

ROLEMASTER

Treasure Law



PUBLIC PLAYTEST



ROLEMASTER

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PUBLIC PLAYTEST-ONLY VERSION 2.0
FOR REGISTERED PLAYTESTERS ONLY

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1. Introduction

1.1. Rolemaster

Rolemaster is a revision of Iron Crown Enterprise's original *Rolemaster* game system published in 1982. *Rolemaster* was originally designed to be used as a complete fantasy role-playing (FRP) system or as individual modular components. This new version is no different, providing a modular and easy-to-modify core system that can be built upon to create a detailed RPG ruleset for any setting. Unlike many modern RPGs which focus on easy and simple rules, *Rolemaster* geared towards players who are looking for a realistic, yet playable, RPG. There are five core books:

Arms & Character Law (A&CL) contains all the core rules in three parts. *Character Law* contains a set of rules for creating rich and detailed characters with a complete and comprehensive skill system, as well as optional talents that can be used to enrich characters further. *Arms Law* contains rules for tactical combat amongst individuals and small groups using a detailed simulation of weapons and armor. Its detailed combat system covers the mechanics of attacks from weapons and animals to elemental attacks. Colorful critical and fumble results make every combat interesting and memorable. *Gamemaster Law* offers helpful guidance to Gamemasters, as well as rules and guidelines for adding setting rules such as creating races, cultures, and professions. Poison, disease, and other hazards that may come up in play are also covered.

Creature Law (CrL) contains stats for hundreds of monsters and fantastical creatures. As fantasy settings are often home to a variety of beasts, *Creature Law* contains rules for creating new ones for new and unusual settings.

Spell Law (SL) is a magic system with thousands of spells organized into three realms of magic. This provides characters with a wide variety of spell-using options for all types of professions. Spells are organized into lists, which are related in theme.

Treasure Law (TL) is a book of treasure, equipment and commerce; an important part of any RPG. Rules for crafting mundane objects as well as magical items are included along with the Alchemist professions.

Die Rolls

2 – 20 (2d10): Roll two dice and add the two results to obtain a result between 2 and 20.

1 – 100 (d100): *Rolemaster* primarily uses two 10-sided dice to get a result between 1 and 100, referred to as 'percentiles'. Each of the 10-sided dice gives a result between 0 and 9 — one die is treated as the "tens" die and the other as the "ones" die. These may be distinguished by color or other marking (in which case it must be made clear which die is to be read as the tens before rolling; a fixed convention for your gaming table is recommended), or one may use a pair of percentile dice where one is marked "10,

20, 30, ... , 00". (It is also possible to roll a novelty hundred-sided die, but most gamers find these impractical.) Thus a random result between 01 and 100 (a "00" is treated as 100) is obtained.

1 – 100 Open-ended (d100OE): An open-ended roll means that there is no absolute minimum or maximum. First make a 1-100 roll; a roll of 96-00 indicates that the dice are rolled again and the result added to the first roll. If the second roll is 96-00, then a third roll is made and added, and so on until a non 96-00 roll is made. The total sum of these rolls is the result of the open-ended roll.

If the first roll is a 01-05 the dice are rolled again and the result subtracted from the first roll. If the second roll is 96-00, then a third roll is made and subtracted, and so on until a non 96-00 roll is made. The total of these rolls is the result of the low open-ended roll. A roll of 01-05 on anything other than the first roll does not cause one to roll again.

Some rolls, such as attacks and spell casting rolls are open-ended high only, which means that a 01-05 on the first roll has no effect. These rolls instead have unmodified 'fumble' or 'failure' ranges.

Example: *The GM asks a player to make an open-ended roll, and the initial roll is a 99 (thus between 96 and 100). A second roll is made with a result of 96, so a third roll is made with a result of 04. Thus, the high open-ended roll that the GM requested is a 199 (= 99 + 96 + 04).*

Example: *The GM asks a player to make an open-ended roll, and the initial roll is a 04 (thus between 01 and 05). A second roll is made with a result of 97 (thus between 96 and 00), so a third roll is made, resulting in a 03. Thus, the low open-ended roll that the GM requested is a -96 (= 04 - 97 - 03).*

Unmodified Rolls (UM)

Certain results on some rolls indicate an immediate effect and no modifications are considered. These rolls are marked with a "UM.", such as "01-04 UM" For example, all weapon attacks result in a fumble if the initial unmodified d100OE roll falls within the fumble range of the weapon. If a roll falls into the UM range, then no modifiers are applied to the roll and the unmodified result is applied (such as a fumble or spell failure).

Optional Rules

In these rules, you will see rules separated out in boxed text, like the box this text is in. Boxed rules are optional or advanced rules, you can ignore them if you choose and the rules will work fine as is. These rules apply or do not apply at the GM's discretion, so if you are a player ask the GM if any particular boxed text rule is being used.

Power Level

Rolemaster is a very open roleplaying game, and is built that way on purpose to allow for a wide variety of gaming experiences to be possible within the rules. Power level can vary widely between two gaming groups, or even between two different campaigns run by the same GM. Rule elements may be over-powered and game breaking in one campaign, but necessary or even casual elements in another campaign. In order to allow for a broad range of power levels, the power levels listed below are used in some sections of the rules to identify more powerful elements, to help GMs decide what they want to allow in play. The GM may even decide to use different power levels in different parts of the rules, such as using a Heroic power level for generating characters but an Average power level when dealing with magic. In

respect to *Treasure Law*, power level adjusts the power of Alchemists by changing the amount of time required to make items.

1.2. The Basics

In the magic item creation procedures, much use will be made of a special measure, the Time Unit (TU), which represents a number of days spent in four hours of work on the item in question. This is where the main tuning of magic item creation power is made. For item creation, the Power Levels mean the following:

Average: The TU represents six days of work (a full medieval work week).

Superior: The TU represents five days of work.

Heroic: The TU represents four days of work.

Legendary: The TU represents three days of work.

Epic: The TU represents two days of work.

Four hour work periods were chosen to make the longer enchantment procedures practical. This allows the Alchemist to do other work and continue to pay his bills while spending a year or more on some major work. It allows a Master of the Guild to continue to practice his craft while allowing time for the political and mercantile responsibilities of his position to be fulfilled.

Note that this is a scale for controlling what an individual alchemist can do; many other factors influence the availability, both in numbers and in power, and cost of magical items, and several of these are more important than Power Level. In the first place, the number of alchemists and their levels define the limits of current production. Three alchemists at the Average Power Level can do as much work as one at Epic Power Level. Four can do more. Regardless of how quickly he works, an alchemist's items are limited by the alchemist's own level. Even considering the current state of the setting is not enough, because the amount of time during which items have been accumulating, and the degree to which items have been preserved over time, must also be considered. A world with twenty thousand years of history has room for a lot more alchemist-worked items than one with a thousand-year history. There is also the question of how much effort the existing alchemists put into creating lasting items, rather than spending time on single use items (such as potions) or producing exotic enchantments that create magical locations, enchanted tattoos, or artificial creatures. Finally, it must be noted that there are other ways for enchanted items to appear beyond the arts of the alchemists. These, too, will be explored, though more briefly than the detailed methods and spell lists of the alchemists.

Multiple tables will include codes indicating the difficulty of maneuvers required to create something. These are listed here, with the maneuver difficulty and the corresponding penalty to the maneuver.

Table 1-1: Maneuver Difficulty Codes		
Code	Maneuver Difficulty	Modifier to maneuver roll
C	Casual	+70

S	Simple	+50
R	Routine	+30
E	Easy	+20
L	Light	+10
M	Medium	0
H	Hard	-10
VH	Very Hard	-20
XH	Extremely Hard	-30
SF	Sheer Folly	-50
A	Absurd	-70
NI	Nigh Impossible	-100

2. Treasure

Treasure! The very word evokes adventure and mystery. Great deeds and terrible have been done in both history and fiction by those seeking treasure. It has saved men and destroyed men. It is often quite literally the stuff of legends.

In practice, treasure ranges from a lowly coin found on the road to fabulous wealth that can change the course of history. It can be as obvious as a mountain of gold or as subtle as tiny flowers with unusual healing properties. The use of varied and appropriate treasures is important to any campaign.

As a pragmatic definition, let us call treasure anything of value that characters might obtain through simply finding it or by defeating living or unliving guardians (which may include traps or puzzles). This allows for the division of treasures into five types. These are by no means absolute distinctions, but may be useful in thinking of what treasure might be present in a given situation:

Gear — Personal or organizational equipment, gear will be either in use or available for use. This includes weapons and armor, potions kept at the ready, spell-casting items in the hands of those attuned to them, and anything else that might be used against the would-be new owner before the current owner gives it up. Of all treasure, this has the most obvious purpose being where it is. It is also the easiest to locate, as one need but loot the body, if you are that type of person.

Hoarded — Items gathered and kept, hoarded items include everything from a couple of coins hidden under a board in a beggar's shack to the great treasuries of kings and dragons. While not of immediate utility to the possessor, it is valued and guarded. It may be kept against a future need, or it may simply be kept out of avarice, or even be kept as a religious object (e.g., the monks guard the jewel-eyed idol of the Rat-God). Only a fool will not have converted part of any sizable hoard to obtain usable gear, or at least some traps and locks, to protect the hoard. Hoarded wealth may also be hidden behind secret doors or more obscurely through magic.

Inventory — Items may be kept on hand for purposes of trade or industry. The owner may be looking to do business and offer these goods for sale, or they might be raw materials to make the goods that will be traded or used. The orcish smith who provides the orcs with their gear likely has an inventory of raw metal or ores awaiting use to create more armor, weapons, and the like, as well as a selection of finished items not yet distributed. Inventory is usually almost as ready to hand as gear.

Incidental — One can find incidental treasure anywhere, and it can be of any kind. This category includes all items that were left where they are because the previous owner accidentally lost the item or lost interest in it (usually by joining the dead). This is the sort of treasure one might find scattered around the lair of a bestial monster, the belongings of previous victims. It also includes that coin in the road mentioned earlier. It is unguarded, as such, though the best finds are almost always in a location of peril. The occasional piece dropped by accident or the leavings of a heart-attack victim may be used to create a little player paranoia, however.

Buried — Sometimes treasure is simply hidden away. Such treasure need not be literally buried, of course, though the best hiding places are often under the ground. This is the object of a "treasure map", a

device delivered to the public imagination by Robert Lewis Stevenson's *Treasure Island* and beloved of adventure tales ever since. It relies primarily on secrecy for security, though there may be a trap or two, even a curse or monster. The primary challenge, however, is learning the location and getting to it, as well as dealing with any rivals in the search. This can be anything from realizing there is a hidden stash under the floor of the chamber and figuring out how to get to it to a grand quest for a lost fortune that leads through dozens of locations, following clues and trading favors in order to reach the ultimate goal.

In times of war, people did bury their money, in large or small amounts, for security against looting. However, such treasures would be hidden without a map and would become lost and forgotten if those who had hidden it died before it was safe to recover it. The other main source of deliberately buried wealth was that which was interred with the dead. This can range from a simple coin to pay for passage to the realm of the dead to elaborate provisions to ensure that the wealthy could maintain their lifestyle "on the other side". These burial treasures depend on a culture's understanding of the afterlife. In a fantasy setting where there are individuals capable of bringing the dead back to life or just contacting a god to ask for details, the actual facts of the afterlife are going to be important. If you really "can't take it with you", burial finery is going to be much more limited than if you get to use all the stuff in your tomb while in the next life.

Item Description and Detail

It is impossible to give detailed descriptions of every item in the game world, or even simply those with which the player-characters come into contact. Just as the GM may describe a dry creek bed as filled with water-smoothed pebbles and patches of sand, he may describe an armory in general terms as full of stands of mighty spears and gleaming axes, of lacquered round shields and glittering suits of mail. Even if not mass-produced in the modern sense, a batch of swords from the same forge may seem identical at the level of detail desired.

However, some items will deserve more detailed attention. Powerful items, of course, whatever that means in the context of the campaign, will receive more attention from player-characters, so the GM needs to be ready with descriptive prose and also some history. Such items will often have an important past, but even if one does not, the GM can expect to respond to divinatory spells and mundane inquiries on such objects.

If only such items were given detailed description and background, there would be two unfortunate results. In the first place, as with any instance where the GM only goes into detail when certain circumstances apply (e.g., giving detailed descriptions of landscape only when approaching an ambush), it would betray information that the PCs would not have, allowing them to immediately distinguish the best loot. In the second place, other items would be left unnecessarily lacking in interest. Not only lesser magical items, but non-magical items as well, can be given added interest by individuating details.

