some servants, who had the go to the western border of the Canolbarth Forest. Here Gilgrave asked the elves for help, who promised help only if the legitimate king was returned to reclaim his throne. Uncertain of the road to take, Gilgrave had a divine vision and convinced a group of companions-at-arms to follow him for a time in to the mountains of the Silver Sierras, certain that he would find the answers to his questions there. After many mishaps and fights, Gilgrave finally reached the peak of the Leg of the Cat, where an angel, sent by the gods, appeared to give him a miraculous bow and lead him to the place in which King Ansel was held prisoner in the Broken Lands. With his bow's powers, Gilgrave saved the monarch from the humanoids, taking him to the safety of a small settlement situated in the north, in a gorge set between two tributaries of the Streel River. With the help of Gilgrave and the people loyal to him, tired of the harassment suffered due to the debauchery of the rule of Edwin and his lackeys in the intervening three years, Ansel fought against his brother, obtaining reinforcements also from the elves of Alfheim. It was quickly clear to Edwin that the conflict wouldn't last too long, as the army suffered heavy defections in favour of the old monarch week after week. The usurper therefore decided to launch a deadly attack with all his armies at his brother's stronghold. The battle in the gorge was memorable but it was concluded in the old monarch's favour, and it is said that Edwin fell on the last day of the clash, transfixed by the arrows of Gilgrave who was able to hit him at over a thousand paces and although he was

protected by a horde of loyal henchmen. The city of Corunglain was built by the monarch around the stronghold that had housed him in honour of his most faithful allies and saviour. It is said that before his death Gilgrave returned to the Leg of the Cat Mountain to hide the miraculous bow, respecting the promise made to the angel that had given him the promising weapon in exchange for peace for the realm of Darokin.

Source: Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the Bow in the background of the Immortal Lornasen.

Sphere: Energy (Ixion)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (250 PP):	
Short Bow +3, permanent <i>flaming</i>	
A1. Blinding Bolt	20 PP
A4. Unmissable Shot	15 PP
A4. Extended Range	40 PP
B1. Longsight	10 PP
B1. See Invisibility	25 PP
C1. Create Projectiles	30 PP
C2. Haste	35 PP
D3. Dodge Missiles	35 PP
D4. Displacement	40 PP

Activation: The bow is activated when found. To unblock each of its powers it is necessary to use the bow to deliver the final blow that kills an evil creature that has an hp total of at least equal to the PP of the affected power. The bow reveals to its owner a maximum of one power per day at the moment in which the victim dies transfixed by his arrow, based on the order list above. To activate each of the powers it is necessary to nock the bow and concentrate on the desired effect.

Destruction: The bow can be permanently destroyed if it is used by an evil creature to give the deathblow to an Archon loyal to Ixion. In this case, the bow explodes and causes to everyone within a radius of 100 feet 1d6 damage for every 10 remaining PP.

Handicaps (2)

Additional Damage: The artefact’s owner receives an additional 4 points of damage from cold-based attacks or from any attacks from creatures of cold.

Characteristic Penalty: The subject’s Wisdom drops by 3 points for as long as he possesses the bow, and returns 2d6 days after he abandons it.

Penalties (3)

- Weak Magic:** Each spell cast by the bow’s owner grants its victim a +2 ST bonus.
- AC Penalty:** The owner suffers a permanent 3 point AC penalty when using the bow.
- Paranoia:** the owner becomes paranoid.

CARPET OF MILLICENT

Appearance: A 10 foot long by 5 foot wide carpet, woven from the best fabrics and richly coloured, with geometric motifs that alternate with arcane glyphs, and at the centre a circle that surrounds a faceless smile.

History: The fable of Millicent’s magic carpet is a rather common story in the regions of the Savage Coast and Hule. Once upon a time there lived a cruel and powerful wizard named Khazud, lord of a small barony. Of despotic nature and unpredictable humour, his subjects were harassed by his whims as were his neighbouring nobles, who however didn’t dare make war on him due to his dark and powerful demonic allies. Khazud was envious of his neighbours’ treasures and proclaimed a contest with rich stakes: anyone who presented an item of such workmanship to be considered worthy of a king to beautify his castle and elevate him above all nobles, would receive his weight in gold and precious stones, while those who presented an unworthy gift would serve Khazud for the rest of their lives. Due to his despotic and insatiable character, nobody responded to the contest and so Khazud forcibly recruited the best craftsmen of his fief and those nearby, forcing them to work on the project in exchange for their freedom. When however none of them presented a gift to his highness, he imprisoned them as punishment. At that point a very beautiful, young woman called Millicent, daughter of one of the imprisoned artisans, left on an adventurous journey and after a year returned with a wonderful carpet, which she presented to Khazud in exchange for the prisoners’ freedom. Millicent explained that the carpet had the ability to take its owner anywhere he wanted, even to Heaven or Hell, keep your treasures better than a safe and create anything that whoever sat on it desired. Khazud seemed ecstatic, but when Millicent asked for the prisoners’ freedom, Khazud refused, trying to imprison her and steal her carpet. At that point the carpet animated on Millicent’s command, wrapping itself around the evil mage, who was drawn inside. The tyrant fell, Millicent freed her father and the rest of the prisoners, and with the carpet travelled from realm to realm imprisoning the cruel and freeing the oppressed. Upon her death the carpet passed from hand to hand until it was lost. It is said that it now lies abandoned in some castle, full of damned souls that angrily await their freedom to once again prey on the defenceless.

Source: Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the carpet of Millicent in the background of Iliric.

Sphere: Energy (Eiryndul)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (490 PP):	
Carpet, flying	
A3. Dimensional Prison	75 PP
B3. Teleport Any Object	70 PP

B3. Gate	90 PP
C3. Container	50 PP
C3. Dimensional Refuge	75 PP
D4. Magic Sanctum	50 PP
D4. Mirage Arcana	80 PP

Activation: The carpet is activated when discovered and already contains 1d10mvictims (see the “Non-Automatic Recharge” Handicap). The command words to activate its powers are hidden in the pattern of its weave. Only those who study it with *read magic* are able to discover one with each hour of observation, but only if they make a successful *Observe* check at -5. The magic word doesn’t describe the power, which must therefore be discovered through experience, and to invoke it, it is sufficient that the artefact’s owner speak the word, and the effect manifests centred on the carpet and on those who are upon it.

Destruction: The carpet can only be definitively destroyed if the single strand that it is made of is unravelling. To find the start however requires studying the carpet for 1d100 years without interruption, at the end of which the start of the thread can be identified with a Wisdom check: if the check fails another 10 years of study are needed before it can be reattempted. Once it has been transformed into a ball of wool the carpet loses its powers: then it is sufficient to burn it in the fire of a being of immortal rank to definitively destroy it.

Handicaps (3)

Operating Cost: Each time that the carpet’s PP drop below 100 PP, its owner loses 10% of his possessed treasures, considering the total value of his owned valuables (wherever they are).

Characteristic Penalty: As long as he remains in possession of the carpet, the subject’s Strength is reduced by 4 points (to a minimum value of 3).

Non-Automatic Recharge: The carpet only recharges by absorbing spellcasters or monsters with magical powers through the *dimensional prison* effect. In this case the victim who touches the carpet is literally absorbed with all his equipment, the carpet recovers 10 PP for every Hit Dice of the absorbed creature. The carpet can absorb a maximum of 20 creatures, and afterwards to absorb others it must expel all those it contains (a command given by its owner), who return to life in exactly the same condition they were in when captured, and can naturally be reabsorbed in the same manner, allowing the artefact to recover more PP.

Penalties (5)

1. **Greed:** Anyone seeing the artefact’s owner produce a tangible effect must make a ST vs. Spells with a -4 penalty to avoid being assaulted by the irrepressible desire to attack the subject to possess the carpet at any cost.

2. **Change of Height:** The height of the carpet’s owner triples and remains in such a state for 2d4 days.

3. **Collateral Effect (Teleport):** The owner is magically teleported to a place similar to where he was, at least 600 miles distant, without being able to oppose it and without taking the carpet with him.

4. **Short Term Memory:** The owner suddenly forgets all the memorised spells of equal level.

5. **Service:** The carpet’s owner suddenly feels the obligation to take up arms and baggage and travel eastwards for 48 hours. During the journey he constantly seeks spellcasters or enchanted monsters of proven wickedness to openly challenge and destroy them, absorbing them in the carpet. His crusade ends after he has defeated at least four adversaries.

CELESTIAL PLANISPHERE

Appearance: A crystal globe three spans wide fixed to a quartz support that allows it to rotate on its axis. The map of the planisphere is three-dimensional: at the centre can be seen a black sphere (Mystara), surrounded by a gas-like sphere (the Ethereal) in which is found four other spheres (the Elemental Planes) of red, blue, azure and brown colour, while the last layer is full of a glittering powder (the Astral) in which float stones of various form, colour and size (the Outer Planes).

History: The planisphere’s history is obscure and few know that it is the artefact created by Pharamond to achieve immortality. Once its creator disappeared, there was a no holds barred fight amongst his apprentices to claim his legacy, and each of the survivors ended up fleeing the tower before being killed, taking a part of the magical treasure and Pharamond’s knowledge. The planisphere then passed from hand to hand, often causing its owner’s death because of the perverse secondary effects it generates, until it was taken out of Alphatia and fell into the hands of a rather eccentric Makistan mage, who still keeps it sealed in his basement to study it, knowing full well the devastating effects its misuse can generate.

Source: Mystaran mythology. The geographical module “GAZ2: Emirates of Ylaruam” describes in detail the planisphere in the possession of the Makistan mage Istakhr, although the archmage Barimoor is trying to seize it to achieve immortality.

Sphere: Energy (Pharamond)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (250 PP):	
Planisphere of <i>telepathy</i> once per day	
B1. Ultimate Divination	85 PP
B3. Gate	90 PP
C3. Control Weather	75 PP

Activation: When the planisphere is found there is a 50% chance that it is activated (see Limited Use for its reactivation). In this case, examining the various layers that compose it with *read magic* formulae can be seen

that describe its powers. To invoke them requires touching the artefact and concentrating on the intended effect.

Destruction: The planisphere can be destroyed if it is taken in one of the elemental planes, the power of *Gate* is used to open gates with the other 3 elemental planes within one hour and three spells of at least 8th level based on the opposite element are released at the same time through all the gates and a fourth one is released against the planisphere in the same moment (this obviously requires 4 powerful spellcasters acting at the same time).

Handicaps (2)

Limited Use: Each time that the artefact's PP reach zero it deactivates, making it impossible to access its special powers. To activate it, it must be taken to at least two other planes to the one on which it is found (Prime, Ethereal, Elemental, Astral and Outer Planes). At that point, all the layers of the planisphere light up and it is reactivated.

Energy Drain: When an individual activates the artefact for the first time, the subject suffers the permanent drain of 1d4 levels (no ST allowed), but afterwards can reactivate it without suffering the drain.

Penalties (3)

Each penalty is always linked to the use of the associated power (ST to avoid it)

1. **Collateral Effect (Disaster):** Each time that he uses ultimate divination the planisphere's owner must make a ST vs. Spells with a -10 penalty. If the ST fails, after 1d6 minutes a natural disaster is unleashed either in the place seen through the planisphere, or within 1d50 miles of the artefact's location. If the disaster happens within just ½ a mile, then it involves the place in which the planisphere is found. The disaster is chosen by the DM and is always a natural catastrophe appropriate to the area (e.g. a flood near to a river or seacoast, a landslide in mountains, a hurricane or earthquake on planes, even a meteorite shower, etc.), which causes severe damage and many victims.
2. **Collateral Effect (Conjuration):** Each time that he uses *control weather* the planisphere's owner must make a ST vs. Spells with a -10 penalty. If the ST fails, a randomly determined elemental appears next to him and attacks him, knowing that the only way to return home is by killing him.
3. **Malfunction:** Each time that he uses *gate*, the planisphere's owner must make a ST vs. Spells with a -10 penalty. If the ST fails, he is immediately transported to the place he was trying to contact, whilst the planisphere remains where it was and the PP are wasted.

CLAW OF MIGHTY SIMURGH

Appearance: A 12 inch long curved, ivory-like claw that can be used like a dagger.

History: Many centuries ago, a large, eagle-like bird more majestic and imposing than the largest roc ever seen, appeared before a wise and pious man. It revealed that the world was near the end of its fourth cycle, after the first three had ended with tremendous upheavals caused by water, fire and ice, which had radically upset its appearance and wiped out the inhabitants. It had personally witnessed those events, and each time had protected humanity, succeeding effectively allowing it to survive until then. It then gave one of its smallest claws to the sage, carefully explaining the powers that it held, with the recommendation that solely be used for the cause of Good and the survival of the most deserving mortals. Over the centuries, the claw has passed from hand to hand, passed on the followers of a cult devoted to Simurgh, but recently there is the widespread belief that the cult has been exterminated and that the claw has fallen into the hands of unholy individuals devoted to Entropy, and hidden somewhere to encourage the rise of Chaos.

Source: Persian and Arabic mythology. According to the Persian legend, the Simurgh, which incarnates and protects the natural cycle of the universe, was such a large bird that its wings encompass the clouds, and when it moves all the trees of the earth are stirred by the wind.

Sphere: Time (Simurgh)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
+5 Dagger, <i>fly</i> three times per day	
A2. Control Emotions	35 PP
D1. Programmed Cure	30 PP
D3. Poison Resistance	35 PP

Activation: The artefact is active and the knowledge of its powers is telepathically acquired the first time its owner sleeps after acquiring it. Each power is activated by concentrating on the desired effect whilst holding the claw.

Destruction: The claw shatters if it is used to deliver the coup de grace to any creatures of the outer planes allied to the Sphere of Time (including the Immortals).

Handicaps (1)

Change of Attitude: The subject becomes a committed pacifist after activating one of the artefact's powers for the first time. He refuses to attack first any living being (thus excluding undead and constructs), acting only to defend himself and only after having tried to calm things down with words.

Penalties (1)

1. **Service:** During extreme weather (floods, storms, tornadoes, tsunamis, earthquakes and tempests) there

is a 25% chance that the claw's owner receives a vision in which Simurgh orders him to appear before it for an important revelation. The subject instinctively knows that he must go to the highest peak within 64 miles northwards, and that he can try to gather some followers to accompany him and that he must depart within 3 days. The effects vanishes after he reaches the mountain's summit.

COLLAR OF THE DRAGONS

Appearance: A black leather collar with gold and silver studs similar to a dragon's head, which automatically adapts to the size of whoever wears it.

History: This artefact is the holiest relic of the draconic race, an artefact that the Great One created following the establishment of the Dragon Council and that he gave to his representative in the draconic nation as an endorsement and warning of its work. Over the centuries it had been carefully guarded in Windreach hidden among the Wyrksteeth Mountains in Norwold, until it was stolen via deception by a renegade dragon. Following the heroic actions of the elf Thelvyn Foxeyes it was recovered and helped to halt the Draconic Feud and repulse the invasion of the Overlord and his armies from another dimension. When Thelvyn is made aware of his true nature as a child of the Great One, he gave the collar back to the guardians of Windreach and rose to the Celestial Spheres with the name Diamond, Lord of the Lawful Dragons. Currently the collar is still guarded in Windreach, in the heart of the temple consecrated to the dragon immortals, carefully watched by its guardians.

Source: Mystaran mythology. In the cycle of novels dedicated to the "Saga of the Dragonlord" the Collar is a holy artefact to the dragons, which is stolen by a renegade dragon in cahoots with an extraplanar being known as the Overlord to generate chaos in the draconic nation and weaken it in preparation of the invasion of Mystara by the forces of the Overlord. Only the intervention of Thelvyn Foxeyes was able to impede the Overlord's advance and unite the dragons of Mystara, becoming the new Dragonlord, and afterwards transformed into Diamond, Lord of all Lawful Dragons.

Sphere: Matter (Great One)

Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)

Suggested Powers (205 PP):

Collar, permanent *victory*

A2. Control Dragons 55 PP

A2. Demand 70 PP

A4. Song of Triumph 80 PP

Activation: The collar is activated when it is found, but its powers can only be invoked by a being that has draconic blood in its veins (dragon, half-dragon, eldar, or similarly connected to dragons). The collar telepathically communicates to its rightful owner the powers it has

available, which can be invoked by wearing the collar and speaking the magic word.

Destruction: If the collar is worn by a renegade dragon (who doesn't worship the draconic immortals) and used directly against the Great One, it explodes inflicting on its owner damage equal to the remaining PP and is permanently destroyed.

Handicaps (2)

Weak Magic: After having used control dragons for the first time, any dragon damaging spell of the collar's owner is reduced by 2 points per dice.

Characteristic Penalty: The Intelligence of the collar's owner is lowered by 4 points, up to a minimum score of 3. The character recovers the lost Intelligence points one month after using the collar for the last time.

Penalties (3)

1. Anti-Magic Field: The owner is surrounded by a 100% anti-magic field that can only be dispelled if he manages to defeat a venerable dragon of the opposing alignment to his own; for Neutral characters, any Lawful or Chaotic dragon will be fine.

2. Collateral Effect (Maze): The owner is sent to a *maze* with no chance of opposing it.

3. Malfunction: The requested effect doesn't work and in its place a *poisonous cloud* manifests centred on the collar's owner.

CRYSTAL DAGGER OF CYMORAKK

Appearance: A dagger with a slightly curved blade made from azure crystal, with a hilt of ebony finely worked with designs that recall the lunar phases and in its end an eye sized ruby as a pommel.

History: The crystal dagger isn't a well-known weapon and its legend is the prerogative of few sages, as it belonged to remote age and to a civilisation of which all trace has been lost due to the Immortals' will. Cymorakk was a skilled Nithian thief who dared sneak into the house of the High Priest of Magian to rob him, and ended up discovering a plot against the Pharaoh by the entropic powers. Fearing for his life, Cymorakk fled from the empire's capital vainly trying leave no tracks. Hunted in a distant country, he encountered vagabond who defended him from the umpteenth attack by the assassins sent by the High Priest. The man then handed him a crystal dagger, promising him that if he used it wisely he could defeat his enemies and save the empire from ruin, and he vanished a quickly as he had appeared. Over the following years Cymorakk managed to evade his pursuers and kill every hitman he encountered thanks to the daggers powers, but he continued to stay away from the capital for fear of the High Priest. When, finally, the laws proclaimed by the Pharaoh began to become absurd and ruthless, Cymorakk realised that the prophecy of the mysterious traveller was happening, and pushed by a surge of pride sought to identify and unmask those who

had plotted to plunge the empire into chaos. His efforts led to the killing of the High Priest of Magian and some high-ranking accomplices, but the Pharaoh, now plagued by entropic forces, imprisoned him and then executed him for treason. Since then the crystal dagger has vanished and nothing has been heard of it. Some sages claim that when the world is again threatened by a great calamity the dagger may be the only hope to save civilisation from extinction.

Source: Mystaran mythology. In the adventure module “X10: Red Arrow, Black Shield” the reuniting of the pieces of the Dagger is the only way to definitively defeat the Master of Hule in the final direct encounter, and the Master is also searching for the artefact with the intent of seizing it.

Sphere: Thought (Asterius)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (245 PP):	
Dagger +5 versus Evil or Chaotic beings	
A4. Deadly Weapon	60 PP
C2. Haste	35 PP
D1. Cure Critical Wounds	50 PP
D4. Improved Invisibility	40 PP
D4. Mislead	60 PP

Activation: The dagger isn’t whole when discovered and its activation require that its three parts be found and recombined. Only after this has happened does it function as a dagger +5 versus beings of Chaotic or Evil alignment, and inflicts 5d20 damage with each blow against one, while with other creatures the damage depends on its owner’s mastery and is treated as a normal dagger. To know what the dagger’s hidden powers are requires the use of a *lore* spell on the reassembled artefact during a night of the full moon: in any other case there is no answer. Each power can be invoked whilst brandishing the dagger and simply desiring it.

Destruction: If the dagger is used to destroy an entropic artefact created by Thanatos, upon completing this task it shatters, having fulfilled the task for which Asterius created it.

Handicaps (2)

Limited Use: Every time its owner is killed, the dagger vanishes and divides into three parts (crystal blade, ruby pommel, ebony hilt), which reappear spread randomly throughout Mystara.

Damage Penalty: Each of the owner’s physical attacks against Good creatures or followers of Asterius inflicts 6 points of damage less (min. 1 hp) until he frees himself of the dagger by giving it to someone else or throwing it away.

Penalties (3)

1. **Greed:** Anyone seeing the unsheathed dagger must make a ST vs. Spells with a -4 penalty to avoid

being assaulted by the irrepressible desire to attack the subject to gain possession of the artefact at any cost.

2. **Aging:** The owner ages 2d6 years.

3. **Malfunction:** The invoked power doesn’t function but wastes the required PP.

DECK OF THE SPHERES

Appearance: A deck formed from thirty ivory cards the size of playing cards. On the back of each is engraved a series of mystical symbols, and according to the observer’s faith the holy symbol of his divinity appears to dominate, vice versa for non-believers the symbols are confused and without meaning. On the front side instead are engraved thirty different images, each of which names the card. The thirty cards are divided into five groups each formed from six cards, one set for each Immortal Sphere of Power.

History: The Deck of the Spheres is considered the most powerful and legendary artefact of all Mystara, and the rumours on its creation are diverse and odd, as are the epithets with which it is known among the mortals (Deck of Wonders, Deck of Immortal Destiny, Deck of Fate, Deck of Ambition, and so on). It can be said that there is a story for each population, as the artefact appears in various eras and among all the ethnic groups that inhabit the Multiverse. The real story behind the deck is known only to the Immortals and they don’t reveal it. The deck is unique among the artefacts as it was created by the joint effort of the Hierarchs of the five Spheres of Power of that time. It all started from a dispute between Ixion and Thanatos on the actual nature of mortals. Ixion insisted that they were imprinted to preserve life and the balance if it wasn’t for the destabilising actions of Entropy, while Thanatos believed the mortals fallacious by nature and drive for achievement of personal satisfaction at any cost. The discussion could have generated an open conflict between the Spheres of Order and Chaos, but in her infinite wisdom Pax acted as mediator and proposed the creation of an artefact to test the mortals and understand how they would behave if they were given an item powerful enough to change their own destiny. All the Immortal Hierarchs participated in the creation of the Deck of the Spheres, which from that day comes and goes throughout the Multiverse, testing mortals, while the gods watch the results of their experiment, as the matter has not been settled yet.

Source: Mystaran mythology. The “Dungeon Master Survival Kit” supplement introduces the rules to use the Deck of the Spheres (a unique item created by the gods) in the Mystara setting.

Sphere: All (Ixion, Ouranos, Pax, Thanatos, Verthandi)
Magnitude: Ultimate Artefact

Suggested Powers:

Each card has a name and a specific effect that doesn't consume PP but is only evocable once it is drawn from the deck, then disappears. The thirty cards that compose the deck are divided into five suits, one for each Sphere, and are described below.

THE CARDS OF ENERGY

The Arena: The subject is transported to an arena which is found on an outer plane, where he faces monsters chosen by the DM whose total Hit Dice don't exceed the character's level, who if he is able to kill them all gains an experience level, if however he dies he reappears with one experience level less.

The Flame: The subject becomes immune to any fire damage and is able of producing *burning hands* three times per day. However, he suffers double damage from cold-based attacks or from creatures of cold.

The Lightning: The subject becomes immune to any lightning or electricity damage and is able of producing *shocking grasp* three times per day. However, any contact with water stuns him for 1d4 rounds.

The Mage: The subject becomes immune to any magic effect, dangerous or beneficial, and he isn't able to cast spells or use magic items that require activation. The effect is permanent and can only be dispelled with a *wish* expressed by someone else.

The Enemy: The card summons a powerful extraplanar creature in front of the subject (it is up to the DM to decide the type but it must always have as many Hit Dice as the character has levels). The creature knowing who summoned it, and that the only way home is by killing him, therefore immediately mercilessly attacks him. If the character is able to resist and kill it by himself, all his characteristics increase by 1 point; if he defeats it with the help of others, he still acquires a bonus point in a characteristic of his choice.

The Sun: All the character's characteristics become 19 for 1d4 days, at the end of which his body explodes in a blaze of flames and is reduced to ashes; only a *wish* can return him to life.

THE CARDS OF ENTROPY

The Assassin: The Subject's *Dexterity* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic's original value.

The Gauntlet: The subject is cursed and suffers a -4 penalty to his attack and damage rolls and Armour Class for ten encounters with enemies of equal level or Hit Dice. If he is able to survive without dying,

after the last encounter the curse vanishes and he gains one experience level.

The Thief: The subject's Alignment becomes Chaotic; if it is already Chaotic he gains an experience level.

The Spectre: The subject is cursed and each night transforms into a spectre with equal Hit Dice who goes in search of nourishment (acting without control driven by hunger and evil instincts), in the morning he returns to normal without remembering anything. The curse can only be broken with a *wish*.

The Tomb: The subject is taken to a remote tomb 5d100 miles distance and dies within 1 hour of asphyxiation if not saved. In the tomb it is impossible to move or cast spells, but is the character somehow escapes his Constitution permanently increases by 1d6.

The Asp: The subject must make a ST vs. Poison at -4. If the ST fails he develops a vulnerability to poison that causes a -4 penalty to every ST to resist poison, and any damage suffered by contact with poisonous substances is doubled. If the ST succeeds, he becomes immune to any type of natural poison or poisonous attacks of monsters and receives a +4 bonus to his ST vs. alchemical or magical poisons.

THE CARDS OF MATTER

The Tree: The subject's skin is transformed into hard bark and his natural Armour Class becomes 2, with an Armour Value of 2 points that is subtracted from any damage taken. His Dexterity and Charisma are both reduced by 6 points.

The Animal: The subject acquires the permanent ability to transform into any normal animal, as per the *animal form* spell. However, one year after the first transformation, each time that the character assumes animal form he must make a Wisdom check: upon the first failure the metamorphosis can only be reversed with a *wish*, which also deprives the character of the power.

