



AXIOMS

**AUTARCH'S QUARTERLY SUPPLEMENT FOR
THE ADVENTURER CONQUEROR KING SYSTEM**

Eldritch secrets are revealed...

- Magic Item Research.....4
- Magical Compounds 12
- Alternate Progressions for the Arcane Values..... 15
- A Grimoire of Spells..... 18

December 2017

\$3.⁹⁹

AXIOMS

Axioms Issue 5 ©2018 Autarch™ LLC. Adventurer Conqueror King System © 2011-2018 Autarch LLC. Domains at War © 2013-2018 Autarch LLC. The Auran Empire™ and all proper names, dialogue, plots, storylines, locations, and characters relating thereto are copyright 2011-2015 by Alexander Macris and used by Autarch LLC under license. Some artwork is copyright 2012 William McAusland and used with permission. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the written permission of the copyright owners. Autarch™, Adventurer Conqueror King™, Adventurer Conqueror King System™, ACKS™, Domains at War™, and Guns of War™ are trademarks of Autarch™ LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.



CREDITS

Design:	Alexander Macris	Keith Higdon	Matt Walsh	
Contributors:	Mark Bober Charles Myers Eric Maloof Jarrod Maistros Matt Jarmak	Bryan Green Fredrick Liner Andrew Sutton Steve Snow Jeff Clark M Eskridge Zombie Moose Randall Orndorff Jonas Gutebrand Micah Sweet Samuel Gaines Solthas Will Robinson Adrian Romero Karl Miller Benjamin Terry Bryan Steelman Jacob DeCoursey Fendly Friend Michael H. susan_brindle Roxy Bastien Pilon Torben van Hees Eric Maloof Michael Morrison Omer Golan-Joel Martin Nichol Nathan Birch Hardrada Iyar Miguel Zapico Jake Parker Libri Simon Stroud Martin Nesbakken Peter McNamara Kelly Roberge James Kerr	Adventurers:	Nathaniel Bennett Candice Bailey Dan Wood Robert Conley Regolov Victor Kuo Ozhara Jeffrey Wells Leah Glenn Arnason David Durrett Nick Gauthier Darius Ian Borchardt Michael Hengeli Carlos de la Cruz Morales Benjamin Patton Bob Dunham Alberto Casillas Simon Forster Beedo Gregg Kern Joel Rojas Kyle Oppy Adam McGregor Craig Cussans Michael Doa Patrick Slauson Claire Crimson Eric Keith Clark Emmanuel Andrew S Richard McKita Kevin Empey Brian Alex Mooney
Layout Artist:	Richard G. Iorio			
Patron Deity:	CharlesDM			
Demigod:	Ethan Gundry			
Emperors:	Jarrod Maistros Ralph Goss			
Kings:	Florian Hübner Bleddyn Wilson Ben Prior Christopher Krueger David Johnston Timothy Jaxon Will Arnold Matthew Kane Tom Herbert Nowell Steven Dolges Curtis Anderson Scott Tooker Wesley Marshal Bobloblah Aryxymaraki Jason Blalock			
Conquerors:	Daniel Trujillo Reece Nelson Colin Chapman James Hughes Rahshaad Benjamin			

Lukas Kuestenmacher
Taarkoth
Andrew Schleifer
Jon Tate
Bob
James Holden
Chris Davies
EmpowerMentor
Federico Maggini
Javier Fernandez Valls
Daniel Stack
Michael Gill
J.M. Thompson
Patrick Singer
Edward Ortiz
Kevin Kenson
Joost Klüßendorf
Jussi Kenkkila
Luke Reidy Gaines
Maeyanie
David Robinson
Jason Alway
Arthur Braune
Daniel Elwell
Cody Cheeser
Joshua Bailey
Anthony Ragan
Fabio Milito Pagliara
John Davis
Michael Taylor
Mikko Simonen
Nigel Ray
Steven D Warble
J.Barker
Sean Keefe
Mark Daymude
Andrew Byers
Matt Maranda
Jonathan Nichol
Mark Bober
Michael De Rosa
Ricardo Dorda
Lee DeBoer
Shane D
Richard Rohlin
Will Triumph
Chris Heath
John-Matthew DeFoggi



MAGIC ITEM RESEARCH

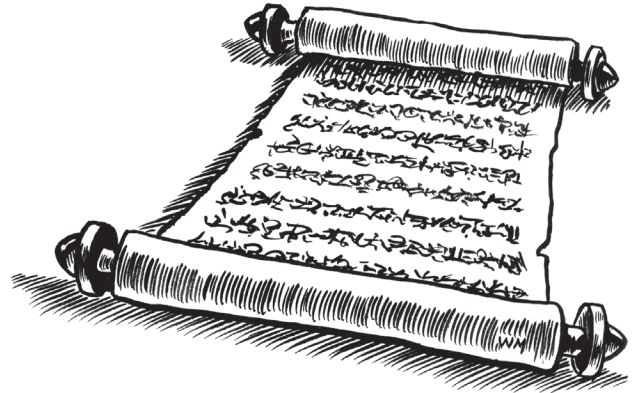
THE MATHEMATICS OF MANUFACTURING MAGIC ITEMS

The magic item research rules of ACKS make it possible, in theory, to calculate the price of every magic item. However, the rules do not actually provide those prices, and doing so is certainly a laborious task, made all the more laborious by the fact that some of the effects of the items do not map onto existing spells in either ACKS or the Player's Companion.

This article hopes to provide guidance to the Judge as to how much various magic items are worth, along with an explanation as to how each item's value was calculated.

In order to do this, the article provides an extensive set of new spell effects and modifiers, intended for us with the custom spell creation system, as well as some new custom spells that are implied by the existing items. A few items have powers that do not map to effects in the spell creation system at all; for these, we have offered estimates based on benchmarks from existing spells that are somewhat similar.

We have also used the opportunity provided by this article to clarify the duration of potions, the limits on the effects that can be made into potions, and the limits of the effects that can be made into protection scrolls.



SCROLLS

Scrolls	GP Cost	Time	Spell Level	Spells Used
Ward against Elementals	500gp	1 week	1	ward versus elementals (custom spell 4 points) , 1 charge
Ward against Lycanthropes	500gp	1 week	1	ward versus lycanthropes (custom spell 6 points), 1 charge
Ward against Magic	3,000gp	6 weeks	6	anti-magic shell, 1 charge
Ward against Undead	500gp	1 week	1	ward versus undead (custom spell 6 points), 1 charge

Notes:

- **A scroll of warding** is a special type of spell scroll that can be used by any character who can read it. For a scroll to qualify as a scroll of warding, it must include only one spell, and that spell must have as its sole effect a **ward** effect from the Protection type. A scroll of warding cannot be used to learn the spell it contains. Scrolls of warding are otherwise created like normal spell scrolls.
- Protection spells can have a duration of 2 turns (as in ward versus elementals) at a cost factor of $\times 1.1$.

Custom Spells:

- **Ward Versus Elementals:** Ward versus elementals (3), target 1 creature ($\times 1$), protection in 10' radius around target ($\times 1.75$), range self ($\times .75$), duration 2 turns ($\times 1.1$), beneficial effect ($\times 1$), arcane ($\times 1$), total cost 4
- **Ward Versus Lycanthropes:** Ward versus lycanthropes (3), target 1 creature ($\times 1$), protection in 10' radius around target ($\times 1.75$), range self ($\times .75$), duration 6 turns ($\times 1.33$), beneficial effect ($\times 1$), arcane ($\times 1$), total cost 6
- **Ward Versus Undead:** Ward versus undead (3), target 1 creature ($\times 1$), protection in 10' radius around target ($\times 1.75$), range self ($\times .75$), duration 6 turns ($\times 1.33$), beneficial effect ($\times 1$), arcane ($\times 1$), total cost 6

POTIONS

Potions	GP Cost	Time	Spell Level	Spells Used
Animal Control	2,500gp	5 weeks	5	control animals, 1 charge
Clairaudience	1,500gp	3 weeks	3	clairaudience, 1 charge
Clairvoyance	1,500gp	3 weeks	3	clairvoyance, 1 charge
Climbing	500gp	1 weeks	1	spider climb, 1 charge
Diminution	1,500gp	3 weeks	3	diminution, 1 charge
Dragon Control	1,000gp	2 weeks	2	control dragon (custom spell 11 points), 1 charge
ESP	1,000gp	2 weeks	2	ESP, 1 charge
Extra-Healing	2,000gp	4 weeks	4	cure serious wounds, 1 charge
Fire Resistance	1,000gp	2 weeks	2	fire resistance, 1 charge
Flying	1,500gp	3 weeks	3	fly, 1 charge
Gaseous Form	1,500gp	3 weeks	3	gaseous form, 1 charge
Giant Control	1,000gp	2 weeks	2	control giants (custom spell 11 points) , 1 charge
Giant Strength	2,000gp	4 weeks	4	giant strength, 1 charge
Growth	1,500gp	3 weeks	3	growth, 1 charge
Healing	500gp	1 weeks	1	cure light wounds, 1 charge
Heroism	1,500gp	3 weeks	3	heroism (level 3 spell) , 1 charge
Human Control	1,500gp	3 weeks	3	control humans (custom spell 29 points), 1 charge
Invisibility	1,000gp	2 weeks	2	invisibility, 1 charge
Invulnerability	1,000gp	2 weeks	2	shimmer, 1 charge
Levitation	1,000gp	2 weeks	2	levitation, 1 charge
Longevity	3,000gp	6 weeks	6	longevity ritual, 1 charge
Oil of Sharpness	500gp	1 weeks	1	sharpness, 1 charge
Oil of Slipperiness	500gp	1 weeks	1	slipperiness, 1 charge
Philter of Love	1,000gp	2 weeks	2	love (custom spell 16.5 points), 1 charge
Plant Control	3,000gp	6 weeks	6	control plants, 1 charge
Poison	2,000gp	4 weeks	4	neutralize poison, 1 charge
Polymorph	3,000gp	6 weeks	6	dynamic polymorph self (custom spell 60 points)
Speed	1,500gp	3 weeks	3	haste, 1 charge
Super-Heroism	2,500gp	5 weeks	5	super heroism (level 5), 1 charge
Stone to Flesh	3,000gp	6 weeks	6	stone to flesh, 1 charge
Treasure Finding	2,000gp	4 weeks	4	find treasure, 1 charge
Undead Control	2,500gp	5 weeks	5	control undead, 1 charge
Water Breathing	1,500gp	3 weeks	3	water breathing, 1 charge

Notes:

- By default, potions last for 1d6+6 turns or the duration of the underlying spell, whichever is less.
- If the spell's duration is indefinite, then the potion's effects are permanent until **dispelled**. Such potions are normally known as philters (e.g. **philter of love**).
- If the spell's duration is instantaneous, its effects are also permanent. However, the target of an instantaneous potion is always the character who drinks the potion. A potion cannot imbue a character with the ability to cast an instantaneous spell on another creature or area. A **potion of healing** heals the imbiber; it doesn't let the imbiber cast **cure light wounds**. A hypothetical **potion of fireball** would cause the imbiber to suffer the effects of a **fireball**, not grant the ability to cast one.