Naturally, the magical abilities of an item will be of great interest to its owner (or those opposing the owner), but those are dealt with in some detail elsewhere in this work. The exact manifestation of these powers is, however, somewhat less carefully defined. Just as spell descriptions may be varied and personalized (see *Spell Law*, Section 2.8), the manifestation of item abilities can be described in different ways, and certain "special effects" may be included by the creating Alchemist(s). (See Section 4.2.) A sword doing an additional Heat critical might glow as if the blade were molten or have flames along its

blade — but is the metal red-hot or white-hot? Are the flames green, blue, white, red, or some other color? Does a tail of flame linger where the point curves through a slashing blow? Are the flames steady, flickering, dancing? Is there a sound of a crackling fire or the scent of incense or a trail of smoke associated with the flames?

Non-magical abilities also deserve some consideration. Materials and workmanship may influence the structural strength (see Sections 2.4 and 2.5) of an item. An item may include clever, possibly innovative, features to allow additional or improved functionality. This can include various weapon designs like a double-shot crossbow, a mace that converts to a flail when a button is pressed, or a two-handed sword with a dagger hidden in the grip as a second weapon. This can be as simple as a thong tying a weapon to one's wrist to keep it easily recovered if dropped or knocked from one's hand or as complicated as an adjustable crossbow that can function as either a regular or heavy crossbow. Plate gauntlets could be designed with specific mirrored surfaces to aid in looking around corners or behind one (possibly allowing a bonus to Reverse Strike). More complicated designs will generally require more upkeep and may cause some structural weakness (Strength penalty). Hidden compartments have many uses, from a ring that hides a dose of poison to a smuggler's hidden storage in his boat or wagon to a walking stick that conceals a blade or a wand. A magnetic compass could be built into a wagon or boat. Some equipment may be unusually light, like a rope of giant spider silk. Items may have functions that vary in quality and, to use an obvious example, the GM needs to distinguish between a lock which requires a Light maneuver to pick and one which is Very Hard to pick. Lenses and listening devices may be available to assist various Perception maneuvers. The limits of non-magical ability are the materials and technology available, and the skill and ingenuity with which these are applied.

The appearance of an item is also of potential interest. Objects or parts of objects may be left plain or be decorated. Blemishes or nicks may indicate past use or lack of care. Artistic excellence or the use of precious metals, stone, or other materials may improve both appearance and worth. A character wielding a sword with a skull-shaped pommel and a red-stained blade, drawn from a black scabbard, while wearing black armor and a helm designed to resemble a demon's head, will make a much different impression than one in gleaming gilded armor and white fur cloak, wielding a blue-stained blade with a pommel in the shape of an owl. Decorations may be representative, like the owl or demon images mentioned, or abstract forms like spirals, wave patterns, or lines of dots. When it comes to appearance, inscriptions should not be neglected. Sometimes, they may only add flavor to an item; other times, they may provide minor or vital information, from giving the item's name or stating the item's purpose to including the full text of some riddle or prophesy. Quotations from religious or secular works may make an inscribed item a doorway into some as-yet-unexplored corner of the game's setting. Inscriptions may also include the name or mark of the item's creator. Even without any deliberate signs, the form that ornamentation takes may allow identification of the culture which produced the item.

Having mentioned names, let us consider them next. Not all objects are given individual names and even names of item types may be generically descriptive rather than genuine names. A "wand of *Shock Bolts*" is a mere description, but if people refer to such an item as a "nail of Thor" or a "thunderstick", it has been named. Ships are traditionally named, and the naming of swords is not uncommon. Any powerful magic item is likely to have a name, and players may wish to name objects in their characters' care. After all,

what sounds cooler: "my +10 dagger" or "Ironfang"? "My longbow" or "Deathrainer"? "A staff of *Fire Balls*" or "Cold's Bane"? Names can also tie into an object's history.

An object's immediate conditions must be known and are the visible end of its history. It will have some location, and it will usually have a current owner and a bearer (typically, though not necessarily the same individual), as well as some function. However, some items will be lost or abandoned, though some individual or group may still have a claim on the item. Some items will have variables which must be set, such as the number of charges in a charged item (e.g, a staff or wand).

If an item is fairly new, its history may involve little more than its creation and its delivery into the hands of the current holder. Older items may have much richer and complex histories. An object may pass through many hands over the centuries; some of these owners may have been famous. The object itself may have been used for great or terrible deeds. An item's history can tie in with other aspects of the campaign. Learning more about an item may set the next adventure hook, tie into a character's background (perhaps an ancestor once wore this bracelet), or provide a window to setting detail (which may or may not provide clues to understanding some current or future problem). An item may also have gathered rumors and legends around it. If the item is learned about secondhand, these may obscure the true history. In any case, they may affect the reactions of others.

If an item is infamous, seen as evil or accursed, its bearer is likely to receive a negative reaction or to be avoided by others. An item which is seen as particularly valuable with regard to its history, origin, power, or artistry is likely to be sought by others. Depending on their nature, they may attempt to purchase or trade for the item, or they may seek to take it by stealth or by force. Those with a claim of ownership, which might include families or governments, but most typically are religious organizations seeking the recovery of sacred relics, may formally demand the return of the item, generally offering a "finder's fee" in lieu of purchase. These claimants, depending on the solidity of the claim and strength of the local law, may take the matter to the law if the initial offer of reward is refused. Many other types of pressure are possible as alternatives.

Finally, there are two other points of individuation worth mentioning. In the case of an item with intelligence and will, its personality must be considered. Such items receive sufficient attention elsewhere in this work. More generally, items may be attuned to. The aspects of this process which fall within the sphere of game mechanics is dealt with elsewhere, but this process involves an intimate interaction of the auras of the attuner and the item. It is to be expected that there is room for more subjective results of such interaction. The "feel" of an object when attuned to might tie into its powers (e.g., a staff of *Fire Bolts* might provide a sense of warmth), its personality (e.g., a sword devoted to the god of justice might make an attunee feel watched), its creator (e.g., a ring made by an irritable Alchemist might provoke an itchy finger), or have no obvious origin (e.g., a spear that reminds the bearer of a warm summer day in a swamp for no known reason).

2.1. Money

Money is a standard form of exchange used to facilitate trade. It usually maintains a given value against which the fluctuations in value of other goods can be measured. Modern currencies, based on confidence in the issuing government, are subject to inflation and deflation, which can cause problems when they become excessive, but provide important balancing in international trade, allowing the market to correct

imbalances. These factors do not commonly apply to settings where the money is in the form of coins taking their value from the precious material from which they are made, but it is possible that a large influx of silver or other change in conditions will cause the value of one or more metals to change, causing widespread financial consequences. This should generally only be introduced if the GM wishes to make it an important thematic or plot element in the campaign, since it adds a fair amount of complication. GMs who do not wish to deal with such matters should simply avoid having such large-scale changes in the availability of precious metals within the setting.

Some settings will not have money. They will remain on the barter system, where values of items are considered only relative to the current desires of those making the exchange, with no larger system to support their transaction with money as a fixed reference of value. There are also intermediate forms of exchange, where standard trade objects serve as a prototype of money. See Section 3.1 for more on forms of trade.

It is possible to introduce to certain settings special forms of money that serve to characterize and evoke that setting. A unit of water in a desert setting is one example. In a fantasy setting, the rules of magic might be shaped to allow the exchange of magic in some form. If a species can exchange bits of their natural lifespan, that would make for an exotic and possibly unnerving system of trade, where one might offer a craftsman 15 hours of one's lifespan in exchange for 12 hours of labor. This is another approach that should only be taken when it is central to the GM's vision for the campaign. For most games, regular money and/or bartering will handle things quite well.

COINAGE

The most common form of money is the coin. Coins are usually made from precious metals, although they are sometimes made from other materials, such as stone or shells. The default coinage system for *Rolemaster* (see *A&CL* Chapter 6) is a decimal system that is convenient, but not historically likely.

In order to facilitate conversions into other systems, prices in this book will be provided in silver pieces (sp) for all items, so that all conversion may be made from a single unit. Thus, a 2 bp item will be listed in decimal silver as 0.2 sp (or just 0.2 to save space in tables). Since the default system is a decimal system, decimal silver is easily broken into coin types by reading tens as gold, ones as silver, tenths as bronze, and hundredths as copper. When creating your own setting's coinage, it can be useful to set one of the coins in the most used coinage systems equal to a standard sp to ease conversion of prices.

At the very least, various nations (or other minters of coins) should have various designs and names for the various coin types. For example, the Exemplary Empire might use animal designs, with gold pieces being Lions, silver pieces being Eagles, bronze pieces being Tigers, and copper pieces being Horses. The Hypothetical Republic prefers astronomical designs, calling gold pieces Suns, silver pieces Moons, bronze pieces Comets, and copper pieces Stars. Shapes may vary, with square, hexagonal, or triangular coins mixing with round ones. So long as material and weight are equivalent, values will be equivalent and simplicity maintained. This can be rationalized by creating a central minting authority, such as a Dwarven guild that performs actual minting for all countries in the region, providing a universally-accepted guarantee of purity.

One fairly simple complication is to add double and half value coins. The Exemplary Empire might issue not only the standard silver Eagle, but a Double Eagle of 2 sp value and a Half Eagle of 0.5 sp (5 bp) value. Such coins might also have a less transparent naming system. Perhaps the Hypothetical Republic's silver coins come in Full Moons (2 sp), Half Moons (1 sp), and Crescents (0.5 sp).

A more ambitious approach is to ditch the decimal coinage and use another system. One GM might decide that, with its use of six elements and six Base lists for each spell-casting Profession, *Rolemaster* calls for a coinage based on a base of six and produce the following:

1 Greater Gold (gg) = 6 Lesser Gold (lg)

1 Lesser Gold (lg) = 36 Silver Coins (sc)

1 Silver Coin (sc) = 6 Bronze Coins (bc)

1 Bronze Coin (bc) = 36 Copper Coins (cc)

1 Copper Coin (cc) = 36 Trade Beads (tb)

These generic descriptions can be elaborated with names and varied designs as described above for the default system. The GM sets the Silver Coin equal to a standard silver piece, sets base prices to the nearest approximations in his new coinage system, and is ready to go. Notice if the weight of the Lesser Gold coin is set equal to the Silver Coin, the ratio of values of gold and silver has apparently been changed. This is certainly plausible, as the relative values have varied in different times and places, but this may also be avoided by regarding the coins as significantly impure and accounting for the difference that way. One may also accept different weights of coins, which is also more realistic, although something of a complication.

Differences in the types of money used can represent the different values and thought-patterns of different societies or races. Elven coinage may be decorated with natural images, such as animals and plants, while Dwarven coins are all portraits and tools, while Orcish coins bear images of skulls and weapons. Coins may be minted in different shapes to differentiate them more easily by touch among pragmatic traders, or they may all have seven sides to remind their pious users of the Seven Sacred Tenets. However, sometimes the GM just needs to describe some coins, so some tables are included in Section 6.3 for generating random coinage designs. These can also be used simply for inspiration in doing one's own design, and they require some work even if one rolls for every element, since a coin with a fish on it still requires an appropriate fish be chosen and likewise the age and origin of the coin determines who that king is on other side.

Some GMs may prefer to do some research and copy (or at least use as inspiration) various historical coinage systems. If the setting is historical (e.g., the Roman Empire in 200 A.D.) or pseudo-historical (e.g., the Roman Empire with magic and monster), then use of historically-accurate coins will be most appropriate and a little research is definitely called for.

PAPER MONEY

Paper money can be used on the basis of it being backed either by reserves of specie (precious metals) or other valuable resources (salt, to use a historical example) or by authority (if the government is strong enough), as in the modern world. We have an additional possibility thanks to rune paper, a currency that possesses an intrinsic value. Properly stamped with a government seal (for unless there is some issuing authority involved, this would merely be another form of barter), such money would be readily portable and highly useful for the exchange of large values. The value of even lesser magical items such as rune paper makes it unsuitable for more common purchases. Produced by high-level government Alchemists, the rune paper could be given a legislated value of 100 sp with a profit to the issuing government, while "rune paper" of parchment could be a 200 sp note.

2.2. Extended Equipment Lists

Basic tools of various trades and the daily goods of life constitute ordinary equipment. The lists here are merely representative, as the accoutrements of human life are varied and subject to innovation, while those of non-human inhabitants of fantastic worlds are limited only by the imagination.