The Dragon: The subject instantly acquires a typical skill of a dragon with HD equal to his level (minimum Adult). Simultaneously, the nearest dragon loses this ability and is immediately made aware of the identity and location of the person responsible, knowing that it can only regain it by killing him. If the character kills the dragon, he keeps the special ability permanently. To determine the stolen ability and the type of dragon roll twice on the table:

1d10	Ability	Dragon Type
1	Breath	Black
2	Armour Class	Blue
3	Acute Senses	Green
4	Claw Attacks	Red

5	Bite Attack	White
6	Spit Attack	Brass
7	Alternative Form	Copper
8	Terrifying Fear	Bronze
9	Racial Magic Power	Silver
10	Immunity	Gold

The Gem: Within 24 hours the character finds a gem of rare perfection which on the market can reach a value equal to the Experience Points that he had when he drew the card (max. 500,000).

The Giant: The Subject's *Strength* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic's original value.

The Sword: The subject makes a ST vs Spells at -5. If the ST succeeds, his favourite weapon is empowered and its bonus permanently increases by 1d4 points (up to a maximum of +5). If the ST fails, his favourite weapon is cursed and its bonus permanently decreases by 1d4 points.

THE CARDS OF THOUGHT

The Fool: The subject's *Wisdom* and *Intelligence* are both permanently lowered by 6 points.

The Arrow: The subject gains a +4 bonus to Attack Rolls with any type of bow or crossbow, but anyone attacking him with these weapons has the same bonus.

The Book: The Subject's *Intelligence* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic's original value.

The Paladin: The subject's *Alignment* becomes Lawful; if he is already Lawful he gains an experience level.

The Mentor: The subject's *Wisdom* and *Intelligence* are both permanently increased by 3 points.

The Stars: The Subject's *Wisdom* becomes 19 for a year, after which it drops to 3 for the same amount of time before returning to normal. Only a wish can reinstate the characteristic's original value.

THE CARDS OF TIME

The Hourglass: The subject instantly ages 30 years and must make a ST vs. Death Ray at -4; if he fails he dies due to the physical shock, vice versa his *Charisma* is permanently increased by 1d6 points.

The Judge: The subject undergoes the judgement of Fate. He should roll 1d100 and compare the result with his *Personal Value* (The sum of his *Level* and best *Characteristic*): if the result of the roll is lower than his *VP*, all his characteristics are permanently

raised by one point, vice versa all his characteristics are permanently lowered by 1 point.

The Elf: The subject is instantly transformed into an elf (subrace based on his best characteristics); if he already belongs to this race, he gains a *Level*.

The Healer: The subject gains the extraordinary ability to regenerate 1 hp per turn.

The Moon: The subject's *Dexterity* is permanently increased by 2 points, but at the first full moon he transforms into a lycanthrope (of a type based on the person's character), and the lycanthropy can only be removed through a *wish*.

The Tower: The subject sees a small, ivory tower the size of a chess piece appear before him. By touching it, he is able to exploit the effects of the *dimensional refuge* spell in a permanent manner.

Activation: The deck is activated when found and it is always found with the cards stacked and their backs uppermost, so that it is impossible for those looking at it to see the image on the front of each card. If he tries to tip it to peek underneath, the deck vanishes and a random card is drawn as if it had been at the bottom of the deck.

To use it, it is sufficient to draw a card from the deck, which is randomly determined by the DM rolling 1d5 (1d10 divided by two) to establish the suit (the suits are listed alphabetically above), and then 1d6 to identify the specific card of that Sphere as listed above. The card manifests its associated effect as soon as the subject looks at it, then vanishes and is no longer available. Note that only mortals can activate the card's effect: any immortal being that touches the deck finds it impossible to draw a card. Each time that a card is drawn there is a 1 in 6 chance that the deck vanishes and reappears in some other part of the Multiverse after 2d12 days again complete with all cards. Once it vanishes, there is no way to trace the deck, even by a *wish*: it is fate (the DM) that decides when it will be found and by whom, and it cannot be controlled by anybody, not even an Immortal.

Destruction: The only way to destroy the deck is by a mortal managing to draw all thirty cards and suffer all the effects without dying or the deck disappearing. At that point, its purpose is deemed fulfilled and perhaps the Immortals will even have an answer on the true nature of mortals.

Handicaps and Penalties: As the only artefact common to all five Spheres, it has been created in such a manner that some cards have beneficial effects and others have totally negative effects, while the rest of the cards have balanced advantages and disadvantages. As such there are no specific handicaps or penalties in its use, the Deck also doesn't use the *Power Points* with which

artefacts are usually created but is based on effect that can only be invoked once.

DIAMOND ORB OF TYCHE

Appearance: A faceted crystal sphere of 20 inch diameter, with a white light that pulses inside it and that reflects on surfaces a myriad of colours if struck by the light of the sun.

History: It is said that the divine Tyche, patroness of the luck and fate of the mortals, had created this sphere and put it in the world as a game, challenging the mortal to take their destiny in their own hands and suffer the consequences. According to the legends linked to the orb, it seems that it only grants luck and wealth to those wise enough to not keep it for too long.

Source: According to Greek mythology Tyche is the goddess of luck and fate.

Sphere: Thought (Tyche)

Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)

Suggested Powers (490 PP):

Crystal sphere, *Scrying* three times per day

A1. Divine Ray	45 PP
A2. Mental Decay	60 PP
A3. Blinding Light	55 PP
B1. X-Ray Vision	40 PP
C2. Gaseous Form	35 PP
C2. Thieving Ability	40 PP
C3. Container	50 PP
D3. Mind Shield	20 PP
D3. Luck	100 PP
D4. Disguise	45 PP

Activation: The orb is activated when it is found and whoever holds it in his hands and focuses on it without losing concentration for at least a minute receives a mental impulse to maintain his concentration to obtain great knowledge. If the subject continues to maintain his contemplation, after an hour he gains the knowledge of the first listed power, and each day can learn the next power if he concentrates on the orb for at least an hour, until he has learnt them all. To then invoke each power it is necessary to touch the orb and concentrate for a round on the desired effect.

Destruction: The diamond orb can only be destroyed if it is swallowed by a great annelid, which must then be consumed by the eternal fire of a star of the Prime Plane or of the Elemental Plane of Fire.

Handicaps (3)

Change of Alignment: After using Thieving Ability for the first time, the subject becomes Chaotic or Neutral.

Magic Error: After invoking one of the orb's powers for the first time, each time that the subject casts a spell (excluding those possessed by the artefact) that requires a

verbal command there is a 10% chance that it doesn't manifest and is wasted.

Non-Automatic Recharge: If the orb is completely filled by use of its Container power, it stops automatically recharging. In order to recharge it from then it is necessary to insert treasures, which once absorbed are disintegrated, but allow it to gain 1 PP per 100 g.p. worth of valuables.

Penalties (5)

1. **Apathy:** The owner suffers from apathy.
2. **Greed:** 20% chance that anyone who sees the artefact's owner produce a tangible effect is struck by greed and tries to attack the subject to take possession of the orb at any cost.
3. **Collateral Effect (Summon Enemies):** 1d4 enemies appear within 30 feet of the orb's owner. These creatures belong to the same race, which must originate from the plane on which the subject is found. Each of them has a number of HD equal to half the character's level, maximum Hit Points, and their only intent is to kill the artefact's owner. They vanish if killed or if they complete their goal.
4. **Collateral Offensive Effect:** An A3 type effect, randomly determined by the DM (max cost 50PP) manifests centred on the owner.
5. **Characteristic Penalty:** Each time that he activates a power there is a 10% chance that the subject's Intelligence is permanently lowered by 1 point.

DOVE OF PEACE

Appearance: A fist-sized alabaster dove, with the symbol of the sun engraved on its right wing and a crescent moon on the left wing, linked to a string of pearls. The lower part of the dove's body has a hole in which a shaft can be inserted, effectively transforming it into a light mace.

History: The oldest legends speak of an Immortal worshipped for her peaceful and benevolent nature, who one day created a dove and sent it onto the world to stop all conflict and fill mortal hearts with joy and love. Unfortunately, the gods of Chaos discovered the Immortal's intent and with an evil spell causing the petrification of the holy animal as soon as it landed on the branch of a tree from their curse. The dove was then stolen by the servants of Evil before its creator could fix the atrocious spell, and hidden where it could never be found. It is said that the gods of Chaos had then pushed the Immortal to look for the artefact on another world, sealing her forever in a prison from which she still hasn't managed to escape. This is why that even today war rages amongst mortals, and every time a champion of Good gains possession of the dove, the forces of Evil arrive *en masse* to destroy him and take the artefact, with the sole aim of hiding it and prevent it from being used to bring peace to the world.

Source: Mystaran mythology. In the adventure module “M5: Talons of Night” the Dove is often cited as a weapon used by Thothian heroes against Arachne Prime and its recovery was crucial to defeat the Night Spider.

Sphere: Thought (Pax)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (440 PP):	
Light Mace +3, +5 vs. Chaos or Evil	
A1. Divine Ray	45 PP
A2. Control Emotions	35 PP
A2. Mass Charm	80 PP
B1. Lore	70 PP
B2. Trueseeing	50 PP
D1. Cure Disease	25 PP
D1. Cure Serious Wounds	25 PP
D1. Cure Critical Wounds	50 PP
D5. Dispel Evil	60 PP

Activation: The dove is activated when recovered and mentally communicates all its powers and the words to activate them to any non-Evil or Chaotic being that touches it. If it is set on a shaft, it can be used as a *light mace* +3, +5 versus beings of Chaotic or Evil alignment, and each time that it strikes a being of the Sphere of Entropy it causes an additional 2d6 damage.

Destruction: The dove can only be destroyed if it is used by a Lawful Good being to kill a pure and innocent creature (like a unicorn, a new-born or an angel). In this case, the dove is tinged by a crimson colour and its healing powers can no longer be used. If at that point it is used to kill the physical manifestation of an Immortal of the Sphere of Thought, the artefact shatters and is destroyed forever.

Handicaps (3)

Change of Attitude: After using the dove for the first time, its owner becomes extremely peaceful (will never attack first and always seeks a peaceful solution to any encounter), unless faced by an entropic creature, in which case he tries to destroy it by any means possible.

Magic Error: Every spell of the dove’s owner has a 25% chance of failing if used to damage a non-Evil creature.

Non-Automatic Recharge: The dove can only recover lost PP by absorbing the vitality of those around it. As soon as it loses PP it begins to recharge itself by aging by 1 year, for each 10 PP to be regenerated, a randomly chosen living being within 120 feet, recovering up to 20 PP per turn.

Penalties (5)

- Change of Alignment:** The owner’s alignment changes to Lawful or Good.
- Weak Magic:** There is a 50% chance that any of the owner’s offensive spells inflict 3 points of damage less per dice.

3. **Malfunction:** Each time that the dove is used to strike a non-Chaotic or Evil being, it loses 2d10 PP; if this reduces the dove’s PP to zero or less, the artefact automatically teleports to a random location on the same plane at least 600 miles away.

4. **Damage Penalty:** There is a 50% chance that the owner of the dove’s attack inflict 5 points less to no Chaotic or Evil beings.

5. **AC Penalty:** Each time that he uses the dove as a weapon, there is a 50% chance that the owner’s AC is penalised by 5 points for 1 hour.

EGG OF THE PHOENIX

Appearance: An egg covered in red scales, very warm to the touch and two palms long.

History: According to the elven legend, the prosperous Mealiden Red Arrow led his people from the Sylvan Realm to a new land to escape the threat of powerful and ruthless enemies that encircled their homeland. After a long journey across the magic Rainbow Path and after along the way seeing several clans leave his enlightened guide, Mealiden finally brought his followers to an isolated steppe, where he created a flourishing forest and founded Alfheim. Loudly acclaimed the ruler of the new kingdom, Mealiden governed Alfheim with wisdom and justice for a long time, until one day he had a vision and abdicated with the intent of finding a way to ascend to the Celestial Spheres. Mealiden succeeded in his attempt after having tamed a phoenix that had threatened the Canolbarth Forest, and delivering the egg in which he had imprisoned it to his descendants, he was welcomed by the wise Ilsundal among the immortal protectors of the elves of Mystara. The Egg of the Phoenix is a relic of the Red Arrow Clan of Alfheim, and jealously guarded by its owner like a Tree of Life.

Source: Mystaran mythology. The Egg, created by Mealiden, is described in the geographic supplement “Gazetteer 5: The Elves of Alfheim” and its available powers in the adventure in which the artefact is stolen.

Sphere: Energy (Mealiden)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
Egg, <i>summon greater phoenix</i> once per day	
A1. Fireball	60 PP
D3. Immunity to Fire	40 PP

Activation: The egg is unactivated when it is found but it is activated if it is thrown in a bonfire or larger fire, only revealing its powers to whoever touches it whilst it is burning (1 power per round, while the subject suffers 3d6 fire damage per round). To use the powers you need to touch the egg a focus on the chosen power, while to summon the phoenix the magic word needs to be spoken.

Destruction: The egg can only be destroyed on the Elemental Plane of Water, after having blessed the

artefact with the tears of an undine, summoning the phoenix and cause it to explode in an encounter with the Elemental Lord of Water.

Handicaps (1)

Mania: The owner refuses to touch and approach water (even taking alternative drinks) and always tries to stay near flames.

Penalties (1)

Collateral Effect: After the third time that the phoenix is summoned, there is a 30% chance that each summoning provokes the phoenix's immolation in an explosion that destroys everything within 1,000 feet, causing another egg to appear from its ashes after one turn.

EYE OF HUMBABA

Appearance: A monstrous mummified eyeball of 4 inch diameter reddish in colour with a black iris, furrowed by many scarlet arteries and blue veins.

History: It is said that many centuries ago, when man was still young, there lived in the world hosts of monstrous giants with only one eye known as Cyclopes, who had enslaved the human race. Among them one man of incomparable strength dared stand against the cyclopes in defence of his kin: Gilgamesh. After having killed hosts of cyclopes with his bare hands, he walked into the palace of the ruler, King Humbaba, to permanently bring down the tyrant. Protected by the magic of his divine mother Ninsun, Gilgamesh was able to avoid the traps placed in his path by the treacherous and ruthless Humbaba and to kill him after a long fight, ripping out the eye with his bare hands. Thus ended the tyranny of the cyclopes, and the survivors fled in fear before the power of Gilgamesh, and sought refuge in the far corners of the world, holed up in the caverns and densest woods in fear of his wrath. Gilgamesh travelled far and wide to exterminate them all, and Ninsun altered the eye to help him in his quest, but Gilgamesh eventually realised that this wouldn't happen, as he had now reached old age. He asked his mother to help him by revealing the secret of eternal youth, and she pointed the way forward. However, the hero failed to complete the winding path, and died after a long life full of epic deeds. It is said that the Eye of Humbaba has since passed from hand to hand and has been used by both heroes and tyrants to destroy their enemies, by virtue of the devastating powers it had inherited from the cyclopes and the magic of Ninsun.

Source: Sumerian and Akkadian mythology. Gilgamesh is the hero of the Assyrian-Babylonian epic, the oldest known, and Ninsun is his mother (see "Codex Immortalis").

Sphere: Energy (Ninsun)

Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)

Suggested Powers (250 PP):

A1. Fireball	60 PP
A3. Blinding Light	55 PP
A3. Flesh to Stone	60 PP
B1. Trueseeing	50 PP
C2. Burning Eyes	25 PP

Activation: The eye is activated when it is found, but to know its powers it is necessary to use a *lore* or *divination* spell. Alternatively, if the eye is placed in front of a reflective surface, it is possible to read within the pupil's reflection one of the verbal commands that activates one of its powers (randomly chosen). The command that appears changes every day, so after 5 days of examination it is possible to know all the words of activation, although it takes a little practice to establish which word is linked to which power. To activate each of the eye's effects, it is necessary to hold it pointing towards the target and using the command word of the invoked power.

Destruction: The eye can only be destroyed by the powers of another artefact eye.

Handicaps (2)

Mania: The eye's owner is obsessed with the quest for immortality. Every 10 days from when he activates the first power he must make a ST vs. Spells with a cumulative penalty of -1: at the first failure, he begins to pursue the search for a way to become immortal at any cost, ignoring any other interest or occupation, without unnecessarily endangering his life.

Mutation: If the owner loses an eye, his head suddenly begins to grow until he is able to put the eye in the empty socket, and the subject insists on implanting it himself. The head remains disproportionately large until the subject loses the eye: at which point it returns to normal one month after the last time he touched the eye.

Penalties (3)

1. **Aging:** Anyone who uses the eye ages by 1d4x10 years permanently if they don't make a successful ST vs. Spells at -5.

2. **Characteristic Penalty:** Each time he invokes *flesh to stone*, the subject's Intelligence is permanently reduced by 1 point.

3. **Shapechange:** Each time that he uses *trueseeing*, the subject runs the risk of being transformed into a cyclops as per the *polymorph other* spell if he doesn't make a successful ST vs. Spells. The transformation is removable by *dispel magic* with the normal chance of success against a 30th level spellcaster.

FIERY BRAND OF MASAUWU

Appearance: A three foot long torch engraved with grotesque and macabre symbols.

History: According to an ancient legend in many countries of the Known World, the infernal guardian Masauwu travels the planet each night in the form of a

giant with skin as black as darkness and invisible to most, carrying in his hand an always extinguished torch, which however lights up if he approaches a person who has completed acts of great evil or cowardness. At that point, Masauwu changes appearance and with a deceit subjects him to a test to judge his soul: if it doesn't pass, it is devoured and he is sent to hell. According to another version widespread amongst necromancers and entropics instead, if the judge thinks that the individual is sufficiently powerful and treacherous, he grants him the use of his torch for a certain period, promising to return and evaluate his work: only if he has done enough reprehensible actions and spread the chaos in the world will he survive, otherwise he is destroyed, and Masauwu will continue to wander in search of the next candidate.

Source: Legend of the Hopi, American Indian tribe.

Sphere: Entropy (Masauwu)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (495 PP):	
Club +5, Flaming three times per day	
A1. Turn Undead as a 36 th level Cleric	60 PP
A1. Meteor Swarm	100 PP
A2. Hypnotism	40 PP
A4. Bonus Spell Damage +3/dice	90 PP
B1. See Invisibility	25 PP
B3. Teleport	50 PP
D3. Anti-Magic Aura 20%	30 PP
D4. Disguise	45 PP
D4. Delusion	55 PP

Activation: The torch is spent and inactive when discovered. Each time that he kills a being with the club, its owner is telepathically made aware of one of its powers, starting with the cheapest and up to a maximum of two per day. To invoke its special powers it is necessary that the torch be lit, although the fire doesn't consume it.

Destruction: The brand can only be definitively destroyed by first blessing it with an artefact of a Lawful Good divinity, and then frozen with the breath of an immortal dragon or thanks to the powers of the Lord of Water in the Elemental Plane of Water.

Handicaps (3)

Change of Alignment: After using the club to kill someone for the first time, the subject becomes Chaotic or Evil.

Operating Cost: The first time that he uses Turn Undead the brand's owner loses 20% of his possessed treasures, considering the total value of his owned valuables (wherever they are).

Characteristic Penalty: The subject's Wisdom drops by 4 points for as long as he owns the brand, and returns to normal one month after abandoning it.

Penalties (5)

1. **Collateral Effect (Summon Undead):** Underground or at night there is the standard chance that within 1d6 rounds 2d6 undead of the same random type (max 2d6 HD) appear, who attack all those near the brand, fighting to the death.
2. **Gas:** The torch's fumes become poisonous and expand to form a 20 feet radius cloud and lasts for 1d6 rounds if it isn't dissipated earlier. All living creatures within it (except the artefact's owner who is immune) must make a ST vs. Poison with a -2 penalty or die on the spot.
3. **Death:** The brand's owner is suddenly reduced to zero hp and dies within 1d10 minutes if he doesn't receive aid earlier.
4. **Putrefaction:** One of the subject's body parts starts to rot due to a degenerative disease, and within an hour it literally drops from the body, followed by another each hour, until he is limbless and without any other appendages. The first body parts to be struck are the toes (one at a time), then the fingers, ears, nose, possibly the penis, and finally the lower and the upper limbs. The putrefaction can only be stopped via a *cure disease* or *heal* of at least 20th level.
5. **Energy Drain:** The subject permanently loses 2 experience levels.

GIFTS OF THE KORRIGANS

Appearance: There are nine artefacts left by the Korrigans, one for each hero, and all share the same powers of a Minor Artefact, although each has a different use and power.

Silent Hunter: a short bow +3 made from a branch of white birch and a string from the tendons of a dragon, with the permanent power of *create projectiles*.

Fiery Champion: A long sword +2, +5 versus dragons made with an adamantine blade and a hilt made of filigree silver similar to vines, with the permanent power of *protection from normal missiles*.

Eternal Wanderer: A span long golden key with the permanent power of emanating *purifying energy* once per day in a radius of 60 feet.

Rainbow Singer: An ebony harp with silver inlay and strings made from the strongest silk with the permanent power of *control living beings* for as long as the harp is played.

Spring Maiden: A 4 inch long, ivory comb made from a bony material, with thin and delicate teeth, which gives anyone who wears it the permanent power of *freedom of movement*.

Silver Carver: A scroll full of mystical symbols with the permanent power of *divination*.

Merciful Healer: A knobly staff +3 made from an ancient and sacred oak with the permanent power of *repair* as a 20th-level cleric.

Dreaming Seer: A two span wide mirror, made from a thin sheet of ice from the Plane of Dreams set in a silver frame, capable of producing a *dream* or a *nightmare* once per day.

Verdant Caretaker: A cornucopia made from the horn of a giant ram capable of *creating food and water* as a 20th-level cleric once per day.

History: Many centuries ago a group of nine elven heroes lived in Wendar with superior magical and martial ability to their kind. They had chosen as the emblem of their company a mystical creature of the forest, the legendary Korrigan, so rare and elusive that nobody was really able to describe it. The nine Korrigans saved the inhabitants of Wendar and of the neighbouring lands from a variety of natural disasters, and protecting them from the attacks of terrible dragons and the ruthless humanoids of the north, until thanks to their knowledge and deeds they managed to ascend to the Celestial Spheres, becoming Immortals and patrons of that region of the Known World. Their greatest gift and artefact, the Elvenstar, is kept as a relic by the elves of Wendar, but there is talk of other artefacts that the nine left spread among the lands affected by their deeds, waiting to inspire new heroes able to pick up their legacy and stand as the defenders of Good.

Source: Mystaran mythology. The Master set describes the Comb of the Korrigans in the section on artefacts, here it is considered just one of the nine artefacts created.

Sphere: Energy (the Korrigans)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
C2. Haste	35 PP
C2. Polymorph Self	40 PP
D1. Cure Disease	25 PP

Activation: Each of the nine gifts aren't activated when recovered. To activate them, they must be thrown in a fire and burnt all night, and extracted from the embers at sunrise: at this point the gift is activated, and telepathically reveals its powers to any elf or half-elf. Every other individual can only discover its powers through a *lore* or if they save an elf's life whilst carrying the gift, which telepathically communicates to its owner its true nature. To use each power it is sufficient to touch the gift and concentrate on the desired effect.

Destruction: The gifts can only be destroyed by gathering them in the sanctuary of Black Wing (The tenth Korrigan who betrayed her companions) hidden in the Dark Woods of Baamor in Wendar, and bringing down the building with an explosion caused by an artefact of Entropy during a night of the new moon, after having marked each of the Gifts with the blood of an innocent.

Handicaps (1)

Shapechange: The owner begins to transform into an elf after using one of the artefact's powers for the first time. The transformation takes 3 months, although after the first two weeks the subject can already notice some superficial signs of it (change of height, more graceful features, etc.). If the subject discards the artefact, the transformation is interrupted, and if he doesn't use its powers for at least one month, he regresses. Once completed however, the metamorphosis is irreversible, even if the subject definitively loses the artefact.

Penalties (1)

Collateral Effect (Slow): The owner suffers a permanent slow, removable with dispel magic versus a 30th-level spellcaster.

GIRDLE OF ARMIDA

Appearance: A two inch wide leather girdle, adorned with mystical symbols, with the ability to shrink or grow to automatically adapt itself to its wearer's waist.

History: Armida was a very powerful Thyatian mage who lived centuries ago, descendent of the immortal mage Idraote. To help his descendent in her climb to the heights of immortality, Idraote created and had her find this artefact. She proved to be greedy and ruthless, using the belt to sow discord among her rivals, until the excessive use of its powers even against the innocent caused her death. The girdle however survived her, and it is said that Idraote guards it, only allowing those mages that he deems worthy of his aid in their quest for immortality to find it.

Source: Italian romantic literature. "Jerusalem Delivered" by Torquato Tasso, an epic poem of the 16th century set in the time of the First Crusade (1096-1099 A.D.), which introduces the witch Armida and her uncle Idraote, Lord of Damascus.

Sphere: Energy (Idraote)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (95 PP):	
Belt, permanent <i>shield</i>	
A2. Charm Monsters	35 PP
A2. Confusion	30 PP
B1. Memorise +3 Spell Levels	30 PP

Activation: The girdle is activated when found. To invoke each power it is sufficient to speak the associated magic word, as explained in the glyphs that adorn it, which can be deciphered with *read magic* or similar divinatory spells.

Destruction: The girdle can be destroyed if it is frozen in the Elemental Plane of Water, petrified in that of Earth, then electrified in that of Air and finally melted by the lava in that of Fire, in this precise order.

Handicaps (1)

Additional Damage: The owner suffers an additional 1d10 damage when struck by a natural attack (punches, kicks, claws, bites, gores, etc.). The handicap disappears 10 days after losing the belt.

Penalties (1)

Collateral Effect (Paralysis): The owner suffers a hold monster each time he uses charm or confusion against a non-evil Lawful individual, but can avoid the effect with a ST vs. Paralysis.

GIRDLE OF DE'RAH

Appearance: A belt formed from platinum rings interwoven with the white hairs taken from a unicorn, while the buckle is made from three oval plates of a highly polished blueish metal, which reflects infinitely the face of whoever looks at it.

History: Legend tells that the first owner of this artefact was the priestess De'Rah, a woman of unearthly beauty who lived centuries ago in the now vanished Empire of Nithia. Numerous stories on the pious deeds of De'Rah are still passed on today that extol her incredible gifts of healing and her incredible astuteness and wisdom, with which she always managed to unmask liars and punish the wicked. Many mystics have exhibited the same powers over the centuries, and all have them have appeared to have possessed the same bizarre item, which appears to have been the origin of the divinatory and thaumaturgic powers of these sages.