Custom Spells:

- **Control Dragon:** Charm target (30), target 1 creature of any HD ($\times 1.1$), only target dragons ($\times 0.5$), range 60' ($\times 1$), duration until saving throw succeeds ($\times 1.33$), saving throw avoids effect ($\times 0.5$), arcane ($\times 1$), total cost 11
- **Control Giant:** Charm target (30), target 1 creature of any HD ($\times 1.1$), only target giants ($\times 0.5$), range 60' ($\times 1$), duration until saving throw succeeds ($\times 1.33$), saving throw avoids effect ($\times 0.5$), arcane ($\times 1$), total cost 11
- **Control Humans:** Charm target (30), target 2d8 HD worth of creatures of any HD ($\times 3$), only target living creatures ($\times 0.75$), range 60' ($\times 1$), duration until saving throw succeeds ($\times 1.33$), saving throw avoids effect ($\times 0.5$), arcane ($\times 1$), total cost 29
- **Love:** Charm target (30), target 1 creature of up to 4+1 HD ($\times 1.1$), only target humanoids ($\times 0.5$), range 60' ($\times 1$), duration indefinite ($\times 2.2$), saving throw avoids effect ($\times 0.5$), arcane ($\times 1$), total cost 16.5
- **Dynamic Polymorph Self:** Transform to living creature's physical form (35), gain form's physical characteristics (10), and gain form's physical attacks (10) (55 total), dynamically change form during spell's duration ($\times 1.5$), HD limited to caster level and 2 x target's level ($\times 0.75$), target 1 living corporeal creature ($\times 1$), range self ($\times 0.5$), duration 6 turns + 1 turn per level ($\times 1.5$), cancel spell at will ($\times 1.3$), beneficial effect ($\times 1$), arcane ($\times 1$), total cost 60

RINGS

Rings	GP Cost	Time	Spell Level	Spells Used
Animal Command	100,000gp	400 days	4	command animals, permanent
Command Human	75,000gp	300 days	3	command person, permanent
Command Plant	100,000gp	400 days	4	command plants, permanent
Djinni Calling	18,000gp	180 days	6	summon djinni, once per week
Fire Resistance	50,000gp	200 days	2	fire resistance, permanent
Invisibility	33,000gp	160 days	2	invisibility , once per turn
Protection +1	25,000gp	100 days	1	protection +1 (custom spell 8 points), permanent
Protection +2	50,000gp	200 days	2	protection +2 (custom spell 15 points), permanent
Protection +3	75,000gp	300 days	3	protection +3 (custom spell 30 points), permanent
Protection +3, 5' Radius	100,000gp	400 days	4	protection +3, 5' radius (custom spell 34 points), permanent
Regeneration	150,000gp	600 days	6	trollblood, permanent
Spell Storing	100,000gp	400 days	4	spell storing, permanent
Spell Turning	42,000gp	588 days	7	spell turning, 12 charges
Telekinesis	125,000gp	500 days	5	telekinesis, permanent
Water Walking	75,000gp	300 days	3	water walking
Wishes	13,500gp	189 days	9	wish , 3 charges
X-Ray Vision	82,500gp	400 days	5	x-ray vision, once per turn

Custom Spells:

- **Protection +1:** +1 bonus to armor class (5), +1 bonus to saving throws (5), target 1 creature (×1), range self (×.75), duration 1 turns (×1), beneficial effect (×1), arcane (×1), total cost 7.5
- **Protection +2:** +2 bonus to armor class (10), +2 bonus to saving throws (10), target 1 creature (×1), range self (×.75), duration 1 turns (×1), beneficial effect (×1), arcane (×1), total cost 15
- **Protection +3:** +2 bonus to armor class (20), +1 bonus to saving throws (20), target 1 creature (×1), range self (×.75), duration 1 turns (×1), beneficial effect (×1), arcane (×1), total cost 30
- **Protection +3, 5' Radius:** +3 bonus to armor class (20), +3 bonus to saving throws in 5' radius (20 x 1.25), target 1 creature (×1), range self (×.75), duration 1 turns (×1), beneficial effect (×1), arcane (×1), total cost 34

RODS, STAVES, AND WANDS

Rod, Staves, and Wands	GP Cost	Time	Spell Level	Spells Used
Rod of Cancellation	3,500gp	49 days	7	cancellation, 1 charge
Rod of Resurrection	70,000gp	980 days	7	resurrection ritual, 5 charges
Staff of Commanding	75,000gp	300 days	7.5	animal command, human command, plant command, 20 charges
Staff of Healing	22,500gp	90 days	1	cure light wounds, once per day per creature
Staff of Power	130,000gp	503 days	12.5	cone of cold, telekinesis, fireball, lightning bolt, continual light, 20 charges, on staff +1
Staff of Striking	25,000gp	83 days	2	lesser striking (custom spell 14 points), 20 charges, on staff +1
Staff of Withering	125,000gp	483 days	12	decrepitude ritual, lesser withering (custom spell 30 points), lesser striking (custom spell 14 points), 20 charges, on staff +1
Staff of Wizardry	280,000gp	1,103 days	27.5	control weather, passwall, conjure elemental, cone of paralysis, cone of cold, telekinesis, fireball, fly, lightning bolt, continual light, lesser striking, invisibility, web, 20 charges, on staff +1
Staff of the Serpent	105,000gp	403 days	2	transform staff to snake (custom spell 19 points), on staff +1
Wand of Cold	50,000gp	200 days	5	cone of cold, 20 charges
Wand of Detecting Enemies	10,000gp	40 days	1	detect evil, 20 charges
Wand of Detecting Magic	10,000gp	40 days	1	detect magic, 20 charges
Wand of Detecting Metals	30,000gp	120 days	3	detect metal (custom spell 30 points), 20 charges
Wand of Det. Secret Doors	20,000gp	80 days	2	detect secret doors, 20 charges
Wand of Detecting Traps	20,000gp	80 days	2	find traps, 20 charges
Wand of Device Negation	60,000gp	240 days	6	negation (custom spell 58 points), 20 charges
Wand of Fear	40,000gp	160 days	4	fear, 20 charges
Wand of Fire Balls	30,000gp	120 days	3	fireball, 20 charges
Wand of Illusion	20,000gp	80 days	2	phantasmal force, 20 charges
Wand of Lightning Bolts	30,000gp	120 days	3	lightning bolt, 20 charges
Wand of Magic Missiles	10,000gp	40 days	1	magic missile, 20 charges
Wand of Paralyzation	50,000gp	200 days	5	cone of paralysis, 20 charges

Notes:

- A magic item with a permanent effect that can be used 1/day per character (e.g. staff of healing) has a base cost of 500gp x spell level x 45 and a research time of 90 days x spell level.
- Wands are no longer than 18" long. They cast spells at minimum caster level and can hold up to 20 charges. Rods are between 2' and 4' long. They cast spells at minimum caster level +3 and can hold up to 12 charges. Staffs are at least 6' long and 2" thick; they cast spells at minimum caster level +3 and can hold up to 30 charges.
- while rods and staffs cast spells at minimum caster level +3.
- If a rod, staff, or wand contains only touch-range spells, the item can be crafted to simultaneously unleashed one, some, or all of the spells on a successful attack throw. Each spell unleashed costs 1 charge. The wielder must decide how many charges are expended before the attack throw is rolled. This is how a staff of withering is crafted.
- It costs an average of 4 charges to cast resurrection using a rod of resurrection. Therefore the rod's cost has been calculated as if it had 5 charges rather than the usual 20 charges.
- Detection spells can detect metal in range (as in detect metal) at a base cost of 15.
- Protection spells can negate a wand, staff or rod (as in negation) at a base cost of 11.
- Protection spells can have a duration of 1 round (as in negation) at a cost factor of x0.66.
- Protection spells can have a range of line of sight (as in negation) at a cost factor of x2.
- Transmogrification spells can increase damage of a weapon (as in lesser striking) by 1d6 points at a base cost of 30.
- Transmogrification spells can have a duration of 1 round (as in lesser striking) at a cost factor of x0.4.
- Transmogrification spells can have a target of 1 weapon (as in lesser striking) at a cost factor of x1.0. A target modifier of x0.75 applies if the weapon must be of a particular type (as in transform staff to snake).