There is a substantial degree of arbitrariness to most of the numbers given in this section. This is inevitable given the generality of the game's scope and the specificity required in running it. Weights, creation times, and prices vary in the real world, but we ignore that here for simplicity. In the rules on buying and selling, various economic and situational factors help modify the base price, but the issues of exact production methods is never addressed, with such issues abstracted to workshop general rules and Crafting maneuvers. There is certainly room for future supplements of more limited scope to address specific production methods and model some particular economy, which could alter any or all of the following statistics.

While Rolemaster also does not dictate a particular technological level, rather few post-medieval items appear on these lists. The GM should not hesitate to rule that certain items do not exist in the game setting. There is an assumption that metal items are, unless specified otherwise, made of iron or a low-quality steel considered to be "iron" (see Section 2.5).

Two types of expenditures are left out of the following tables, and they are addressed here. The first is the historically common practice of purchasing slaves. The second is the common practice in fantasy role-playing games of paying someone to cast a spell. Both of these cases have complexities that cannot be captured by a listing on a table.

Even more than other cases, it is difficult to set a price on slaves. In the first place, there are many variations on the practice of slavery. In addition to all of the various historical practices, fantastic worlds may include unique customs of their own. There is also the matter of variation in the merchandise. You have all of the issues of age, health, sex, and training that are involved in the sale of livestock, but while a table can assume a healthy young adult animal, trained for a standard use where appropriate, and have the GM adjust from this basis, when it comes to sapient life, things are much more complicated. There are many skills and other features that may matter to a slave-purchaser. There is also the matter of attitude: nobody wants a suicidally depressed or homicidally angry slave. For some purposes, a child would be preferred (such as someone wanting to train a slave up into a highly-skilled position), for others worthless (such as immediate use as heavy labor). Is the individual a slave for life, or will the slavery end after a set

period, or is the slave allowed to buy his freedom? Given the presence of non-human races (and even sapient monsters), their traits come into play. So, no prices for slaves are offered here. As a rule of thumb, assume that buyers will expect to "get their money back" in services in no more than 10 years. Look at the cost of paying a free person to do the expected work for a decade and treat that as a maximum possible price. Depending on circumstances, prices may be much lower.

Some groups may prefer to avoid the issue altogether, excluding any practice of slavery (or the formally different, but hardly better, institution of serfdom). These are fantasy games, after all. However, a game in a historical or pseudo-historical setting will rarely be able to avoid the issue without breaking historicity. In these cases, the GM should be sure to research what involuntary servitude was like in that setting. Practices varied greatly. Even without regard to the plausibility of the setting, there are good reasons to include practices of slavery in a game setting. By giving them a market value alive, it provides an excellent excuse not to have a foe simply kill defeated player-characters. Some groups will enjoy fighting the slave trade and liberating slaves. Player-characters in slavery provide a number of possible scenarios, from the popular clichéd gladiatorial fight to escape attempts to careful manipulation of events while under the restrictions of service to simply making enough money to buy one's freedom. It can also provide ways of differentiating different peoples, by varying the institutions of servitude in different ways. As in all things, consider the sensitivities and maturity of your group.

While it has been a common practice for GMs to use some formula based on spell level, possibly combined with caster level, to charge for spell-casting, this is not very likely. In the first place, many spellcasters that hire out their services will be working in a salaried position, providing services as needed to a noble patron, wealthy family, or business. Religious healers probably tend their religious community for free. Lay healers might work on an insurance model.

There are probably some spell-casters who lack steady employment and would welcome a temporary hire, and it should not be impossible to lure a spell-caster away from his regular work to do a bit on the side now and then, but such arrangements are likely to be made on a case-by-case basis and the cost is unlikely to be standardized except in two cases. The first is that a widespread pay-per-casting competitive market exists, in which case the cost will be fairly low due to the competitive nature of the market. The second case is that magic use has taken on a guild structure and the guild regulates pricing. In this case, costs could be quite high, although government interference or a concern for public image may keep costs down, although nowhere near where they would be in a competitive market.

Note that either of those two situations requires that magic be fairly common and very much commercialized. Furthermore, charging based on spell level would indicate that magic is not too mysterious to the average person. If those outside the spell-casting community have no idea what level a spell is, or perhaps have no concept of spell level, it is unlikely such a pricing structure would long endure. So, from a customer viewpoint, paying based on spell level will not be realistic for low-magic worlds. However, even in a high-magic world, such a system is unlikely, as can be seen by considering the seller's viewpoint.

The seller might like to charge based on the number of PP expended, but when spell effects can be found on different lists at different levels, it will be inconvenient to have to explain price differences, especially if the customer has little understanding of magic and simply thinks you have cheated him. It also makes a

great deal of difference exactly what is being asked of one. Some jobs will be more irksome, dangerous, or interesting than others. Pricing based on a single factor will ignore others that might be more important in any given case.

As far as caster level is concerned, a higher-level caster must make more money by casting more spells or otherwise producing more effect. A customer will only pay more due to the caster's level where it affects a parameter that matters (e.g., the duration of a *Light* spell) and only to the extent that improved effects meet the customer's needs. If I need a spell effect for two hours, I really do not care if you can maintain it for three hours or ten hours.

If a spell is roughly equivalent to something that could be done without magic, the price of the spell(s) must be competitive with the more mundane approach. It can be higher only if the magical method is significantly faster, more reliable, or safer. The type of spell and circumstances of casting are going to be of considerable importance in setting a price for casting spells on a pay-per-spell basis. Healing spells may be subsidized by a government that recognizes the value of a healthy population. Any sort of offensive magic is going to cost a great deal more because of the risks (not only in actual casting, but in future repercussions). Spells that deal in information may be cheaper if the information is also of some interest to the caster (or the caster is just a general busybody). If the spell-caster must travel to cast the desired spell, the hiring party must expect to pay for time lost and cover traveling expenses. If this takes the caster away from a regular position, his usual employer may need to be compensated as well. A spellcaster with solid educational or professional credentials can charge more than an equally skilled one who is not able to prove it.

Strange outlanders with rumored wealth can expect to pay more than a townsman or rustic the spellcaster may well have known for decades. If the need for the spell is considerable (curse removal, healing, and the like), and the casting is done for mercenary purposes, the price is likely to depend principally on two things: how much the caster thinks the party has available with which to pay and how far they can be pushed before having one of those psychotic episodes for which "adventurers" are so well known.

On the other hand, if one has done a service for the local community, especially a small one, healing and minor spells may be done freely out of friendship. Magical services might also be done in trade for future favors. Trading in favors is an excellent approach for a spellcaster who hopes to have control over his corner of the world, for whatever reason.

All of this assumes a fairly "advanced" society. In more "primitive" contexts, you would definitely need to resort to barter and would likely need to negotiate with the chief in order to gain his favor, rather than trying to hire the spellcaster. Attempts to do such direct hiring might be taken as an insult, or even a challenge to the power of the chief.

In short, there are too many variables involved to set a base price. In worlds where magic is commonplace, certain practices may create standardized pricing in some areas (magical lighting would be very popular for inns, taverns, and other business that could stay open late). In worlds where magic is rare and mysterious, spellcasters might never cheapen their art by exchanging it for coin. The work of Alchemists is given a price in this work, but there are various assumptions that underlie that pricing, and

GMs who alter those assumptions in their settings will need to change the prices of magical items to match.

Table Format

Most of the tables will include columns for "Cost", given in silver pieces; "Wt.", the weight in pounds; "Str.", the Strength rating used for breakage checks (which may be modified for quality of workmanship or materials); "Diff.", the difficulty of the necessary Crafting maneuver(s) to create the item; "Time", the time required to create the item, given in "h" for hours or "d" for "days" (assumed to be 10 hour workdays); and "Notes", mentioning anything else. Some tables will lack some of these listings, generally because they do not apply. You do not craft a new cow; you have to let nature take its course. Tables with additional listings will have them explained in the associated text.

Animals & Exotic Life

See *Creature Law* for detailed descriptions.

Table 2-1: Animals and Exotic Life		
Beast	Cost	Notes
Battle Boar	150	Trained for combat.
Bear (small)	60	Dancing bear is double cost. Medium size category.
Bear (large)	100	Dancing bear is double cost. Big size category.
Camel (draft)	125	Trained as a draft animal.
Camel (racing)	400	Trained for racing.
Cat (house)	0.3	
Cat (small)	12	Bobcat, lynx.
Cat (medium)	45	Leopard, cheetah.
Cat (large)	60	Lion, tiger.
Chicken	0.15	
Cow/Bull	80	
Darkhunter (pup)	50	
Dog (bloodhound)	20	Tracker.
Dog (greyhound)	25	Racing animal.
Dog (mastiff)	30	Guard/fighting dog.
Dog (sled)	15	Trained to pull a sled.
Dog (small)	5	Pet or pot.
Dracacus	1200	Trained as a mount; takes to combat naturally.
Dragonette (egg)	250	Potential familiar
Duck, domestic	0.2	
Eagle	50	Trained for the hunt.
Elephant	700	Trained for carrying/hauling.
Falcon	45	Trained for the hunt.
Ferret	10	
Goat	50	
Goose	0.5	Price for version that does not lay golden eggs.
Great Falcon	900	Trained as a mount. Combat-ready by nature.
Griffin/Gryphon	300	Young enough to train.
Hawk	40	Trained for the hunt.
Hippogriff	800	Trained as a mount. Add 50% to price if combat-trained.

Horse (light)	40	Draft or riding animal. Add 50% to price if trained for both.
Horse (medium)	60	Draft or riding animal. Add 50% to price if trained for both.
Horse (heavy)	80	Draft or riding animal. Add 50% to price if trained for both.
Llama/alpaca	75	Trained as a draft animal.
Mistraven	500	Intelligent, but can become a Familiar.
Mule/donkey	35	Draft or riding animal. Add 50% to price if trained for both.
Owl	25	Preferred as a familiar in some cultures.
Ox	90	Trained as a draft animal.
Pig	25	
Pigeon	0.12	
Pony	40	Draft or riding animal. Add 50% to price if trained for both.
Quetzlquatl egg	400	Must often be sold on the black market only.
Serpentus	900	Trained for combat.
Sheep, coarse wool	35	
Sheep, fine wool	50	
Suggram, domesticated	40	Giant riding slug. No, that is not an error.
Songbird	2	
Steardan	1000	Trained for combat.
Swan	50	
Warcat (lesser)	200	Young, ready to bond with a master.
Warcat (greater)	500	Young, ready to bond with a master.
Warhorse (lesser)	200	Trained for combat.
Warhorse (greater)	750	Trained for combat.
War Snail	1000	Trained for combat.
Whitesnake, egg	200	A "natural familiar", attuning when hatched.
Wolf	35	

Many creatures will have a value to a few rare customers seeking to stock a menagerie, use dangerous beings for defensive purposes, or employ exotic creatures as devices of entertainment (whether in a circus-type environment or something more gladiatorial). Prices can vary widely and a prudent individual will negotiate price in advance of attempting the capture, as having to feed, house, and control a tyrannosaurus, for example, is something a shrewd negotiator on the other side will use against you.

Where price is listed for a trained animal, halve the value for an untrained adult. Note that this may also reduce the actual price paid still further, if demand for such animals is poor. Animals with unaccounted for training will cost more according to the added utility of such training. Where price listed is for an adult, normally consider the value of a young specimen as half that of an adult for a wild animal, one-fifth for a domesticated animal. (An immature horse suitable for becoming a lesser warhorse would be worth 20 sp, with the price halved for untrained status and then cut to one-fifth of that for youth.) Where price given is for young/egg, adults may have little commercial value except as exotica. No general rule is possible, as in some cases early bonding is strictly necessary, in others it is merely optimal.

Armor

Except for the wealthy, armor is not often custom-made, so it is usually necessary to determine what size character may wear found pieces of armor. The exact size of armor, when not known, may be determined by rolling randomly using Table 3-2 in *A&CL* Section 3.2 for the races listed there. This table may be extrapolated to determine heights and weights for individuals of other species. Use the character's weight

and height as a guideline to determine how well the armor fits on Table 2-2. If the armor is more than hanging off the body, or barely fits because it is so tight, then it is not wearable. The DB/maneuver column gives the penalty to both Defensive Bonus and to the armor's maneuver penalty. Use the greater % difference between the current wearer and the intended wearer in either height or weight to determine fit.

Height/Weight	Fit	DB/Maneuver
+/- 5%	Loose/Confining	-5
+/- 6% - 15%	Very Loose/Restrictive	-10
+/- 16% - 20%	Hanging/Barely Fit	-15

The following table list armor costs for Small, Medium, Big, and Large creatures using the simple rule for non-Medium pricing given in *A&CL*. Note that this simple rule is made optional in *Treasure Law*, and the more realistic and complex rule that replaces it is in Section 2.4.