Source: Mystaran mythology. In the adventure module "M2: Vengeance of Alphaks" the cleric Lambert Bohn guards the girdle to try to prevent it falling into the hands of his archenemy Coiger de Mory, an evil, unscrupulous priest.

Sphere: Time (Chardastes)

Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)

Suggested Powers (490 PP):

Belt of protection +3, permanent <i>sure step</i>	
A1. Divine Ray	45 PP
A2. Open Mind	80 PP
B2. Detect Lies	15 PP
B2. ESP	25 PP
B2. Trueseeing	50 PP
C2. Righteous Might	60 PP
D1. Cure Disease	25 PP
D1. Neutralise Poison	40 PP
D1. Heal	70 PP
D3. Mindblank	80 PP

Activation: The girdle isn't activated when it is found and its appearance is altered, as it looks like a worn belt of grey leather without any special marks. If however it is examined with *detect magic*, its magical nature and true form become evident to its examiner's eyes, although he doesn't know of the girdle's hidden powers. To activate

it, it is necessary to recover the mortal remains of De'Rah (locatable with magic or by following the legends related to the girdle's last owner and to some temple or shrine that he built) and give them a proper burial, raising a temple over the tomb consecrated to an Immortal of the Sphere of Time of a value of at least 100,000 g.p. At that point, the girdle's owner is informed by the spirit of De'Rah of all its powers, and to invoke them it is sufficient to think of the effect whilst wearing the artefact.

Destruction: The girdle can only be destroyed if the remains of De'Rah are unearthed, desecrated by a cleric of Entropy of at least 30th=level, and then burnt in the infernal fire of the prisons of the outer plane of Pyts together with a demon's corpse.

Handicaps (3)

Change of Alignment: By just wearing the girdle, its owner's alignment changes to Lawful or Good.

Aging: The first time that the owner invokes righteous might, he ages 1d4 × 10 years.

Limited Use: The owner cannot spend more than 100 PP per day to invoke the girdle's powers.

Penalties (5)

- Attraction:** A month after using the girdle's powers for the first time, the artefact begins to attract the members of the opposite sex to its owner. Each day of every first week of the month there is a 30% chance that any individual of the opposite sex that passes within 30 feet of the girdle's owner begins to feel an irresistible attraction towards him if she doesn't make a successful ST vs. Paralysis. If she succumbs to the attraction, for the next 1d4 days she will do anything to stay close, get his attention and praise, trying to please him as much as possible and without risking her life. If she knows that the subject pays attention to others, the victim becomes jealous and needs to make a Reaction roll: if the reaction is Hostile, the victim attacks her rival (60%) or the object of her desire (40%). At the end of the period of attraction, each victim makes a Reaction roll, and if hostile has feelings of hate towards the character for real or perceived insults, and try to avenge themselves based on their resources and skills.
- Pain:** Each time that the girdle's owner heals someone through magic, he suffers 1d4 damage per level of the spell used.
- Collateral Effect (Finger of Death):** Every time that he uses heal, the girdle's owner suffers a *finger of death*, which can be opposed by a successful ST vs. Spells.
- Malfunction:** The first time that he uses *mindblank*, the owner suffers an *open mind* effect.
- Characteristic Penalty:** -3 penalty to the Strength of the belt's owner.

GOBLET OF SILENUS

Appearance: A polished wooden goblet with its border decorated with golden engravings of grape vines (capacity 1 pint).

History: Many legends mention the grand feasts and the lascivious pastimes of the god of the forest Silenus, always accompanied by a bevy of satyrs, dryads and other sylvan creatures intent to revel drunk on the music of his mystical pipes and the drinks that his fabulous goblet produces. According to these legends, the goblet is able to transform water into any alcoholic beverage and also produce wine and beer at will according to the whim of its creator. According to one such story, one day Silenus invited the Sun to drink with him in exchange for a ride on his fiery carriage. The two however overdid their drinking to such an extent that they ended up crashing in to the ship of the Moon, trapping them due to their intoxication and leaving the land in the dark for several days. When the two finally recovered they were driven so badly by the Moon who refuses to ever again face the Sun, and Silenus swore that he would never use his goblet again to avoid making more trouble, hurling the precious item beyond the horizon. No one knows where it can be found, but anyone who gets his hands on the goblet of Silenus should always keep in mind the troubles that may arise from indulging in experiencing the thrill of the liquor.

Source: Mystaran mythology. The adventure module "M5: Talons of Night" mentions the goblet of Silenus as the artefact used to activate the portal that connects the outer plane of Night with the Prime Material Plane (although doing so has deprived it of all power).

Sphere: Matter (Faunus)

Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)

Suggested Powers (80 PP):

Goblet, *transmute liquids* once per hour

C3. Reinvigorating Soup 20 PP

D1. Heal 60 PP

Activation: The goblet is activated when it is found, and anyone who drinks beverages from the goblet later sees a vision, in the alcohol fumes, that describes one of its magical properties. The goblet can give one vision per day, and to activate each power afterwards it is necessary to fill the goblet with any liquid and drink it all whilst concentrating on the desired effect.

Destruction: The goblet can be permanently destroyed by burning it in the flames produced by an artefact of Energy.

Handicaps (1)

Clumsy: Each of the subject's attacks have a 50% chance of failing and hitting him instead.

Penalties (1)

Mania: The owner feels the need at all cost to drink liquor until he falls into a stupor, remaining unconscious for 1d8 hours. The subject will try to drink as soon as possible, resisting for a maximum of 1 hour per point of Wisdom before succumbing to the overwhelming desire to get drunk, abandoning any task and paying any price just to sate his thirst. Once he sobers up, the mania vanishes.

GOLDEN MIRROR OF KA

Appearance: A two span wide mirror with a sheet of glass that is always clean and perfect, an amber frame that ends in a reptile-shaped handle.

History: A rather famous legend among the inhabitants of northern tells of a powerful mage-king who ruled a luxuriant island and rich in materials who one day came to learn of the existence of a prodigious mirror able to see every corner of the world and reveal the things hidden from mortal eyes. The mirror was guarded by a rakasta community who lived in the southern continent, and the despotic king organised an expedition to destroy their village and take the mirror with which he could spy on his rivals and learn their secrets and weaknesses. Great was his surprise when none of the warriors he sent came back as expected, and he decided to personally lead a larger, stronger force to what had happened. Arriving at the village, they were greeted with kindness, and discovered that the previous expedition had disposed of their weapons were living peacefully in the village along with the rakasta. Their words to convince the mage-king to desist in his intent were to no avail: he used all his powers and the strength of his army to shackle every inhabitant, executing first the soldiers who had betrayed him, until the last one left revealed where the mirror could be found. At that point, only the village's elderly shaman remained to protect the holy artefact, but once again the mage-king didn't listen to the words of piety and warning spoken by the rakasta, and after having him tortured to learn the mirror's secrets, he decided to set fire to entire village whilst its inhabitants were imprisoned in their houses and burnt them alive. The following night, the mage-king saw his horribly disfigured face reflected in the mirror and suddenly understood the folly of his deed and the wickedness of his actions. Seized by great torment and grief, he returned to his kingdom and decide to repair the committed wrongs, and from that day thanks to the mirror his people lived under the enlightened and benevolent leadership of the mage-king, who at his death wanted the mirror returned to the place from where it had come, burying it in a mound erected later to honour the souls of those he had brutally murdered. According to the legend, the mirror is still there, buried in a lost burial mound in the Davanian jungle.

Source: Mystaran mythology. The mirror is mentioned in the “Rules Cyclopedia” as the only object able to destroy the Mask of Bachraeus.

Sphere: Matter (Ka)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
Mirror of <i>ultimate divination</i> once per day	
B1. See Invisibility	25 PP
D3. Reflection	20 PP
D3. Skin of Amber	50 PP

Activation: The mirror is activated when it is found, and to discover its powers it must be reflected in another mirror whilst both are illuminated by a *light* spell. At that point if you look into the infinite reflections of the golden mirror with *see invisibility* and *read magic* it is possible to see within them the magic words linked to each of the three powers. To activate each power, it is necessary that the owner hold the mirror and speak the correct word whilst looking at his own reflection.

Destruction: The mirror can only be destroyed if it reflected the Mask of Bachraeus during a night of the full moon. At that point there is a 30% chance that both items are permanently shattered per round that the mask is reflected in the mirror.

Handicaps (1)

Change of Alignment: After having invoked amber skin for the first time, the mirror’s owner’s alignment changes to Lawful or Good.

Penalties (1)

Collateral Effect (Petrification): The next person who looks at his reflection in the mirror becomes victim to a petrification (no ST).

GOLDEN PLUME OF FIDIAS

Appearance: A goose feather with a golden tip.

History: An ancient and obscure legend tells of a Traldar sage called Fidias who received a mystic vision from his divinity that led him in search of the ultimate knowledge. After facing many adventures, he finally managed to find a lost shrine in which a mystical plume was kept. Great was his disappointment when he held it and tried to write on a parchment all the information related to his history, without getting anything. Even the simplest question related to his life, with him being well known, didn’t get a response from the pen, which however emanated a strong magical aura. Returning to his temple, he put to good use the instrument for the only thing that it seems able to do well and began to copy some manuscripts. It was at that point that he really understood the plume’s hidden power and the sense of his quest: the artefact would never give him the answers he was seeking, but it would allow him to understand any written language and collect every type of knowledge.

Fidias then established a sect with the specific purpose of discovering the secrets of the universe and of magic to pass on to the wisest and prevent it from being used by the wicked. Since then the sect of the Illuminati continues to gather the darkest and most dangerous knowledge, and guard the plume in hidden and protected temple, to which only the most determined and worthy mortals have access.

Source: Mystaran mythology. The adventure module “IM2: Wrath of Olympus” mentions the Plume if the background of the Immortal Tourlain.

Sphere: Thought (Noumena)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (435 PP):	
Plume, permanent <i>faithful copy</i>	
A2. Symbol of Fear	35 PP
A2. Symbol of Sleep	75 PP
B1. Read Languages	10 PP
B1. Universal Tongue	45 PP
B1. Telepathy	50 PP
C1. Fabricate	45 PP
C1. Create Any Object	80 PP
C3. Alter Writing	10 PP
D1. Invigorating Glyph	10 PP
D5. Glyph of Interdiction	30 PP
D5. Magic Circle	45 PP

Activation: The plume is inactive when it is found by a new owner. To discover its powers, he must use it to copy in its entirety a manuscript worth at least 100 g.p.: at that point it telepathically communicates to the scribe all of its powers and the owner can use it to draw the glyph that corresponds to the desired effect on any surface (the plume doesn’t need ink).

Destruction: If the Plume of Fidias is dipped in the blood of a roaring demon and is then used to write a book of prayers to an Entropic divinity for an uninterrupted period of 30 days (24 hours per day), after its work the pen will be consumed and melt, destroyed forever.

Handicaps (3)

Change of Attitude: After using the plume for the first time, the subject becomes finicky and pedantic bordering on the obsessive.

Clumsy: Each of the subject’s attacks has a 15% chance of failing and rebounding on him.

Mania: Every seventh day of the week, the plume’s owner refuses to speak with anyone or emit any sound (including casting spells with verbal components), and for the entire day only communicates through gestures, writing or telepathy.

Penalties (5)

1. **Amnesia:** The owner suffers amnesia for 1d20 days.

2. **Aging:** Anyone using the plume permanently ages by 1d4×10 years if he doesn't make a successful ST vs. Spells at -3.
3. **Damage Penalty:** The attacks of the plume's owner inflict 3 points of damage less.
4. **Attack Penalty:** The attacks of the plume's owner receive a -3 penalty to hit.
5. **Service:** The artefact's owner receives a vision in which Noumena orders him to recover lost knowledge kept in a ruin within a range of 1d100×5 miles. The subject instinctively knows where he must go to find the place in the vision (that really exists and must be prepared by the DM) and look for other companions to join him for the mission, determined to leave within 3 days of the vision. The effect vanishes once he has explored the ruin and discovered at least one of the secrets.

GOLDEN WIFE OF ILMARINEN

Appearance: A 5' 5" high statue of a very glamorous woman with perfectly chiselled features, with gold scales used for the skin and silver sheets used for the hair and the long and elaborate robes, which look like those of a northern queen.

History: The legendary craftsman Ilmarinen fell in love with the fairy Tellervo, the lady of Pojaara, when they met during his travels. After living for years at her side, he was forced to return home by the call of his patron Immortal, but promised his beloved that he would return in time to save her from the humanoid horde that was approaching and threatening her people. Unfortunately he failed to keep his promise and the humanoids invaded Pojaara, while Tellervo suffered an even worse fate turning into a hag. Distraught beyond imagination, Ilmarinen use his great magical knowledge to faithfully reproduce the body of his beloved using the most precious materials available, and finally gave it life animating it as a sentient construct and gave it magical powers to help and protect him. With time, he realised that the automaton could never replace Tellervo, and when he ascended to the Immortal Spheres he left it as a guardian for his people. Some legends say that it became the keeper of the Sampo Mill created later by Ilmarinen to help his people, while other stories recount that after helping the humans who lived beyond the Landsplit River, in the remote north of Norwold, to drive giants and humanoids from their lands, it is now sleeping somewhere in the remotest forests, waiting to reawakened to serve a new master.

Source: Finnish mythology has numerous legends on the deeds of the divine hero Seppo Ilmarinen, an Immortal craftsman able to make anything but very unlucky in love. After in fact losing his wife due to a curse, he tried to recreate her by forging a wife from silver and gold, but he realised that it was cold and soulless, and so left her (metaphor to explain that wealth doesn't

bring happiness). Afterwards, he competed with his brother Väinämöinen to win the hand of the Virgin of Pojholta: Ilmarinen passed all the tests, but when he asked her to go with him, she refused to leave her homeland, and Ilmarinen was forced to return home alone.

Sphere: Matter (Ilmarinen)

Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)

Suggested Powers (100 PP):

Silver and Gold Golem (20 HD – 120 hp) AC: -10 / ST: Fighter:20th / Mov: 36/12 / AL: L / N# attacks: 2 fists (damage: 1d10+7) / Str 24, Dex 11, Con 18, Int 10, Wis 10, Cha 10

A1. Crushing Embrace 25 PP

A1. Sacred Breath 55 PP

C3. Home Help 10 PP

D1. Cure Light Wounds 10 PP

Activation: The wife isn't activated when found, and awakening her requires an electrical discharge that in just one round causes as least 30d6 damage (possible with natural lightning or by invoking more than one *lightning bolt* simultaneously). Once awake, the wife understands any language and has the permanent powers of *trueseeing* and *detect magic*. She recognises as "husband" and master only the person who addresses her with the formula "Ilmarinen guide my steps" (which can only be discovered with the appropriate research, with *lore* or *wish*, or by directly contacting one of her previous masters or her Immortal creator). Otherwise, the wife ignores any of the characters' requests and after 1 turn deactivates, counterattacking and defending herself if attacked. The golden wife clearly explains what powers are available to her legitimate husband, but it is only able to invoke them on its own initiative or on the direct verbal or mental request of her master, who it protects at the cost of its own life and who she blindly obeys.

Destruction: As a golem artefact, the wife can only be damaged by +5 weapons, and is immune to the normal elements, gaining and energy drain, but is vulnerable to any mortal spell, with the exception of those from the schools of Enchantment and Necromancy, from effects that can change its form (like *polymorph others*) and from effects based on lightning or electricity (which instead heal its wounds). If its hp drop to zero, the automaton deactivates but doesn't die (see Penalties): to destroy it requires reducing both its PP and hp to zero, then throwing it into the lava of an active volcano after having cast on it an *divine curse* uttered by a servant of an Entropic Immortal with the powers of a cleric of at least 21st level.

Handicaps (1)

Non-Automatic Recharge: The automaton doesn't recharge its PP automatically, but needs to ingest gold and silver. In practice, for every 50 g.p. worth of gold or

silver assimilated (and therefore lost), the wife recovers 1 PP.

Penalties (1)

Magical Cleansing: If its hp drop to zero because of damage received, the automaton deactivates but isn't destroyed, and can only be reactivated after receiving an electrical discharge that does 30d6 damage in a single round, which returns it to life with 8 hp. The wife can only recover hp through the *Repair Permanent Magic Items* power of an artefact, or thanks to electrical discharges (regenerating as many hp as the amount of damage the effect produced) or finally by finally by ingesting gold and silver (1 hp per 50 g.p. worth). In the latter case however, the gold and silver assimilated to heal its wounds doesn't recover lost PP (so, for example, to recover 1 hp and 1 PP it would need to swallow 100 g.p.).

GREATSWORD CAMB

Appearance: A greatsword with a leather hilt that ends with the head of gold dragon that holds a ruby in its mouth as a pommel.

History: The legendary Darokinian hero Balthac became famous during the 4th century AC by freeing the Strel Plain of all the monsters and humanoid bands that until then had infested it. The last and bloodiest battle Balthac fought was against the terrible red dragon Calor, who controlled all the remaining humanoid tribes in the northern region of Darokin and the Broken Lands. The legend says that the battle lasted a day and a night, with chases and direct clashes, until Balthac, after witnessing the death of his faithful companion, the elf Sinan, because of Calor's breath, used all the power of his sword to sap his enemy before driving Camb into the middle of its skull. Calor sank into a cavern filled with the bodies of his followers, and at that point Balthac lay beside the now cold body of Sinan, refusing to leave the cavern. The legend says that his soul still watches over the tomb of his beloved elf and hated enemy to prevent anyone reawakening the dragon by drawing the sword from its skull.

Source: Mystaran mythology. In the adventure module "IM2: Wrath of Olympus" is narrated the epic story of the battle between Balthac and Calor and the Sword Camb is described in particular detail.

Sphere: Matter (Maat)

Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)

Suggested Powers (450 PP):

Greatsword +3, +6 versus dragons

A1. Inflict Serious Wounds	30 PP
A1. Disintegration	60 PP
A4. Damage Multiplier: Triple Damage	100 PP
B1. Trueseeing	50 PP
B3. Jump	10 PP

B3. Teleport	50 PP
D1. Cure Critical Wounds	50 PP
D3. Luck	100 PP

Activation: The weapon is activated when it is found and telepathically reveals its powers to any non-Evil person when he first uses it against a dragon. To use its powers, it simply needs to be held whilst concentrating on the chosen power.

Destruction: The greatsword can only be destroyed if it is simultaneously exposed to the breaths of all three Dragon Lords and splintered in one round.

Handicaps (3)

Magic Error: Each time that Camb's owner benefits from *luck*, for the next 24 hours there is a 70% chance that any spell or magic effect he tries to invoke (including the artefact's powers) doesn't manifest.

Mania: After using the greatsword for the first time in combat, its owner refuses to use any other weapon and will never separate himself from the greatsword for any reason.

Non-Automatic Recharge: The greatsword cannot recharge by itself, but only regenerates Powers Points by absorbing jewellery, coins and precious stones, which as soon as they are touched dissolve giving the weapon 1 PP for every 100 g.p. worth of valuables.

Penalties (5)

1. **Apathy:** The owner suffers from apathy.
2. **Magic Destruction:** The first magic weapon touched by the sword loses all its powers (no ST).
3. **Pain:** The artefact's owner temporarily loses 3d10 hp, recoverable with magical cures or by the normal healing process.
4. **Malfunction:** The next invoked power doesn't work and drains double the usual amount of PP.
5. **ST Penalty:** The character's next ST receives a 2d6 penalty.

HAMMER OF DENWARF

Appearance: A Warhammer with an adamantine head and a haft of petrified wood, on which is engraved the symbol of Kagyar (crossed hammer and chisel).

History: According to the historical records of the dwarfs of Rockhome, after the cataclysm that shock the world, Kagyar sent to earth his chosen Denwarf to lead his chosen people to a new land and teach them all that they would need to survive and prosper. Denwarf's wisdom and skill in the arts were surpassed only by his courage and battle prowess, strengthened by the holy hammer that Kagyar himself had forged for him. Denwarf taught the dwarves the secrets of magical forging and gave them the first Forge of Power, training them to become insuperable artisans and fearless warriors. With him at their head, the dwarves routed the hordes of goblinoids that infested the mountains and

caverns that they had chosen as their new homeland and founded Rockhome there. Later, one day Denwarf descended into the deepest caverns without ever returning, ordering his followers not to look for him promising he would return in the future but only if Rockhome risked collapse. Legend has it that his mythical hammer disappeared with him, and lies somewhere in the deepest, unexplored caverns beneath Rockhome.

Source: Mystaran mythology. The geographical module “Gazetteer 6: The Dwarves of Rockhome” describes the dwarven history and the important contribution to the kingdom’s foundation of Denwarf, a titanic golem sent by Kagyar, which later disappeared into the deepest caves and today is in a state of suspended animation.

Sphere: Matter (Kagyar)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
Warhammer +5, Disruptive	
A4. Offensive Impulse	10 PP
A4. Rage	25 PP
C3. Dissolve	50 PP
D3. Protection from Evil	15 PP

Activation: The hammer is activated when found and telepathically communicates its powers to any dwarf or follower of Kagyar who holds it and there is no other way to discover them. To use each power it is sufficient to hold the hammer and invoke the appropriate prayer to Kagyar.

Destruction: The hammer can only be destroyed if it taken to dwarven Forge of Power and once drained of its PP is used to destroy that forge; the action causes the forge’s explosion and the hammer’s annihilation.

Handicaps (1)

Shapechange: The owner begins to transform into a dwarf after using one of the artefact’s powers for the first time. The transformation is completed of the course of 3 months, although after the first two weeks the subject can already notice some aesthetic signs of the change (change in height, more marked features, excessive facial hair, fondness for beer, etc.). If the subject discards the artefact, the transformation is interrupted, and if he doesn’t use its powers for at least one month, it regresses. Once completed however, the metamorphosis is irreversible, even if the subject definitively loses the hammer.

Penalties (1)

Paranoia: The owner is struck by paranoia.

HAND OF KINDNESS

Appearance: A white wooden staff that ends in a carved open hand at its upper end.

History: According to a legend widespread among the various Davanian peoples, at the beginning of the world’s creation everything was peaceful, all living beings dwelling peacefully together in an earthly paradise, the gods guided them wisely, and no one suffered pain or aged. One evil day however, Death complained to the other gods about his miserable state: no living being would ever approach his home, no one spoke to him or included him, and this was deeply unfair. The other gods took pity and allowed Death to summon the eldest among the living to him, who then began to die. All the intelligent beings began to respect Death and offered he sacrifices to flatter him and delay his arrival. Very soon, the fear of death unleashed greed, selfishness and envy in the intelligent beings, and the souls of mortals, corrupted by their fears, became infected with wickedness and violence. The wisest and most benevolent amongst the gods seeing the humans’ suffering and knowing that it had been caused by a divine decision, descended to the world to spread words of hope and kindness. The hearts of the mortals, however, had been hardened by foul emotions and fear, so many of them drove the Shaper away, while the cruellest took him and tortured him to death, finally dismembering him and throwing his remains to beasts of the forest. One of those who had heard and believed his words managed to save his right hand, and with great skill embalmed it creating a relic that he then attached magically on a staff. Thus the Prophet continued to spread to the weak and inflicted the message of hope and love of the Shaper, showing them, as proof of his teaching and sacrifice, the Hand of Kindness, his gift to the earthly people to alleviate their suffering.

Source: Mystaran mythology. The adventure module “IM3: Best of Intentions” mentions the creation of the Hand of Kindness as the work of The Shaper (Durlblaga) in his background.

Sphere: Energy (The Shaper)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
Staff of Healing with permanent <i>circle of prot. from evil</i>	
D1. Healing Circle	45 PP
D1. Remove Curse	55 PP

Activation: The staff is activated when found and it communicates all its powers to any non-Evil creature that touches it, while Evil beings suffer 1d6 damage for each round they touch it. To invoke each power it is necessary to hold the staff and touch it to the subject or area on which the spell is invoked.

Destruction: The staff can be destroyed if it is desecrated by a priest of Entropy and then broken by an entropic artefact weapon while it is on the Shaper's home plane.

Handicaps (1)

Clumsy: The hand's owner has a 30% chance that each of his damage causing attacks (with both weapons and spells) rebounds on him.

Penalties (1)

Change of Alignment: After having used the hand for the first time, the subject becomes Lawful, and if he already is Good as well.

HOOD OF MALA

Appearance: A large and enveloping hood with an ornate rune border, which ends in a rust coloured tippet that descends to the shoulders.

History: The history of this artefact is very obscure and unknown to even the most erudite sages, although most think that it was the artefact created by Khoronus to permit himself to obtain immortality. Notes about the hood can be found in the legends about some great political figures of the past, who appear to have used this clothing in an attempt to establish his dynasty or achieve immortality. The best known in this regard is the only one who has clearly been linked to the artefact, is Mala, founder of the new realm of Thonia after the cataclysm that destroyed the Empire of Blackmoor. She managed to gather the diverse Thonian communities on the western mountains of Skothar before the cataclysm, persuading them that she had seen the future that awaited them thanks to the hood. Afterwards she returned to lead them to a more hospitable place when the land stopped shaking, founding the New Kingdom of Thonia and gave the survivors a few pointers to deal with the disasters that would threaten them in the future, promising to return one last time to lead them to prosperity. Since then the Thonians have no longer seen her (probably since she completed her path of the Dynast), and her figure is still today revered as a saint by the Church of Thonia. Of the hood there is no clear news, but some people swear of having seen it worn by this or that hero in various ages and in various civilisations.

Source: Mystaran mythology. The adventure module "IM2: Wrath of Olympus" mentions the Hood in the background of the Immortal Finidel.

Sphere: Time (Khoronus)

Magnitude: Major (Power Limits: 4A, 4B, 4C, 5D)

Suggested Powers (700 PP):

Hood, permanent <i>endure elements</i>	
B2. Compass	10 PP
B2. Detect Magic	10 PP
B2. Moment of Prescience	80 PP
B3. Time Travel	100 PP

C2. Haste	35 PP
C2. Timestop	90 PP
C2. Shapechange	95 PP
D1. Automatic Healing	100 PP
D2. +2 AC Bonus	20 PP
D3. Luck	100 PP
D4. Invisibility	20 PP
D4. Displacement	40 PP

Activation: The hood isn't activated when it is discovered. The first time that its owner a *haste* spell it activates and suddenly the subject is made aware of how to use the category C powers. Afterwards if the owner receives an *invisibility* spell, the same thing occurs with the category D powers, while a *detect magic* grants access to the category B powers. To invoke each power it is sufficient to cover one's head with the hood and concentrate on the desired effect.