Custom Spells:

- **Lesser Striking:** Increase damage of a weapon by 1d6 points (30), target 1 weapon (x1), range 30' (x0.9), duration 1 round (x0.4), beneficial effect (x1), divine (x1.25), total cost 14
- **Lesser Withering:** Target withered (60), target 1 creature (x1), attack throw required to target spell (x1), range touch (x1), duration instantaneous (x1), saving throw avoids spell effect (x0.5), divine (x1), total cost 30
- **Transform Staff to Snake:** Transform to living creature's physical form (35), gain form's physical characteristics (10), gain form's physical attacks (10), and gain form's special abilities (20) (75 total), mental characteristics replaced by new form's (x0.2), form limited to particular type of creature (x0.75), target 1 weapon (x1), target weapon must be a particular type (x0.66), range 0' (x0.6), duration indefinite (x3.5), beneficial effect (x1), divine (x1.25), total cost 19
- **Detect Metal:** Detect metal in range (15), all areas/creatures/objects within range (x1), range 60' (x1), duration 6 turns (x2), no saving throw (x1), divine (x1), total cost 30
- **Negation:** Negate effects of wand, staff, or rod (11), target 1 creature (x1), range line of sight (x2), duration 1 round (x0.66), no saving throw permitted (x4), arcane (x1), total cost 58

SWORDS

Swords	GP Cost	Time (Weeks)	Spell Level	Spells Used
Sword +1	\$5,000	1 month	n/a	
Sword +1, +2 versus lycanthropes	\$10,000	1.5 months	n/a	
Sword +1, +2 versus spell casters	\$10,000	1.5 months	n/a	
Sword +1, +3 versus undead	\$20,000	2 months	n/a	
Sword +1, +3 versus dragons	\$20,000	2 months	n/a	
Sword +1, +3 versus regenerating	\$20,000	2 months	n/a	
Sword +1, +3 versus summoned	\$20,000	2 months	n/a	
Sword +1, light 30' radius	\$30,000	130 days	n/a	light, permanent
Sword +1, Flame Tongue	\$45,000	190 days	1	sword +1, \$5000/1 month; +2 \$5000/1 month; +3 \$10,000/1 month; fire effect is level 1, at will, permanent (500x50, 100 days)
Sword +1, Life Drinker	\$41,000	174 days	9	energy drain, 8 charges
Sword +1, locate objects	\$20,000	70 days	3	locate objects as spell, once per day, 120'
Sword +1, Luck Blade	\$52,500	220 days		plus 1 on saves, 1d4+1 wishes; assume 5 wishes; +1 on saves is 1st level effect
Sword +2	\$15,000	2 months	n/a	
Sword +2, charm person	\$19,000	95 days	1	charm person, thrice per week
Sword +3	\$35,000	3 months	n/a	

Swords	GP Cost	Time (Weeks)	Spell Level	Spells Used
Sword +3, Frost Brand	\$145,000	315 days		35,000gp + 3 months for +3; plus (30000+40000+50000)/2 for the specialized +6; plus 50,000 and 200 days for fire resistance
Sword +3, Vorpai	160,000gp	590 days	5	vorpality (custom spell 50 points), permanent, on sword +3

Notes:

- A magic item with a permanent effect that can be used 3/week has a base cost of 500gp x spell level x 8 and a research time of 35 days x spell level.
- Transmogrification spells can imbue a weapon with vorpai sharpness at a cost of 80.

Custom Spells:

- **Vorpality:** imbue weapon with vorpai sharpness (80), target 1 weapon (x1), range 30' (x0.9), duration 1 turn (x0.7), beneficial effect (x1), arcane (x1), cost 50

ARMOR AND SHIELDS

Armor and Shields	GP Cost	Time (Weeks)	Spell Level	Spells Used
Armor +1	\$5,000	6 months	n/a	n/a
Armor +2	\$15,000	7 months	n/a	n/a
Armor +3	\$35,000	8 months	n/a	n/a
Shield +1	\$5,000	1 month	n/a	n/a
Shield +2	\$15,000	2 months	n/a	n/a
Shield +3	\$35,000	3 months	n/a	n/a

MISCELLANEOUS WEAPONS

Miscellaneous Weapons	GP Cost	Time	Spell Level	Spells Used
Arrows +1, 20	5,000gp	1 month	n/a	n/a
Arrows +2, 20	15,000gp	2 months	n/a	n/a
Arrows +3, 20	35,000gp	3 months	n/a	n/a
Arrow +3, Slaying Arrow	3,250gp	25.5 days	3	slay creature (custom spell 26 points), 1 charge
Axe +1, Battle	5,000gp	21 days	n/a	n/a
Axe +2, Battle	10,000gp	42 days	n/a	n/a
Bow +1, Composite	5,000gp	4 months	n/a	n/a
Crossbow Bolts +1, 20	5,000gp	1 month	n/a	n/a
Crossbow Bolts +1, 20	5,000gp	1 month	n/a	n/a
Crossbow Bolts +2, 20	15,000gp	2 months	n/a	n/a

Notes:

- Death spells that require an attack throw to hit target have a cost factor of x0.75. In the Player's Companion, the cost factor is incorrectly listed as x0.35. (All death spells in ACKS or the Player's Companion are built at the correctly cost.)
- Transmogrification spells can increase damage of a weapon (as in greater throwing) by 2d6 points at a base cost of 60.
- Transmogrification spells can grant a weapon the characteristics of a boomerang that can be hurled with a 60' range and unerringly returns to the hand after being thrown (as in hurling hammer), at a cost of 30.
- Transmogrification spells can have a target of 1 weapon at a cost factor of x1.0. A target modifier of x0.75 applies if the weapon must be of a particular type (as in hurling hammer). A target modifier of x0.75 applies if the weapon must be thrown for the bonus to apply (as in throwing).
- It does not reduce the cost of a bonus or power to limit it to users of a specific class or race, as this is as much an advantage as it is a disadvantage.

Custom Spells:

- **Slay Creature:** Target slain (85), target 1 creature (x1), attack throw required to hit target (x0.75), range touch (x0.4), duration instantaneous (x1), no saving throw permitted (x1), arcane (x1), total cost 26
- **Greater Throwing:** Increase damage of a weapon by 2d6 points (60), target 1 weapon (x1), weapon must be thrown (x0.75), range 30' (x0.9), duration 3 turns (x0.8), beneficial effect (x1), divine (x1.25), total cost 40
- **Throwing:** Increase damage of a weapon by 1d6 points (30), target 1 weapon (x1), weapon must be thrown (x0.75), range 30' (x0.9), duration 3 turns (x0.8), beneficial effect (x1), divine (x1.25), total cost 20
- **Hurling Hammer:** Grant a weapon the characteristics of a boomerang (25), target 1 weapon (x1), weapon must be a warhammer (x0.75), range 0' (x0.6), duration 1 turn (x0.6), beneficial effect (x1), divine (x1.25), total cost 8

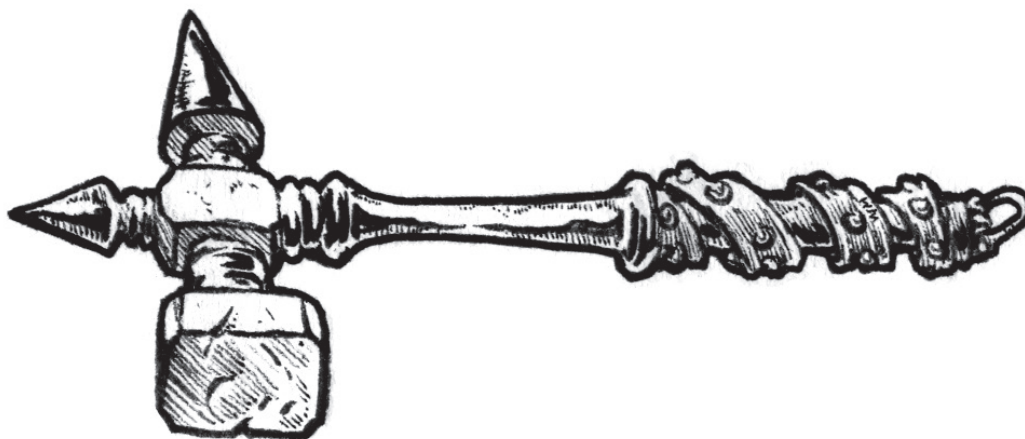
Miscellaneous Weapons	GP Cost	Time	Spell Level	Spells Used
Crossbow Bolts +3, 20	35,000gp	3 months	n/a	n/a
Dagger +1	5,000gp	9 days	n/a	n/a
Dagger +2, +3 versus beastmen	25,000gp	22.5 days	n/a	n/a
Sling +1	5,000gp	6 days	n/a	n/a
Spear +1	5,000gp	6 days	n/a	n/a
Spear +2	15,000gp	12 days	n/a	n/a
Spear +3	35,000gp	18 days	n/a	n/a
War Hammer +1	5,000gp	15 days	n/a	n/a
War Hammer +2	15,000gp	30 days	n/a	n/a
War Hammer +2, Dwarven Thrower	160,000gp	590 days	5	greater throwing (custom spell 40 points) (giant humanoids only), throwing (custom spell 20 points), hurling hammer (custom spell 8 points), permanent, on warhammer +3

Notes:

- Death spells that require an attack throw to hit target have a cost factor of $\times 0.75$. In the Player's Companion, the cost factor is incorrectly listed as $\times 0.35$. (All death spells in ACKS or the Player's Companion are built at the correctly cost.)
- Transmogrification spells can increase damage of a weapon (as in greater throwing) by 2d6 points at a base cost of 60.
- Transmogrifications spells can grant a weapon the characteristics of a boomerang that can be hurled with a 60' range and unerringly returns to the hand after being thrown (as in hurling hammer), at a cost of 30.
- Transmogrification spells can have a target of 1 weapon at a cost factor of $\times 1.0$. A target modifier of $\times 0.75$ applies if the weapon must be of a particular type (as in hurling hammer). A target modifier of $\times 0.75$ applies if the weapon must be thrown for the bonus to apply (as in throwing).
- It does not reduce the cost of a bonus or power to limit it to users of a specific class or race, as this is as much an advantage as it is a disadvantage.