Name	Cost	Cost	Cost	Cost	Wt.	Str.	Diff.	Time *	Notes
	Small	Medium	Big	Large					
Heavy Cloth Full Suit	2.39	9.55	38.2	152.8	6%	30		10d	AT 2.
Soft Leather Full Suit	2.5	10	40	160	7%	30		10d	AT 3.
Hide Scale Full Suit	8.5	34	136	544	11%	35		22d	AT 4.
Laminar Full Suit	9	36	144	576	12%	40		25d	AT 5.
Rigid Leather Full Suit	8.38	33.5	134	536	14%	45		19d	AT 6.
Metal Scale Full Suit	16.25	65	260	1040	19%	50		37d	AT 7.
Mail Full Suit	17.5	70	280	1120	21%	55		58d	AT 8.
Brigandine Full Suit	16.25	65	260	1040	23%	70		37d	AT 9.
Plate Full Suit	18.75	75	300	1200	25%	75		44d	AT 10.
Heavy Cloth Body Armor	0.1375	0.55	2.2	8.8	2%	30	M	2d	AT 2.
Soft Leather Body Armor	0.25	1	4	16	3%	30	M	2d	AT 3.
Hide Scale Body Armor	1.25	5	20	80	4%	35	H	7d	AT 4.
Laminar Body Armor	1.75	7	28	112	5%	40	VH	10d	AT 5.
Rigid Leather Body Armor	1.125	4.5	18	72	7%	45	H	4d	AT 6.
Metal Scale Body Armor	2.5	10	40	160	9%	50	XH	14d	AT 7.
Mail Body Armor	3.75	15	60	240	11%	55	VH	35d	AT 8.
Brigandine Body Armor	2.5	10	40	160	13%	70	XH	14d	AT 9.
Plate Body Armor	5	20	80	320	15%	75	SF	21d	AT 10.
Light Helmet	0.75	3	12	48	1%	35	E	4d	
Medium Helmet	2.25	9	36	144	2%	55	M	5d	
Heavy Helmet	3.75	15	60	240	3%	75	H	7d	
Light Vambraces	0.75	3	12	48	1%	35	E	2d	
Medium Vambraces	2.5	10	40	160	2%	55	M	5d	
Heavy Vambraces	5	20	80	320	3%	75	H	8d	
Light Greaves	0.75	3	12	48	2%	35	E	2d	
Medium Greaves	2.5	10	40	160	3%	55	M	5d	
Heavy Greaves	5	20	80	320	4%	75	H	8d	

Target Shield	0.875	3.5	14	56	2%	65	L	3d	
Normal Shield	1.375	5.5	22	88	5%	70	M	5d	
Full Shield	1.75	7	28	112	10%	75	H	6d	
Wall Shield	2.25	9	36	144	20%	80	H	7d	

* Time is for a craftsman the same size as the armor being created. Multiply the time required by x2 for each size category of the armor greater than the size of the armorer or x1/2 for each size category smaller.

Shields as listed are of wood, reinforced with metal. There are two other types of shields that deserve mention. The first is the hide shield, usually with a wooden frame. These will be half the cost of a wooden shield, but have a breakage number 20 lower. If this is upgraded to hardened leather, the cost is 3/4 that of a wooden shield, but the breakage number is only 10 lower. A shield may be entirely of metal, in which case the base breakage number is increased by 20, while the cost is doubled and the difficulty of working it is increased by two steps.

Clothes and Accessories

Accessories do, of course, include various types of jewelry, but those are not listed here, because jewelry is covered in Section 2.7.

Name	Cost	Wt.	Str.	Diff.	Time	Notes
Belt, fur	0.55	1	35	L	0.5d	
Belt, leather	0.1	0.5	45	L	0.25d	
Boots	1	3.5	20	H	3d	Leather
Cap, fur	0.7	1	40	M	1d	
Cape	0.5	0.5	25	L	1d	Light linen or wool
Cloak	0.9	2.5	35	L	1d	Heavy linen or wool
Cloth, coarse	0.03	varies	40	M	0.5h	per square yard
Cloth, fine	0.2	varies	30	H	0.75h	per square yard
Cloth, exotic	0.5	varies	30	VH	1h	per square yard
Coat	1.5	7	45	H	2d	Leather or heavy linen
Coat, fur	1.8	8	50	VH	2d	
Doublet	1	3.5	35	VH	2d	
Dress, coarse	1	2	35	M	2d	
Dress, normal	1.8	2	35	M	3d	
Dress, fine	3.5	2	25	H	4d	
Dress, exotic	7	2	20	VH	6d	
Fur/Pelt, small	0.003	0.5	35	M	-	
Fur/Pelt, medium	0.005	0.5	40	M	-	
Fur/Pelt, large	0.008	1	45	M	-	
Gloves	0.2	0.5	60	XH	1d	Heavy leather; lined
Gloves, fur	0.3	0.5	40	XH	2d	
Hat, leather	0.6	1	50	H	1d	
Hood	0.16	0.5	20	E	0.5d	Covers head & shoulders
Hose	0.5	1	20	M	2d	
Padded Undercoat	0.6	3	40	H	2d	Heavy linen or wool
Quiver	0.1	0.5	15	M	1d	Hold 20 arrows/bolts
Robe	1	4.5	30	L	2d	

Robe, fine	2	4	25	M	3d	
Sandals	0.5	1.5	30	H	2d	
Scabbard (belt)	2.5	1	45	M	1d	Holds one 1-h weapon
Scabbard (shoulder)	3	1.5	45	H	1d	Holds one 2-h weapon
Shirt, fine	0.6	1	30	H	2d	
Shoes, soft	2	1.5	35	M	2d	
Surcoat	0.9	1.2	35	M	1.5d	Linen
Trousers, fine	0.5	1.5	30	H	2d	
Tunic	0.6	2	35	M	2d	
Veil	0.6	0.1	15	L	1d	
Vest	0.9	1.5	35	M	1.5d	
Weapon Belt	0.5	1	25	VH	0.5d	Holds 2 scabbards, 3 pouches

Foodstuffs

Note that these costs are highly variable, on both a yearly and a seasonal basis. In medieval times, the cost of bread in a time of famine skyrocketed. Even in a more well-run society, with stockpiling of durable foods to relieve shortages, the natural volatility of agricultural production means that prices change more rapidly than for manufactured goods (short of some revolutionary change in production techniques). Even in our modern global economy, in places with stable overall food supplies, prices for many products vary significantly from year to year.

Food	Cost	Weight	Note
Rations	0.05	18	1 week's food for 1 person.
Rations, Trail	0.1	14	1 week's food for 1 person. Preserved.
Barley	0.02	1	
Bread	0.006	1	
Cheese	0.008	1	
Eggs	0.02	1	1 dozen eggs
Fruit	0.03	1	
Meat, beef	0.012	1	
Meat, chicken	0.01	1	
Meat, fish	0.01	1	
Meat, pork	0.009	1	
Milk	0.006	4.3	1/2 gallon
Nuts	0.01	1	
Oats	0.01	1	
Rice	0.002	1	
Vegetables	0.01	1	
Wheat	0.005	1	

Furnishings & Housewares

Name	Cost	Wt.	Str.	Diff.	Time	Notes
Bed, wood/rope	0.8	30	60	H	2d	3'x6'

Bed, wood/leather	2	40	65	H	12d	4'x6'
Bedroll, light	0.2	5	50	E	0.5d	Wool blanket; 2 season
Bedroll, heavy	0.7	9	65	E	1d	Wool/fur; 4 season
Bench, wooden	0.5	20	75	M	1d	1'x12'
Bookcase	0.8	15	70	H	2d	3'x5'x1'
Bookstand	0.3	12	65	L	2d	1'x2'x5'
Bowl, china	2	1	30	E	4d	0.5 quarts
Bowl, metal	0.2	1	65	L	1d	0.5 quarts
Bowl, pottery	0.02	1	30	E	1d	0.5 quarts
Bowl, wooden	0.02	0.5	60	L	1d	0.5 quarts
Brazier	1	2.5	75	M	2d	
Candelabra	0.8	4	70	H	3d	
Candle Stand	0.02	0.5	90	E	1d	
Carpet, coarse	0.1	varies	70	H	1h	per square foot
Carpet, fine	0.7	varies	55	VH	1.5h	per square foot
Carpet, exotic	1.2	varies	55	XH	2h	per square foot
Cauldron, small	8	45	80	M	15d	8 gallons
Cauldron, large	15	90	90	M	25d	20 gallons
Chair, wooden	0.6	15	60	M	1d	
Chair, cushioned	5	15	40	H	6d	
Chalice	3	1	25	VH	4d	0.5 pint. Ornate.
Chandelier, glass	150	80	10	XH	105d	
Chandelier, metal	100	95	25	XH	84d	
Crucible	0.25	4	60	M	4d	
Drinking Horn	0.5	1	60	E	2d	horn/bone
Eating Utensils, metal	0.3	0.25	40	H	0.25d	
Eating Utensils, wood	0.03	0.25	25	M	0.25d	
Fire Dogs	3	3	90	S	3d	iron
Glass Window	5	10	15	XH	2d	3'x3'
Glass Window, Stained	50	12	10	VH	15d	3'x3'
Goblet/mug, glass	0.2	1	5	M	2d	1 pint
Goblet/mug, metal	0.1	1	40	L	2d	1 pint
Goblet/mug, wood	0.05	0.5	35	L	2d	1 pint
Hammock	0.1	2.5	25	M	3d	Rope, wood spreaders, iron hooks.
Hourglass	4	5	15	H	6d	
Ladle	0.03	0.5	20	M	0.5d	
Mortar & Pestle	0.7	2	25	L	2d	
Pennant	2	0.25	40	M	1d	
Pitcher, china	4	2	30	M	7d	1 gallon
Pitcher, metal	0.4	2	50	M	3d	1 gallon
Pitcher, pottery	0.03	2	30	M	2d	1 gallon
Pitcher, wood	0.04	1	40	M	3d	1 gallon
Plate, china	3	1	25	E	3d	
Plate, metal	0.3	1	40	R	1d	
Plate, pottery	0.02	1	25	E	1d	
Plate, wood	0.03	0.5	35	R	1d	
Pot/Pan	0.7	3	65	M	3d	2 gallons
Table, long	1	60	90	H	3d	4'x12'

Table, small	0.5	30	85	M	2d	3'x3'
Tapestry, coarse	0.3	varies	65	H	2h	
Tapestry, fine	1	varies	55	VH	3h	
Tapestry, exotic	1.8	varies	55	XH	4h	
Torch Stand	0.08	6.5	75	M	2d	iron
Tub	1	8	50	H	8d	wood; 20 gallons
Water Clock	20	25	5	SF	15d	

Land & Property

Particularly desirable locations will increase the cost. Waterfront property, higher land, and the like can add to costs, while particularly safe or dangerous regions can also influence property values. Natural magic can greatly increase value. Timberland that yields enchanted wood or a wasteland home to an exotic healing herb would be much more expensive. Mineral resources are considered separately, and the value of a mine depends on both current and projected future productivity. Comparing prices to those for magical items may help get a feel for the meaning of magical item prices, some of which are greater than those of a large keep (castle).

See Section 2.11 for rules regarding workshops.

Rents in a feudal system are essentially taxes, as the ownership of land and the power of governance are joined. In a system where land ownership is private, property tax rates may be taken to be half the stated rent, and the rent listed the cost to rent the property in the modern sense.

Each 10' in height generally constitutes one story of the building. Thus, a 20' tall inn would be a two-story building. In practice, this might consist of two 8' stories and an attic crawl space.