Destruction: The hood can only be destroyed if it touches its future self, an event that destroys both hoods and the subjects that wear them.

Handicaps (4)

Operating Cost: Each time that he invokes one of the 100 PP, the subject loses 10% of his possessed treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

Aging: Each time that the owner travels in time he irredeemably ages by 20 years.

Limited Use: The power of time travel allows the hood's owner to travel up to 500 years into the future and remain there for a maximum of 3d6 months, after which the hood automatically returns the subject to the moment when he left. If the owner removes the hood whilst in the future, the subject remains in that time period while the hood instantly disappears and returns to the "present" in a random location.

Characteristic Penalty: The subject's Strength drops by 4 points for as long as he possesses the hood, and returns to normal one month after abandoning it.

Penalties (8)

- Amnesia:** The owner suffers Amnesia for 2d20 days.
- Change in Height:** The owner shrinks to half his normal height and remains in that state for 1d4 days.
- Pain:** The artefact's owner temporarily loses 30 hp, recoverable with magical cures or the normal healing process.
- Hindering Collateral Effect:** An A3 type effect randomly chosen by the DM (max cost 60 PP) manifests centred on the owner.
- Collateral Effect (Teleport):** The owner is instantly transported to a random location within 3d20 × 5 miles.

- 6. **Malfunction:** The requested power doesn't activate but still consumes the related PP.
- 7. **ST Penalty:** All the character's ST suffer a -2 penalty.
- 8. **Mutation:** The subject's hands begin to grow and in 2d4 days reach double their normal size. In this state, any manual skill check receives a -6 penalty and some can automatically fail.

HOURGLASS OF VERTHANDI

Appearance: A 36 inch tall hourglass with a wooden frame and crystal chambers, which contains white sand, which when inverted and pass into the lower cup turn black, returning to white once it has filled the lower cup.

History: Verthandi is one of the three Norns of Norse tradition, Immortals who preside over fate (Wyrd) which both mortals and Immortals must obey. The legend says that Verthandi, the one who rules the present, created this hourglass with the aim of giving to the most deserving mortals the ability to see through the mysteries of time and thus guide their kind with greater wisdom. It is believed that its powers are unlimited, but its effects are equally as dangerous on those who abuse it and aren't able to use it with foresight. The legend says that the hourglass is guarded by the Norns in a peak hidden among the mountains of the north, and that only those who are predestined to encounter it can reach it.

Source: Scandinavian and Mystaran mythology. According to the myths of the northmen three divinities known as the Norns weave Fate (Wyrd) to which even the gods must submit. They are Urd, who rules the past, Verthandi, who watches over the present, and Skuld, guardian of the future. Similar figures are also found in the Greek (Parche) and Roman (Moire) mythologies. In the adventure module "M1: Into the Maelstrom" appears the Hourglass of Time, an artefact with the power of keeping a passage open to an outer plane of Entropy that Alphaks exploits to produce poisonous fumes on his island with which he brings death and pestilence to Norwold. The Hourglass of Time has been linked here to the artefact of Verthandi.

Sphere: Time (Verthandi)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (245 PP):	
Hourglass, <i>timestop once per day</i>	
A2. Sleep	15 PP
A3. Slow	30 PP
B1. Analyse	10 PP
B3. Gate	90 PP
C1. Wish	100 PP

Activation: The hourglass is active when found and its powers are telepathically revealed to those who retain possession of it for at least one month, in ascending order of power (starting with *analyse* and ending with *wish*).

Once per month, on the night of the full moon the character during his sleep receives a vision that explains one of the powers. To activate it, it is sufficient that its owner turns it so that the sand flows and concentrate on the desired power for a number of rounds equal to 1/10 of the effect's PP cost (e.g. 1 round per *analyse*, 2 for *sleep* and 10 for *wish*). If his concentration is broken before the effect takes place, it is wasted and the PP lost.

Destruction: The hourglass can only be destroyed if it is taken to the outer plane of Entrem and that there the sand within it is turned into water. The crystal should then be pierced with an Immortal weapon and once all the water has flowed from the chamber, the artefact loses its powers.

Handicaps (2)

Aging: The first time that the subject invokes one of the hourglass' powers, from the artefact a mist escapes that extends up to a radius of 10 feet. Those who find themselves within it must make a ST vs. Spells or age 2d20 years.

Short Term Memory: After having expressed the first *wish*, the hourglass' owner forgets 1d4 randomly chosen spells after memorising them. This effect happens each day, effectively depriving him of 1d4 memorised spells.

Penalties (3)

1. **Collateral Effect (Disintegration):** The owner suffers a disintegration, which can be opposed with a successful ST vs. Spells.
2. **Aging:** The owner ages 1d6 years.
3. **Characteristic Penalty:** The owner permanently loses 1d6+5 Strength, to a minimum of 3.

HYMIER'S STEAMING CAULDRON

Appearance: A black iron pot with a handle, 1½ feet wide and 1 foot tall (10 pint capacity).

History: The giant Hymir created this item with the aim of producing great quantities of high quality beer which he usually drank along with his friend Thor and the other Aesir.

Source: Scandinavian mythology. Hymir is the only giant who has earned the friendship of Thor, his famous drinking partner.

Sphere: Time (Hymir)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (95 PP):	
Cauldron, permanent <i>purify food and water</i>	
C3. Container	50 PP
C3. Transmute Liquids	35 PP
D1. Cure Light Wounds	100 PP

Activation: The cauldron isn't activated when it is found. Activating it requires filling it with water and boiling it over a fire. Those who peer inside see strange runes form appear in the bubbles that form, which if

translated with *read magic* or *know rune* reveal the cauldron's powers. Each power is activated by anyone speaking the correct magic word and is within 10 feet of the artefact, but the effect is only applied to what is inside the cauldron (in the case of *cure light wounds*, the liquid that it contains can heal those who drink it within a minute).

Destruction: The cauldron can only be destroyed after being used to create a poison, by immersing it in the lava of the Elemental Plane of Fire for 1 turn.

Handicaps (1)

Clumsy: The subject has 1 in 6 chance that each of his attacks rebound on him.

Penalties (1)

Short Term Memory: For a spellcaster, he forgets one random spell per spell level after memorising is. For non-spellcasters, the subject loses the mastery of a random weapon that he knows. The memory functions normally again after 1d4 weeks, or earlier if healed with a *mental cure* or *heal* by a cleric of at least 20th level.

ILRICS'S NOSE

Appearance: A helm of black leather with a crystal in the centre of the forehead, two pieces of tinted glass fixed over the eyes, and a nasal guard a palm long resembles a bird's beak.

History: The helm was created by Iliric during his climb to immortality. Due to his pathological mistrust and misanthropy, he designed an item that would allow its owner to reveal every intimate secret of those who faced him, to expose his enemies and surround himself with trustworthy people or that couldn't hide anything from him. The mage became so famous thanks to the intuition that item gave him that it coined the saying "having Iliric's Nose" is still in use in the Savage Coast, to mean the ability to predict any action or thought of the speaker. Once he achieved immortality, Iliric left the helm in the keeping of his adepts, who later hid it in a sanctuary named after their mentor. The mysterious Crypt of Iliric is one of the most mysterious and fantastic places of Hulean legend, in which it is said are conserved magical treasures and arcane knowledge of unparalleled power.

Source: Mystaran mythology. The adventure module "IM2: Wrath of Olympus" mentions the creation of the Nose in the background of the Immortal Iliric.

Sphere: Energy (Iliric)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (185 PP):	
Helm of permanent <i>trueseeing</i>	
A2. Charm Person	15 PP
A2. Zone of Truth	20 PP
A2. Hypnotism	40 PP

B1. Divination	40 PP
B1. Telepathy	50 PP
C2. Temporary Skill	20 PP

Activation: The helm is activated when it is found, and communicates to its owner all of its available powers only if he speaks the phrase "Iliric show all". To activate them it is sufficient to concentrate on the desired effect and blink twice.

Destruction: The helm can only be destroyed if it is reduced to zero DP while it is worn by an elf that is in the Nightmare Dimension.

Handicaps (2)

Change of Attitude: The helm's owner becomes suspicious and misanthropic, tending to subject anyone to a long list of questions to discover their secrets before figuring out whether or not to trust them.

Mutation: The helm's owner sees the size of his nose double until it becomes embarrassing, making him easily recognisable and giving a -2 penalty to every Charisma check and Reaction Roll when he must interact with other people.

Penalties (3)

- Collateral Effect (Blindness):** The subject becomes blind if he fails a ST vs. Paralysis at -4.
- Paranoia:** The subject is a victim of Paranoia.
- Repulsion:** The subject develops a repulsive aura that alienates the sympathy of those present within a radius of 30 feet after the first use of the artefact. The aura is permanent for as long as the helm is worn, and gives a -4 penalty to all of the character's Charisma checks and Reaction Rolls.

IMPENETRABLE SHIELD OF ALPHATIA

Appearance: An oval, medium metal shield with different coloured patches along the edge that make it look like an artist's palette.

History: According to Alphantian belief, the goddess Alphantia gifted this shield to her followers fleeing their homeland shortly before the planet exploded following the war between the Followers of Fire and those of Air provoked by the madness of Alphaks. Alphantia promised to lead those who would follow her word and laws and her laws to a chosen place where they would be able to rebuild their civilisation and make it more prosperous and peaceful than their previous one. Her followers never lost the hope that her promise would be fulfilled, and after centuries of wandering through various worlds, finally arrived on Mystara, where Alphantia finally showed them the place where they could build the capital of the new empire. Legend has it that the primate of the cult of Alphantia had the shield buried beneath the foundations of the first Alphantian settlement to protect it and guarantee its divine blessing. Since then, the shield has laid in that holy place, although the sources seem to

disagree on the exact site, and some nobles instead suspect that the shield is guarded in one of the major temples dedicated to Alpathia, where usually reproductions of the holy artefact are displayed. They all still believe that if the shield is destroyed one day, then the Alpathian Empire is destined to fall shortly afterwards; as such many of Alpathia's enemies seek the shield to test this legend.

Source: Mystaran mythology. In the "Wrath of the Immortals" supplement the Immortal Alpathia is described and her peculiar shield is mentioned.

Sphere: Energy (Alpathia)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (245 PP):	
Medium Shield +5, permanent <i>freedom of movement</i>	
D2. +6 AC Bonus	60 PP
D4. Sphere of Security	90 PP
D4. Prismatic Wall	95 PP

Activation: The shield is activated when it is recovered, but only reveals its powers to a true follower of Alpathia. To invoke it, it is sufficient to hold the shield and speak the colour linked to each effect: Red for the bonus, Yellow for the sphere and blue for the wall.

Destruction: The shield can only be destroyed if it is struck by the Gáe Bulga Spear of Diulanna. In this case both artefacts explode and the deflagration of magical energy causes 1d6 damage, to everything within 100 feet, for every 10 PP remaining in both artefacts.

Handicaps (2)

Change of Alignment: After using the shield for the first time, the subject becomes Lawful or Good.

Mania: The artefact's owner refuses to attack first, and only counterattacks to defend himself or any of his allies or to defend an innocent facing a threat or harassment.

Penalties (3)

1. **Weak Magic:** Every offensive spell cast by the subject does 3 points less per dice for the next 4d6 hours.
2. **Damage Penalty:** The owner's melee and ranged attacks do 3 points less damage per dice.
3. **Attack Penalty:** The owner receives a -5 penalty to all melee and ranged attacks.

IVORY PLUME OF MAAT

Appearance: A brooch in the shape of a feather 3 inches long made from ivory with fine carvings.

History: Many centuries ago lived a warrior-priestess of great virtue and wisdom, the beautiful Maat. It is said that one day she was visited by a majestic eagle, sent by Ra to come before him along with the most deserving amongst mortals and save them from an imminent disaster. She however chose to remain to save the world

from chaos and destruction, and to help her in her task as his emissary Ra gave her a magic plume from his wings. Thanks to the powers of the plume Maat managed to save many just men from the tragic disaster that struck the world due to the sins of its most corrupt inhabitants, and continued to use in her eternal fight to prevent the forces of Evil from expanding, until she too won a place among the gods thanks to her virtue. It is said that the plume allows its owner to follow the same path of justice rod by Maat, although it isn't clear if is now possessed by a secret order that venerates the heroine or by an evil cult that wants to prevent it being found and used.

Source: Egyptian mythology. Maat is the Egyptian goddess who judges the deceased by placing their heart on one dish of the scales of justice and on the other the plume that symbolises purity and lightness of mind: only those whose heart is as light as the plume obtain eternal life.

Sphere: Matter (Terra)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (500 PP):	
Plume of protection +5	
A1. Divine Ray	45 PP
A1. Turn undead as a 24 th level Cleric	40 PP
A2. Geas	50 PP
B2. Detect Evil	15 PP
B2. Detect Lies	15 PP
B2. Déjà-vu	50 PP
C1. Light	15 PP
C3. Purify Food and Water	10 PP
C3. Repair	30 PP
D1. Heal	70 PP
D3. Immunity to Disease	30 PP
D3. Immunity to Energy Drain	70 PP
D5. Dispel Evil	60 PP

Activation: The plume is activated when found and if it is touched by a non-evil being of Lawful alignment it telepathically reveals its powers, otherwise it is only possible to learn through questions directed to a Lawful Immortal of Matter through *commune* or *contact outer planes* (any other spell fails miserably). To use it, it is sufficient to wear the brooch and concentrate on its power.

Destruction: The plume can only be destroyed during a solar eclipse, if it is immersed in the blood of a hundred innocent beings killed by the same being of Chaotic alignment who concludes the ritual by sacrificing the life of a Lawful Good creature of the outer planes.

Handicaps (3)

Change of Alignment: After using the plume for the first time, the subject becomes Lawful, and if he is already he also becomes Good.

Magic Error: Each time that the plume's owner invokes a spell or uses an item against a non-Evil Lawful

or Neutral person there is an 80% chance that the effect doesn't manifest, wasting the spell.

Non-Automatic Recharge: The plume can only recharge its PP through the energy of evil creatures destroyed by its owner whilst wearing it, regenerating 1 PP for every 100 xp worth of the killed being and ignoring any excess PP once the limit is reached.

Penalties (5)

1. **Apathy:** The owner suffers the Apathy effect if he doesn't perform at least one good action per month.
2. **Collateral Damage (Summon Enemy):** Once he invokes a power that costs more the 40 PP there is a 50% chance that 1d4 chaotic enemies appear within 30 feet of the plume's owner. These enemies all belong to the same race, which must originate from the plane on which the subject is found, each of them has a number of HD equal to half the character's level, maximum Hit Points, and their only intent is to kill the artefact's owner, vanishing when killed or if they succeed in their goal.
3. **Collateral Effect (Wall of Stone):** When he uses the plume for the first time, a dome of stone is created around the subject with the same characteristics as a *wall of stone*. The wall is invulnerable to any form of external attack, while it can be damaged from the inside. The only way out is to open a gap, use a spell of transport, or finally by advancing whilst focusing on the idea of Goodness or Justice, in which case the owner passes through it and the dome vanishes. If instead the subject breaks through the dome, it collapses on him and all the damage that it took are permanently subtracted from his hp total.
4. **Collateral Effect (Obliterate):** Any being of Evil alignment that touches the plume is struck by the effects of *obliterate* (C7th) and the plume consumes 85 PP.
5. **Death:** If the subject kills a Lawful Good being, he is immediately reduced to zero hp and dies within 1d10 minutes if he isn't helped first.

KALA'S BLOODY KRIS

Appearance: A silver kris (a wavy bladed dagger) with an ivory hilt in the shape of a snake's head.

History: Among the populations of Sind and Shahjapur the cult of the goddess Kala is well known and feared, as she embodies death as a process of purification, and its cultists are ruthless individuals who will stop at nothing to fulfil the will of the goddess. One of the many legends tells that one day the goddess was walking in the forest when she was suddenly attacked by a ferocious demonic tiger, which with the one paw that landed, held her under its weight to prevent her using her weapons in order to devour her. Kala waited until the demon came near to savage her, and with her tongue pierced both its eyes blinding it. Furious, the demon bit the tongue, which got stuck in its stomach and punctured it, causing its

agonising death. Kala abandoned the impure carcass and went to wash her face in the first stream she found, where her tongue regrew by drinking the blood of a man who had drowned just before. When hunters found the demon tiger's body they skinned it and opened it up, and within it found such a sharp, wavy metal tongue that when one of them touched it, he gashed his hand and ended up bleeding to death. The blade was then entrusted to the best smiths of the realm, who forged the bloody kris, consecrating it to Kala to thank her for having saved them from the demon. Since that day it is said the kris must regularly drink its blood offering each day, otherwise it takes its tribute from its owner, since Kala's thirst never ends.

Source: Hindu mythology. Kali (from the Sanskrit Kala that means "black", like the skin of the goddess) is one of the forms of the spouse of Shiva, and incarnates death in its coldest, cruellest and inflexible aspect.

Sphere: Entropy (Hel)

Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)

Suggested Powers (95 PP):

Kris +5, permanent *bleeding wound*

A1. Harm

70 PP

B1. Truth of Blood

25 PP

Activation: The kris is activated when found, but only communicates its powers after it has first tasted its owner's blood, and then that of a victim that was sacrificed to it by planting the kris into its heart once dead. At this point, the dagger's owner sees images in the pool of blood that allows him to intuit the weapon's powers without having any specific details. To invoke its powers, the weapon must be dipped in the victim's blood (by wounding him or analysing his blood) and concentrating on the desired effect.

Destruction: The kris can only be destroyed by planting it in the stone heart of an avatar of Kala. The avatar must then make a ST vs. Spells: if successful, the kris is drawn into the body and dissolves, giving its remaining PP to the avatar (and thus to Hel). If the ST fails, the avatar is destroyed along with the kris.

Handicaps (1)

Non-Automatic Recharge: The kris only recovers PP through a blood tribute. Generally, from the moment it loses PP, the weapon begins to take the tribute, and if 24 hours pass without it receiving it, it absorbs the blood of its owner at a rate of 1 hp per missing PP per round. If instead the kris is used to kill someone whilst its PP aren't at maximum, it gains 1 PP for every hp taken from the victim, without then drawing it from its owner. This blood tribute ends for the subject when the kris finds a new owner that binds himself to it with the ritual of activation shown above.

Penalties (1)

Repulsion: The subject develops a repulsive aura after the artefact's first use. The aura is permanent as long as he is in possession of the kris, and every creature that interacts with the character must make a ST vs. Spells to endure his closeness: a failed ST provokes the subject's hostility, who attacks the character to kill him (if he thinks he can overpower him), flees or make others alienate him. The ST is needed each new day in which he is in contact with the subject.

MASK OF BACHRAEUS

Appearance: A blue, ceramic mask with a smooth surface that entirely covers the face, with vaguely feminine eyes, nose and mouth painted on in black.

History: It is said that this mask was created by the Nithian pharaoh Bachraeus following a divine curse to hide his horrible face from the people. Afterwards the mask changed hands ending up in the possession of a secret Milenian cult of worshippers of Bachraeus, who is believed to have risen among the Immortals as the patron of serpents and meduse. With the fall of the Empire of Milenia in Davania the cult disappeared and the mask was lost. It could still be on the Davanian continent, in the possession of some reptilian tribe or descendants of the Milenians, or even been transferred into the Hollow World along with the Milenians.

Source: Mystaran mythology. The "Rules Cyclopedia" briefly describes the Mask and its powers, while the "Codex Immortalis" describes Bachraeus and his history in detail.

Sphere: Entropy (Bachraeus)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
Mask, permanent <i>reflection</i>	
A2. Charm Person	15 PP
C2. Flesh to Stone	60 PP
D3. Poison Resistance	25 PP

Activation: The mask is activated when discovered, and if analysed emits a powerful aura of evil. Once worn, it telepathically communicates its powers to its owner, who to invoke them need only focus on them without uttering a word.

Destruction: The mask can only be destroyed if it is reflected in the Golden Mirror of Ka during a night of the full moon. At that point there is a 30% chance that both items shatter for each round that the mask is reflected in the mirror. If the mask is destroyed, its owner is stunned for 1 turn, at the end of which he loses the memory of every action he undertook whilst in possession of the mask (including any xp gained).

Handicaps (1)

Handicap: Once worn, the mask drains the owner's spirit and distorts his features reducing his Charisma by 1

point per week until it reaches a minimum score of 4, when the drawn features also take on a distinctly evil air. Once worn, the mask cannot be removed from his face until the owner's death, which causes the petrification of the subject all his equipment, with the exception of the mask itself.

Penalties (1)

Characteristic Penalty: The subject's Strength score drops by 1 point per hour and if it reaches zero he dies.

ORTNIT'S SPEAR OF DOOM

Appearance: A six foot long spear with a point of polished steel with draconic like decorations.

History: This weapon made the legendary Nordic hero Ortnit famous, thanks to which he defeated an impressive number of giants that terrorised middle and lower Norwold. Ortnit then perished in a somewhat ignominious fight with a young white dragon, and his lance was claimed by the creature. A few centuries later it appeared in the hands of the famous Heldann, but he also fell poisoned by a trap set by his enemies' trolls, and from that the day the weapon has gained the reputation of causing its owner's death. The spear's location is currently unknown, although sages believe that it is in the treasury of troll tribe in the Northern Lands.

Source: Germanic legend of the 13th century that tells of the deeds of the hero Ortnit along with his brother Wolfdietrich.

Sphere: Entropy (Skuld)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (95 PP):	
Spear +5, +10 vs. giants, Translating	
A2. Hold Monster	40 PP
A4. Offensive Impulse	10 PP
D2. +1 AC Bonus	10 PP
D3. Dodge Missiles	35 PP

Activation: The spear is activated when it is recovered, and the first time that the subject brandishes the weapon against an enemy activates all the defensive powers, while the powers of *hold monster* and *offensive impulse* are automatically activated against the first creature it strikes. From then on, the powers are activated only when the subject holds the spear and if circumstances occur where it would be beneficial, or needed to save his life (particularly the defensive abilities). None of the powers are ever explained to the artefact's owner, but must be deducted based on events.

Destruction: The spear can only be destroyed by the breath of one of the dragon immortals during a night of the new moon.

Handicaps (1)

Operating Cost: Each time that the subject kills an enemy with the spear, he loses 1/3 of his possessed

treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

Penalties (1)

Additional Damage: Each time that the subject kills an enemy with the spear, for the next 24 hours he suffers double damage from any dragon's breath; if he makes a ST vs. Breath Weapon to counter the attack, he still suffers normal damage.

PILEUS

Appearance: A triangular red felt cap that adapts to the size of who wears it.

History: According to an ancient legend, centuries before the founding of the Empire of Thyatis a hero called Saturnius led a slave revolt against a tyrant who had oppressed them from time immemorial, managing to defeat him and free himself and his companions. Saturnius then founded the Free City of Kron, in which he welcomed refugees from all over the world fleeing from tyrants, with the promise that he would protect them forever. The legend of the city of Kron is still a synonym for freedom and hope for all of Mystara's oppressed, although no one knows if it is truly real. Equally famous thanks to this legend is the Pileus, the red cap that Saturnius and his companions had to wear as slaves. Once free, thanks to his magic, Saturnius infused spells into the pileus that would allow anyone wearing it to resist slavery and be free from every bond, and that would lead the most deserving to the legendary Kron. He then gave the cap to a group of adventurers to bring freedom to the world, and since then it is said that the pileus has passed from hand to hand, leading groups of refugees towards the mythical Free City of Kron.

Source: Roman mythology and French tales. The cap known as the pileus in ancient Rome was placed on the heads of slaves during the ceremony of manumission, and afterwards was adopted as a symbol of revolt against power and of the freedom of the masses during the French Revolution, renamed the Phrygian cap.

Sphere: Energy (Saturnius)

Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)

Suggested Powers (100 PP):

Cap, permanent <i>defensive aura</i> (natural AC 2)	
B3. Shadow Door	20 PP
C3. Knock	20 PP
D1. Free Person	20 PP
D3. Freedom of Movement	40 PP

Activation: The cap is inactive when found, and activates only once that its owner has freed someone from captivity or from paralysis whilst worn. The next night, the character receives a series of dreams in which he learns each of the powers of the pileus, which can only be invoked whilst wearing the cap and simply concentrating on it.

Destruction: The pileus can be destroyed if it is worn and used by a tyrant, or by someone who has enslaved (captured and sold, or kept in service) at least 5 people over the course of his life. The pileus at that point is contaminated and can be destroyed by reducing it to zero PP and DP through direct attacks or spells, as long as it remains in the tyrant's possession. Otherwise, the pileus can only be destroyed by cutting it with the scissors that cuts the life thread of every mortal, possessed by the Norns.

Handicaps (1)

Repulsion: The subject develops a repulsive aura that alienates the sympathy of those present within a radius of 30 feet after the first use of the artefact. The aura is permanent for as long as he owns the cap, and every subject that is within this radius must make a ST vs. Spells to endure his proximity: a failed ST causes them to immediately flee from the subject or tells the owner of the pileus to go away. If the ST succeeds, the aura of repulsion never affects that particular person.

Penalties (1)

Service: The artefact's owner receives a vision in which Saturnius orders him to lead a group of deserving prisoners to the Free City of Kron. The subject must find and free at least 20 victims of tyranny and convince them to accompany him towards the desired goal, who however doesn't exactly know how to get there until he has gathered the chosen. The effect vanishes after he has freed 20 people from slavery, unless the DM decides to actually point the way to the floating City of Kron, in which case it ends when they reach their goal.

RAINBOW SCARF OF SINBAD

Appearance: A silk scarf, one and a half feet long, tinted with colours of the rainbow.

History: According to a little known legend, the success of the famous explorer and adventurer Sinbad was the result of this particular item that he stole from a powerful efreeti noble during one of his first voyages. According to the arguments of the sages, the rainbow scarf gives luck and help to the daring, but at the same time whoever wears it will have much more than his normal share of trouble, as evidenced by the epic misadventures of Sinbad.

Source: Sinbad is a famous sailor quoted in the book of Arabian tales "Thousand and One Nights", which in turn is linked to an ancient Persian legend of the 10th century.