Custom Spells:

- **Slay Creature:** Target slain (85), target 1 creature ($\times 1$), attack throw required to hit target ($\times 0.75$), range touch ($\times 0.4$), duration instantaneous ($\times 1$), no saving throw permitted ($\times 1$), arcane ($\times 1$), total cost 26
- **Greater Throwing:** Increase damage of a weapon by 2d6 points (60), target 1 weapon ($\times 1$), weapon must be thrown ($\times 0.75$), range 30' ($\times 0.9$), duration 3 turns ($\times 0.8$), beneficial effect ($\times 1$), divine ($\times 1.25$), total cost 40
- **Throwing:** Increase damage of a weapon by 1d6 points (30), target 1 weapon ($\times 1$), weapon must be thrown ($\times 0.75$), range 30' ($\times 0.9$), duration 3 turns ($\times 0.8$), beneficial effect ($\times 1$), divine ($\times 1.25$), total cost 20
- **Hurling Hammer:** Grant a weapon the characteristics of a boomerang (25), target 1 weapon ($\times 1$), weapon must be a warhammer ($\times 0.75$), range 0' ($\times 0.6$), duration 1 turn ($\times 0.6$), beneficial effect ($\times 1$), divine ($\times 1.25$), total cost 8



MISCELLANEOUS MAGICAL ITEMS

Miscellaneous Magical Items	GP Cost	Time	Spell Level	Notes
Amulet versus Crystal Balls and ESP	75,000gp	300 days	3	Nondetection, permanent
Apparatus of the Crab	\$150,000	600 days	6	"animate object" plus "water breathing"
Bag of Holding	125,000gp	500 days	5	enchanted container, permanent
Boat, Folding	\$125,000	500 days	5	Fabricate is level 5
Boots of Levitation	50,000gp	200 days	2	levitation, permanent
Boots of Speed	25,000gp	100 days	1	swiftness (custom spell 8 points), permanent
Boots of Traveling and Springing	50,000gp	200 days	2	jump and easy traveling (custom spell 8 points), permanent
Bowl of Commanding Water Elementals	25,000gp	200 days	5	conjure elemental, once per day
Bracers of Armor	Varies	Varies	Varies	See Below
Brazier of Commanding Fire Elementals	25,000gp	200 days	5	conjure elemental, once per day
Brooch of Shielding	50,500gp	202 days	1	shield from m. missiles (custom spell 10 points), 101 charges
Broom of Flying	100,000gp	400 days	4	flying broom (custom spell 36 points), permanent
Censer of Controlling Air Elementals	25,000gp	200 days	5	conjure elemental, thrice per day
Chime of Opening	80,000gp	320 days	2	knock , 80 charges
Cloak of Protection +1	25,000gp	100 days	1	protection +1 (custom spell 8 points), permanent
Cloak of Protection +2	50,000gp	200 days	2	protection +2 (custom spell 15 points), permanent
Cloak of Protection +3	75,000gp	300 days	3	protection +3 (custom spell 30 points), permanent
Crystal Ball	24,000gp	200 days	4	scry , thrice per day
Crystal Ball with Clairaudience	42,000gp	350 days	7	scry and clairaudience, thrice per day
Crystal Ball with ESP	36,000gp	300 days	6	scry and ESP, thrice per day
Cube of Force	\$108,000	432 days	6	wall of force, 36 charges
Cube of Frost Resistance	\$24,000	180 days	3	protection from cold, 1/hour, in 10' radius (so +2 levels) = level 3
Decanter of Endless Water	\$150,000	600 days	6	create water at high level, set at level 6 because control weather, part earth, move water are all level 6
Displacer Cloak	50,000gp	200 days	2	shimmer, permanent
Drums of Panic	125,000gp	500 days	5	panic, permanent
Dust of Appearance	\$1,000	2 weeks	2	specialized dispel magic effect, or reverse invisibility
Dust of Disappearance	\$2,000	4 weeks	4	Greater invisibility
Efreeti Bottle	40,000gp	280 days	8	summon efreeti, 3 charges
Elven Cloak	25,000gp	100 days	1	chameleon, permanent
Elven Boots	25,000gp	100 days	1	silent step, permanent
Eyes of Charming	25,000gp	100 days	1	charm person, permanent
Eyes of the Eagle	75,000gp	300 days	3	eyes of the eagle, permanent
Eyes of Petrification	\$150,000	600 days	6	petrified or petrify others as flesh to stone
Flying Carpet	100,000gp	400 days	4	magic carpet, permanent
Gauntlets of Ogre Power	50,000gp	200 days	2	ogre power, permanent
Girdle of Giant Strength	100,000gp	300 days	4	giant strength, permanent
Helm of Alignment Changing	75,000gp	300 days	3	curse, permanent
Helm of Comprehending Languages	25,000gp	100 days	1	comprehend languages, permanent
Helm of Telepathy	75,000gp	300 days	3	telepathy, permanent
Helm of Teleportation	82,500gp	350 days	5	teleport, once per turn
Horn of Blasting	\$66,000	320 days	4	100' x 20' blast for 2d6 damage + 2d6 deafening
Medallion of ESP	\$37,500	150 days	1.5	ESP within 30'
Medallion of ESP (90')	\$62,500	250 days	2.5	ESP within 90'
Mirror of Life Trapping	\$148,500	720 days	9	permanent "imprisonment" effect capped at 20; set at x33
Mirror of Opposition	200,000gp	800 days	8	opposition ritual, permanent
Necklace of Adaptation	15,000gp	150 days	5	adaptation, once per week
Rope of Climbing	25,000gp	200 days	1	magic rope, permanent
Scarab of Protection	24,000gp	96 days	4	death ward, 12 charges
Stone of Controlling Earth Elementals	25,000gp	200 days	5	conjure elemental, once per day

Miscellaneous Magical Items GP Cost Time Spell Level Notes

Notes:

- Movement spells can allow the target to go without rest during ordinary movement (as in easy traveling) at a base cost of 2.
- Movement spells can have a duration of 12 hours (as in swiftness) at a cost factor of x5.
- Movement spells can have an effect modifier that the willing target is exhausted for 24 hours after the duration of the spell expires (as in swiftness) at a cost factor of x0.4.
- Protection spells can have a special duration that lasts until discharged at a cost factor of x2.

Custom Spells:

- **Swiftness:** target's normal movement rate doubled (5), target 1 willing creature or object (x1), only creatures (x0.8), willing target is exhausted for 24 hours after duration of the spell expires (x0.4), range touch (x1), duration 12 hours (x5), beneficial effect (x1), arcane (x1), total cost 8
- **Easy Traveling:** target can go without rest during ordinary movement (2), target 1 willing creature or object (x1), only creatures (x0.8), range 0' (x1), duration 12 hours (x5), beneficial effect (x1), arcane (x1), total cost 8
- **Shield From Magic Missiles:** Immunity to magic missile (5), target 1 creature, range 0' (x1), duration until discharged (x2), beneficial effect (x1), arcane (x1), total cost 10
- **Flying Broom:** target can fly and carry others as broom of flying (45), target 1 willing creature or object (x1), only objects (x0.8), range 0' (x1), duration 6 turns (x1), beneficial effect (x1), arcane (x1), total cost 36
- **Bracers of Armor:** Bracers of armor are actually a type of magic armor that happens to be light enough for any character to wear. They are created as magic armor according to the following table.

AC Granted	GP Cost	Time
1	5,000gp	1 month
2	15,000gp	2 months
3	35,000gp	3 months
4	65,000gp	4 months
5	105,000gp	5 months
6	155,000gp	6 months
7	215,000gp	7 months



MAGICAL COMPOUNDS

TRANSFORMING MONSTROUS MATTER INTO MAGICAL INGREDIENTS!

BY JARROD MAISTROS

In Adventurer Conqueror King System, the creation of magic items consumes magical compounds made up of monster parts. While this has the admirable advantage of encouraging adventures to secure rare parts, and explains why wizards maintain menageries of monsters in their dungeons, it can lead to crippling difficulties for the would-be enchanter who wonders where, exactly, he is going to ever find the required number of mummy wrappings or ooze droppings. These rules describe a means by which magic-users can discover how to create and use **magical compounds** that offer more flexibility than mere monster parts.

INTRODUCTION TO MAGICAL COMPOUNDS

A **magical compound** is a crafting material derived from one or more types of monster parts, which can be used in the construction of magic items based on one or more spells. The appropriate **magical compound(s)** can be substituted on a gp-for-gp basis for any monster part or parts normally needed for the spell in question.

Like spells, **magical compounds** are rated by level. The level of a magical compound indicates how broadly useful the compound is. A 1st level magical compound can be created from only one kind of monster and can be used in the creation of magic items based on just one spell. For every additional monster that can be used to create the magical compound, and for every additional spell that the magical compound can be to enchant into an item, its level increases by one.

Example #1: Shimmering essence is distilled from the glands of troglodytes and is used in the creation of items related to the spell **chameleon**. Since it is created from one type of creature to enchant items with just one spell, shimmering essence is a 1st level magical compound.

Example 2: Beguiling powder is made by processing the parts of hags, harpies, or nymphs (two additional creatures). It can then be used to make magic items related to both **sleep** and **charm person** (one additional spell). Since it can be made with two additional monsters to enchant items with one additional spell, beguiling powder is therefore a $(1 + 2 + 1)$ 4th level magical compound.