Table 6-7: Land and Property					
LAND/STRUCTURE	COST	RENT (ANNUAL)	SIZE(BASE)	HEIGHT	NOTES
Wasteland	4.5	0.5	1 acre	-	Poor Farmland
Cityland	15	1.5	1000 sq. ft.	-	-
Farmland	9	1	1 acre	-	-
Timberland	14	1.5	1 acre	-	-
Barracks	35	3.8	1250 sq. ft.	10'	W/W
Cityhouse	55	6	750 sq. ft.	20'	W/W
Farmhouse, Sm.	10	1.1	500 sq. ft.	6'	W/T
Farmhouse, Lg.	32	3.6	1000 sq. ft.	10'	W/T
Hovel	1.2	0.17	150 sq. ft.	6'	D/W
Inn, Sm.	145	16	2000 sq. ft.	20'	W/W
Inn, Sm.	900	100	2000 sq. ft.	20'	S/W
Inn, Lg.	400	45	6000 sq. ft.	20'	W/W
Inn, Lg.	2600	290	6000 sq. ft.	20'	S/W
Keep, Sm.	2700	300	2500 sq. ft.	20'	S/W 6' thick
Keep, Md.	21,000	2330	10,000 sq. ft.	30'	S/S 8' thick
Keep, Lg.	165,000	18,340	40,000 sq. ft.	50'	S/S 10' thick
Stable/Barn	18	2	600 sq. ft.	10'	W/T
Tower, Round, Sm.	375	42	300 sq. ft.	30'	S/W 3' thick
Tower, Round, Lg.	2150	240	700 sq. ft.	50'	S/W 6' thick
Tower, Square, Sm.	340	38	300 sq. ft.	30'	S/W 3' thick
Tower, Square, Lg.	1800	200	700 sq. ft.	50'	S/W 6' thick
Wall, Sm., Stone	65	0.6	10' long	30'	6' thick
Wall, Md., Stone	110	10	10' long	40'	8' thick
Wall, Lg., Stone	165	15	10' long	50'	10' thick
Warehouse	80	9	1500 sq. ft.	16'	W/W
Workshop, Alchemical	varies	varies	800 sq. ft.+	12'	W/W
Workshop, Normal	varies	varies	800 sq. ft.+	12'	W/W

Key: W = Wood, T = Thatch, S = Stone, D = Wattle & Daub
 Note: The rents for walls should be included in any structure that is surrounded by such walls. These are added for completeness and for figuring out the cost to rent larger structures, walled compounds, and castles.

Musical Instruments

Listed weights are for an arbitrary instrument for ease of use. In reality, most of these instruments have not only normal weight variation, but a variety of distinct versions with different ranges. Prices might also vary considerably due to quality of sound and/or complexity of design of different variants. The degree of decoration of an instrument could also influence the production time, price, and possibly the weight as well.

Table 2-8: Musical Instruments						
Name	Cost	Wt.	Str.	Diff.	Time	Notes
Bagpipes	10	5	25	H	15d	an ancient instrument
Chimes	1	1.5	40	M	7d	
Church Bell	650	100	100	XH	12d	
Crumhorn	8	1	30	VH	12d	double reed woodwind
Drum, small	1.2	3	30	M	3d	
Drum, medium	1.4	5	30	M	3d	

Drum, large	2	8	35	H	4d	
Dulcian	16	7	30	VH	30d	16th Cent. forerunner of bassoon
Dulcimer	18	12	20	XH	24d	stringed instrument played w/tiny hammers
Fiddle	14	3	20	VH	20d	
Finger Cymbals (2)	0.3	0.25	85	R	4d	played in pairs, often by dancers
Flute	5	1	25	L	12d	wooden transverse flute
Gamba	17		20	VH	22d	guitar-sized, 6-stringed viol
Gemshorn	4	2	65	M	8d	flute made of an ox horn
Gong	100	15	80	M	8d	12.5 lbs. bronze gong, with stand
Handbell	0.5	1	50	L	2d	
Harmonica	4	1	75	VH	8d	19th Cent. instrument
Harp	16	30	30	XH	40d	
Harpsichord	40	100	30	XH	60d	keyboard instrument with plucked strings
Horn, d.a.	2	2	60	M	5d	from a domesticate animal
Horn, w.a.	2.5	2	60	M	5d	from a wild animal
Horn, mon.	5	3	75	H	5d	from a monster
Hurdy-Gurdy	20	8	15	A	50d	cranked mechanical string plucking complexity
Lizard	11	4	40	H	27d	s-curved horn
Lute, Baroque	15	7.5	20	SF	30d	26 strings, more or less
Lute, Medieval	12	3	20	XH	30d	15 strings, more or less
Lyre	9	5	20	VH	16d	
Mandolin	9	7.5	20	VH	30d	8 strings
Organetto	10	5	25	VH	24d	small portable organ
Panpipes	0.5	1	30	E	2d	
Pipe Organ	5,000	15,000	95	NI	900d	
Psaltery	7	3	25	VH	14d	ancient plucked string instrument
Rebec	8	1	20	VH	15d	early bow-playing stringed instrument
Recorder	1	2.5	30	L	4d	wooden
Sacbut	10	4	35	H	20d	brass; Renaissance trombone
Serpent	12	5	40	VH	30d	brass instrument (body may be wood), multiple curves
Shawm	4	3	25	VH	8d	double reed instrument
Tamborine	1.5	1.5	25	H	4d	a very old variation on the drum
Trumpet	6	4	40	M	10d	
Viol	14	3	20	VH	20d	a violin-sized 6-stringed viol

Security

Magical *Symbols* may be used as security features, but those will generally be used in religious buildings or in governmental buildings or buildings belonging to charities or patrons of the church, provided as favors or civic duties rather than as a commercial transaction. Where such spells are available for hire, the fees would be subject to the same factors as for any other spell-casting.

Name	Cost	Wt.	Str.	Diff.	Time	Notes
Caltraps, set of 5	0.8	2	70	E	1d	traps 5'x5'
Chest, Lockable	55	180	80	XH	22d	comes with 2 keys, Hard difficulty, 8 cu. ft.

Door, barred	30	150	90	M	15d	6'x3'x2"; ash w/iron
Door, bolted	32	150	90	H	15d	1" thick bolt
Door, locked	40	150	90	VH	17d	comes with 2 keys, Medium difficulty
False Bottom	3	10%	40	H	3d	takes 10% of space, hides 8%
Nightingale Board	3	varies	25	L	2d	-20 to any attempt to Stalk through room
Padlock, basic	2.3	1	85	H	2d	iron, two keys, Medium difficulty
Padlock, superior	3.5	1	85	VH	3d	iron, two keys, Hard difficulty
Padlock, excellent	4.2	1	90	XH	3d	iron, two keys, Very Hard difficulty
Padlock, best	5.8	1	90	SF	4d	iron, two keys, Extremely Hard difficulty
Poison Needle Trap	10	0.2	55	XH	5d	in any lock
Safe, Steel	120	800	120	A	30d	freestanding, combination, 2'x2'x2' interior
Steel Jaw Trap	8	5	95	VH	6d	

"Steel" items are low steel.

Passing through an area trapped with caltrops at more than a walking pace requires an Easy Running maneuver if one set of **caltrops** has been used to trap the area, a Medium maneuver if the area was given a double serving (10 caltrops in a 5' x 5' area, or two 5' x 5' trapped areas to pass through), and each additional set of caltrops (no more than two sets per 5' x 5' area count) increases maneuver difficult by one. Any result of less than 50% indicates a caltrop attack, rolled as a +0 Dart attack, automatically hitting the leg area, and ignoring any defense other than footwear.

A **steel jaw trap** may be hidden in a suitable environment, using the Hiding skill. Passing through the trapped area without successful Perception of the trap gives a 50% chance of attack, treated as a +5 Bite attack, automatically hitting the leg area, and ignoring defenses other than leg/foot protection. It does a Grappling critical equal to the normal critical, and grapple results should be treated as a 200 pound opponent with a +10 Strength and a +100 Wrestling skill due to the mechanism.

See Section 2.11 for breaking into chests, breaking through doors, and the like.

Taxes, Fees, Tolls, Tariffs, Etc.

While not equipment, these inevitable expenditures should not be neglected, and they best fit here. These are merely examples of possible methods of revenue collection; only the imagination and enforcement power of the taxing authority limit what may actually be encountered. Rates will also vary greatly, depending on how hard the government feels it can squeeze and what behaviors it wishes to promote or discourage.

In economies where money is not common, or in poorer sectors of economies where money is primarily a tool of the middle and upper classes, much taxation may be in the form of a portion of goods produced (typically agricultural product, especially foods like grains that store and travel well) or labor (many of the great empires of old did major public works through the labor owed as tax). However, since few players wish to explore the role of honest laborer, this is less likely to come up... unless the GM feels that a military service debt would make a good device to get the PCs where he wants them.

Certain costs are listed in silver pieces, as usual, while others are listed as a percentage. Where a percentage is given, it is the percentage of some value that will be listed in the notes.

Note that there will often be additional giving of funds that is socially necessary, but lacks the full coercive force of actual taxation. Tithing, sacrifices, or other religious giving is often necessary to maintain one's status in the community. Charitable donations will frequently be expected from those who have some wealth. If one lives in a republic and has money, it may be prudent to donate to political campaigns. If the society has a certain type of corruption, bribery may be regularly expected to grease the wheels of bureaucracy. In other societies, status comes not from having wealth, but from sharing it, and the biggest man is he who throws the biggest parties or funds the most lavish public works.

Table 2-10: Taxation			
Name	Cost	Frequency	Notes
Alchemical License	500	yearly	permits running an alchemical laboratory
Armor Permit	5%	yearly	of list value
Bounty Permit	10	3 months	required to collect bounties, contract capture
Business License	60	yearly	for business with a permanent address
Docking Fee	0.1%	on arrival	of vessel list price; locals may pay annually
Excavation Fee	15%	on extraction	tax on treasure recovered from under ground
Exotic Beast Permit	5	yearly	animals regarded as dangerous cost more
Export Duties	5%	on export	tax on goods exiting country for trade
Filing Fee	0.005	each filing	to do any govt. business except paying taxes
Gate Toll, large animal	0.01	on entry	for entry into a walled town/city
Gate Toll, person	0.01	on entry	for entry into a walled town/city
Gate Toll, vehicle	0.05	on entry	does not include cost of draft animal(s)
Hazardous Device License	5%	yearly	of list value; offensive spell devices
Heterodox Faith Waiver	0.1	yearly	tax on non-followers of state religion
Import Duties	5%	on import	tax on goods entering country for trade
Income Tax	10%	yearly	
Inheritance Tax	10%	on dying	tax on estate of deceased
Magic License	2	yearly	for casting spells within city limits
Marriage License	0.2	on marrying	for couple; does not cover religious charges
Street Performance License	0.01	monthly	street musicians, mimes, orators (inc. preachers), etc.
Toll, Bridge	0.02	on use	per person or beast
Toll, Ferry, animal	0.03	on use	
Toll, Ferry, person	0.02	on use	
Toll, Ferry, vehicle	0.05	on use	
Toll, Ford	0.01	on use	per person or beast
Toll, Canal or River	0.05	on use	per vessel
Toll, Road	0.05	on use	
Trading Permit	1	monthly	to conduct trade from temporary location/street
Weapon Permit	10%	yearly	of list value

Tools and Equipment

Table 2-11: Tools and Equipment						
Name	Cost	Wt.	Str.	Diff.	Time	Notes
Anvil	15	250	110	H	3d	
Backpack	0.2	3	25	M	1d	Leather or canvas. Holds 20 lbs., 1 cu. ft..