Sphere: Thought (Sinbad)

Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)

Suggested Powers (100 PP):

Scarf of protection +2	
A2. Terrify	10 PP
A4. Bless	15 PP

C2. Exceptional Skill	40 PP
C3. Knock	20 PP
D3. Protection from Evil	15 PP

Activation: The scarf is inactive when it is found. If it is worn during a sea journey, it is possible to peer among the waves with *read magic* and read in them the description of one of its powers for every turn of observation. Each power can be invoked by simple concentration by anyone wearing the scarf, and unless the owner thinks differently, each time he activates the *knock* power he automatically increase his Intelligence via the *exceptional skill*.

Destruction: The rainbow scarf can be destroyed if it is first immersed in the blood of a howling demon, then washed in a waterfall the flows up, before being dried by the breath of a phoenix, and finally cut by an adamantite blade that was only forged during the nights of the full moon.

Handicaps (1)

Characteristic Penalty: The subject's Strength falls by 2 points for as long as he continues to wear the scarf, and returns to normal 2d4 days after he abandons it.

Penalties (1)

Collateral Effect (Summon Enemies): Every time that he invokes a power there is the standard chance that 1d4 randomly chosen monsters appear within 30 feet of the subject. They all belong to the same race, originate from the plane where the owner is and each has 2d6 Hit Dice.

REGALIA OF THE DRAGONLORD

Appearance: There are three items in the regalia of the Dragonlord. The Armour is a suit of plate made with the scales of a red dragon and a helm shaped like a dragon's face. The Shield is a rectangular medium shield covered by dragon scales of two colours, black and white. The Sword is a longsword with a silver blade with a golden hilt shaped to resemble a dragon's neck which ends in a dragon's head with open jaws, while the wings form the guard.

History: The legend of the regalia of the Dragonlord is well known by the Mystaran draconic nations and by those sages who enjoy the trust of lawful dragons. During the Age of Blackmoor, a brilliant scientist managed to develop a technology capable of harnessing the power of the dragons in the weapons he created, with the aim of ending the threat constituted by these creatures that often attacked the outer colonies. The Empire then created a select body from among its most loyal and heroic soldiers and gave it the draconic weapons, and also giving them a special armour and shields to protect them from the dragons' wrath. When word spread amongst the dragons of humans able to face their powers and kill them, they began to raid with the sole aim of flushing them out and exterminating them to avenge their kind. The war as

bloody, but in the end the dragons were forced to capitulate, and the surviving Dragonlords were dispersed as guards near to the Brun colonies, where the most turbulent dragons had taken refuge. The Great Rain of Fire wiped out the entire Blackmoorian civilisation and their technomantic weapons were destroyed or ceased to function correctly, becoming unstable and dangerous, thus ending up abandoned in the remotest corners of the world. Among all the Dragonlords, only one survived in his subterranean refuge situated among the western mountains of Brun, and he died keeping to the end the ancient vestiges of his power. It was only after fifteen centuries that someone was able to recover these precious artefacts: Thelvyn Foxeyes, mortal son of the Great One, in his quest to pacify the dragons of Mystara. It was then that the Great One altered the regalia so that they were fed by his immortal energy rather than the unstable technology of Blackmoor, and they thus became true artefacts. Following the ascension of Thelvyn as Diamond, the regalia was kept in the refuge known as Dragonwatch Keep, and only one other mortal has managed to retrieve it and proclaim himself Dragonlord: Bemarris, who later became an Immortal and known with the appellation of Dragonslayer. After this incident, the Great One knew that the regalia could be used against his people by unscrupulous mortals, so he thought it best to scatter them to the four corners of the world, and up to now no one has been able to recover all three to proclaim himself the new Dragonlord of Mystara.

Source: Mystaran mythology. The cycle of novels dedicated to the "Saga of the Dragonlord" speaks of these artefacts, used by the first Dragonlord in the Blackmoor era to drive the dragons beyond the empire's borders and keep them at bay. The artefacts were then placed in a secret outpost in Brun (Dragonwatch Keep) forgotten by all, and two thousand years later Thelvyn Foxeyes retrieved them and used them to pacify the dragons and combat the advance of the Overlord.

Sphere: Matter (Great One)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (500 PP):	
<i>Armour of the Dragonlord</i> (195 PP)	
Suit Armour +5	
C2. Polymorph Self	40 PP
C2. Draconic Aura	55 PP
D3. Immunity to Breath Weapons	100 PP
<i>Shield of the Dragonlord</i> (150 PP)	
Shield +5	
B1. Tongues	30 PP
B1. Trueseeing	50 PP
B3. Fly	30 PP

D3. Elemental Shield	40 PP
<i>Sword of the Dragonlord</i>	(155 PP)
Longsword +5, +10 versus dragons	
A1. Sacred Breath	55 PP
A4. Elemental Weapon	30 PP
A4. Damage Multiplier: Double	70 PP
Damage	

Note: The scales used to cover the armour and the shield further lower the AC by 1 point in respect to that of normal suit armour and shields, and increase the armour's AV by 1 point. Moreover, the armour grants a +2 bonus to ST against fire, while the shield grants a +2 bonus to ST against acid and cold, while the items themselves are immune to any damage derived from that particular element.

The sword grants an additional +1 bonus to every Attack Roll and is immune to cold and fire based damage.

Activation: Each artefact is activated when found, there are only two ways to discover their hidden powers. The first is being allies or popular with dragons and contact a dragon wise enough to know the history of these artefacts to explain to the owner the powers of the item he has found, although despite any friendship with the character the dragon could try to seize the holy artefact (50% if Neutral, 30% if Lawful). The second method is by contacting one of the draconic divinities to gain insight regarding the artefact's powers, but this is only given if the character is a follower of the divinity or if he has shown kindness towards dragons up 'til then. To activate the powers of each artefact it is sufficient to wear or hold them and concentrate on the desired effect.

Destruction: To definitively destroy these artefacts, they must be used against each other.

Handicaps (3)

Operating Cost: The first time that he uses each of the artefacts, the owner of the regalia loses half of his possessed valuables, considering the total value of the magic items and valuables in his possession, which suddenly vanish and materialise randomly divided in many dragon lairs around the world.

Limited Use: Each artefact used individually is only able to use half the available PP. If instead they are owned by the same person who then becomes the new Dragonlord, the three items act as if they were just one artefact, adding up all the PP which they have at their disposal, which the owner can use to create each of their magic powers.

ST Penalty: The owner of each of the three artefacts suffers a -3 penalty to all his ST against effects produced by dragons; for the Dragonlords (those who possess the three items) the penalty doubles to become a total of -6. The penalty vanishes 1d4 weeks after the subject gives up possession of the artefact.

Penalties (5)

1. **Weak Magic:** The artefact's owner causes 2 points less damage per dice by spells or magic effects invoked against dragons.

2. **Collateral Effect (Summon Enemies):** Within 30 feet of the owner, 1d4 adult dragons of a random race appear. These creatures know who stands before them and their reaction depends on their Alignment: the Lawfuls try to convince the subject to give them the artefact without physically attacking him unless they are attacked, while the Neutrals and Chaotics immediately attempt to kill the character to get hold of the artefact. If they get the chance, the summoned dragons flee if they are reduced to less than 30% of their total hp, but continue to pursue the subject until they die or steal the artefact.

3. **Gas:** The artefact produces a cloud of poisonous gas with a 20 foot radius that lasts for 1d6 rounds before dissipating. All the living creatures within it (including the artefact's owner) must make ST vs. Poison with a -2 penalty or die.

4. **Malfunction:** The power doesn't function and the artefact uses double required amount of PP.

5. **Service:** The owner receives a vision from the Great One that causes him to go in search of a renegade dragon to defeat it and bring an end to its reign of terror (the dragon must always be of sufficient level to seriously challenge the subject and any companions). The owner of the regalia can wait up to a week to organise himself and gather any adventuring companions, then he will travel without further ado even alone. The subject doesn't know the exact location of his enemy, but instinctively knows in which direction he must go to reach it. Once he has destroyed the renegade, the character is freed from his service until the next vision.

RING OF THE MODRIGSWERG

Appearance: a gold ring with angular edges within which is an inscription in Nordic runes that bears the word to activate the *invisibility*. The ring seems apt for a human finger, but it will automatically adapt itself to the finger of any creature who picks it up.

History: Among the peoples of the Northern Realms and the dwarves of Rockhome, legends have circulated for centuries about the so-called "corrupted dwarves" of the Modrigswerg clan. These dwarves because of their insane magical research made a pact with the demons of Chaos to obtain forbidden necromantic knowledge, ended up losing their souls and land and were forced to live in deep below ground, sheltered from the sun and the punishment of their fellows. The most famous legend about the cause of their fall: the fabulous treasure that the Modrigswerg had accumulated over the centuries. When the Immortal Loki became aware of it, he sought to have it for himself, but each of his attempts were frustrated by the magic of the King of the Modrigswerg, the dwarf Alberich, who always

managed to unmask him and magically recover the loot. Furious, Loki devised a diabolic plan to humiliate Alberich and bring ruin to his race. With subtle machinations, the Immortal incited numerous monstrous creatures so that they attacked Asgard, the home of the Aesir. Afterwards, he persuaded Odin to have a robust wall built that could protect Asgard from the dangers that sprang up against them, and he personally recruited the strongest and most skilled carpenters amongst the giants to erect the cyclopean wall. At the end of the work however, the leader of the giants, Surtr, stood before Odin and demanded the payment suggested to him by Loki for their work: nothing less than the Treasure of the Modrigswerg. If he didn't keep his word given by Loki in his name, Surtr would gather his people and assault Asgard to destroy what they had built along with the divine fortress. Troubled by the possibility of a new bloody war with the giants and annoyed by the outrageous prospect of failing to keep his word (albeit from Loki's mouth), Odin presented himself before Alberich together with Loki and Thor. He asked for his entire treasure as payment for the magical knowledge that he had bestowed on them at the dawn of time, thanks to which the dwarves had become the unsurpassed masters of the metallurgical and magical arts. Alberich kicked up a fuss, but finally relented, asking a single concession of the Father of the Gods: that he could at least keep the Royal Ring, symbol of his lineage and role. Odin seemed inclined to agree, but the treacherous Loki, suspecting that Alberich's power came from that item, persuaded the father not to make the concession, and tore the ring from the dwarf's finger without further ado. It was thus that Alberich cursed the ring: it would bring its owner to ruin, until it was returned to its legitimate owners, the Modrigswerg. Odin was very happy to rid himself of the gold and the ring by giving it all to the giants, who very quickly found themselves coming to blows while dividing the gold, until they clashed openly in a bloody and fratricidal war that caused the division between the various giant races that live in the world today, to Loki's great delight. The ring became lost in the conflict, and it is said that from that day it has passed from hand to hand among giants, monsters, dragons, and humans, although no one has ever enjoyed its powers without losing their life tragically. According to the legend, it was to retrieve the ring and all their treasure with it that the Modrigswerg renounced the gods of Asgard and made a pact with the demons of Hel, but ended up being tricked again and forced to live forever in the depths without the light of the world. Even today, the Modrigswerg plot against the mortals and the gods to gain revenge and crave above all else recovering the Ring, thanks to which they could regain possession of their great treasure.

Source: Old Norse mythology. The story of the treasure of the Rhine, of the ring of the Nibelung (Nordic dwarves) and the curse of the lord of the Nibelung Alberich are told in the epic German poem of

the 13th century entitled “*Das Nibelungenlied*”, in which the story revolves around the exploits of the tragic hero Siegfried at the Burgundian court, inspired by the 5th century Norse tales and the original Icelandic cycle of the “*Völsunga Saga*” (where he is called Sigurd).

Sphere: Entropy (Thanatos)

Magnitude: Major (Power Limits: 4A, 4B, 4C, 5D)

Suggested Powers (690 PP):

Ring, <i>invisibility</i> once per turn	
A2. Power Word Stun	70 PP
A2. Control Living Beings	85 PP
B1. Know Rune	20 PP
B1. Trueseeing	50 PP
B3. Fly	30 PP
C1. Wish	100 PP
C2. Time Stop	90 PP
C2. Shapechange	95 PP
C3. Bless Rune	10 PP
D3. Luck	100 PP
D4. Displacement	40 PP

Activation: The ring isn't activated when it is found. Only once the rune that is inscribed on its inner surface is invoked, is it activated and if the character views the golden item before a fire is he able to see a new rune appear that describes one of the artefact's secret powers. The ring shows a new rune each week, starting with least costly powers (*bless rune*) and ending with *wish*.

Destruction: the ring can only be destroyed by a Modrigswerg, who would have to use a dwarven Forge of Power to melt down all of the treasure of the Modrigswerg within it, an operation that requires at least one year of uninterrupted work. Only after the treasure's last gold piece has been destroyed can the ring be melted and at that point, the artefact and the gold of the Modrigswerg disappear forever.

Handicaps (4)

Greed: Every month, in which at least one of the artefact's powers is used, a powerful, evil being becomes aware of its location and in order to get hold of it it must kill the current owner by any means.

Fatal Destiny: Each time that the owner calls upon the *wish* he must make a ST vs. Death Ray with a -5 penalty to not be drawn into the ring.

Handicap: After using *Time Stop* for the first time, the owner becomes hunchbacked and gains a limp. The handicap permanently reduces his Dexterity by 2 points and makes running impossible.

Characteristic Penalty: The subject's Charisma drops by 4 points while he possesses the ring, and returns to normal one week after abandoning it.

Penalties (8)

1. **Change of Alignment:** The character's alignment becomes Chaotic or Evil.

2. **Pain:** The artefact's owner temporarily loses 30 hp, which are recoverable through magical cures or the normal healing process.
3. **Collateral Offensive Effect:** An A1 type effect randomly determined by the DM (max cost 50 PP) manifest itself centred on the owner.
4. **Ethereal Escape:** the owner vanishes and enters the Ethereal Plane each time he is reduced to less than 1/5 of his total hp.
5. **Aging:** the owner ages 1d4 × 10 years.
6. **ST Penalty:** all the character's ST suffer a -5 penalty.
7. **Mania:** each time that he sees an item of gold, a gem or jewellery the ring's owner must make a ST vs. Spells or be attacked the sudden uncontrollable desire to possess it, without however using his assets to acquire it, so he must steal it or kill whoever possesses it so that he can have it.
8. **Death:** the ring's owner is suddenly reduced to zero hp and dies in 1d10 minutes if he isn't helped earlier.

SAMPO MILL

Appearance: A wooden and stone will 40 feet high and 20 feet wide, with posts about six feet long connected to a beam that ends in the classic wheel at the centre of the structure, inside which is a table with two chairs and a double bed.

History: The people of Jääkansa who live beyond the Landsplit River in the Kingdom of Autuasmaa know well the story of the Sampo's creation, which remains the nation's most sacred temple, responsible for the good growth of crops and the security of the entire realm. After the war that brought about the liberation of Autuasmaa from the hordes of giants and humanoids that had invaded and ruled for nearly half a century, the people were decimated due to the war and disease, and the famine claiming victims every day. So in his infinite wisdom Ilmarinen descends once more among the mortals and made for his followers the divine Sampo, instructing the wisest and most worthy among the priests of its mysteries, before returning to live in the heavens. Since then the Sampo has protected the Autuasman kingdom from every calamity, has made the once marshy land fertile, and mitigated the harsh winter climate of Norwold, making Autuasmaa a true paradise for its inhabitants. The mystic mill is well hidden by the magic of Ilmarinen to the eyes of its enemies, and its mortal keepers continue to protect it and use it for the good of their compatriots.

Source: Finnish mythology. The epic Finnish poem of the mid nineteenth century by Elias Lönnrot introduces the figure of the mythical smith and craftsman Ilmarinen, who is sent by King Väinämöinen of Kaleva to Louhi, the witch of Pohjola, to make her a magical mill that created gold, flour and salt out of thin air, in exchange for the hand of her beautiful daughter, the Virgin of Pohjola. But since Ilmarinen also falls in love

with the girl and it is apparently reciprocated, the witch refuses to give her daughter in marriage to Väinämöinen and announces a competition between the suitors: whoever passes the test will gain the Virgin. Ilmarinen ends up the winner with the girl's help, and Väinämöinen at that point unleashed a war during which the mill was destroyed, attracting on his people the revenge of Louhi, who tried to starve and freeze the people of Kaleva to death, being defeated in the end.

Sphere: Matter (Ilmarinen)

Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)

Suggested Powers (480 PP):

Mill with permanent *zone of interdiction* and *veil*

B2. Commune	50 PP
C1. Wish	100 PP
C3. Control Temperature	25 PP
C3. Empower	100 PP
D1. Breath of Life	80 PP
D5. Purifying Zone	55 PP
D5. Barrier to Undead	70 PP

Activation: The mill is always active, but only a true worshipper of Ilmarinen who isn't guilty of any crime is able to find it. The mill is in fact protected by a *veil* spell so that it constantly appears to be some other common thing of little interest (a grove, a hill or even a ruined mill), even to those that pass nearby, while the *zone of interdiction* prevents anyone from entering or leaving via magic. If a pure individual (who has never offended the Immortal or shed blood) comes within 100 feet of the mill, he sees it in its true form and can enter it without problem, allowing anyone holding his hand to follow in turn (otherwise the others are rejected). Alternatively, the golden wife of Ilmarinen can find the Sampo and enter it, taking with her anyone touching her.

To understand the powers of the artefact it is necessary to study the legends about it, or question the Golden Wife or the priests of Ilmarinen to gain the knowledge. Only a non-Evil person can activate the mill's powers: it is sufficient to work the wheel with a Strength check with a -10 penalty and anyone who does this becomes its owner for the next 24 hours, after which if someone else activates the wheel he gets control of the mill (with all the associated handicaps and penalties). Each hour, one of the powers can be activated by placing straw to grind between the grindstones and concentrating on the desired effect. The Sampo automatically activates the barrier to undead power if any being of that type comes within 100 feet of it.

Destruction: The mill can only be destroyed if its owner uses the wish to reverse its magical effects, and then use it to destroy the Kingdom of Autuasmaa. The moment in which more than half of the Autuasman population is dead due to the actions of the mill's owner and it is invaded by the undead, the Sampo collapses and is definitively destroyed.

Handicaps (3)

Magic Destruction: The mill's owner isn't able to use any arcane item outside the Sampo, and the only magic items that he can use with no problems are those imbued with the divine magic of Ilmarinen (created his followers).

Limited Use: It isn't possible to activate more than one power per hour, and to do so, it is necessary to grind straw under the grindstones for one turn, turning the wheel with a Strength check with a -10 penalty.

Attack Penalty: The attacks of the mill's owner suffer a -5 penalty to the Attack Rolls until someone else becomes the new owner by activating one of the powers.

Penalties (5)

1. **Collateral Effect (Blindness):** If the subject betrays the faith of a friend or ally he becomes permanently blind. The removal of this curse needs a *pardon* spell cast by a priest of at least 36th level.
2. **Clumsy:** Each of the subject's melee attacks has 20% chance of failing and rebounding on him.
3. **Malfunction:** *The invoked power doesn't work and the mill uses double the necessary PP.*
4. **Mania:** The Sampo's owner refuse to leave the mill for an entire month.
5. **Death:** If the subject kills a Good being, he is reduced to zero hp and dies within 1d10 minutes if not helped before.

SHADOW BELT OF ORCUS

Appearance: A palm wide leather belt with ten small, golden, skull shaped ornaments, a steel buckle and a grey leather bandolier to put across the shoulder, with the ability to shrink or grow to automatically adapt itself to its wearer's waist.

History: The belt is a creation of the demonic Orcus, who uses it to test his candidates for immortality. In the outer planes there are numerous legends about it, but on the Prime the artefact is practically unknown.

Source: Mystaran mythology. In the adventure module "M4: Five coins for a Kingdom" the evil sorcerer Durhan the Conqueror uses the Belt in his attempt of reducing an entire plane to slavery to reach immortality under the patronage of Orcus.

Sphere: Entropy (Orcus)

Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)

Suggested Powers (500 PP):

Belt, permanent <i>globe of invulnerability</i>	
A1. Lightning Bolt	60 PP
A2. Mass Charm	80 PP
A3. Draw Power	100 PP
B3. Levitate	20 PP
C3. Empower	100 PP
D1. Cure Critical Wounds	50 PP
D3. Immunity	90 PP

Activation: The belt is inactive when found, but is activated as soon as it is worn in contact with the skin of a living being. It adapts itself to his size, and from its surface hundreds of filaments emerge that penetrate the wearer's flesh like small veins, welding the belt to its owner: the belt cannot be removed until he either dies or achieves immortality. As soon as the belt merges with its owner he becomes aware of its powers, which can be invoked by simply concentrating on one per round.

Note on Draw Power: When this power is activated, one of the metallic skulls flies from the belt and heads towards a visible target within 100 feet, remaining attached to the belt via a golden filament. Each of these 10 primary skulls can be divided into 5 secondary skulls (50 skulls total) that can travel another 100 feet (secondary range 200 feet), and each of these secondary skulls can split into another 5 tertiary skulls (a total of 250 skulls within tertiary range of 300 feet); finally each of these tertiary skulls can divide into another 2 skulls that can strike anyone within 100 feet, for a total of 500 skulls within a maximum range of 400 feet. Each strand of wire has AC 3 and 50 DP, can only be damaged by +3 weapons or better or by 3rd level or higher spells, but once any victim attached to it or to one of its offshoots breaks free, it instantly vanishes. A physical barrier or an anti-magic area prevents the skulls from reaching a target and the anti-magic can instantly sever one of the golden strands, but not *dispel magic* or similar effects.

Destruction: The belt can only be destroyed after leaving it in the magma of the Elemental Plane of Fire for 1 month, and then to convince an archon to wear it voluntarily. At this point, if the archon is killed within 10 rounds, the belt is dissolved once and for all.

Handicaps (3)

Change of Alignment: Whilst wearing the belt, the owner's alignment changes to either Chaotic or Evil.

Change of Height: The owner begins to grow 1d3 inches per day whilst wearing the belt, until he reaches a height of three times his original. His body assumes a grotesque and distorted form, and suffers from continual pain whilst growing, which imposes a -1 penalty to all his Wisdom and Charisma checks. Once he removes the belt, he instantly returns to his normal size, but takes 1d6 damage for every 12 inches of height he gained whilst wearing the belt.

Non-Automatic Recharge: The belt can only recover its PP by drawing energy from the victims connected to it via the skulls. It recovers 1 PP per day per level of the victim, who however remains stunned whilst connected to the belt and it hasn't completely regenerated its PP.

Penalties (5)

1. **Pain:** Each time that he invokes a lightning bolt, there is the standard chance that the belt's wearer suffers 2d12 damage.

2. **Collateral Effect (Tempest):** A tempest with winds above 30 mph, rain, thunder and lightning (4d6 damage each, a being has a 10% chance of being struck for every hour he remains inside it, excluding the belt's owner) manifests around the artefact's owner, extending up to radius of 330 feet. The tempest moves with him and lasts for 1 hour for every 10 PP it has spent.
3. **Malfunction:** The first time that the immunity power is invoked it doesn't work but still uses the PP.
4. **Mania:** The belt's owner is obsessed with the quest for immortality and begins to pursue the search for a way of becoming immortal at any cost, ignoring any other interest or occupation, without unnecessarily endangering his life.
5. **Characteristic Penalty:** -5 penalty to the Charisma of the belt's wearer.

SHARD OF SAKKRAD

Appearance: A 3 foot long blue, hexagonal crystal with sharp edges.

History: According to an ancient giant legend, their race's place of origin was such an imposing mountain that the sun rises from behind one of its peaks and sets behind the opposite one. The base of this colossal mountain was composed of an azure tough and magical stone called Sakkrad, whose reflection colours the world's skies with the same shade. One day a forester (that according to the culture that recounts the legend that can be a local hero or divinity, as Loki, Korotiku, Sinbad or Nob Nar) presented himself at the feet of the giant's sacred mountain and with deception managed to steal a small fragment of the sakkrad, unleashing the wrath of the giants who en masse left their holy mountain and descended into the mortal world to punish him. They vainly searched the seas and mountains, and after many peregrinations were no longer able to find the path back to their sacred mountain, ending up forced to live in the human world. It is said the powers of this shard are incredible, and sages explain the absence of other myths in which the shard was used by the fact that probably only the Immortals or giants can reveal and use its powers, while others instead believe that has been lost for some time or was hidden so well that no one has as yet been able to find it.

Source: North African creation myth.

Sphere: Matter (Ouranos)	
Magnitude: Major (Power Limits: 4A, 4B, 4C, 5D)	
Suggested Powers (745 PP):	
A1. Disintegration	60 PP
A2. Mass Charm	80 PP
A3. Polymorph Any Object	80 PP
B2. Compass	10 PP
B2. Detect Magic	10 PP

B3. Planeshift	70 PP
C1. Create Any Monster	90 PP
C2. Telekinesis	50 PP
C2. Shapechange	95 PP
D1. Automatic Healing	100 PP
D3. Luck	100 PP

Activation: The shard is activated when recovered and all its powers are telepathically revealed to anyone who touches it, who also learns the verbal commands to activate them. This knowledge however vanishes as soon as his contact with the shard is broken, and only by touching it can he invoke its powers with the right activation word.

Destruction: The shard can only be destroyed if it is struck by the Hammer of Kagyar while it is on an adamantine anvil forged by a fire giant in the bowels of the earth.

Handicaps (4)

Greed: Anyone who sees the artefact's owner produce a tangible effect must make a ST vs. Spells with a -4 penalty to avoid being assaulted by the irrepressible desire to attack the subject to gain possession of the shard at any cost.

Operating Cost: Every time that he invokes ones of the 100 PP powers, the subject loses 10% of possessed treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

Fatal Destiny: Every time that he invokes one of the 100 PP powers there is a cumulative 2% chance that an Immortal of Matter appears. Those that it gazes at must make a ST vs. Death Ray at -10 or instantly die; those who look away receive no penalty to the Saving Throw to avoid death. In the next round the Immortal takes the artefact and its owner with him (impossible to avoid) and transports him to an outer plane where the subject is imprisoned, while the shard is returned to the Prime Plane at a random location (but at least 600 miles away from the point from which it had been taken).

Magic Error: After having invoked one of the artefact's powers for the first time, every time that the subject casts a spell (except those possessed by the artefact) there is a 25% chance that it doesn't manifest and is wasted.