MAKING MAGICAL COMPOUNDS

Magical compounds can be made from the monster parts of any monster included in the magical compound's formula. A character with the proficiency necessary for harvesting a particular monster part may, if he possesses a formula, convert the monster part into the appropriate magical compound. The GP value of the monster parts become an equivalent amount GP of the magical compound. The process of conversion takes the same rate of time as the rates of harvesting listed in Lairs & Encounters (p. 136). At the Judge's discretion, a character who possesses the appropriate formula for a magical compound may harvest the magical compound directly from a matching dead monster without having to convert it later.

Example: Meiros, an elven enchanter, stands triumphant over a slain harpy (65xp). He possesses the formula for beguiling powder and one of his henchman has the Animal Husbandry proficiency. The judge permits Meiros and his henchman to directly extract 65gp worth of Beguiling Powder from the harpy's corpse.

MAGICAL COMPOUND FORMULAS

Since the creation of magical compounds from monster parts requires the character possess the compound's formula, magical compound formulas are highly valuable to all characters intent on magic research.

The Judge should include magical compound formulas in the treasure hoards of evil wizards and other magic users, treating it as special treasure in lieu of coin. Magical compound formulas are worth 100gp or more each (see below). Alternatively, adventurers may research their own magical compound formulas catered to their repertoire and the local monster population.

RESEARCHING MAGICAL COMPOUND FORMULAS

Researching magical compound formula is a process similar to researching spells in that the character will need a sufficiently valuable **library** in order to perform the research, will have to meet the cost and time requirements, and perform a magical research throw. However, unlike spell research, researching formula is an iterative process, requiring that the character build off of previous research. Rather than creating new high level magical compound formulas from scratch, characters must start by creating a 1st level formula with research, then performing another research project to improve the formula from 1st level to 2nd level, and so on.

LIBRARY VALUE

The magic-user's library must be large enough to research a 1st level spell in order to research a 1st level magical compound formula (so 4,000gp + 2,000gp for the 1st level, or 6,000gp). In order to improve a 1st level magical compound formula to a 2nd level magical compound formula requires a library valuable enough to research a 2nd level spell, and each step up to a particular level of formula will require a library valuable enough to research a spell of that level.

COST, TIME, AND DIFFICULTY

Each level of research of a magical compound formula has an associated cost equal to that of researching a spell of that level, e.g. 1,000gp/level. Each level of research will also take the same amount of time, 1 week/level.

Once the base cost and time requirements have been met, the same vein, the character should make a magical research throw. Increase the target value of throw by +1 for every level of the formula. Apply any bonuses from proficiencies that would normally apply to spell research. At the Judge's discretion, he may permit the character to increase their throw by the character's ranks in Alchemy.

SELECTING MONSTERS AND SPELLS FOR THE MAGICAL COMPOUND

When a character decides to attempt to research a 1st level formula, he should specify either a particular monster or a particular spell from his repertoire. The Judge then determines the other half of the formula: If the character has specified a particular monster for the formula to use, the Judge chooses the spell that the formula will relate to; if the character has specified a particular spell for the formula to relate to, the Judge chooses the monster that the formula will require.

When a character attempts to improve the formula beyond 1st level, the Judge secretly either picks a spell not already related to the magical compound, or a monster not already usable as an ingredient in the special formula. If the character succeeds on his magical research throw, he discovers the Judge's selection and adds that monster or spell to the magical compound formula he knows.

BENEFITS OF SUCCESS

In addition to having access to a versatile magical compound, a character gains several other benefits from successful research. First, as with all magical research, the character gains campaign XP equal to the cost of the research minus their XP threshold

Example: Anciel, a 5th level Nobiran wonderworker, has an XP threshold of 650XP. He researches shimmering essence, a Level 1 magical compound formula. Since the research costs 1000gp and his threshold is 650XP, he gains 350xp if the research succeeds.

In addition, each successful research project produces materials equal to 10% of the value of the research. These materials may be added to the value of the library. The improvement in the value of the library represents the value added to the formula. When describing a complete formula, the judge should total up the value of each step. So 1st level formulae are worth 100gp (10% of 1,000gp), 2nd level are worth 300gp (10% of 1,000gp + 10% of 2,000gp), 3rd level are worth 600gp, etc.

Example: Meiros, an Elven Enchanter, sets about slowly improving his new magical compound, beguiling powder, into a 5th level magical compound. Starting with a 1st level magical component, he undertakes four magical research projects costing 2000gp, 3000gp, 4000gp, and 5000gp respectively. Each time he succeeds, he improves his formula for beguiling powder, enabling its production from new monsters and its use on new spells. The research also increases the value of his library. The 2nd through 5th beguiling powder research also increase the value of his library by 10% of the research cost – 200gp, 300gp, 400gp, and 500gp. Meiros decides that this value takes the form of short academic papers he writes - “The Art of Beguilement” worth 200gp, “Stories my Dryad Told Me” worth 300gp, “Advanced Delves Into the Realm of Slumber” worth 400gp, and “Don't Flirt With Hags” worth 500gp. The formula for beguiling powder is now worth 1,500gp.

LIMITS OF FORMULA LEVELS

Characters capable of casting arcane spells and scribing scrolls/brewing potions may research magical compound formulas up to 6th level. If they are also capable of casting ritual spells, they may research up to 9th level magical compound formulas.

Characters capable of casting divine spells and scribing scrolls/brewing potions may research magical compounds up to 5th level, and the ability to cast ritual spells allows them to research 6th and 7th level magical compound formulae.

USING MAGICAL COMPOUND FORMULAS

Regardless of their ability to research them, anyone who possesses a magical compound formula may use it to convert the appropriate monster parts into the magical compound.

Possession of a magical compound's formula is not necessary to use the magical compound as a component in magic item creation. However, if magical compounds are found without their formula, the characters will not necessarily know what the magical compound can be used for. At the Judge's discretion, a successful Alchemy, Collegiate Wizardry, Magical Engineering, or other relevant proficiency throw can identify a magical compound's use. Otherwise, characters may pay a sage to study the compounds or have the compounds identified as a magic item by a 9th level spellcaster.

TRANSMUTATION OF MAGICAL COMPOUNDS

If a magic-user still finds himself flummoxed by the lack of availability of a particular magical compound or overburdened with “useless” monster parts, he has yet one more avenue of recourse: a transmutation Formula. A **transmutation formula** allows a character to perform magical research to convert one magical compound to another, similar to how the medieval alchemists allegedly converted lead into gold.

REQUIREMENTS, COST, AND DIFFICULTY OF THE TRANSMUTATION FORMULA

In order to research a transmutation formula, a magic user must have two magical compound formulae that share at least one monster part or one spell. The level of the transmutation formula will be equal to the highest level of the magical compound formulae involved. Much like the magical compound formulae themselves, the transmutation formula will require a library of sufficient value to research a spell of the same level.

Research a transmutation formula costs 1000gp and 1 week per level and requires a successful magical research throw. The target value of the throw is increased by +1 per level of the formula. The Judge should allow any bonuses they allow for magical compound formulas to affect the research of transmutation formulas.

BENEFITS OF SUCCESS

If his research succeeds, the character creates a transmutation formula which, in addition to being usable to perform transmutations, is worth 10% of the cost of the research and may be added to the magic user's library. The research also provides campaign XP, working identically to researching spells or magical compound formula

PERFORMING TRANSMUTATIONS

Once a formula is had, the character may use it to perform transmutations. Performing transmutations has a base cost equal to crafting a single-use magic item of the same level (that is, 500gp/level). The process also requires 500gp/level worth of one of the formula's magical compounds. The character must make a successful magic research throw to complete the transmutation. The target value of the throw is increased by +1 per level of the transmutation formula. The character should apply any modifiers he would apply when brewing a potion.

If the transmutation is successful, the character creates an amount of the other type of magical compound equal to the amount invested. Note that transmutation formulae do not specify a direction, and so a single formula can be used to convert either magical compound into

the other. At the Judge's discretion, this process may be worth XP the first few times a particular transmutation is successfully performed.

MAGICAL EXPERIMENTATION

At the Judge's discretion, characters may be permitted to perform magical experimentation when researching magical compound formulas or transmutation formulas in order to achieve breakthroughs. If so, use the guidelines below to determine the benefits and risks.

MAGICAL COMPOUND FORMULAS

If a minor breakthrough is achieved, the Judge and the character should decide some way that the spell or monster being added to the compound could be generalized (broadened). For example, if a magic compound formula was intended to become creatable using bugbear parts, the Judge might allow the formula to be created from parts of any beastman of 3 HD or more. If a magic compound formula was intended to now be useable with **burning hands**, the Judge might permit it to now be useable with any 1st level spell which can do fire damage. The Judge should take care that the generalization preserves at least some kind of cohesive flavor.

If a major breakthrough is made, the character may either generalize the element being added (as above), or retroactively generalize a monster or spell that is already part of the magical compound formula.

If a revolutionary breakthrough is made, the character may both generalize the spell or monster being added to the formula, and generalize an existing spell or monster related to the formula. In addition, if the player can offer a flavorful justification, the Judge may permit them to further generalize a spell or monster that had already previously been broadened. For example, the Judge may permit **burning hands**, already generalized to all 1st level damaging fire spells, to be broadened to any spell related to fire.

In the case of a failure, use the same failure table as researching a spell.