Balance & Weights	12	12	25	SF	15d	
Bellows	0.2	2.5	45	H	4d	
Birdcage	1.5	1.5	30	VH	4d	Wood.
Branding Iron	0.8	3	75	L	1d	
Bucket	0.4	2.5	35	L	1d	Copper. Holds 3 gallons.
Butter Churn	2	15	50	M	15d	2 gallons
Cage	18	100	100	M	25	Iron. 5'x5'x5'
Candle	0.04	0.25	30	E	0.5d	Wax or tallow. Lights 10' radius, burns 2 hrs.
Carrying Case	4	1	20	VH	2d	Water-resistant. Leather, w/straps. 12"x3"x6"
Cask	2.4	5	20	H	1.5d	Wood. Holds 4 gallons.
Chain	0.6	9	80	M	1d	Iron. 10' length.
Chalk	0.02	0.025	10	L	2h	White. 5" long. 2 hours labor makes 10 pieces.
Charcoal	0.22	1	10	E	0.5d	Enough for 4 hours hot fire.
Chisel	0.9	1	75	L	1d	Iron.
Climbing Pick	2.8	2	65	M	1d	Iron.
Comb	0.03	0.25	30	E	1d	Hard organic material. Grooms hair.
Dice, pair	3.5	0.25	50	H	2d	
Fire-starting Bow	0.008	0.5	25	M	1h	Starts a fire in 5 minutes.
Flint and Steel	0.1	0.5	100	-	-	Starts a fire in 3 minutes.
Framepack	0.33	3.5	25	VH	1.5d	Canvas. Hold 45 lbs., 2 cu. ft.
Funnel	0.1	1	30	E	2d	
Grappling Hook	1	1	75	H	1d	Iron.
Hammer	1	1	65	M	1d	Iron.
Ink	0.14	0.25	-	M	14d	Black, non-soluble.
Ladder	0.03	15	50	M	2d	Wood. 10' height. Bears 400 lbs.
Lantern	1.2	1.5	10	VH	4d	Light 25' radius. Protected from wind.
Lock Pick Kit	1	0.2	15	XH	2d	Several small tools.
Loom	9	45	35	XH	40d	
Magnifying Glass	2	0.5	25	H	4d	
Mirror	3.5	0.5	5	H	1d	Silvered glass.
Nails (20)	0.009	0.5	80	E	3h	Iron. 3" length.
Needle, sewing	0.01	0.01	20	M	4h	
Oil Flask	0.3	1	5	H	1d	Includes 1 pint lamp oil (6 hours worth)
Paint	1	1	-	M	2d	
Paint, white wash	0.7	1	30	L	1d	
Paintbrush	0.2	0.5	30	M	2d	For walls.
Paper (10)	1.2	0.25	5	M	1d	10 sheets, 12" x 6".
Parchment (10)	2	0.25	15	M	1d	10 sheets, 12" x 6". Very durable.
Pegs (10)	0.009	2	40	R	2h	Wood.
Pitons (10)	0.2	2.5	65	E	1d	Iron.
Plank	0.006	11	40	L	4h	Wood. 10' x 6" x 2". Bears 350 lbs.
Pole	0.05	7	30	L	3h	Wood. 10' long.
Pot (cooking)	0.7	2.5	80	E	1d	Iron. Two gallon capacity.
Potter's Wheel	6	30	70	H	14d	
Quill Pens (10)	0.04	0.25	15	L	2h	Goose feather quills.
Rope, spider-silk	5	1.5	65	VH	7d	Giant spider silk. 50'

Rope, standard	0.4	5	25	L	3d	Hemp. 50'
Rope, superior	1.2	3	40	M	5d	Reinforced hemp. 50'
Sack	0.08	2.5	20	L	2h	Holds 50 lbs., 3 cu. ft.
Saw	2.3	2.5	60	M	2d	Iron. 24" wood-tool.
Spade	1.6	3.5	60	M	1d	Iron. Wooden shaft.
Spinning Wheel	8	25	45	VH	20d	
Stocks	3	45	90	E	3d	
Tarp	0.1	4	40	R	2h	Canvas. 5' x 8'.
Tent	2	9	35	M	2d	Canvas. 5' x 8'. Two man.
Tinderbox	0.02	0.25	60	L	0.5d	Wood. Enough to start 7 fires.
Torch	0.003	1	35	S	1h	Lights 10' radius for 6 hours.
Vial	0.2	0.25	1	H	2h	Glass. Holds 2 fluid ounces.
Vice	2.5	30	85	M	6d	
Waterskin	0.01	0.25	25	L	6h	Hold 1 pint.
Wedge (splitting)	0.03	3	80	S	2h	Iron.
Wedge (staying)	0.01	1	50	S	1h	Hardwood.
Whistle	2	0.5	25	M	1d	Wood/iron. 4". Sound carries a mile or more.
Wire (10 gauge)	0.9	3	45	H	5h	Iron. 100'
Writing Brush	0.05	0.25	15	M	0.5d	Wooden haft w/hair bristles. Capped.

Transportation

The first table is for a few items relevant to travel, while the second table covers various modes of travel.

Name	Cost	Wt.	Str.	Diff.	Time	Notes
Harness	1	4	50	M	2d	Leather/iron. Includes bit and reins
Oar	0.06	4.5	55	R	7h	Wood. 6'-8'
Paddle	0.05	3	40	R	5h	Wood. 4'-5'
Saddle	5	11	50	M	6d	Includes stirrups, blanket
Saddle Bag	0.8	5	60	L	2d	Holds 15 lbs., 1.5 cubic feet

Speed is given in both feet per round and miles per hour. "Man." is maneuverability, which modifies Piloting maneuvers for the vehicle. Length is given in feet, while weight and carrying capacity are in pounds. Note the price of a large ship at 6,500 silver pieces. Such a vessel was rarely individually owned due to the expense, generally being the property of a government or a corporation. This makes it a useful yardstick for comparison to the prices of magical items, some of which are many times more expensive.

Item	Cost	ft/rnd	mi/hr	Man.	Length/Wt.	Capacity	Notes
Boat (small)	70	15*	2.5*	-	10'/200	1,000 lbs.	
Boat (medium)	110	20*	3*	-	20'/800	4,000 lbs.	
Boat (large)	400	15*	2.5*	-	30'/2,000	7,000 lbs.	
Canoe	80	25*	3.5	-	15'/130	700 lbs.	
Chariot (racing)	100	60	9	+35	15'/280	200 lbs.	
Chariot (war)	160	45	6	+20	15'/400	400 lbs.	
Coracle	8	15*	2.5*	-	7'/140	700 lbs.	
Dog-sled	70	45	6	-10	11'+/350	450 lbs.	
Hand-cart	11	20	3	-70	4.5'/100	250 lbs.	
Horse-cart (open)	40	25	3.5	-25	6'/450	800 lbs.	

Ship (small)	800	20*	3*	-	45'/6,000	19,000 lbs.	
Ship (medium)	1900	15*	2.5*	-	60'/12,000	35,000 lbs.	
Ship (large)	6500	15*	2.5*	-	80'/20,000	55,000 lbs.	
Skis	0.07	45	6	-10	6'/15	300 lbs.	
Sledge/Sled (basic)	30	35	4.5	-30	8'/300	400 lbs.	
Sledge (covered)	90	35	4.5	-20	10'/400	600 lbs.	
Wagon (open)	60	25	3.5	-30	8'/600	1,200 lbs.	
Wagon (closed)	90	20	3	-40	9'/850	2,500 lbs.	
Coach Service	0.1+0.01/mi.	30	4	-	-	-	
Ferry Service	0.1+0.02/mi.	15	2.5	-	-	-	
Ship Passage	0.5+0.002/mi.	15*	2.5*	-	-	-	
Toll Charge	see taxes	-	-	-	-	-	-

* - Speed in dead water. Add or subtract the affect of currents and winds.

Wages & Services

Includes food/drink served at tavern, restaurant, etc.

Service	Cost	Notes
Bath, Private	0.005	Possible exposure to any disease that is "going around".
Bath, Public	0.01	Oils, perfumes, and/or attendants extra.
Boat Pilot	0.08	Per day
Burial	1	Just burial & wood marker; funeral service, coffin not included
Cook*	1	Monthly wage. Requires lodging and food.
Crier/Herald	0.006	Per announcement. Announced once per hour for 4 hours.
Drink, Ale/Beer	0.002	Pint
Drink, Brandy	0.01	Half-pint
Drink, Cider	0.001	Pint
Drink, Mead	0.005	Pint
Drink, Wine	0.006	Pint
Foreman*	2x	Leads labor group. Double wage of highest paid underling.
Guide*	0.06	Per day
Haircut	0.02	Basic haircut. Use "personal grooming" for styling.
Hospitalization	0.06	Per day. Bedding, food, care. 2x healing rate.
Labor, Semiskilled*	0.05	Per day.
Labor, Skilled, Apprentice*	0.035	Per day.
Labor, Skilled, Journeyman*	0.07	Per day.
Labor, Skilled, Master*	0.09+	Per day. Rates increase if supervising substantial numbers.
Labor, Unskilled*	0.025	Per day.
Laundry	0.004	Per laundry load (simple laundry care).
Leather Care	0.006	Per item. Simple repairs and cleaning.
Legal Services	2	Per court appearance (approximately 3 hours of work).
Library Access	1	4 hour visit. No withdrawals.
Lodging, Average	0.02	Per night. Separate bedding.
Lodging, Excellent	0.05	Per night. Private suite.
Lodging, Good	0.022	Per night. Separate room.

Lodging, Poor	0.004	Per night. Communal sleeping.
Massage	0.03	Half hour.
Meal, Heavy	0.012	
Meal, Light	0.006	
Meal, Normal	0.01	
Mercenary, Archer	1.6	Per month.
Mercenary, Cavalry	2	Per month.
Mercenary, Infantry	1.5	Per month.
Mercenary, Officer	3+	Per month. At least double troop pay; higher ranks get more.
Mercenary, Scout	1.8	Per month.
Metal Care	0.012	Per item. Simple repairs and cleaning.
Money Changing	*	5% of exchange; local coinage may be only kind used by law
Mourner, Professional	0.01	Per service.
Personal Grooming	0.04	Per visit. Approximately 1 hour.
Professional Work	2	Per day. Accounting, lawyering, etc. Half if work can be delegated to assistant.
Research	1	Per simple topic.
Scribe	0.01	Per page of simple text copied.
Shave	0.03	
Stabling	0.002	Per day. Includes food for beast.
Torchbearer*	0.005	For six hours (one torch). Also, pay for a torch.
Wand/weapon Caddy	2	Per month.
* Double wage if hazardous duty Mercenaries expect some danger, but if monsters are to be confronted regularly or other unusual circumstances apply (e.g. cavalry underground) they will want double pay. In such circumstances, non-mercenary hazard pay will be triple wages.		

Weapons

Item	Cost	Wt.	Str.	Diff.	Time	Length	Notes
Arming Sword	18	2.5	70	M	4d	4'	
Arrows (20)	0.4	3	15	H	1d	n/a	Short/long bow use different arrows
Battle axe	13	3	55	M	3d	3'	
Blackjack	0.1	2	30	L	6h	2'	
Blowpipe	0.05	3	35	H	1d	5'	
Bola	5	4	30	H	1d	5'	
Bolts (20)	1.1	3	25	M	2d	n/a	Crossbow ammunition.
Broadsword	10	4	80	L	3d	3'	
Claymore	21	7	80	M	5d	5'	
Club	0.03	3	35	C	6h	4'	
Composite Bow	9	3	80	XH	7d	4'	
Crossbow	11	6	75	VH	7d	3'	
Dagger	3	1	80	E	1d	1'	
Dart	0.05	0.5	25	M	1h	6"	
Epee	16	1.5	80	H	5d	3'	
Falchion	10	3	60	L	3d	4'	
Fighting Stick	0.03	3	45	E	6h	3'	
Flail	16	6	65	VH	2d	4'	

Glaive	8	6	55	M	2d	8'	
Great Falchion	25	7	80	M	5d	4.5'	
Great Mace	12	8	80	M	4d	4'	
Halberd	8	5	55	H	2d	7'	
Hand axe	5	1.5	55	M	1d	2'	
Hand crossbow	13	6	75	XH	9d	3'	
Heavy crossbow	25	10	80	SF	16d	4'	
Heavy flail	19	6	60	VH	5d	4'	
Javelin	3	4	40	H	1d	6'	
Large club	1	6.5	40	S	12h	5'	
Large net	11	10	50	XH	9d	15'	
Light flail	7	3	55	VH	1d	3'	
Light mace	4	4	55	M	2d	2'	
Light stick	0.02	1.5	40	S	1h	2'	
Long axe	17	6	60	M	5d	5'	
Long bow	6	2.5	85	VH	2d	6'	
Long scimitar	19	6	80	M	6d	5'	
Long spear	1.2	6.5	40	M	1d	10'	
Longsword	22	6	75	M	5d	5'	
Mace	6	6	80	M	2d	2'	
Machete	2	1.5	70	L	1d	1'	
Needles	0.3	1	20	H	1d	n/a	Blowpipe ammunition
Net	7	6	45	H	4d	10'	
Poleaxe	10	5	60	H	3d	6'	
Quarterstaff	0.05	4	55	E	1d	6'	
Rapier	22	2	85	VH	7d	4'	
Scimitar	10	3	60	M	3d	4'	
Short bow	3	2	80	M	1d	3'	
Short sword	7	3	80	M	2d	2'	
Sling	0.9	1	95	R	12h	2'	
Sling Bullet (10)	0.1	5	95	E	1h	n/a	+1 Size, metal (usually lead)
Sling Stone (10)	0.01	5	90	C	1h	n/a	normal sling ammunition
Slingshot	0.3	1	50	E	6h	1'	
Small net	4	2.5	40	H	3d	5'	
Spear	0.9	4.5	35	M	1d	6'	
Staff-sling	1.2	4	95	E	1d	5'	
Throwing club	0.03	2	35	M	6h	2'	
War hammer	15	3.5	65	H	2d	3'	
War mattock	15	6	55	VH	2d	5'	
Whip	2	3	40	H	12h	8'	

The following table shows the weights and lengths of weapons for Small, Big, and Large humanoids. It also gives the price according to the *A&CL* pricing rule. Note that this simple rule is made optional in *Treasure Law*, and the more realistic and complex rule that replaces it is in Section 2.4.