Penalties (8)

1. **Amnesia:** The owner suffer amnesia for 2d20 days.
2. **Apathy:** The owner risks the apathy effect if he doesn't make a ST vs. Spells at -5 to avoid it.
3. **Anti-Magic Field:** A 100% anti-magic field surrounds the artefact, which can be only be dispelled through a *wish* or by plunging the crystal into the waters of one of the planet's two polar circles.
4. **Pain:** The artefact's owner temporarily loses 40 hp, recoverable through magical cures or the normal healing process.

5. **Collateral Effect (Explosion):** A delayed action fireball appears at the feet of the artefact's owner and explodes after 1d4 rounds.
6. **Malfunction:** Each time that he invokes the automatic healing there is the standard chance that the PP are spent but the cure only recovers 10 hp, with no other healing effect.
7. **ST Penalty:** All the character's ST versus Fire-based effects suffer a -8 penalty.
8. **Paranoia:** The owner suffers from paranoia.

SHINING ARMOUR

Appearance: A suit of plate armour constantly surrounded by a radiant aura, which automatically adapts to the size of whoever wears it.

History: The legend of the shining armour is very well known among the kobolds, as it features the divine hero that they worship as The Shining One. According to the myth, this heroic and brilliant kobold leader was the first to organise his people and teach them the arts of tactics and ambush, was a great inventor and maker of traps, and his greatest work was the creation of the armour that due to its peculiar arcane lustre made him famous as The Shining One. The leader finished creating a powerful and feared kobold kingdom in the heart of the human lands, but his enemies plotted against him and during a particularly bloody battle they set a trap, managing to separate him from the rest of his loyal soldiers. Seeing he had lost, The Shining One preferred to sacrifice his life rather than be taken prisoner and betray his subjects, and drinking a compound of his own invention his body began to boil until it dissolved. At this point the land under his feet split open and swallowed him, as the gods had taken pity on his fate and wanted to give him an honourable burial. The Shining One was never captured, and although his kingdom fell, it is said that his spirit still survives and listens every day to the voices of his people. The kobolds never forgot his teachings, and still rely on them today and wander the subterranean depths in search of his mortal remains, as it is written that whoever finds his shining armour is destined to unite the tribes for the renaissance of the kobold race. Currently the armour is in the Falun Caverns in subterranean Soderfjord, and it has been claimed by the kobold warrior Psa'gh, who has gathered all the region's kobolds under him.

Source: Mystaran mythology. The geographical module "Gazetteer 7: The Northern Reaches" describes the armour in the possession of the kobold leader Psa'gh.

Sphere: Matter (Wayland)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (220 PP):	
Plate armour +2, permanent <i>scintillating aura</i>	
A3. Blinding Light	55 PP
B2. Detect Danger	15 PP

C1. Continual Light	35 PP
D1. Reflection	20 PP
D1. Longevity	95 PP

Activation: The armour isn't activated when found, and can only be activate if its owner defeats at least three different adversaries (not necessarily simultaneously) whilst wearing it. After the third victory, the suit mentally speaks to its wearer recognising him as its owner and describes its powers, including the magic words to invoke them.

Destruction: The armour can only be destroyed if it is struck by the Sword of Destiny held by a follower of Halav. Once reduced to zero DP by way of attacks from this artefact, the armour shatters.

Handicaps (2)

Mania: Once the armour recognises a new owner, he suddenly becomes obsessed by the desire to found a new kingdom, make war on all those who occupy the territory, study battle plans and astute political machinations to achieve his aim, with no interest in anything else. The mania lasts until he realises his dream and becomes the leader of a national of at least ten thousand individuals of his race, or up to three months after freeing himself from the armour.

Characteristic Penalty: The owner loses 3 points of Constitution each time that he wears the armour, and regains them 24 hours after removing it.

Penalties (3)

1. **Pain:** The owner loses 3d8 hp, which can only be recovered through magical cures.
2. **Gaseous Form:** The subject involuntarily assumes gaseous form for 3d8 hours.
3. **Malfunction:** The invoked power functions in a way contrary to that desired.

SILVER NET OF NINFANGLE

Appearance: A medium-sized net woven from strands of silver, with small weights at the end and a silken cord to recover it.

History: For the rakasta, Ninfangle is a legendary hero and divinity at the same time, the first hunter to have taught his descendants the use of the tools used to capture prey. According to the myth, the treacherous Rakshasa, lord of the white tigers, in an attempt to discredit Ninfangle in front of the rakasta people, slyly asked him if he was ready to risk his life to show them all that he was a peerless hunter. When Ninfangle accepted the challenge before them all, the evil Rakshasa gave him a week to capture the moon: otherwise he would kill all his children. Ninfangle know he couldn't get out of it, as such conduct would irreparably stain his honour, and travelled over seas and mountains to find a solution, until the Great Father of the rakasta appeared in a dream, with a vision that allowed

him to understand how to play his opponent. Ninfangle wove a net from strands of morning dew and the silk of planar spiders, solidifying it in the light of the moon and blessing it in the name of the Great Father Ka. He then went to Rakshasa and threw the net into a pool that reflected the moon, showing them all how the net had managed to trap and bring ashore the reflection of the silver star. Infuriated by the subterfuge, Rakshasa refused to concede victory to his rival and tried to kill him, but Ninfangle was more skilful and deft than his opponent and trapped him thanks to his scarf, humiliating before all the rakasta present at the meeting. To mark his wickedness and duplicity and in such a way that nobody would any longer fall for his traps, with a curse Ninfangle made the hands of Rakshasa turn, so his palms would face upwards and the thumbs reversed, and then drove him from the lands of the children of Ka forever. He thus became the protector of all the, while Rakshasa and his descendants swore vengeance against the race created by Ka and still to this day try to enslave mortals with the deceit and ferocity of the hearts.

Source: Mystaran mythology. In the adventure module “IM3: The Best of Intentions” the retrieval of the Net is the only way to complete a nearly impossible task.

Sphere: Matter (Ninfangle)	
Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)	
Suggested Powers (250 PP):	
Net +2 (which adapts to size of any prey)	
A2. Hold Monster	40 PP
A3. Web	20 PP
A3. Hold Undead	50 PP
C2. Haste	35 PP
C2. Cat's Grace	50 PP
D5. Forcecage	55 PP

Activation: The net is activated when found and its owner is made aware of its powers the first time he uses it to capture prey. Each power is activated with a verbal command only when the net is used, i.e. thrown at an enemy or spun in the air. The net, moreover, expands or shrinks to adapt itself to the size of any target.

Destruction: The net can be destroyed if it is first frozen by immersing it in the icy waters of Niflheim, then slashed to pieces by the scythe of Thanatos.

Handicaps (2)

Magic Destruction: Every magic item touched by the net (except artefacts) loses all its powers if it doesn't make a ST vs. Destruction at -5.

Mania: The artefact's owner always seeks to destroy any rakshasa that he encounters in his path, and will never leave an encounter with a rakshasa even at the risk of his own life.

Penalties (3)

1. **Gaseous Form:** The subject involuntarily assumes gaseous form for 1d4 hours.

2. **Shapechange:** The owner is immediately transformed into a rakasta (random subspecies); if he already belongs to that race nothing happens.

3. **Paranoia:** The owner suffers from paranoia.

SORONA CROWN

Appearance: A golden circlet studded with thumb-sized gems, with a star-shaped red gem at the centre of the front, which adapts itself perfectly to the forehead of every legitimate heir to the throne or sovereign of the nation in which it is found.

History: The legend of the crown of sovereignty belongs to many of the civilisations of the past and present of Mystara, but is especially deep-rooted among the northmen, where it is also known as the Crown of the Sun or Sorona, and whose fabrication is wrongly attributed to Volund, the mythic smith of the Aesir, like almost all divine artefacts. Over the centuries, many leading candidates to rule a nation were able to find and use it, a test desired by the Immortals to understand their inclinations and ability, to be certain of inspiring only the most worthy towards the path to immortality. Among the most famous are Frey (the first High King of the Northern Reaches), Halav (King of Traldar and Kendach), Gorm (who reigned for a certain period in Cynidicea), and Ruthin, the one who first gave a code of laws to the people of the north and founded the monarchy in Vestland (later worshipped as Forsetta). After being passed from hand to hand through many nations, the Sorona returned into the possession of the Cult of Ruthin in the 7th century AC. Currently it is the most valuable treasure of the Vestlander royal treasures and is jealously guarded by the monarch of Vestland to maintain a tight control over the nation and resist the political and military pressures of the neighbouring Ostlanders and Ethengarians.

Source: Mystaran mythology. The adventure module “X13: Crown of Ancient Glory” introduces the Sorona as the magic crown of the legitimate heir to the throne of Vestland, and the aim of the adventure is its recovery to restore the royal Vestlander dynasty, putting an end to the civil war unleashed by the usurper.

Sphere: Thought (Odin)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (450 PP):	
Crown of protection +3, ESP once per day	
A2. Demand	70 PP
B1. Divination	40 PP
B2. Oracle	30 PP
C1. Heroes' Coming	70 PP
C1. Wish	100 PP
D3. Divine Blessing	70 PP
D5. Bastion	70 PP

Activation: The crown is activated only when worn by a Lawful character, granting him the limited use of once per day of just two powers, *divination and oracle*. If instead it is worn by a legitimate heir to the throne of the region in which it is located (i.e. a person who is of the royal bloodline or is destined to reign), it telepathically reveals all its powers, which can be used by simply concentrating whilst wearing it. Any other owner can only use the two powers listed above, even if he becomes aware of the hidden powers, which remain prerogative of only the nation's rightful ruler.

Destruction: If the crown is struck by the legitimate ruler of a people of equal or higher level to its owner, using another artefact of greater or higher magnitude, once reduced to zero DP it cannot be repaired and is definitively destroyed.

Handicaps (3)

Operating Cost: Each time that he expresses a *wish*, the character sees 20% of his treasures vanish, wherever they are kept.

Magic Error: Each spell of the crown's owner has a 50% chance of failing if used to damage a member of the nobility of his people.

Mania: After having invoked *divine blessing* for the first time, the crown's owner refuses to relinquish the artefact for any reason, and if it is removed would be disposed to kill anyone just to regain it. The mania vanishes after having not worn the crown for one month, or if a new legitimate ruler is crowned in his place with the Sorona.

Penalties (5)

1. **Weak Magic:** Each spell of the crown's owner grants a +3 bonus to avoid or reduce its effects.
2. **Malfunction:** The invoked power doesn't work but still consumes the required PP.
3. **Characteristic Penalty:** The character's Constitution score is permanently lowered by 2 points.
4. **Gaseous Form:** The subject involuntarily assumes gaseous form for 3d4 hours.
5. **ST Penalty:** The crown's owner suffers a -3 penalty to all his ST against mental effects.

SOUL GEM

Appearance: A two inch ruby with the three dimensional image of a white skull inside it.

History: This evil artefact was created by the lord of death to tempt and corrupt mortals, causing them to fall into his clutches, and apparently it has performed its task admirably over the centuries. The gem appears in several accounts related to the fall of powerful figures in the history of the Known World, betrayed by their greed and by the quest for the gem that according to the legend is said to fulfil any desire of whoever possesses it, but at a price. The gem was last seen in the Republic of Darokin

near the end of the preceding century, but it vanished after causing serious disasters and the tragic death of its wealthy owner.

Source: Mystaran mythology. In the adventure module "X10: Red Arrow, Black Shield" the Master of Hule possesses the Gem and thanks to it manages to live for centuries, creating a powerful kingdom.

Sphere: Entropy (Thanatos)

Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)

Suggested Powers (250 PP):

Gem of *create phylactery*

A1. Fireball 60 PP

A1. Thanatos's Dark Grip 90 PP

C1. Wish 100 PP

Activation: The gem is inactive when it is found. Only by bathing it in the blood of a friend who the owner must personally kill is the gem activated, binding to itself the subject's soul as per the *create phylactery* spell, which in this case also protects its owner from aging and paralysis. The owner is only made aware of the three activation words of the gem's secret powers only after having sacrificed many innocent and pure creatures to the artefact. The owner can invoke each power with the right word whilst just holding the gem.

Destruction: The gem is only destroyed if it is struck by the Crystal Dagger of during a night of the full moon, an action that destroys both the gem and the dagger.

Handicaps (2)

Aging: The first time that a subject invokes each of the gem's powers he ages 2d10 years (the effect is repeated for each of the three powers).

Non-Automatic Recharge: The gem can only recover its lost PP if it is immersed in the blood of a being killed within the last hour, and recovers 1 PP for each hp that the victim possessed, up to a maximum of 100 PP per day.

Penalties (3)

1. **Apathy:** The owner suffers the effect of Apathy.
2. **Collateral Effect (Explosion):** A delayed action *fireball* appears at the feet of the artefact's owner and explodes after 1d4 rounds.
3. **Trap Life:** The owner suffers the effect of Trap Life, and in his place escapes the person who was already imprisoned in the gem, or a nightshade (if the gem didn't contain a prisoner), which attacks anyone within its eyesight for 2d6 rounds before leaving.

SPEAR, GÁE BULGA

Appearance: A spear with an oaken haft and the head divided into seven points each with seven barbs carved from the bone of a marine monster.

History: The spear Gáe Bulga (which in Thratian means "spear of mortal pain") is the principal weapon of

the epic whose protagonist is one of the most famous Thraian heroes, Culainn. Born it is said from the union of Bel and Diulanna, Culainn lived with his mortal mother Deirdre, a priestess of Diulanna, in his uncle's clan in the Davanian Forest, until the Mor'Rioghan, impressed by his strength and ardour, made a bet with Diulanna per for her son's soul. The Mor'Rioghan tested Culainn on numerous occasions, which emphasised his cunning, strength and courage, to the point of leading Culainn far beyond the Sea of Dread, to the Isle of Dawn, with the hope of obtaining the hand of his beloved, Emer, only once he had become a great warrior in her father's eyes. After having gained the trust of the weapon master Scatach, Culainn was trained in the arts of war and fought and defeated his master's rival twin, the brave Aife. The epic deed convinced Scatach that Culainn was the warrior that the Mor'Rioghan had prophesied, and thus gave him the Gáe Bulga explaining its powers and dangers to him, to fulfil the vow made to the Mor'Rioghan. Before leaving Culainn succumbs to Aife's wiles and helped by the wine lay with her, making her promise to let him know the son that would be born of their union. Back home however, at Emer's father's refusal to allow her to marry the young man, Culainn was invaded by the fury of the Mor'Rioghan and by himself destroyed the clan's entire stronghold, taking the girl and the clan's treasure away with him. In the following years many were the battles Culainn fought out always the victor thanks to the Gáe Bulga, enhancing his reputation as an invincible hero and attracting many enemies in the rival clans to that of his lord. Ten years later, the son he had had by Aife landed on his lands but refused to reveal his identity and asked to fight him, as his mother had instructed, so that Culainn would know by his deeds that his son stood before him. Culainn was so angered by the fact that he could not kill the youth that in the end he used the spear against him, killing Connla only to discover that he was his own son. This brought great misfortune upon him, and to right the wrong he chose to accept his lord's offer and lead his armies against the neighbours in war, ending up fighting even his best friend Ferdiad. To win he again used the Gáe Bulga, but ultimately the blood shed by him was unbearable and he refused the Mor'Rioghan's offers of glory, such that she cursed him. Culainn was finally betrayed by one of his servants and killed in an ambush, although legend has it that he died standing, and only when a crow landed on his shoulder to feast on his blood did the enemies gathered there know he was dead and had the courage to approach, after three days of waiting. Nothing was heard of his spear again, although some stories say that his faithful charioteer Laig took it from the battlefield before the enemy could seize it and hid it, some think in his homeland, or returned it to Scatach according to others.

Source: Celtic mythology. In the "Táin Bó Cuailnge" ("The Cattle Raid of Cooley"), the central book of a series of Irish tales called "The Ulster Cycle", the hero Cú Chulainn ("Culain, Hound") with his friend Ferdiad was taught in the land of Alba (Scotland) by the warrior Scathach, who taught them both the art of war, but only gave Cú Chulainn the deadly spear Gáe Bulga, and giving him the secrets of its deadly powers. Back home the paths of the two diverge, but at the end of the cycle they met again on opposing sides in the war triggered following the cattle raid of Cooley desired by Madb, adversary of the lord served by Cú Chulainn. Despite the brotherly affection that binds them, in the end for reasons of friendship Cú Chulainn resolves to use the Gáe Bulga, which pierced the man's torso tearing it horribly and killing him when the spear was extracted.

Sphere: Thought (Diulanna)

Magnitude: Lesser (Power Limits: 3A, 2B, 2C, 4D)

Suggested Powers (215 PP):

Toothed Spear +3, Piercing

A1. Harm 70 PP

A4. Offensive Impulse 10 PP

A4. Exceptional Range 40 PP

C2. Haste 35 PP

C2. Righteous Might 60 PP

Activation: The spear is activated when it is discovered, but there is a particular ritual to invoke each of its powers that are passed down from one owner to the next. Only through the instructions of one of the previous owners or Diulanna herself is it therefore possible to know the true powers of the spear and how to use them. Invoking each power requires a brief ceremony that involves for some a war dance and for others the recitation of a battle song which takes the character's movement action.

Destruction: The spear can only be destroyed if it is unleashed directly against the Impenetrable Shield of Alphatia or is intercepted by it. In this case both artefacts explode and the deflagration of magical energy causes 1d6 damage, to everything within 100 feet, for every 10 PP remaining in both artefacts.

Handicaps (2)

Change of Attitude: The spear's owner becomes particularly brave and courageous, eager to leap into any task or adventure, even at the risk of his own life.

Mania: The owner is obliged to accept any explicit challenge that he receives from an enemy, and fight using any means at his disposal (only following the rules of duelling if Lawful) never running away from the enemy, until the challenge is resolved in his favour or his death.

Penalties (3)

1.Pain: The artefact's owner loses 5d8 hp, only recoverable through magical cures.

2. Collateral Effect (Rage): The owner enters into a Rage like the 5th-level cleric spell *madness* (no ST allowed) for the next 2d6 minutes.

3. Characteristic Penalty: The subject's Wisdom is permanently reduced by 3 points.

SWORD OF DESTINY

Appearance: A longsword whose shape and workmanship change, which adapts to the style of the region in which it is found.

History: The Sword of Destiny appears in all mortal legends and is known by different names based on the culture and the region in which its myth is told. According to the northmen it was forged by the mythic smith Volund and given to Odin who with it cut the ash tree from which he was hung to discover the secrets of the runes of power, and planted it in the remaining stump, prophesying that only a great leader would be able to take it. According to the Dunael the sword was forged by the great bard Dallbard, and whoever wields can aspire to unite and rule the Isle of Dawn. Other peoples (like the Traldarians, Traldars, Hattians, Espans or the giants), believe that it was the favourite weapon of one of their heroes (Halav, Vanya, The Eternal General, and even the giant Surtr with his flaming sword) and that whoever manages to find it becomes invincible.

There are several heroes who boast of having extracted it: the legendary Northman warrior, who thanks to the sword Balmung killed the dragon Fafnir and freed Norwold from its terror; the tenacious Ostlander explorer Frithjof, who travelled to the ends of the world in search of the fountain of life, beating every enemy thanks to the sword Angurvadal; the contemptuous and bold Beowulf, who according to the Vestlander legend killed the monstrous Grendel thanks to the power of his sword Nagelring; the valorous Hattian leader Dietrich von Bern, whose sword is known as Gram; the fearless general Rodrigo Diaz called "El Cid Campeador", a hero of the Ispan tradition famous for his victories and magic sword Tizona; the noble knight Roland of Eusdria, whose tragic ballad is as famous as his sword Durendal; the valiant Robrenn, who thanks to his sword Cruaidin was able to found a kingdom named after himself by pushing the humanoids and giants from the Forest of Carnuilh; Zendrolion Patriokanitas, first emperor of Thyatis and great conqueror, famous for the sword Crocea Mors; and finally the brave King Halav, protagonist of the epic battle against the gnolls and deified by the Traldar and their Traladaran descendants, while among the Dunael he is known as Hylaw, the one who pulled from the stone the sword Caledfwylch, also called Excalibur by the Thyatians and the Redstonians of the Isle of Dawn.

Source: Various mythologies. Frithjof is the protagonist of the Icelandic "Frithjof Saga" of the 14th century; Siegfried (or Sigurd in Norse) is a famous tragic hero of Germanic and Norse mould and appears in the

"Nibelungen Saga", in the "Völsunga saga" of the 13th century and in the epic poem "Nibelungenlied"; Beowulf is the hero who gives his name to the eponymous Anglo-Saxon epic poem of the 8th century; Dietrich von Bern is the main character of the chivalric poem "Thidrekssaga" of the 13th century inspired by the deeds of the king of the Ostrogoths Theoderic the Great; Rodrigo Diaz called El Cid (from the Arabic 'el sisi' which means 'the/my lord) who was lord of Valencia in the 11th century and star of the Spanish Reconquista of the peninsula during the war with the Moors; Roland was inspired by the famous "Song of Roland", chivalrous poem of the Charlemagne cycle of the 11th century, reprised by Ariosto and Boiardo in the figure of Orlando; Robrenn, Zendrolion and Halav are instead characters of Mystaran mythology: the first recalls the figure of the Irish hero Cu Chulainn, the second that of the Roman dux Julius Caesar, and the third refers to the mythical Arthur Pendragon, the famous King Arthur of the Breton cycle.

Sphere: Thought (Odin)

Magnitude: Major (Power Limits: 4A, 4B, 4C, 5D)

Suggested Powers (750 PP):

Longsword +5 (Lawful), Slicing

A1. Lightning Strike	65 PP
A4. +5 Attack Roll Bonus	50 PP
A4. Devastating Attack	80 PP
B1. Trueseeing	50 PP
B3. Fly	30 PP
C2. Lightning Reflexes	30 PP
C2. Heroism	40 PP
C2. Bull's Strength	50 PP
D1. Automatic Healing	100 PP
D3. Evade Attacks	65 PP
D3. Immunity	90 PP
D3. Luck	100 PP

Activation: The sword isn't activated when recovered and only beings of Lawful alignment can move it (for others it is heavier than a mountain). Only after its owner has completed an heroic action that risks his life (ending on less than 1/3 of his total hp) while using the Sword of Destiny is it activated and during his sleep sends its owner a vision that reveals one of its powers per night in the same order as they are described above. It is up to the character to interrupt the vision and figure out what kind of power it refers to, since the only way to invoke them is by holding the sword in hand and concentrating on the desired effect.

Destruction: The Sword of Destiny can only be destroyed if it is left in the Forge of Wayland for a turn and broken with the Hammer of Kagyar.

Handicaps (4)

Sentient Artefact: The sword contains a fragment of Odin's power and soul, which forces its owner to follow a rigid code of moral conduct transforming him into a

paladin of Good and Order. Whenever the sword's owner fails to live up to Odin's code of conduct, he must make a ST vs. Mental Spells at -5: if he fails, Odin's will is imposed and he always chooses the most lawful and honourable conduct.

Greed: When the news spreads, that the artefact's owner has completed as least on heroic task using the sword, an equally powerful being will try to seize first using direct methods (an attack or threat) and then more subtle methods (betrayal or theft), and will continue until it has seized the weapon or been killed. Afterwards, every year in which the owner publicly demonstrates the sword's powers or acquires fame thanks to his deeds, a new enemy of equal worth tries to take it away at any cost.

Operating Cost: Each time he invokes one of the 100 PP powers, the subject loses 10% of his owned treasures (wherever they are, vanish), considering the total value of valuables and magic items in his possession.

Mania: After having used one of the artefact's powers for the first time, its owner refuses to use any other weapon and will never separate himself from the sword for any reason.

Penalties (8)

1. **Apathy:** The owner suffers from apathy.
2. **Pain:** The artefact's owner temporarily loses 20+1d20 hp, which are recoverable through magical cures or the normal healing process.
3. **Collateral Effect (Earthquake):** An *earthquake* effect manifests centred on the owner.
4. **Aging:** The subject ages 2d10 years.
5. **Malfunction:** The next invoked power doesn't function and draws double the normal amount of PP.
6. **ST Penalty:** The owner's ST against Enchantment effects have a -5 penalty.
7. **Attack Penalty:** The attacks of the sword's owner receive a -3 penalty to the Attack Rolls.
8. **Death:** The sword's owner is suddenly reduced to zero hp and dies within 1d10 minutes if not helped in time.

SWORDS OF HEAVENLY BALANCE

Appearance: These are two examples of katana, i.e. a bastard sword with a slightly curved steel blade. The Murasame is characterised by a black shadow along its edge, a black ebony hilt protected by a short, circular guard in gilt steel and a sheath also made of ebony. The Masamune instead has a shadowless blade, a guardless ivory hilt.

History: According to an ancient Myoshiman legend, two master swordsmiths once lived in the empire, Masamune and Murasame, who created and passed to their students the art of creating unparalleled swords, the first katanas and no-dachi. The Emperor wanted to test them to see who was superior, and ordered that they

make the perfect sword, which he would then give to his, the heir to the throne. They each presented a katana made to perfection, and the Emperor entrusted the task of judging them to the wisest of his councillors, who decided to immerse along the course of a stream a short distance from the imperial palace. The sword of Murasame cut the water, every leaf and fish that passed by, and even the wind that blew over the watercourse. When it was the turn of the Masamune instead, not one leaf, fish or anything else was cut by its edge, which instead let the water pass without cleaving it. Murasame was sure he had won, but the wise councillor instead proclaimed the superiority of Masamune, explaining that the first sword was a blood thirsty item, as it had destroyed anything it had encountered in its path, while the Masamune had spared all that was truly pure and innocent. Mortified, Murasame retired with his sword, which afterwards was acquired by a pretender to the imperial throne, who then fought against the legitimate successor plunging the empire into the dark ages of civil war until the restoration of the rightful heir of the Emperor, who still carries the Masamune sword at his side as a symbol of his power. No one knows where the Murasame is, but the consensus is that if it is ever found and clashes with its twin, it could cause a new civil war.

Source: Japanese mythology. The legend of the swords forged by Masamune and Murasame dates back to the 16th century (although the two master smiths had lived three hundred years apart from each other), and reprised by the epic novel of the 19th century "Nansō Satomi Hakkenden".