TRANSMUTATION FORMULA

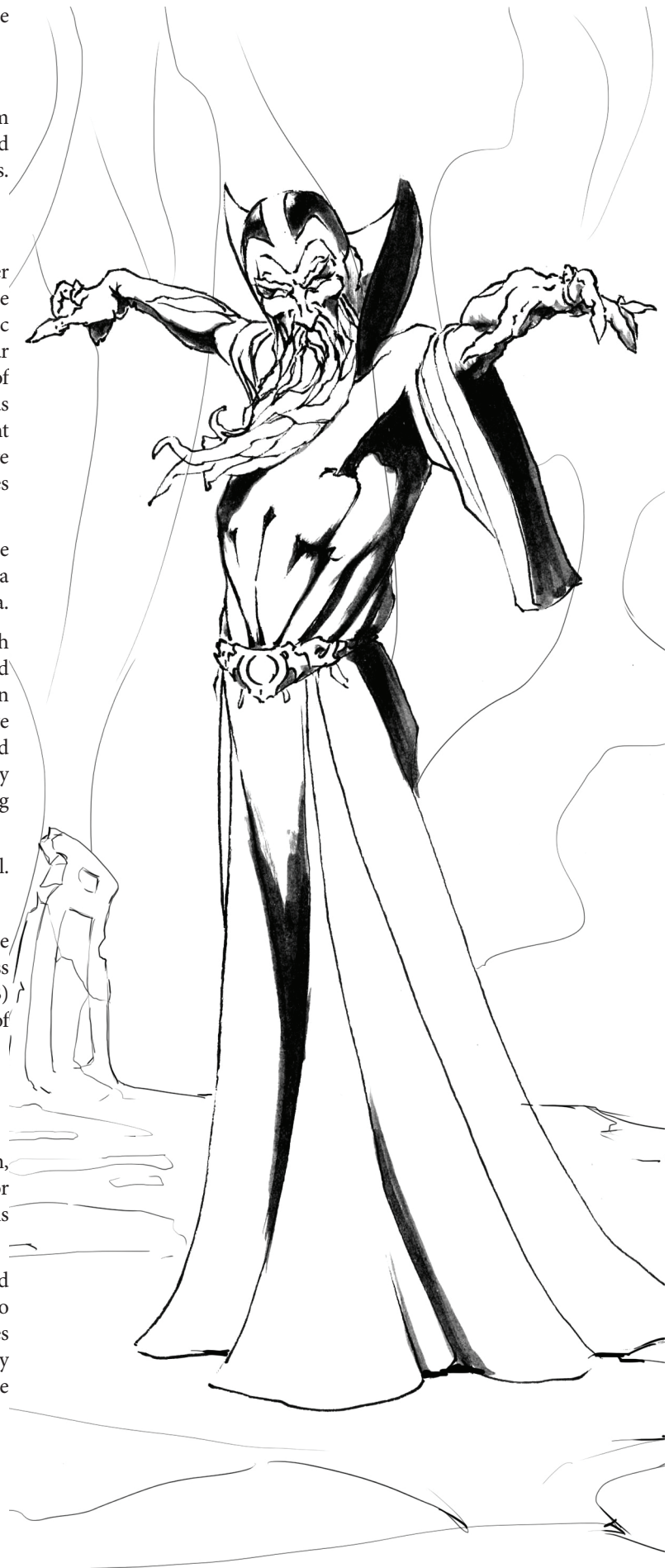
When breakthroughs are achieved with a transmutation formula, the magic user may either choose A) to lower the GP cost of the process by 5, 10, or 15% for minor/major/revolutionary breakthroughs or B) provide a bonus to the magic research roll when using the formula of +1, +2, or +3.

In the case of failure, use the same failure table as researching spells.

PERFORMING TRANSMUTATION

When breakthroughs are achieved while performing transmutation, the magic user will find they have generated an additional 5%, 10%, or 15% of the final product for minor/major/revolutionary breakthroughs respectively.

Judges concerned that a magic user will simply convert back and forth between compounds trying to turn more "useless" gold into their precious magical compounds need only remind themselves that a 1-3 is always a failure, so such a foolish spellcaster is ultimately sealing their own fate. In the case of failure, use the same failure table as brewing potions.



ALTERNATE PROGRESSIONS FOR THE ARCANE VALUES

SOLVING THE CONUNDRUM OF NONLINEAR ARCANE POWER VERSUS BUILD POINT COST

BY MATT JARMAK WITH ALEXANDER MACRIS

Arcane Value presents a conundrum. Values 1-3 offer 33%, 50%, and 66% of the spellcasting of a mage respectively, but mage power gain is nonlinear and occurs more quickly in the later levels than it does in the initial levels. A 4th level mage does not have 33% of the magical power of a 12th level mage in any real comparison. As a result, the relative cost in class build points and XP for classes built with Arcane 1 – 3 is arguably too expensive given the power granted to the class from the build points.

The ACKS Core design reflects the common trope of magic requiring dedication to get real power, but that outcome may not always be desirable for every campaign. This article therefore presents an alternate progression to use with Arcane Values 1-3 if the Judge feels that the current method does not create the result that they want for their campaign.

DEVELOPMENT OF THE SYSTEM

Using the Heroic Fantasy Handbook's spell point by spell level system, the total number of spell points available to a mage at each level of experience were added up. This number was then considered the aggregate value of that level of mage spellcasting. This value, for each level, was then multiplied by the factor of Arcane Value (33%, 50%, or 66% respectively) to calculate a budget available at each level of the lesser progression. That budget was then spent on calculating spells per day, with an eye towards similarity to the mage progression where possible. Although not identical to the mage progression in each case, the end result gives (for example) an Arcane 1 class at 8th level roughly 33% of the total spell point value of an 8th level mage.

And now, everyone's favorite part of any ACKS rules mechanic: Spreadsheets! Well, technically, tables, but don't worry, they started life as spreadsheets.



Arcane 3							
Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	1	-	-	-	-	-	1
2	1	-	-	-	-	-	1
3	2	-	-	-	-	-	2
4	2	1	-	-	-	-	3
5	2	2	-	-	-	-	4
6	2	2	1	-	-	-	5
7	2	2	2	-	-	-	6
8	2	2	2	1	-	-	7
9	3	3	2	1	-	-	7
10	4	3	3	2	-	-	8
11	4	4	3	2	1	-	9
12	4	4	3	3	2	-	10
13	4	4	3	3	2	-	10
14	4	4	4	3	2	1	11

EXAMPLE: Kellory is a 9th level warlock with a spell progression of 2 1st, 2 2nd, and 2 3rd level spells and caster level 6. A strange cosmic re-alignment occurs, which is to say, the new rules come into effect. Kellory now has a spell progression of 3 1st, 3 2nd, 2 3rd, 1 4th, and caster level 7.

Arcane 2							
Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	0	-	-	-	-	-	0
2	1	-	-	-	-	-	1
3	2	-	-	-	-	-	2
4	2	-	-	-	-	-	2
5	2	1	-	-	-	-	3
6	2	2	-	-	-	-	4
7	2	2	1	-	-	-	5
8	3	2	2	1	-	-	6
9	4	2	2	2	-	-	7
10	4	3	2	2	-	-	8
11	4	3	3	2	1	-	8
12	4	4	3	2	1	-	9
13	4	4	3	2	1	-	9
14	4	4	3	2	2	-	10

EXAMPLE: Moruvai is a 7th level Zaharan ruinguard with a spell progression of 2 1st and 2 2nd level spells and caster level 3. Sudden dark power flows into him (e.g. the new rules come into effect). Moruvai now has a spell progression of 2 1st, 2 2nd, and 1 3rd level spell, and caster level 5.

Arcane 1							
Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	0	-	-	-	-	-	0
2	1	-	-	-	-	-	1
3	1	-	-	-	-	-	1
4	2	-	-	-	-	-	2
5	2	-	-	-	-	-	2
6	2	1	-	-	-	-	3
7	2	2	-	-	-	-	4
8	2	2	1	-	-	-	5
9	2	2	2	-	-	-	6
10	3	2	2	-	-	-	6
11	3	2	2	1	-	-	7
12	3	3	2	2	-	-	8
13	4	3	2	2	-	-	8
14	4	3	2	2	1	-	9

EXAMPLE: No examples are available because no one ever builds classes with Arcane 1. But if they did, they'd be more powerful under this new system.

DELAYED ACQUISITION

The lesser Arcane values (1-3) also offer the option of delayed acquisition. Instead of having spellcasting powers throughout their full progression of class levels, they gain no spellcasting abilities for a time, and then gain an increased rate of spellcasting progression. This presents a challenge here, most notably in the case of Arcane 1 (which delays spellcasting to 8th level when delayed), because when you are starting at 8th level, ending at 14th, and your normal progression ends as a 9th level spellcaster; there aren't enough levels. It becomes necessary, at some times, to gain caster levels at a rate faster than one level per level. This is certainly odd at times, but is backed up by the math; remember that the earlier caster levels and spell levels are less valuable than the later caster levels. Therefore, in order to gain as much spellcasting power as a mage does when (say) going from 8th to 9th level, someone who has a caster level of 1st (or no caster level at all) would need to gain multiple caster levels at once.

In order to calculate the spellcasting ability of delayed acquisition, the class gains no spellcasting ability until they reach the appropriate level. (8th level for Arcane 1, 6th level for Arcane 2, and 4th level for Arcane 3). After they have reached the appropriate level, they gain the amount of spellcasting power (expressed in spell points) that a mage gains upon reaching that level, multiplied by the spellcasting coefficient for an arcane value one greater than their normal. For example, a 7th level mage has a total spell point value of 18, while an 8th level mage has a spell point value of 25. This means that going from 7th to 8th level gained the mage 7 points, so the class with Arcane 1 Delayed has a calculated value of 3.5 ($7 * 0.5$) points, which is approximately the spellcasting abilities of a 3rd level mage. The progressions have been smoothed slightly to reduce rounding oddities and to prevent undesired results.