Note that since Size goes by a factor of 4 for weight (and hence volume), the scaling factor for linear measures is the cube root of four, which is approximately 1.6. Lengths were then rounded. The same

method can be applied for any other items sized for non-Medium folk; weapons were given this treatment here because weapon length is important to know when running combat.

Table 2-16: Non-Medium Weapons									
Item	Small			Big			Large		
	Cost	Wt.	Length	Cost	Wt.	Length	Cost	Wt.	Length
Arming Sword	4.5	0.625	2.5'	72	10	6'	288	40	10'
Arrows (20)	0.1	0.75	n/a	1.6	12	n/a	6.4	48	n/a
Battle axe	3.25	0.75	2'	52	12	5'	208	48	7.5'
Blackjack	0.025	0.5	1.25'	0.4	8	3'	1.6	32	5'
Blowpipe	0.0125	0.75	3'	0.2	12	8'	0.8	48	13'
Bola	1.25	1	3'	20	16	8'	80	64	13'
Bolts (20)	0.275	0.75	n/a	4.4	12	n/a	17.6	48	n/a
Broadsword	2.5	1	2'	40	16	5'	160	64	7.5'
Claymore	5.25	1.75	3'	84	28	8'	336	112	13'
Club	0.0075	0.75	2.5'	0.12	12	6'	0.48	48	10'
Composite Bow	2.25	0.75	2.5'	36	12	6'	144	48	10'
Crossbow	2.75	1.5	2'	44	24	5'	176	96	7.5'
Dagger	0.75	0.25	0.75'	12	4	1.5'	48	16	2.5'
Dart	0.0125	0.125	4"	0.2	2	10"	0.8	8	15"
Epee	4	0.375	2'	64	6	5'	256	24	7.5'
Falchion	2.5	0.75	2.5'	40	12	6'	160	48	10'
Fighting Stick	0.0075	0.75	2'	0.12	12	5'	0.48	48	7.5'
Flail	4	1.5	2.5'	64	24	6'	256	96	10'
Glaive	2	1.5	5'	32	24	13'	128	96	20.5'
Great Falchion	6.25	1.75	2.75'	100	28	7'	400	112	11.5'
Great Mace	3	2	2.5'	48	32	6'	192	128	10'
Halberd	2	1.25	4.25'	32	20	11'	128	80	18'
Hand axe	1.25	0.375	1.25'	20	6	3'	80	24	5'
Hand crossbow	3.25	1.5	2'	52	24	5'	208	96	7.5'
Heavy crossbow	6.25	2.5	2.5'	100	40	6'	400	160	10'
Heavy flail	4.75	1.5	2.5'	76	24	6'	304	96	10'
Javelin	0.75	1	3.75'	12	16	9.5'	48	64	15.5'
Large club	0.25	1.625	3'	4	26	8'	16	104	13'
Large net	2.75	2.5	9.25'	44	40	24'	176	160	38'
Light flail	1.75	0.75	2'	28	12	5'	112	48	7.5'
Light mace	1	1	1.25'	16	16	3'	64	64	5'
Light stick	0.005	0.375	1.25'	0.08	6	3'	0.32	24	5'
Long axe	4.25	1.5	3'	68	24	8'	272	96	13'
Long bow	1.5	0.625	3.75'	24	10	9.5'	96	40	15.5'
Long scimitar	4.75	1.5	3'	76	24	8'	304	96	13'
Long spear	0.3	1.625	6.25'	4.8	26	16'	19.2	104	25.5'
Longsword	5.5	1.5	3'	88	24	8'	352	96	13'
Mace	1.5	1.5	1.25'	24	24	3'	96	96	5'
Machete	0.5	0.375	0.75'	8	6	1.5'	32	24	2.5'
Needles (20)	0.0075	0.25	n/a	0.12	4	n/a	0.48	16	n/a
Net	1.75	1.5	6.25'	28	24	16'	112	96	25.5'
Poleaxe	2.5	1.25	3.75'	40	20	9.5'	160	80	15.5'

Quarterstaff	0.0125	1	3.75'	0.2	16	9.5'	0.8	64	15.5'
Rapier	5.5	0.5	2.5'	88	8	6'	352	32	10'
Scimitar	2.5	0.75	2.5'	40	12	6'	160	48	10'
Short bow	0.75	0.5	2'	12	8	5'	48	32	7.5'
Short sword	1.75	0.75	1.25'	28	12	3'	112	48	5'
Sling	0.225	0.25	1.25'	3.6	4	3'	14.4	16	5'
Slingshot	0.075	0.25	0.75'	1.2	4	1.5'	4.8	16	2.5'
Small net	1	0.625	3'	16	10	8'	64	40	13'
Spear	0.225	1.125	3.75'	3.6	18	9.5'	14.4	72	15.5'
Staff-sling	0.3	1	3'	4.8	16	8'	19.2	64	13'
Throwing club	0.0075	0.5	1.25'	0.12	8	3'	0.48	32	5'
War hammer	3.75	0.875	2'	60	14	5'	240	56	7.5'
War mattock	3.75	1.5	3'	60	24	8'	240	96	13'
Whip	0.5	0.75	5'	8	12	13'	32	48	20.5'

2.3. Herbs, Poisons, Acids, Etc.

Unusual natural or artificial materials worthy of note are considered here. A variety of methods are used to deliver these substances to their targets. For those that are delivered by throwing a breakable container, refer to *A&CL* Section 8.1 under "Area Attacks".

Acids and other corrosives

Since acid effects depend on both the type and the concentration of the acid, acids are dealt with on the basis of a general strength rating, from "extremely weak" at the weakest, through "very weak", "weak", "mild", "strong", and "very strong", to "extremely strong" for the strongest acid. Table 2-17 shows the Acid critical to be rolled when someone is splashed with an acid of a given strength, the crit and (for all but "extremely weak" acids) the hits delivered when immersed in such acid, and the damage done by ingesting a dose of the acid (considered a cupful for a Medium creature). Ingesting acids is a very bad idea and results in internal damage based on RR failure (RR is Physical RR against an attack of the listed level). Accidental ingestion is, unlike poisons, nearly impossible, as the effects are immediately apparent upon the first sip. Treat all such damage as organ damage. If the penalty that results is -100 or worse, a second RR must be made, applying any penalty beyond -100 (i.e., if a -106 penalty results from ingesting acid, this RR is rolled at -6) and again using the acid's listed attack level. Failure of this second RR indicates that the damage is lethal and the victim dies.

Cost is in silver pieces per cup. A vial sufficient for attempting to eat through a lock or similar small mechanism/object is 1/4 that cost. "Breakage Mod." is the modifier to the breakage roll made for such an attempt. Ingredients are one tenth the cost of the finished acid. A single cup may be brewed in a kitchen or in the field at up to Weak strength. Stronger acid or larger batches require a chemical workshop. Any Absolute Failure result in brewing acids results in being splashed by the acid.

The listed difficulty ("Diff.") is used to make the acid, which uses the Crafting: Culinary skill unless the GM has added a more technical chemistry skill.

Table 2-17: Acids (and other corrosive chemicals)						
Strength	Splash	Immersion	Ingestion	Cost	Breakage Mod.	Diff.

Extremely Weak	—	A/every 2 rnds	lvl 1	-1/10 failure	2	+30	L
Very Weak	A-50	1A/rnd	lvl 5	-1/5 failure	5	+20	M
Weak	A	2B/rnd	lvl 10	-1/3 failure	10	+10	H
Mild	B	4C/rnd	lvl 15	-1/2 failure	20	0	VH
Strong	C	8D/rnd	lvl 20	-1/1 failure	35	-10	XH
Very Strong	D	16E/rnd	lvl 25	-2/1 failure	50	-20	SF
Extremely Strong	E	32F/rnd	lvl 30	-3/1 failure	100	-30	A

Other caustic chemicals may be treated in the same way. While the chemistry will differ, the general effect does not.

Herbs

For each herb, the biome(s) it may be found in is listed. They will also normally be restricted in range much more than the reach of their native biome. Some may only grow in a single mountain valley, a lone island, or along a particular river. They are local resources and will rarely be available far from where they grow. This is because herbs will most commonly be found and used in the wild or purchased and used locally. Shipping herbs over long distances requires several factors to come together, making it rare in settings that resemble pre-modern historical situations. In the first place, the herb must be produced and harvested in excess of local demand. This will normally require that the herb produces well under cultivation and that such cultivation is otherwise practical. Magical herbs usually require specific conditions to reach their potential and therefore do not cultivate well. In the second place, it requires that the herb either be able to be stored and transported without loss of effectiveness or that magic or technology provide for rapid delivery and/or preservation of effectiveness. While this is certainly possible, few herbs will keep their potency for long unless preserved, and magical preservation for commercial purposes will not be common in many settings. In the third place, there must be a willingness to export the herb. While this may be common in the case of the less powerful herbs, those which may make a difference in military conflicts are likely to be closely guarded by the nations that possess them.

Biomes use the same letter codes found in *Arms and Character Law* Table 14-1. "Find" is the basic difficulty of finding the herb (under suitable conditions) given a 10 hour search covering about an acre. It may also be used as the difficulty of knowing that the herb might be found at that time and place (using either Region Lore or Herbalism as the skill for the maneuver). An area can be repeatedly searched until an Absolute Failure is rolled, but each additional search suffers a -10 cumulative penalty, regardless of whether the previous searches were successes or failures. Technically, you can continue to search after an Absolute Failure, but you will have no successes. Multiple herbs may be searched for simultaneously; if this is done, a penalty of twice the number of herbs looked for applies to the primary search target, then the penalty is applied cumulatively to each additional herb as the maneuver for each is rolled. E.g., when searching for two herbs at once, the first herb is searched for with a -4 (twice 2) penalty, while the second is searched for at a -8 penalty. If three herbs are searched for, the penalties would be -6, -12, and -18. Searchers may use either Perception or Survival (specialized for the current biome) skill, and they make an Absolute Maneuver. Herbalism and the local Region Lore skills should always be allowed as complementary skills.

Halve the time needed for the herb search if the area being searched is familiar to the searchers. The GM may also adjust the time needed to account for exceptional terrain or other circumstances. A dose is typically half an ounce and works on one Medium creature. For each size category greater than Medium that the patient is, double the required dosage. For each size category less than Medium, halve the dosage. (The difference in dosage is less than the size difference because of the magical nature of these herbs' effects.) To determine the number of doses found, roll 1d10 and add 1 for every full 10 of the search maneuver result over 100.

"Form" describes the source of the listed effect in general terms. "Prep" is short for "preparation" and describes how the herb or other substance is to be employed. **Apply:** Requires 1-10 rounds to prepare; herb is then applied directly onto the area to be affected. It is a Routine Herbalism maneuver to prepare. Use within 10 minutes of preparation. **Brew:** Boil in water and let steep 20 minutes. Will keep for 1 week in a closed container; 2 weeks if sealed to be air-tight. Requires an Easy Herbalism or Light Crafting: Culinary maneuver to prepare. **Ingest:** Immediately usable and may be eaten, chewed, drunk or inhaled, as appropriate. No maneuver is required, because there is no preparation. Herb will keep potency for one month if a nut, one day if a berry, and one week otherwise. **Liquid:** Nectar, venom, juice, or the like, a liquid requires 1-10 rounds to extract (a Light maneuver). If applied to a weapon, it will remain effective for one hour or until it strikes a target (see Paste description). In a closed container, it will last 1-10 days before losing potency. **Paste:** Raw matter is made into a paste which may be put in food or drink or be applied to tools or weapons and stays effective up to one week, or until an object or person is struck; if a poison paste is used and a critical is obtained, the foe must make an RR or he receives the effect; if the attack result is merely hits (no crit), the poison is wasted. Applying a healing paste to a weapon is probably a sign of mental illness. Preparing a paste takes 10 minutes and is a Medium Herbalism maneuver. **Powder:** A powder requires five minutes and an Easy Herbalism maneuver to prepare one dose. It is effective in food or drink and retains potency for a full month.

"Season" tells when the herb can be found in its effective form. In some cases, this is because the desired part of the plant is unavailable except in certain times. You will have no luck finding flowers or fruit at the wrong time of year. However, the season is also often defined by a period when the herb has its magical potency. Conditions need to be just right to produce the wonderful effects of a magical herb. Outside of the correct season, one might dig up the root or pluck the leaves, only to hold a rather ordinary bit of plant matter in one's hands.