Sphere: Matter (Eternal General)	
Magnitude: Minor (Power Limits: 2A, 1B, 2C, 3D)	
Suggested Powers (100 PP):	
Masamune: <i>Katana +5, triple damage against Evil</i>	
A3. +4 Weapon Damage Bonus	40 PP
C2. Righteous Might	60 PP
Murasame: <i>Katana +5, Slicing</i>	
A1. Inflict Critical Wounds	50 PP
A3. +5 Weapon Damage Bonus	50 PP

Activation: The swords aren't activated when recovered. To activate them they must be used to deliver the killing blow to an enemy who had a number of Hit Dice or levels at least equal to the character's level. At that point the blood runs on the blade until it forms two distinct words, each of which is connected one of the swords' two powers, although he must find out which is which. Each power is activated by anyone speaking the right magic word whilst holding the sword.

Destruction: Each of the two swords can only be destroyed by clashing with the other, and yet if one destroys his brother he also falls apart and is irredeemably lost.

Handicaps (1)

Change of Alignment: As soon as he uses it in combat, the owner of the Masamune sword's alignment changes to Lawful or Good, while that of the Murasame sword's owner changes to Chaotic or Evil.

Penalties (1)

Pain: Each time he invokes a category A power, there is a 40% chance that the subject suffers 2d10 damage, curable normally or with magical cures.

THIRTEEN HOLY TREASURES OF DAWN

Appearance: There are thirteen different magic items that if united with the correct ceremony make the Throne of Bel, a massive gold throne 6 feet high and three feet wide, decorated with all the symbols of the natives of the Isle of Dawn, with a sun decorated with precious stones at the top of its back. The Thirteen Treasures are the following, each of which has a common magic power whose variables are as if it had been cast by a 36th level spellcaster:

Ring of Eluned the Fortunate: A silver ring with Dawner runes able to invoke *luck once per day*.

Ewer of Rhygenydd Ysgolhaig: A 6 pint iron ewer with a gold-plated border able to *transmute liquids* three times per day.

Cauldron of Dyrnwich the Giant: A 4.5 gallon copper pot able to transform the water within it into a *reinvigorating soup* once per day.

Cart of Morgan Mwynfawr: A 4-wheeled wooden cart 10 feet long and 5 feet wide, with the power to *teleport* once per day, which can be activated by whoever sits in the driver's seat, but that involves all those that are on it (impossible to oppose).

Basket of Gwyddno Garanhir: An arm-wide wicker basket which can produce a *fabricate effect* once per day.

Horn of Bran Galed: A horn made from a large shell that can *create food and water* once per day.

Whetstone of Tudwal Tudglyd: a whetstone capable of making any slashing weapon sharpened with it a *weapon of slicing* once per day.

Yoke of Clydno Eiddyn: A wooden yoke like that of an oxen that functions as a *collar of enslavement* on any creature it is placed on.

Cloak of Tegau Eurfon: A brown leather cloak with a good decorated with silver threads able to make its wearer invisible and able to *see invisibility* three times per day.

Dagger of Llawfrodedd Farchog: A dagger +3 with a silver blade and a leather hilt decorated with a golden star that is able to paralyse up to three times per day anyone who didn't make a successful ST vs. Paralysis.

Chessboard of Gwenddoleu ap Ceidio: A normal sized chessboard without pawns, which is decorated with

runes and glyphs that represent the thirteen clans, able of invoking *heroes' coming* once per week.

Sword of Rhydderch Hael: A flaming longsword +3, with a hilt covered in yellow silk and arms that recall the classic Dawner glyphs.

Shirt of Padarn Breisrudd: A long-sleeved white woollen tunic that adapts to the size of whoever wears it and gives him the permanent ability to *endure elements*.

History: All the Dawners know the legend about the Thirteen Holy Treasures of their island. They were forged by the divinity who gave life to the original thirteen mortal clans (humans and elves) who inhabited the Isle of Dawn after the giants' expulsion and gifted to each of their leaders as a tangible sign of their kinship and of the blessing received from the gods. Following the chaos brought by the wicked Nyt and her monstrous children, the Fomorians, the clans began to make war on each other and their divine patrons, disgusted by their ferocity and stupidity, abandoned the mortals to themselves. The Thirteen Treasures were lost in this period of great turmoil and chaos, until the arrival on the island of Dallbard, the prophet sent by the gods to give their descendants an opportunity to redeem themselves. He gathered the treasures and, to get them to renew their faith in the ancient gods, before leaving he prophesised that only when the treasures had been reunited again with the collaboration of all the clans, would a supreme leader arise among them, who could unite the entire island and expel the invaders and the fomorians only after understanding the mystery behind the Thirteen Treasures and have recovered the sword Caledfwylch, which would confer his rise to High King of Dawn. Previously there has only been one person who tried to achieve this aim after recovering Caledfwylch, the great hero Hylaw Gruaigerua. Unfortunately, the machinations of some envious clan leaders prevented him from gathering all the treasures and he vanished with the holy sword in the final battle against the humanoids on the Kendach Plateau. Thus the Dawners are still trying to find all thirteen treasures and await the arrival of their liberator and great monarch, who will bring peace and unity across the island and allow the gods to walk amongst the mortals again.

Source: Irish and Gaelic mythology. According to the legend, before disappearing the Tuatha De Danaan left thirteen items of great magical power to the mortals as symbols of their heritage and of the promise that they would one day return. The legend is similar to both the Celts of Ireland, the Britons and the Welsh, who identify the same objects although the names, of the mythical figures to which they are attributed, often vary.

Sphere: Energy (Ixion)

Magnitude: Major (Power Limits: 4A, 4B, 4C, 5D)

Suggested Powers (715 PP):

Throne of permanent *divine blessing*

A1. Holy Word	90 PP
A2. Demand	70 PP
B1. Trueseeing	50 PP
B1. Ultimate Divination	85 PP
B2. Commune	50 PP
C1. Heroes' Coming	70 PP
C2. Authority	25 PP
C3. Control Weather	75 PP
D1. Resurrection	60 PP
D1. Heal	70 PP
D5. Bastion	70 PP

Activation: Each of the thirteen treasure by itself is a simple magic item with a more or less common power, which however cannot be destroyed or damage in any way, and functions correctly if use by a non-evil person. If it comes into the possession of an Evil being, he receives a -2 penalty to all his Saving Throws until he frees himself of the treasure and he cannot use the item's magical property.

The peculiarity of the treasures is that if they are all reunited it can summon a major artefact of Energy called the Throne of Bel, which grants the power to rule the Isle of Dawn. To be able to summon it requires that each of the Thirteen Treasures are spontaneously presented by a member of each of the thirteen clans, and that a priest of the Dawner religion place all the treasures together within the Cauldron of Dyrnwich, which must then be placed on the Cart of Morgan Mwynfawr. At that point, everyone has to sing the March of the Thirteen Heroes, a popular Dawner ballad, while the priest blesses the treasures. If the ceremony is completed without interruption, at the end of the ceremony they are enveloped in an aura of shining light that dazzles all present: when the light vanishes, in place of the treasures is the Throne of Bel, which is activated and telepathically reveals it powers only to a non-evil being who sits on it with the express invitation of thirteen exponents of the Dawn clans. To invoke the powers it is sufficient to sit on it and focus on the desired effect.

Destruction: The Thirteen Treasures can only be destroyed once the ceremony has been completed and the Throne of Bel has been invoked (see Activation above).

The Throne of Bel can be definitively destroyed if whoever sits in it uses its powers to kill each of the legitimate leaders of each of the original thirteen clans of Dawn. In that case, the throne explodes and cause to all present within a radius of 100 feet 20d6 fire damage that can be halved with a successful ST vs. Breath Weapon, except for whoever sits in the throne who cannot reduce the damage in any way.

Handicaps (4)

Operating Cost: The first time that he summons one of the throne's powers, the subject loses 70% of his possessed treasures (wherever they are, vanish) considering the total value of the valuables and magic items in his possession).

Weak Magic: After using holy word for the first time, each damaging spell cast by the throne's owner is reduced by 2 points per dice.

Aging: The throne's owner suddenly ages 2d20 years after having used it for the first time.

Non-Automatic Recharge: In order to recharge the artefact's lost PP requires treasures to be sacrificed to Bel. For every 100 g.p. worth of the items brought before the throne (each of which cannot be worth less than 20 g.p.), the artefact recovers 1 PP, but the items are consumed in the process.

Penalties (8)

1. **Apathy:** The throne's owner suffers from apathy.
2. **Collateral Effect (Teleport):** The throne's owner is magically teleported to a random location of 1d100 × 50 miles distance (no ST).
3. **Gaseous Form:** The subject involuntarily assumes gaseous form for 3d8 hours.
4. **Clumsy:** The throne's owner has a 15% chance that each of his attacks with a weapon turn on him.
5. **Malfunction:** The next invoked power doesn't work, but still drains the normal amount of PP.
6. **Characteristic Penalty:** The Constitution of the throne's owner is permanently reduced by 2 points.
7. **Attack Penalty:** The attacks of the throne's owner receive a -2 penalty to the Attack Rolls.
8. **Short Term Memory:** In the case of a spellcaster, he forgets one random spell per spell level. For non-spellcasters, the subject loses his best mastery of the weapons he knows. The memories function again correctly after 1d4 weeks, or earlier if he is cured with a *mental cure* or *heal* by a cleric of at least 20th level.

TOME OF KNOWLEDGE

Appearance: A book of 20×20 inches and 12 inches thick, and weighing 10 pounds (100 cn), with two brown leather covers that are completely devoid of any type of symbols or writing, two metal plates on the covers and a golden padlock to seal it.

History: According to Ochalese tradition, the venerable Ssu-Ma is the father of writing and good calligraphy, the one who taught mortals to name things and abandon their barbaric and savage customs of the past, allowing every work of ingenuity to be accomplished thanks to which they have been elevated above the animals and the various humanoid races. His great wisdom is enclosed in his legendary tome, which contains everything there is to know and that therefore has the answer to every mortal question. The same volume appears in other Mystaran religions (e.g. the Tome of Gambia for the Alpathians, the Rig Veda for the Sindhi or the Pachydermions), where Ssu-Ma is however known by other names (Pangloss and Ganetra).

Source: Ssu-Ma C'hien was a Chinese sage who actually existed, to whom are attributed great talents of historiographer and calligraphy, while the adventure module "IM2: Wrath of Olympus" mentions the Tome of Gambia in the background of Arnelee.

Sphere: Thought (Ssu-Ma)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (455 PP):	
A2. Feeblemind	50 PP
A2. Magic Drain	70 PP
B1. Focused Map	35 PP
B1. Lore	70 PP
B1. Revealing Map	90 PP
C2. Silver Tongue	10 PP
C2. Temporary Skill	20 PP
C2. Exceptional Skill	40 PP
D3. Protection, Total	80 PP

Activation: The book is always sealed by its padlock when found, and no magic is able to remove it; only by picking the lock can it be opened, but the attempt incurs a -10 penalty. Once open, anyone can read the contents, which always appears in a language that the reader can understand. The first page contains a list of its powers and their cost, with reference to the page where each power is described in detail, including the verbal commands to invoke them, provided the book is in the owner's possession.

Destruction: The tome can only be destroyed by altering each of its pages with the Plume of Fidiás and then burning it in the explosion of a greater phoenix in the Elemental Plane of Fire.

Handicaps (3)

Change of Attitude: The first time that he uses *total protection* the subject becomes extremely cowardly and cautious in every action. He will never make the first move that could place him in danger and always seeks to avoid combat with some subterfuge or with dialogue, only fighting if he is threatened and cannot escape.

Characteristic Penalty: The subject's Strength falls by 4 points from the moment he reads the tome, and returns to normal 1d6 weeks after abandoning it.

Mutation: Once he uses *lore* for the first time, the book's owner grows a blatant hump on his back that forces him to move with great difficulty and imposes a 4 point penalty to his Attack Rolls, Armour Class, Dexterity checks and ST against avoidable effects, and reduces his standard movement rate to $\frac{2}{3}$ normal.

Penalties (5)

1. Weak Magic: Each offensive spell cast by the subject causes 2 points of damage less per dice for the next 24 hours.

2. Gaseous Form: The subject involuntarily assumes gaseous form for 2d4 hours.

3. Damage Penalty: Each of the subject's melee attacks does 3 points of damage less for the next 24 hours.

4. Mania: The subject is struck by the sudden impulse to draw a detailed map of a cavern complex, a series of ruins or of a known dungeon within 60 miles and tries to organise an expedition and leave within 3 days. The effect vanishes after he has completed the task of mapping the chosen location.

5. Short Term Memory: The victim suddenly forgets all memorised 1st-level spells.

TURLOCK'S MYSTICAL HARP

Appearance: A harp of valuable mahogany coloured wood with thin strings like spider silk, decorated with sylvan designs.

History: The legend of the harp is best known amongst the inhabitants of the Isle of Dawn and particularly among sylvan creatures. It tells that Turlock, the wisest centaur, was also a skilled bard, and that the tales of his great musical skill reached the ears of Silenus, the lord of the satyrs, who offended from being compared to a mortal wanted to challenge him to a musical competition: the winner would ratify his superiority over the other and his race. Turlock wasn't stupid and knew he couldn't compete with the divine music of the lord of fauns, so he chose to ask an oracle for help in finding an instrument so potent that it would make him an equal of Silenus. Thus, it was that he became aware of the existence of a harp whose sound could rule the heart of any being, and even had power over the elements and the seasons. After agreeing with Inuus that the contest would take place in a year's time, Turlock departed in search of the Mystical Harp accompanied by a group of loyal friends. After many adventures, he managed to retrieve the legendary instrument and return home just in time for the contest with Silenus. Turlock surprised everybody by managing to keep up with the lord of the fauns, who at the end was so excited and amused from finding a worthy opponent that he declared the duel a draw, and swore eternal friendship to the centaur and his race. Since then the satyrs and the centaurs have lived side-by-side in the woods respecting each other respectively, and it is said that the mystical harp is guarded by these creatures in some mysterious place as the holiest gift that Turlock left as a legacy for his followers after leaving with Silenus for the land of the gods.

Source: Mysteran mythology. The adventure module "IM3: The Best of Intentions" mentions the Harp in the background of the Immortal Tiresias.

Sphere: Thought (Korotiku)	
Magnitude: Greater (Power Limits: 4A, 3B, 3C, 4D)	
Suggested Powers (500 PP):	
Harp, <i>Control Emotions</i> once per hour	
A1. Harmony of the Seasons	70 PP
A2. Melody of Requiem	40 PP
A3. Dance	75 PP
A4. Song of Triumph	80 PP
C1. Animate Objects	60 PP
C2. Silver Tongue	10 PP
D4. Confusing Harmony	30 PP
D5. Song of Awakening	10 PP
D5. Anti-Magic Melody	60 PP
D5. Hymn of Life	65 PP

Activation: The harp is inactive when discovered and is only activated when it is when it is played with a *Play Instrument* check that gets at least 15 points. At that point, it telepathically starts to tell its owner about its powers, and to invoke them merely requires the plucking of one of the strings and concentrate on the desired effect.

Destruction: The harp can only be definitively destroyed by a simultaneous attack by an example of each rank of the Tonal race, harmonic creatures of Energy, which live in the outer planes.

Handicaps (3)

Attraction: The harp attracts hopelessly the attention of anyone that hears it play. All living beings that hear its sound at least twice must make ST vs. Mental Spells: if the ST is successful there is no effect, while if the ST fails they become so rapt in the music and by the musician and will do anything to accompany him and stay close to him to listen to the celestial music of the harp. The victims of the music never want to leave the harp and protect the instrument and its player from any threat or insult up to the point of becoming violent and fight in a berserk manner placing their lives at risk. Every victim attracted by the harp can make a ST vs. Spells at the end of each week to become themselves again and lose interest in the harp; the only other way to free a victim from this curse is to prevent them from hearing the harp's sound for a month, although their protests at this might cause them to even become violent with the harp's owner, just like a drug addict would do anything to get his drugs.

Clumsy: The subject has 1 in 6 chance that each of his attacks rebound on him.

Mania: One random day (DMs choice) per month the harp's owner feels an irresistible urge to compose a song and perform it to receive the praise of an audience of at least 10 people, refusing to do anything else and forsaking any previous task. The entire day will be spent composing the song and later gathering enough spectators to perform his

show to. If the result of the check (*Perform, Play* or *Sing*) is sufficient to generate applause without using the harp's powers, the subject is elated and no longer feels the need to perform for a month. Otherwise, he is dejected (-1 penalty to all roles) and tries again once per week until he obtains the desired result.

Penalties (5)

1. **Pain:** The owner suffers 3d10 damage.
2. **Collateral Mental Effect:** An A2 effect randomly determined by the DM (max cost 60 PP) manifests centred on the owner.
3. **Malfunction:** The invoked power doesn't work but still uses the PP.
4. **Damage Penalty:** The attacks of the instrument's owner inflict 3 points less per dice.
5. **Short Term Memory:** For a spellcaster, he loses one random spell per spell level each day. For non-spellcasters, the subject loses the best mastery of a weapon that he knows. His memory returns to normal after 1d4 weeks, or earlier if he is cured with a *mental cure* or *heal* by a cleric of at least 20th level.

CHAPTER 3: OPTIONAL RULES

BONUSES & PENALTIES FOR MAGIC RESEARCH

GAME SITUATIONS

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

INTERRUPTIONS

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

SPECIAL MATERIALS

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

TABLE 3.1: MATERIALS & BONUS TO THE ENCHANTMENT

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

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

**Bone, hide, terracotta, etc.

STRUCTURES FOR THE ENCHANTMENT

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

Any laboratory (basic, advanced, or alchemical) must naturally be "maintained", replacing the work tools that have been broken and the components that were used.

Simply, when he builds the laboratory he sets apart a certain figure of money, which is considered spent to supply the tools, instruments and rare and precious materials, and each time he creates a magic item, the money spent on the enchantment is removed from the laboratory's reserve, indicating the materials and items consumed in the process.

TABLE 3.2: COSTS OF ENCHANTMENT STRUCTURES

Structure	Cost (gp)	Dimensions
Library	2,000+	at least 35 yd ³
Laboratory, Basic	15,000	at least 70 yd ³
Laboratory, Advanced	35,000+	at least 140 yd ³
Forge	25,000	about 140 yd ³

Library

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

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

Laboratory, Basic

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

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

Laboratory, Advanced

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

Forge

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

positioned underground he must also worry about the removal of vapours, miasma, and heat.

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

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

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

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

- **Item with a +3 total bonus, or with the powers of a 6th-level or lower spell:** the craftsman, once he is halfway through the enchantment process, he must make two appropriate skill checks (*Craft pistol*, *Armourer*, *Smith*, *Jeweller*, etc.), with the penalty given above. If both checks fails, the item has a serious defect that for now cannot be identified, but at the end will cause the item's enchantment to fail automatically. If at least one of the skill checks was successful, the fabrication of the item happens normally, and at the end of the process the spellcaster provides it with the magic (rolling under the chance with a d%). If it was the work of two or more craftsmen, each of them makes two skill checks, and if at least one of them is successful, the item has no defects.
- **Item with a +4 total bonus, or with the powers of a 7th or 8th-level spell:** the craftsman must make two checks (with the relevant penalty) mentioned in the preceding paragraph, but must make them three times (at the beginning, halfway through, and at the end of the work). If in a single phase, both rolls fail, there is a serious imperfection in the item: the enchantment automatically fails. Once again, it is

more advantageous for two or more craftsmen to work simultaneously: each has their own series of checks, and as long as at least one of them succeeds, there are no mistakes made (at least in that phase).

- **Item with a +5 or higher total bonus, or with the powers of a 9th-level spell:** the craftsman must make two checks of the relevant skill (with the relevant penalty, see preceding paragraph), and must make them three times (at the beginning, halfway through, and at the end of the work). If in a single phase, a single check fails, the craftsman is guilty of making a small error, which however is enough for the enchantment to fail. Obviously, for such ambitious projects it is fundamental to hire a good number of skilled craftsmen: if at least one of them successfully makes *both* skill checks each phase, there are no errors made, or they have been timely corrected by one of the more skilled and alert masters.

ARCANE LIBRARY

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

CREATING A LIBRARY

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

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

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

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

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

WRITING AN ARCANE BOOK

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

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

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

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

% chance of writing an arcane book:

$$(Level + relevant General Skill + Writing skill) \times 2$$

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

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

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

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

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

In game terms, for every apprentice that helps the writer he applies a +2% bonus to his chance of success,

and the time required to write the book is reduced by 5% for each student.

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

APPEARANCE OF A BOOK

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

TABLE 3.3: BOOK COVER

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

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

TABLE 3.4: BOOK'S OUTER APPEARANCE

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

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

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

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

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

TABLE 3.61: ART TO MAGIC

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

TABLE 3.61: NATURE TO SCIENCE

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

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

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

TABLE 3.7: RANDOM GENERATION OF AUTHORS

D%	Art	D%	Science
01-15	Elshetara	01-20	Elsan Saroso
16-30	Guidarezzo	21-40	Idraote
31-45	Helena Daphnotharius	41-50	Lucius Linton
45-60	Kythria	51-65	Porphyriel
61-80	Matterdy	66-80	Skarrad
81-00	Mylertendal	81-00	Syrklist
D%	Creatures	D%	Magic
01-15	Beasthunter	01-04	Aendyr
16-25	Coarke	05-06	Aiklin
26-30	Erik Helsing	07-08	Alasdair McAllister
31-40	Franz Lowenroth	09-10	Alinor
41-45	Gargantua	11-12	Bargle

46-55	J. von Drachenfels	13-14	Barimoor
56-60	Kaladan	20-21	Barzan Black Hand
61-70	Malachie du Marais	22-25	<i>Belcadiz</i>
71-90	Niccolò Galateo	26-30	<i>d'Ambreville</i>
91-00	Simon de Ville	31-33	<i>de Casanegra</i>
D%	<i>Legends</i>	34-35	Demetrian
01-10	Akmad ibn Yussef	36-37	Diane de Moriamis
11-15	Asvoria Treeseacher	38-41	<i>Di Malapietra</i>
16-25	Azlum Swith	42-43	Eriadna the Wise
26-35	Bensarian of Kevar	44-47	<i>Erewan</i>
36-45	Claransa	48-49	Gargantua
46-50	Dyradyl Feadiel	50-51	Genevieve de Sephora
51-55	Istakhr	52-53	Ghernid
56-60	Latshyr Albrondur	54-55	Gilles Grenier
61-65	Mai-Faddah	56-59	<i>Gorevitch-Wozslany</i>
66-75	Mealidan Mealidil	60-61	Gylharen
76-85	Raman Nabonidus	62-63	Halzunthram
86-91	Wastoure	64-65	Harald Haaskinz
92-00	Zelazel	66-67	Hugorth the Misanthrope
D%	<i>Nature</i>	68-69	Jakar Daron
01-20	Durifern	70-71	Kavel Kleniszter
21-40	Jorodrin Feadiel	72-75	<i>McGregor</i>
41-70	Coolhands	76-77	Rolf Graustein
71-00	Reginald of Darokin	78-79	Salmahlin Kalkiin
D%	<i>Politics</i>	80	Teldon
01-10	Abdullah Hazarkan	81-82	Terari
11-25	Corwyn Mauntea	83-84	Triella Tien-Tang
26-35	Eusebius Torion	85-86	Tylari
36-50	Lucius Linton	87-88	Tylian
51-65	Oran Meditor	89-92	<i>Virayana</i>
66-78	Sasheme Vickers	93-96	<i>Vlaardoen</i>
79-90	Sharlikran	97-00	<i>von Drachenfels</i>
91-00	Ulard Forster	D%	<i>Religion</i>
D%	<i>History</i>	01-15	Alfric Oderbry
01-15	Alrethus of Hule	16-30	Farid ibn Hamid
16-40	Bensarian of Kevar	31-50	Sherlane Halaran
41-55	Madiera	51-70	Simon Stone
56-80	Mealidan Mealidil	71-85	Talasar Ecbashur
81-00	Silbergeld	86-00	Wulf von Klagendorf

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

DAMAGE POINTS & SAVING THROWS OF ITEMS

SAVING THROWS OF ITEMS

When dangerous effects influence a creature, it can avoid some of these effects by making a successful Saving Throw (where this is possible). The same thing happens with inanimate objects, which can avoid or reduce the damage with a successful Saving Throw appropriate to the type of effect they are trying to resist, and based on the type of material from which they are made. Each object can make a ST to half the damage suffered (if they have Damage Points, see below), or to avoid being totally destroyed (if

they don't have DP). The procedure is analogous to that of the ST of creatures: roll 1d20 and look up the result on Table 3.8, to see if the ST has succeeded or not. Magical items with a modifier (like a +2 sword or a ring of protection +1) adds this value to their ST, while other magic items benefit from a +1 bonus for every 3 spell levels of the highest level spell it possesses (e.g. a ring of haste has +1, a helm of telekinesis has +2, etc.). A natural 1 result on a ST is always a failure.

TABLE 3.8: SAVING THROWS OF ITEMS

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

*including Ceramic, Coral, and Glass

**including Adamantine, Diamond, and Mithril

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

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

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

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

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

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

DAMAGE POINTS OF ITEMS

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

The Damage Points depend on the material used to create an item and the object's size, but there are no rules to precisely determine them (normally the amount of DP a

bedside table or chair has isn't relevant, unless it is used as a weapon or shelter). For ease use this simple scale to give the item a DP value based on its size: the scale is calibrated for items made of steel (for similar items in other materials, multiply the DP by the appropriate multiplier listed in table 3.9) of a smaller volume to that needed to make an item a structure (see the next section).

TABLE IA – SIZE AND DAMAGE POINTS OF ITEMS

Size	SC	Size	DP Scale
Diminutive	1/8	Upto 4"	1 – 10
Tiny	1/4	5"-11"	5 – 25
Small	1/2	1'-2'6"	20 – 60
Medium	1	2'7"-5'3"	40 – 120
Large	2	5'4"-10'	80 – 200
Huge	4	10'1"-19'6"	160 – 400
Gargantuan	8	19'7"+	200 – 600

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

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

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

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

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

¹ The lose of DP with each attack only happens if an attempt is made to destroy an item and not if the weapon is held in combat,

- Natural attacks by extraordinary creatures (that hit as +2 weapons or better) or of huge size or larger can damage common items of any material.
- For each blow made (effective or not) with natural weapons, a being loses 1 hp for each category of material higher than Bone. Creatures that can only be hit with +1 weapons or that attack as +1 weapons ignore this damage, unless they are attempting to damage special materials or magic items with an equal or higher bonus.