Arcane 3 - Delayed Acquisition							
Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	-	-	-	-	-	-	0
2	-	-	-	-	-	-	0
3	-	-	-	-	-	-	0
4	2	-	-	-	-	-	2
5	3	1	-	-	-	-	3
6	3	1	1	-	-	-	5
7	4	2	2	-	-	-	6
8	4	3	2	1	-	-	7
9	4	3	2	2	1	-	9
10	4	3	3	2	2	-	10
11	4	3	3	2	2	1	11
12	4	4	3	3	2	2	12
13	4	4	4	3	2	2	12
14	4	4	4	4	3	2	13

Arcane 2 - Delayed Acquisition							
Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	-	-	-	-	-	-	0
2	-	-	-	-	-	-	0
3	-	-	-	-	-	-	0
4	-	-	-	-	-	-	0
5	-	-	-	-	-	-	0
6	2	-	-	-	-	-	2
7	2	2	-	-	-	-	4
8	3	2	1	-	-	-	6
9	3	2	2	1	-	-	7
10	3	3	2	2	-	-	8
11	3	3	2	2	1	-	9
12	3	3	3	2	2	-	10
13	4	4	3	2	2	-	10
14	4	4	3	2	2	1	11

Arcane 1 - Delayed Acquisition							
Level	1st	2nd	3rd	4th	5th	6th	Caster Level
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-
6	-	-	-	-	-	-	-
7	-	-	-	-	-	-	-
8	2	1	-	-	-	-	3
9	2	2	1	-	-	-	5
10	3	3	2	-	-	-	6
11	3	3	2	1	-	-	7
12	3	3	2	2	-	-	8
13	3	3	2	2	1	-	9
14	3	3	2	2	2	-	10

DESIGNER'S NOTES

Game design is an art as much as science and in a few areas, our design judgment overrode our mathematical schedule. Arcane 1 Delayed Acquisition was algorithmically calculated to have a maximum caster level of 9 (at 14th level). We instead chose to manually set this to 10th level. The algorithm we employed worked so cleanly for almost

everything else - much better than anything else we tried - that we were reluctant to override it, but delayed acquisition needed to result in better high-end spellcasting than non-delayed acquisition. Conversely, the algorithm came up with a maximum level of 14 for Arcane 3 Delayed, but we manually reduced this to 13 because Arcane 3 delayed needs to be less powerful than Arcane 4. (Although there is something to be said for Arcane 4 being quicker, easier, more seductive but not ultimately more powerful...)

The delayed acquisition tables have also been smoothed somewhat. Even though the Divine progression does offer it (a legacy of B/X), we felt that gaining two levels of spells in a single character level should be avoided when possible.

We made a second design choice that may, or may not, prove right. We decided that the spell progression tables (both for normal and delayed acquisition) would have the spells per day built off their calculated budget in a manner that spent as much budget as possible, only aiming to match the “feel” of the mage spell progression table but not necessarily its lockstep progression. This means that the Arcane 1-3 spells per day at the listed caster levels do not precisely match the spell progression of a mage of that caster level.

There are also some cases where this approach resulted in rounding to whole spell levels that was not supported by math. For example, using Arcane 1 at 8th level, the progression offers 2 1st, 2 2nd, and 1 3rd, which costs 9 points, on a budget of 8.33 points from the algorithm.

But that was the only way to gain spells that did not mess up their future progression. (And it is, however, still closest to 9, so it would not be changed under most other alternatives.)

Only playtesting can reveal if this is the correct design choice or not; the other option would be to look at the calculated budget, see what level of mage is closest to that, and then grant the class that level of mage’s spellcasting abilities. For example, the 10th level Arcane 2 has a budget of 23.5 points, which is closest to the 8th level mage’s 25.

The list of existing classes which benefit from these new rules (which is to say, the list of classes with an Arcane Value between 1 and 3) is the elven courtier, elven nightblade, gnomish trickster, venturer, warlock, and Zaharan ruinguard. The fact that this reads basically as the “list of underpowered classes that Zaharan Ruinguard somehow managed to sneak their way onto” makes us both reassured that this might be a sane idea and terrified of future Ruinguards. (Zahara Victa!)



A GRIMOIRE OF SPELLS

NINE NEW DWEOMERS FOR THE DISCERNING CASTER...

Call of the Ancient Tusk Range: Special
Arcane 5, Divine 6, Eldritch 5 (White) Duration: 1 day

This spell calls a **mastodon** to the caster to serve as a companion and/or mount (see the **Monsters** chapter of Adventurer Conqueror King System for details). In regions where mastodons are extinct, the spell calls a very large and powerful elephant with characteristics identical to a mastodon.

When called, the mastodon will travel to the caster's destination at its wilderness movement rate. If the spell is cast in a wilderness hex of terrain with an indigenous mastodon or elephant population, the mastodon will take 1d6 turns to arrive. If the spell is cast in any other type of hex, the time to arrive is increased by 120 minutes (12 turns) per 6-mile hex between the caster's hex and the nearest wilderness hex of native terrain. The time to arrival may be much shorter if the Judge has determined that a mastodon lair is nearby. If called while the caster is unreachable (deep in a dungeon, for example), the mastodon will travel as close as it can to the caster and then wait in that vicinity.

For the duration of the spell, the mastodon will understand the spellcaster's speech and serve as his loyal friend and companion. The spell persists until the mastodon is slain, the spell is **dispelled**, or one day passes (at which time the mastodon departs). If the spell is cast again when the mastodon is about to depart, it will remain for another day.

This spell does not conjure up saddle and tack, nor does it automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the mastodon into battle do so at their own risk.

Call of the Leviathan Range: Special
Arcane 6, Eldritch 6 (White) Duration: 1 day

This spell calls a **sperm whale** to the caster to serve as a companion (see the **Monsters** chapter of Adventurer Conqueror King System for details). When called, the sperm whale will travel to the caster's destination at its wilderness movement rate. The spell can only be cast in an ocean hex, or from a point in a hex adjacent to an ocean hex with line of sight to the ocean. The whale will take 4d6 turns to arrive. The time to arrival may be much shorter if the Judge has determined that a pod of whales is nearby. The whale will travel as close as it can to the caster (just off shore, near his boat, etc.) and then wait in that vicinity. For the duration of the spell, the whale will understand the spellcaster's speech and serve as his loyal friend and companion. It will sing for him, allow him to ride on it as it swims through the waves, and even attack enemy vessels or sea monsters at his request. The spell persists until the whale is slain, the spell is **dispelled**, or either one day passes (at which time the whale departs). The whale will also depart after any fight in which it loses ½ or more of its hit points. If the spell is cast again when the whale is about to depart, it will remain for another day.

Find Place of Power Range: 12 miles
Arcane 6, Divine 5, Eldritch 6 (White) Duration: concentration

This spell allows the caster to sense the direction and approximate distance to the most potent place of power within 12 miles (i.e. within the area of a 24-mile hex). The caster can search for places of power in general, in which case the spell will reveal the type of place it detects as well as direction and distance. Alternatively, he may specify a particular type of place (e.g. "sinkholes of evil"), in which case the spell will reveal the direction and distance to the most potent place of that type. **Find place of power** is a complex spell that requires 1 turn (10 minutes) to cast.

Forest Enchantment Range: 0'
Arcane 5, Divine 5, Eldritch 5 (Grey) Duration: special

This spell is a favorite of elven spellsingers and Nobiran wizards of nature, who commonly cast it in the vicinity of their fastnesses and towers. When cast, it **charms** all of the plants in a 240' radius around the caster. Thereafter the caster, and any characters he "introduces" to the plants as friends, can move among the normal plants in the area of effect free from intentional or accidental harm – rose bushes will twist so that their thorns do not pierce him, poisonous ivy will not leak oil onto him, tree branches and roots will shift slightly so as not to trip him, and so on. In addition, the charmed plants will be hostile to enemies of the caster who intrude upon the area; trespassers will find that thorns bite them, branches and roots entangle them, and leaves whistle where they pass. In game terms, the caster and his allies gain a +1 bonus to surprise rolls and improved movement multipliers in the area of effect, while enemies suffer a -1 penalty to surprise rolls and worsened movement multipliers in the area of effect.

Terrain	Allied Move Multiplier	Enemy Move Multiplier
Hills, forest, scrub	×1	×1/2
Jungle, swamps	×2/3	×1/3

Normal plants receive no saving throw when the spell is cast, but each season thereafter they receive a saving throw to break the spell; the Judge should roll once for all normal plants in the area of effect as if they were a 1 HD monster. If the caster does severe damage to the plants in the area of effect (such as clear cutting the trees), the spell immediately ends, but gathering fallen wood, picking fruit and flowers, trimming leaves, and similar gardening does not end the forest **enchantment**.

The spell can also affect any plant monsters that happen to be within the area of effect, but these are allowed a save versus Spells to resist. Once in effect, the charm lasts until removed by a **dispel magic** spell or until the affected plant monster makes a successful saving throw versus Spells. The charmed plant monster receives a saving throw to break the spell each day if it has 7+1 HD or more, every week if it has 5-6 HD, and every month if it has 4 HD or fewer. This spell does not grant the caster any special means of communication with the affected plants.

Forgetfulness

Range: 15'

Arcane 5, Divine 5, Eldritch 5 (Grey) Duration: special

This spell induces forgetfulness in one or more living creatures within range. Up to 3d6 HD of living creatures of up to 4 HD each can be affected. Creatures with the fewest HD are affected first. Affected creatures lose all memory of the preceding thirty rounds (5 minutes) before the spell was cast and form no memories of anything that happens during the subsequent thirty rounds (5 minutes) after the spell was cast. While under the influence of the spell, the affected creatures are passive and distracted, as if lost in thought or daydreaming. If attacked, they will defend themselves, but otherwise they will not interfere with the activities of other creatures. When the spell ends, the creatures are not aware of having been affected; they simply feel as if they have come out of a day dream or lapse in attention. Memories lost to this spell can return to the creature if the effect is **dispelled** or if the creature succeeds on a subsequent saving throw versus Spells. An affected creature receives a saving throw to recover its memories after a day has passed if it has an Intelligence of 13 or greater, after a week if its Intelligence is 9-12, or after a month if its Intelligence is 8 or less.

EXAMPLE: Arwen, an elven spellsinger, has infiltrated into the Temple of Dirgion in order to steal the Talisman of the Fiery Eye. She disguises herself with the grey robes of a priestess of Dirgion and enters the Temple. In the reliquary, she is confronted by a trio of bugbear guards, Borgat, Shigor, and Nassim. The bugbears attack her because she fails to offer the correct password. On her initiative, Arwen casts forgetfulness on the bugbears. She throws 3d6 to determine the HD of creatures she can target, and rolls a 13 – more than enough to affect all three bugbears.

The beastmen forget they saw her, and stand passively daydreaming as she rummages through the reliquary, finds the Talisman of the Fiery Eye, and departs. A month later, Borgat, Shigor, and Nassim receive saving throws versus Spells to recover their memories. Borgat makes his saving throw and remembers what happened. Shigor and Nassim fail their saves, and can't corroborate his story. Borgat is executed as the likely culprit.

**Healing Circle**

Range: 30'

Divine 5, Eldritch 5 (White) Duration: instantaneous

This spell immediately heals one or more creatures within 30' of the caster. The **healing circle** can affect one creature, plus an additional two creatures per five additional caster levels after 1st (e.g. an 11th level caster can affect five creatures within his **healing circle**). All effected creatures instantly regains 1d6+1 hit points as if each had rested for one day. The spell may also be used to cure paralysis in one, some, or all of the affected creatures, but does not then cure any points of damage. The spell will never increase a creature's hit points beyond the normal amount.

Note: If the Judge is using Heroic Healing, effected creatures instantly regains hit points as if each had rested for one day.

Lay of the Land

Range: 3 miles

Arcane 5, Divine 5, Eldritch 5 (White) Duration: concentration

This spell can magically reveal the existence of lairs within 3 miles (i.e. within the area of a 6-mile hex). The Judge should make a searching throw on behalf of the caster after three turns (30 minutes) of concentration. The target value for the throw is 4+, or 2+ if either the caster or his familiar has Land Surveying proficiency. If the throw fails, the spell immediately ends. If the throw succeeds, the caster learns the direction and approximate distance to the nearest unrevealed lair and can continue searching with the spell for other lairs. The throw automatically fails if there are no lairs in range, or if all lairs within range have been revealed by the spell. Because the roll is made in secret by the Judge, the caster cannot be certain whether the spell has ended because of chance or because there are no more lairs to find.

Locate Haunting

Range: 3 miles

Divine 5, Eldritch 5 (White) Duration: concentration

This spell allows the caster to sense the direction and approximate distance to the nearest undead creatures within 3 miles (i.e. within the area of 6-mile hex). The caster can search for undead in general, in which case the spell will reveal the type of, as well as direction and distance to, the nearest undead of any sort. Alternatively, the caster can locate a particular undead creature (e.g. "the mummy Amon-Hotep") that he either can identify by its true name or has physically encountered in the past. **Locate haunting** is not blocked by earth, stone, or wood, but even a thin sheet of lead or gold will obscure an undead creature from detection by this spell. **Locate haunting** is a complex spell that requires 1 turn (10 minutes) to cast.

Soul Eating

Range: touch

Arcane 6, Eldritch 6 (Black) Duration: 1 day

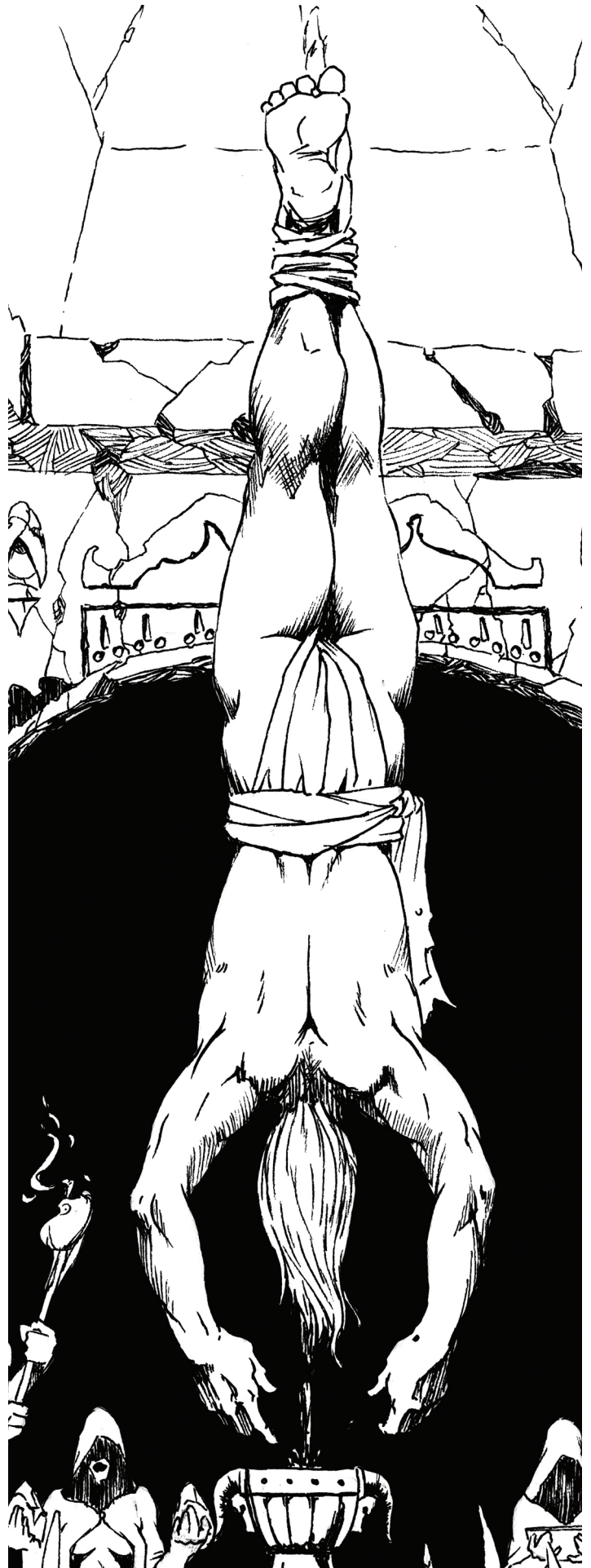
The caster can draw and devour the soul from a victim, temporarily gaining a fraction of the victim's knowledge and vigor. The spell is usually cast on bound and helpless victims; if used in combat, it requires a successful melee attack throw to touch the victim. Once touched, the victim must make a saving throw versus Death.

Even if the saving throw succeeds, the victim is still slain, but his soul eludes the caster's grasp. If the saving throw fails, the victim is slain and his soul is eaten by the caster. The caster immediately gains 1d10 temporary hit points + 1 hp per level of the victim. In addition, the caster learns some important knowledge possessed by the victim,

either a specific set of facts that the caster was seeking or some random knowledge chosen by the Judge. The knowledge learned can be quite complex, equivalent to a single rank in a proficiency, a class power, a spell formula, or a language. The temporary hit points will disappear at the expiration of the spell's duration, while the knowledge will fade as if it was a barely-remembered dream. Nothing prevents a caster from writing down the knowledge gained from this spell before it fades, however.

EXAMPLE: Ra-Ramses wishes to plumb the depths of the dungeon of his rival, Baldur the Black. Baldur's dungeon is reputed to be a deadly maze filled with traps, secret doors, and foul guardians, so Ra-Ramses abducts Archimedian, the engineer who built the dungeon, and casts **soul eating** on him. Archimedian (a 5th level loremaster) fails his saving throw v. Death, so his soul is eaten by Ra-Ramses. Ra-Ramses gains 1d10 + 5 hp. The Judge decides that having complete knowledge of the layout and design of Baldur's dungeon is equivalent to the Mapping proficiency, and thus within the purview of the spell. Ra-Ramses now has a day to exploit this knowledge, either by venturing into the dungeon immediately or by spending a day drafting maps.

While **soul eating** is in effect, the spellcaster is treated as an inherently evil summoned creature for purposes of **detect evil** and **protection from evil** effects. A **dispel evil** or **dispel magic** spell will strip the caster of his temporary proficiency and hit points unless he makes a successful saving throw versus Spells.



Open Game License

DESIGNATION OF PRODUCT IDENTITY

The names Autarch™, Adventurer Conqueror King™, Adventurer Conqueror King System™, ACKS™, Auran Empire™, and Sinister Stone of Sakkara™ when used in any context, are product identity. All artwork, logos, maps, and presentation are product identity.

DESIGNATION OF OPEN GAME CONTENT

All game mechanics and rules are open game content, with the exception of text and terms defined above as product identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights

Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or

Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document 5.0. Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Adventurer Conqueror King Copyright 2011, Autarch™ LLC; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

Basic Fantasy Role-Playing Game Copyright 2006-2008, Chris Gonnerman.

Castles & Crusades: Players Handbook Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support Copyright 2005, Troll Lord Games.

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Labyrinth Lord™ Advanced Edition Companion Copyright 2010, Daniel Proctor; Author Daniel Proctor.

END OF LICENSE

Copyright 2012-2018 Autarch LLC. Autarch™, Adventurer Conqueror King™, Adventurer Conqueror King System™, and ACKS™ are trademarks of Autarch Auran Empire™ is a trademark of Alexander Macris.