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

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

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

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

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

to avoid those few cases like destroying a door armed with a chair. If the Master allows this can be extended to fights with constructs, making these beings even more frightening than they already are.

TABLE 3.9 – MATERIAL BASED AC AND MULTIPLIERS

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

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

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

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

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

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

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

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

STRUCTURAL POINTS

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

Unlike the common Damage Points of items however, SP aren't affected in the normal manner. Indeed, any attack that doesn't cause SP by its nature (only done by siege weapons) must overcome a damage threshold with each blow to truly damage the structure, the so-called Hardness, which depends on the structure's material (see table 3.10), assuming a thickness of at least 4 inches². The damage produced must therefore be divided by the structure's hardness, and the result effectively gives the scaled DP.

TABLE 3.10: SP AND HARDENESS OF MATERIALS

Material	Hardness	SP ³
Crystal or Bone	2	1 every 176 ft ³
Wood	3	1 every 88 ft ³
Stone	4	1 every 70 ft ³
Iron	5	1 every 35 ft ³
Steel	6	18 every ft ³
Special*	8	12 every ft ³

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

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

Weapons (except siege weapons) or objects of inferior material (in respect to the scale shown in table 3.10) cannot damage structures of superior materials, and for each blow made (effective or not) the weapon loses 1 DP, unless it is a magic weapon or of a superior material, in which case it isn't damaged by the attack, even if it is used for long periods. Some weapons, moreover, inflict better damage against certain materials: those with the Chop special ability (e.g. axes) cause double damage to

² A building's walls must always be at least 4 inches thick for every 10 feet of height to support it and to turn it to rubble it is necessary to cause at least 1 SP.

³ If using the *Spelljammer* rules, a structure has 1 SP for every 2,648 ft³ of volume (1 ton), multiplied by half of the hardness of the material from which they are mainly made.

wooden structures and items, while bludgeoning weapons with heavy heads (e.g. hammers) or picks cause double damage to stone structures and items. Projectiles from firearms or missile weapons (but not siege weapons) instead don't have sufficient force to cause structural damage.

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

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

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

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

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

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

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

Example: for the wall mentioned above, in the first case it would be disintegrated without fail, with *fragment* it could halve the damage (only 25 DP) with a ST vs. Destruction, or otherwise it would be destroyed. If

instead it was a stone wall 50 feet square 1 ft thick (volume 530 ft³, equal to 7.5 SP), *disintegration* would make a 10x10x1 (thus 100 ft³, or 1/5 of the total volume, eliminating 1.5 SP) section disappear, while *fragment* couldn't affect it.

REDUCTION OF DAMAGE POINTS

Normal Items

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

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

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

MAGIC ITEMS

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

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

- Can only be damaged by other magic items with an equal or higher bonus (for items that have multiple bonuses use the lowest – e.g.: a sword +2, +4 vs. undead is considered a sword +2 to determine what items can damage it);

- Can only be damaged by spells of equal or higher level to its bonus;
- Can only be damaged by creatures that hit as a magic weapon of the corresponding bonus, or of huge size or larger (for every 5 Hit Dice the creature is considered as a +1 weapon. For example, a 10 HD giant can damage items with upto a +2 bonus);

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

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

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

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

THE EFFECT OF LOSING DAMAGE POINTS

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

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

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

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

REPAIRING DAMAGE POINTS

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

supervision of a spellcaster is capable of repairing the damage (normally it is only possible to find such a smith in large cities or communities with developed magic).

TABLE 3.11: REPAIR COST OF DP

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

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

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

RULES TO ADVANCE IN MORE THEN ONE CLASS

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

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

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

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

Note 2: if a character suffers from a level drain, for the multiclass he always loses the last level gained (for the

dualclassed instead the XP of the last level are removed, like for single classed characters).

MULTICLASS ADVANCEMENT

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

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

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

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

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

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

Example: Allanon is a 5th-level Wizard (5d4 HD) with 16 hp. He decides to become a cleric of Razud, and gains 3 levels. As the first two cleric levels have a total lower than his actual hp (2d6, max 12hp), he doesn't add any hp, but gaining the third cleric level the limit is 18 hp (3d6), therefore he can roll 1d6 and add a maximum 2

hp to the 16 he already has to not exceed his limit. If he gains another level of Wizard (6d4, max 24) he can roll 1d4 and add it to his Hit Points, and so on. From the point of view of THAC0, he clearly uses that of a 5th-level Wizard, which has a better THAC0 than a 3rd-level Cleric. For Saving Throws, use the best available of the two classes based on level.

DUALCLASS ADVANCEMENT

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

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

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

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

Example 2: Motumbo is a Nuari human follower of Korotiku and choses to advance simultaneously as a Cleric and Thief. He therefore uses a d5 Hit Dice (which is d10 divided by 2, average of d6 and d4), starts with the highest number of weapons known between the cleric and thief (6 weapons, that of the thief) and accumulate other slots at the slower rate (1 slot every 3 levels). He can wear light and medium armour, but prefers light to not incur penalties in the use of his thief skills, while weapon choice would always be limited to those allowed

by the cult of Korotiku. Regarding THAC0, as that of the Thief is identical to the Cleric's, it uses the same progression. Finally, use the best Saving Throws between those of the cleric and the thief, and to advance to 2nd-level he must accumulate 2,520 XP (1,200 for 1st-level thief and 1,600 for 1st-level cleric, total 2,800 XP less 10%).

RULES FOR PLAYING NORMAL CHARACTERS

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

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

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

Firstly we can assume that each human being begins his life as a normal man with 1d4 Hit Points and a general skill that he learnt as a child. During adolescence or upon becoming an adult, the character undertakes a path that leads to the choice of a PC class or advancing as a NPC: so gaining the 1st-level in a class at a cost of zero XP, learning the class's general skills, and can add the specific Hit Points based on the Hit Dice of the class (example: a human that becomes a fighter with 1d8 hp adds 4 hp to the initial 1d4,

a wizard or thief don't add any hp, while a cleric with 1d6 adds 2 hp to those initial hp).

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

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

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

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

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

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

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

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

When an Ordinary Character acquires enough experience to obtain a level in a standard class, he keeps the Ordinary's characteristics as long as those are better

than those gained with the class, then progresses according to the advantages gained with the advance of level in the standard class. It is indeed possible to create a PC as an Ordinary, and later assign him a class based on events or training he has undertaken.

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

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

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

ORDINARY NPC STATISTICS

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

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

EXAMPLES OF ORDINARY HUMAN NPCs

CEDRIC SMYTHE

3rd-level Darokinian smith (40 years old) of Selenica
 hp: D6+2 (7) THACO: 19 ST: 3rd-level Thief (Body) Str: 13 / Dex: 10 / Con: 12 / Int: 9 / Wis: 10 / Cha: 10
 Weapons known: Light mace (Basic), Dagger (Basic), Quarterstaff (Basic), Light crossbow (Basic)
 General skills: *Armourer* (9/11), *Bargain* (10 +2 bonus), *Smith* +1 (11/13), *Evaluate* (10).
 Alternative system: 8 skill points: *Armourer* 2, *Bargain* 1 (bonus), *Smith* 4, *Persuasion* 1 (bonus), *Evaluate* 2.

LADY OLIVIA PROTHEMIAN IN KARAMEIKOS

3rd-level Thyatian noble (41 years old) of Specularum
 hp: D6+2 (6) THACO: 19 ST: 3rd-level Thief (Mind) Str: 7 / Dex: 16 / Con: 9 / Int: 16 / Wis: 13 / Cha: 14
 Weapons known (Basic): Dagger, Hand crossbow
 General skills: *Housekeeping* (16), *Karameikian codes and laws* (16), *Knowledge of society: Karameikos* (16), *Etiquette*

(16), *Acting* (14 +2 bonus), *Persuasion* (14), *Politics: Karameikos* (16), *Gather information* +1 (16).

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

FARID IBN-HAMID

5th-level Alasyian sage (65 years old) of Parsa
 hp: D6+3 (7) THACO: 19 ST: 5th-level Thief (Mind) Str: 7 / Dex: 10 / Con: 9 / Int: 18 / Wis: 16 / Cha: 15
 Known weapons (Basic): Quarterstaff, Dagger
 General skills: *Alchemy* (18), *Astronomy* (18), *Ylari codes and laws* (16), *Knowledge of genies* (18), *Knowledge of society: Emirates* (18), *Teaching* (16), *Ylari Myths and Legends* (18), *Religion: Eternal Truth* (18 +2 bonus), *Resist Heat* (9 +2 bonus), *History: Ylaruam* (18).

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

RESURRECTION

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

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

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

However, the clerics of the majority of the Immortals are respectful of the Immortals' power in the afterlife and usually wait for a response from the Immortal before attempting to bring the dead back to life. This gives the Immortal time to judge the soul of the deceased and decide his fate. In fact, they believe that if the soul was sent to the home plane of the Immortal worshipped by the deceased, he can no longer be brought back to life, and therefore any attempt automatically fails (as the Immortal doesn't permit them to go against his decision,

and doesn't grant the power to revive the individual). If, however, the soul was judged impure or unprepared for eternal peace (or in torment), then the Immortal welcomes the opportunity to return the deceased to life, as it gives him a new chance to fulfil his destiny and redeem himself.

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

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

$$100 - \text{age}^4 - \text{level} = \% \text{ of success of resurrection}$$

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

Possible bonuses/penalties to consider:

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

⁴ **Note on age:** The age should be expressed as a percentage based on the maximum age achievable by the deceased's race.

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

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

$$50 + \text{character level} - \text{days dead} = \text{probability \% that the original soul returns from Limbo (minimum of 1\%)}$$

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

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

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

PIETY

(by Lachlan MacQuarrie – from *Dragon Magazine* #236)
The Piety of a character indicates the divine favour which the subject enjoys (PC or NPC). Obeying the teachings of his faith and working to increase its influence, any character can obtain the aid and approval of the divinity. These rules give the DM a new tool to encourage role playing and a series of clear objectives so that the characters can earn great powers.

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

EFFECTS OF PIETY

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

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

TABLE 3.13: RANKS OF FIDELITY

Rank	Definition	Piety
1	Initiate	1
2	Devoted	16
3	Blessed	32
4	Inspired	64
5	Ascended	128
6	Exalted	256

A character’s Piety represents the protective aura placed around him by his faith. This aura is usually invisible, but all the extraplanar followers of the same divinity of the believer automatically know his Piety rank and those of other faiths can discover his rank with a Wisdom

check. Extremely devote characters (Piety or rank 4 or higher) are also obvious to the casual observer and the nature of their aura reflects the characters’ faith. For example a follower of a benevolent faith could emanate a sensation of peace, whereby a minister of an evil cult could radiate a sensation of such malaise to induce shivering.

As the Piety rank increases, followers and ministers gain special powers or particular advantages as a sign of divine favour. All the Piety benefits are cumulative. The effective power level of character using these powers is equal to that of a cleric of $\frac{1}{3}$ his level.

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

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

TABLE 3.14: BENEFITS & PENALTIES FOR MINISTERS

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

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

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

TABLE 3.15: BENEFITS & PENALTIES FOR FOLLOWERS

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

TABLE 3.16: MINOR ABILITIES

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

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

TABLE 3.17: MAJOR ABILITIES

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

GAINING AND LOSING PIETY

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

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

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

TOTAL LOSE OF PIETY AND CURSES

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

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

TABLE 3.18: EFFECTS OF THE CURSE

D6	Effects of the curse
1	1 Characteristic (Strength, Dexterity, etc.) is reduced by 3 points
2	Clumsiness, -2 penalty on Attack Rolls, Damage, and Saving Throws vs. dodge effects
3	Legs wither, Movement reduced by 25%

4	Loss of a sense (sight, hearing, or smell)
5	Loss of 1 experience level, which cannot be recovered until the curse is lifted
6	Loss of a class related ability (for example, a thief can lose Pick Pockets)

REWARDS AND PUNISHMENTS

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

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

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

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

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

2. Attend major religious events

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

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

3. Give the Cult a percentage of your income

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

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

4. Build a Chapel

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

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

5. Build a Temple

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

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

6. Martyrdom

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

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

7. Help a Minister of his Faith

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

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

8. Damage or hamper members of enemy faiths

Add 1 Piety Point. An "Enemy Faith" isn't simply a Faith that isn't an ally. It is a Faith that is actively opposed to your own, and whose followers operate to harm the character's brothers. Very intolerant Faiths consider all other Faiths as an enemy (refer to the *Codex Immortalis* to know who are the enemies of each

Immortal, or which are the divinities that are considered enemies from among the other local cults).

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

MINISTERS

1. Carry out all of the tasks listed above

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

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

2. Carry out the daily tasks of ministers

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

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

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

Agrilculture

Voluntary damage fields or pastures: subtract 1 Piety Point.

Alchemy

Invent new potions or alchemical formulae: add 1 Piety Point

Ancestors

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

Arts

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

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

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

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

Balance, Neutrality

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

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

Aggravate such imbalance: subtract 1 Piety Point.

Beauty

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

Neglect your appearance: subtract 1 Piety Point per day.

Birth, Children

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

Harm a mother or baby: subtract 5 Piety Points.

Chaos

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

Commerce, Money, Wealth

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

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

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

Community

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

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

Betray or harm the community: subtract 5 Piety Points.

Courage, Self-determination

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

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

Crafts

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

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

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

Darkness, Night, Shadow

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

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

Death

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

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

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

Destiny, Fate

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

Disease

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

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

Heal a disease: subtract 2 Piety Points.

Element (Air, Earth, Fire, Water)

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

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

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

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

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

Evil, Wickedness

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

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

Show gentleness or pity: subtract 4 Piety Points.

Fertility

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

Good

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

Harm the weak or defenceless: subtract 2 Piety Points.

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

Healing

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

Kill another living being: subtract 4 Piety Points.

Hunting and Fishing

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

Justice

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

Bring a criminal to justice: add 1 Piety Point.

Break the law: subtract 1 Piety Point.

Lie: subtract 1 Piety Point.

Not keep a promise: subtract 1 Piety Point.

Knowledge, Science

Any type of Knowledge or Science.

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

Make a new scientific discovery: add 1 Piety Point.

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

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

Law

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

Light

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

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

Luck

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

Magic

Advance a level of power: add 1 Piety Point.

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

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

Destroy artefacts: subtract 4 Piety Points.

Messengers

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

Nature, Animals, Plants

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

Voluntarily harm plants or animals: subtract 1 Piety Point.

Peace, Charity, Tolerance

Acts of gratuitous violence: subtract 3 Piety Points.

Incite violence: subtract 2 Piety Points.

Protection, Guardians

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

Betray a confidence: subtract 2 Piety Points.

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

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

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

Specific Race

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

Specific Season

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

Time

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

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

Travel, Adventure

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

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

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

Trickery, Jokes, Guile

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

Victory, Conquest

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

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

War, Battle, Fighting

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

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

Cowardness: subtract 2 Piety Points.

Weather

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

CONVERSION

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

The character must find a cleric (or, at the DM’s discretion, a sanctuary or holy place) of the desired Faith,

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

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

DIVINE INTERVENTION

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

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

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

SKEPTICISM

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

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

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

NOTE ON GENERAL SKILLS

As well as that noted, the *Religion* general skill automatically gives a character the knowledge of all the spiritual guidelines (a theoretical list of commandments and prohibitions and inherent acquisition and loss of Piety) of his own Faith. A successful *Religion* check gives the same information about other Faiths common in the

region. The clergy spend most of their time using this knowledge to guide their own followers.

NOTE ON SPELLS

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

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

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

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

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

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

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

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

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

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

Remove curse: A divine curse cannot be negated by a mage. A cleric of 15th-level or higher is able to negate it,

either as part of the character's conversion (see above), or as an action subsequent to a *quest*. Every other attempt to negate the curse is destined to fail.

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

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

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

ALTERNATIVE SAVING THROW SYSTEM

(by Leroy van Camp III)

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

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

NEW SAVING THROW CATEGORIES

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

- **Dodge:** is used when the character is attacked by anything physical that can be seen and dodged to reduce the damage. Typical examples include *lightning bolt*, *fireball*, the darts of traps, and so on. Within this category also fall all those ST that have to do with the mobility and agility of the human body, for example a ST to avoid falling in a trap or be engulfed in a net.
- **Mind:** any attempt to influence the mind of the character falls into this category. The ST represents the willpower used by the character to resist the pressure. Examples of this type of attack are all the types of Charm spells, some illusions and similar magic effects that alter the mental state, as well as all those psionic effects that directly influence the mind

without causing damage to the body. Note that poisons that influence the cerebral abilities and provoke illusions or mental alterations don't fall into this category.

- **Body:** regard those attacks that directly influence the body, excluding those that can be dodged or those that only act on the subject's mind (covered respectively by the two categories described above). The Body ST indicates the subject's resistance to pain and physical alterations. Examples of this type of attack include petrification, polymorph, dizziness, and the toxins contained in poisons.
- **Magic:** this last category comprises all those attacks that cannot be inserted in one of the three preceding categories. The Magic ST serves to resist all those effects that act on the spirit as well as the body of the victim, and that *uses magic energy* to do it. Examples of this type of attack include the draining of life energy, magical movement, Words or Symbols that directly influence the victim's spirit, such as the spells that divide the spirit from the body (e.g.: *magic jar* and *finger of death*).

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

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

PRIMARY AND SECONDARY SAVING THROWS

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

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

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

The ST depend in the last resort on the character's class, so to know what his ST are just look up the class in Table 3.19 and verify which categories correspond to the

Primary, Secondary, and Normal ST. Consult Table 3.20 to see the ST progression and values.

TABLE 3.19: SAVING THROWS BASED ON CLASS

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

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

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

TABLE 3.20: SAVING THROWS BASED ON LEVEL

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

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

- Dexterity influences the Dodge ST
- Constitution influences the Body ST
- Wisdom influences the Mind ST
- Charisma influences the Magic ST

SAVING THROWS FOR DEMI-HUMANS

As already mentioned, in the D&D rules demi-human characters (elves, dwarves, halflings, and gnomes) cannot reach 36th-level like humans, but starts to use the so-called

Attack Class once they exceed a certain level. These races are resilient than humans, and as such their ST (even at low level) are better by virtue of their nature. The following tables give the appropriate ST for the most famous demi-human races, and can be taken as a reference point for ST of other humanoid or monster races.

TABLE 3.21: DWARF ST

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

TABLE 3.22: ELF ST

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

TABLE 3.23: GNOME ST

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

TABLE 3.24: HALFLING ST

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

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

Dwarves: +1 to Magic and Body ST.

Elves: +1 to Mind and Magic ST.

Gnomes: +1 to Mind and Body ST.

Halfling: +1 to Dodge and Magic ST.

SAVING THROWS OF MONSTERS

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

An alternate but more realistic method is ignoring the monster's references in the manuals and assigning a ST to the creature based on good sense and its HD. For example, a large sized creature has difficulty in being very agile, so it could have a high Dodge ST (say 12), extremely low Body ST (say 6), while Magic and Mind are average (9). Or could be particularly stupid with a high Mind ST, but be particularly resistant to physical or

magic attacks, or particularly agile. Generally, each race however will always have one category in which it is particularly resistant and one in which it isn't at all resistant.

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

ALTERNATIVE SYSTEMS FOR SPELLCASTING

SKILL CHECK

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

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

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

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

MAGIC POINTS

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

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

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

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

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

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

TABLE 3.25: MAGIC POINTS BASED ON CLASS

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

TABLE 3.26: MAGIC POINTS BASED ON CLASS

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

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

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

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

COUNTERSPELLS

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

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

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

In the **focused counterspell** he directs a specific offensive effect that he has evoked against a spell that materialises potentially lethal energy; this is only possible with Evocation spells or in rare cases Conjunction. To counter his adversary's offensive effect he needs to make *Concentration* check, but the check suffers a penalty equal to the level of magic that the mage intends to use and the difference between his and his opponent's initiative. If the check fails, the two spells act as they normally would (each at its own initiative), without one being a counterspell. If instead the check succeeds, or if by a

piece of luck the two spells are simultaneous (have the same initiative), then proceed to establish the power of each, which is the amount of damage they would inflict. It is supposed that the two effects meet at the halfway point and counteract each other, so that in the end only the most dangerous effect materialises, which is however reduced in power based on the resulting difference. This type of counterspell is very effective in reducing the damage of offensive spells with spells of lesser power without the need to identify the effect.

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

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

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

Example 1: a wizard selects a *fireball* (3rd) against a group of adventurers. The group's cleric intends to cast a *hold person* on the enemy, but having not yet acted and seeing a small flame appear near the mage's finger, he realises the danger and decides to direct his magical energies to annul the effect with a counterspell. The cleric has the *Arcane Magic* skill (if he doesn't have it, he wouldn't be able to stop his adversary) linked to the

Thyatian tradition, which includes *fireball* among the common spells. The cleric therefore makes an *Arcane Magic* check with a -2 modifier: his skill value is 15, and if he obtains a result of 13 or less on a d20 he manages to annul the spell. Should he succeed, he must sacrifice a still memorised 3rd-level spell. If however he has already used all his 3rd-level spells, he could still release a 2nd-level spell (*hold person* that he was to cast) and one of 1st-level (say a *protection from evil*).

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

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

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

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

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

EFFECTS OF UNCONTROLLED MAGIC

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

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

TABLE 3.27: EFFECTS OF UNCONTROLLABLE MAGIC

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

MAGIC APTITUDE

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

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

Unfortunately this entry step into the classes isn't enough to explain why some NPCs aren't able to become, for example, wizards or priests despite having

the minimum requisites (Intelligence or Wisdom higher than 10) and above all the financial means to pursue such careers. Think of Ericall, son of Empress Eriadna of Alphatia, who despite having all the scores needed to allow him to be a mage, cleric, or even manifest sorcerous powers (14 in Intelligence and Constitution, and 13 in Wisdom!) has always been considered to have no aptitude for the magic arts and therefore eliminated from the list of claimants to the Imperial Alphatian. And certainly his mother and father have tried everything to give him an academic or priestly career, but with no result.

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

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

APPENDIX 1: CASTING SPELLS UNDERWATER

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

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

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

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

APPENDIX 2: LEVEL OF MAGIC ON MYSTARA

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

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

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

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

can be bought for a high price (triple cost) in the more powerful guilds.

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

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

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

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

KNOWN WORLD

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

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

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

Atruaghin: MLA = L, MLD = M

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

Darokin: MLA/D = M

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

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

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

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

Heldannic Territories: MLA = L, MLD = M

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

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

Karameikos: MLA/D = M

Minrothad: MLA = H, MLD = M

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

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

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

Pearl Islands: MLA/D = L(R)

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

Shadowlands: MLA/D = M

Sind: MLA = M, MLD = H

Soderfjord: MLA/D = L(R)

Thyatis: MLA/D = H

Undersea: MLA/D = M

Vestland: MLA/D = M

Wendar: MLA/D = M

Ylaruam: MLA = L, MLD = M

ISLE OF DAWN

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

Dunadale: MLA/D = L(R)

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

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

Kendach: MLA = L, MLD = L

Lost Plateau: MLA/D = L(R)

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

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

Thothia: MLA = M, MLD = H

West Portage: MLA/D = L(R)

Westrouрке: MLA = L, MLD = M

DAVANIA

Addakia: MLA/D = L(R)

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

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

Cathos and Vacros: MLA/D = M

Cestia: MLA/D = L(R)

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

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

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

Jungle Coast: MLA/D = L(R)

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

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

Thanegioth Archipelago: MLA/D = L(R)

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

Vulcania: MLA/D = L(R)

BELLISSARIA

Horken: MLA/D = M

Lagrius: MLA/D = M

Meriander: MLA = H, MLD = M

Notrion: MLA = M, MLD = H

Surshield: MLA = L(R)

SKOTHAR

Esterhold: MLA/D = L(R)

Jen: MLA/D = L(R)

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

Nentsun: MLA/D = L

Tangor: MLA/D = M

Thonia: MLA/D = M

Thorin: MLA/D = L(H)

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

SAVAGE COAST

Aeryl: MLA/D = M

Bayou: MLA/D = L(R)

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

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

Dunwick and Richland: MLA/D = M

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

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

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

Herath: MLA = H, MLD = M

Hule: MLA = M, MLD = H

Jibarù: MLA/D = L(R)

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

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

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

Orc Lands: MLA/D = L(R)

Renardie: MLA/D = M

Robrenn: MLA = L, MLD = M

Savage Baronies: depends on barony*

Sylvan Realm: MLA = M, MLD = L

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

Yavldom: MLA = L, MLD = M

Yazak Steppes: MLA/D = L(R)

****SAVAGE BARONIES:***

Amlarron: MLA/D = L(R)

Cimmaron: MLA/D = L

Gargona: MLA/D = L(R)

Guadalante: MLA/D = L

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

(Intolerant of faiths other than Ixion and Vanya)

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

Texeiras: MLA/D = L(R)

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

Vilaverde: MLA/D = L(R)

HOLLOW WORLD

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

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

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

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

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

Elves, Blacklore: MLA/D = nonexistent

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

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

Elves, Schattentalfen: MLA/D = L(R)

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

Hutaaka: MLA/D = M

Jennites: MLA/D = L(R)

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

Malpheggi: MLA/D = L(R)

Milenians: MLA/D = M

Neathar: MLA/D = L(R)

Nithians: MLA/D = M

Oltecs: MLA/D = M

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

Pirates, Merry Sea: MLA/D = L

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

Tanagoro: MLA/D = L(R)

Traldar: MLA/D = L(R)



Tome of the Magic of Mystara

Volume 3 – Magic Research, Artefacts and Optional Rules

Ver. 2.9

By Marco Dalmonte & Matteo Barnabè

This volume presents the rules to build an arcane laboratory and library, research spells, create magic items of every type, to even enchanting large constructions and giving life to constructs.

There are also tables to randomly generate magic items and the descriptions of the most well-known artefacts, mystical items created by the Immortals themselves and imbued with their power, coveted by many but that always hide heavy burdens for their owners.

Completing the volume are optional rules for items (ST and Damage Points), resurrection, strength of faith and alternative systems for Saving Throws and using spells.