Magical herbs are generally not addictive when used properly. The exceptions are generally those whose function is not medical in nature. These will list their Addiction Factor (AF) in the "Effects" listing. See the material on intoxicants below for how to use these Addiction Factors.

Antidotes:

Unless otherwise indicated, the effects will take 1-10 minutes.

Table 2-18: Antidotes						
Name	Biome	Find	Form/Prep	Cost	Season	Effects
Argsbargies	D	H	Flower/ingest	38	1-3 weeks after rain	Level 4 antidote to muscle poisons
Eldaana	T	M	Leaf/brew	99	Late	Level 9 antidote for reduction

					autumn-early spring	poisons. Reverses the effect of the curse <i>Ugliness of Orn.</i> Coastal flower.
Menelar	B	H	Cone/brew	65	Late summer-late winter	Level 7 antidote for circulatory poisons.
Mook	PF/A	L	Berry/ingest	30	Summer	Level 3 antidote for respiratory poisons.
Quilmufur	F	XH	Root/brew	49	Year round	Level 8 antidote for conversion poisons.
Shen	XPF	VH	Leaf/ingest	27	Spring-summer	Level 4 antidote for nerve poisons. Riparian shrub.
Sorel Nut	TB	E	Nut/ingest	1	Late spring-mid-autumn	Level 20 antidote for Nur-oiolosse (see Life Preservation herbs).
Ul-Naza	TP	SF	Leaf/ingest	430	Late spring-early winter	Level 50 antidote for any poison. Must be taken within 1 day of poisoning.
Yuth	J	SF	Flower/ingest	29	Year round	Level 20 antidote for nerve venoms.

General Purpose Herbs:

Unless otherwise indicated, the effects will take 1-10 rounds.

Table 2-19: General Purpose Herbs						
Name	Biome	Find	Form/Prep	Cost	Season	Effects
Arkasu	P	M	Sap/apply	12	Spring-autumn	Treats all injuries. Heals 2-12 hits.
Arthond	ITB	E	Root/ingest	0.1	Year round	Decongestant. +20 to resistance vs. common cold. Speeds recovery from respiratory illness by 5x.
Attanar	XPF	M	Moss/apply	8	Year round	Cures fever. Found on river rocks.
Berterin	F	L	Moss/brew	19	Mid-autumn-early spring	Preservation of organic material for 1 day as fresh, halves rate of decay for another week.
Delrean	B	E	Bark/apply	3	Year round	Repels any insect (level 20 effect). Smells foul (noticeably at 50').
Felmather	F	H	Leaf/ingest	105	Spring-summer	Mental summons of one "friend" (beast or folk). Range is 300' x user's level. Also allows recovery from coma in 1-4 days. Coastal plant.
Latha	PF	M	Stem/brew	2	Mid-spring-summer	+10 to disease resistance for 1-10 days, cures common cold. Heals 1-2 hits. Riparian flower.
Pasamar	SJ	SF	Grass/brew	75	Spring-mid-autumn	Preserves organic material for 1 month.
Siriena	P	H	Grass/brew	70	Late spring-early	Preservation of any organic material for 1-10 weeks

					autumn	
Trudurs	TB	M	Moss/brew	1	Year round	+10 to disease resistance for 1-10 days. Found near rivers, streams, and lakes.
Ukur	T	M	Nut/ingest	2	Late-summer-mid-autumn	Provides one day's nutrition. Will keep for two years in cool weather.

Injury Treatment Herbs:

Magical herbs need only be taken in a single dose to provide the benefits of herbal treatments. A magical healing herb provides a +25 to the Medicine maneuver to treat the conditions for which it is effective, and it grants the +50 bonus for magical treatment to the roll to determine recovery time (A&CL Table 12.1). There are also non-magical herbs that can be used to help the healing process. For the use of non-magical herbs, assume a base price of 0.1 sp per dose. Each day of treatment that includes herbal treatment will count as two days of recovery. If the patient is both in hospital rest and treated with non-magical herbs, consider that three days worth of recovery. However, non-magical herbal treatments are only effective if the patient has not been treated by magic.

Unless otherwise indicated, the effects will take 2-20 minutes.

Name	Biome	Find	Form/Prep	Cost	Season	Effects
Alambas	PS	M	Grass/apply	30	Spring-summer	Coastal grass. Treats burns, preventing scarring.
Aloe	XP	M	Leaf/apply	5	Year round	Treats burns, skin irritation. May heal 5 hits from burns or minor cuts.
Anserke	J	VH	Root/apply	75	Year round	Stops bleeding by clotting and sealing wound. Takes 3 rounds to take effect. Patient cannot move for one hour or wound will reopen.
Arfandas	B	VH	Stem/apply	2	Spring-autumn	Treats up to moderate fractures. Riparian flower.
Arnuminas	XP	E	Leaf/apply	0.6	Spring-early autumn	Treats sprains, torn ligaments, and cartilage damage.
Arpusar	PF	H	Stalk/brew	30	Late spring-mid-summer	Treats muscle damage. River plant.
Baalak	J	SF	Reed/brew	160	Year round	Saltwater reed. Treats fractures of all severity. Ensures no permanent damage.
Baldakur	T/A	SF	Root/brew	102	Year round	Restores sight.
Belramba	BF	VH	Lichen/brew	150	Late autumn-mid-spring	Treats nerve damage.
Burshelas	X	SF	Stalk/brew	110	Mid-spring-late autumn	Treats fractures of all severity. Prevents infection of injury.
Culkas	D	M	Leaf/apply	35	Summer-	Treats burns.

					winter	
Curfalaka	J	XH	Fruit/ingest	40	Autumn-early winter	Treats muscle damage.
Dagmather	S	H	Spine/brew	28	Year round	Treats cartilage damage.
Ebur	PF	M	Flower/ingest	22	Late spring-mid-summer	Treats sprains. Coastal flower; may also grow in salty soil.
Edram	IT	SF	Moss/ingest	31	Year round	Treats fractures of all severity. Grows on river rocks.
Febfendu	TB	M	Root/brew	90	Spring-early summer	Restores hearing. Riparian grass.
Fek	J	VH	Nut/brew	50	Spring-Summer	Stops any bleeding. Takes 1-10 rounds to take effect. Patient cannot move for one hour or wound will reopen.
Gursamel	P	XH	Stalk/apply	30	Spring-summer	Treats fractures of all severity.
Harfy	S	VH	Resin/apply	175	Year round.	Immediately stops any form of bleeding. Treats cut wound.
Hegheg	S	SF	Root/paste	25	Summer-winter	Treats cartilage damage.
Hugburtun	X	VH	Fruit/apply	180	Autumn	Immediately stops any form of bleeding. Treats cut wound.
Jojojopo	B	M	Leaf/apply	9	Summer-mid-winter	Treats frostbite. Heals 2-20 hits from cold.
Kakduram	J	XH	Fruit/ingest	90	Mid-late summer	Restores hearing.
Kelventari	P	L	Berry/apply	19	Summer-early autumn	Treats light-moderate burns. Heals 1-10 hits from heat.
Siran	P	VH	Bud/ingest	80	Early spring	Restoration of 1 organ or area. User is sensitive to the sun (-20 and 3 hits of damage per round of full sun) for 1-3 weeks.
Tarfeg	J	XH	Flower/ingest	23	Spring-summer	Treats sprains.
Tarnas	J	VH	Nodule/brew	200	Year round	Repairs organ damage. Nausea for 1-10 hours (-50).
Terbas	F	L	Leaf/apply	2	Summer-early autumn	Prevents permanent damage in treated injury.
Veldurak	O	H	Kelp/apply	8	Year round	Treats frostbite. Heals 3-30 hits from cold. Tropical coastal sea plant.
Wek-wek	J	SF	Nodule/brew	240	Spring-early summer	Repairs organ damage.
Wifurwif	XP/A	XH	Lichen/ingest	150	Summer-early autumn	Treats nerve damage.

Life Preservation Herbs:

Effects are immediate.

Name	Biome	Find	Form/Prep	Cost	Season	Effects
Carcatu	J	XH	Grass/apply	89	Year round	Lifekeeping (1 day). Coastal plant.
Degiik	J	H	Leaf/ingest	100	Year round	Lifekeeping (1 day). Coastal plant.
Keviv	X	H	Cactus/powder	120	Mid-summer-early autumn	Removes up to -10 in Life Drain penalties. No effect for additional doses given within the next month.
Laurelin	F	A	Leaf/ingest	999	Mid-summer-early winter	Lifegiving for Elves, if given within 28 days of death.
Nur-oiolosse	TB	SF	Bulb/ingest	200	Summer-autumn	Lifegiving if given within 1 day of death. Kills one day later unless Sorul nut is ingested. Found near waterfalls or rapids.
Oiolosse	TB	SF	Bulb/ingest	600	Late spring-autumn	Lifegiving for Elves if given within 7 days of death. Found in shallow fresh water.
Olvar	TB	VH	Flower/ingest	200	Spring-early summer.	Lifekeeping (2-20 days). Coastal creeper.
Pathur	X	M	Nodule/brew	35	Mid-late summer	Lifekeeping (1 hour).
Tyr-fira	IT/A	A	Leaf/apply	1200	Late summer-early autumn	Lifegiving, if given within 56 days of death. Only found above 3200' elevation.
Vulcurax	J	A	Berry/apply	1000	Late spring-early autumn	Lifegiving, if given within 30 days of death.

Minor Healing Herbs:

Unless otherwise indicated, the effects will take 1-10 rounds.

Name	Biome	Find	Form/Prep	Cost	Season	Effects
Akbutege	PS	E	Leaf/ingest	1	Summer-autumn	Coastal plant. Heals 1-10 hits.
Arlan	P	E	Leaf/apply	1	Spring-summer	Heals 3-7 hits (1d5 + 2).
Cusamar	T	XH	Flower/ingest	30	Late spring-early summer	Heals 15-60 hits (10 + 5 x 1d10).
Darsuion	ITB	L	Leaf/apply	1	Late spring-autumn	Heals 1-5 hits. Found only above 2000' elevation.
Draaf	XD	E	Leaf/ingest	2	Autumn-winter	Heals 1-10 hits on each of two consecutive rounds. Coastal weed.
Dugmuthur	PF	L	Berry/ingest	9	Summer-early	Heals 10 hits. Instant effect.

					autumn	Found only above 3000' elevation.
Gariig	D	L	Cactus/ingest	55	Winter	Heals 30 hits.
Gefnul	IT	H	Lichen/ingest	90	Year round	Heals 100 hits. Found only near volcanoes or hot springs.
Mireнна	ITB	L	Berry/ingest	10	Autumn	Heals 10 hits. Instant effect. Found only above 1500'.
Reglin	PF	L	Moss/brew	75	Spring-summer	Heals 50 hits. Found only above 2200' elevation.
Rewk	F	L	Nodule/brew	5	Autumn-spring	Heals 2-20 hits.
Thurl	F	R	Bulb/brew	0.5	Mid-spring-mid-autumn	Heals 1-5 hits. Brew keeps 9-13 days.
Winclamit	B	XH	Fruit/ingest	100	Early-mid summer	Heals 3-300 hits.
Yavethalion	PF	H	Fruit/ingest	45	late summer-autumn	Heals 5-50 hits. Coastal shrub.

Physical Alteration and Enhancement Herbs:

Unless otherwise indicated, the effects will take 1-10 rounds.

Table 2-23: Physical Alteration and Enhancement Herbs						
Name	Biome	Find	Form/Prep	Cost	Season	Effects
Agaath	I	E	Berry/ingest	5	Mid-spring-summer	Greatly reduces body's oxygen consumption for 12 hours. Can breath water (lungs will fill with water, though). No penalties to Endurance for altitude. Use more often than every other day causes E Impact critical (no RR or size adjustment).
Ankii	S	XH	Berry/ingest	100	Late spring-summer	Restores as full night's sleep. AF 9.
Atigzx	T	M	Root/brew	40	Year round	Protects eyes in intense light or glare. Allows sight despite sudden or blinding light. Lasts 9 hours.
Breldiar	XPF/A	M	Flower/ingest	25	Mid-spring-early summer	Subtracts 30 from maneuvers and melee. Adds 50 to SCRs and ranged attacks. Euphoria. Lasts 1 hour. AF 7. Found around volcanoes active within the past century.
Blue Eyes	X	XH	Flower/brew	15	Mid-late summer	Enhanced vision (triple range, +25 Perception) for 3 hours.
Elben's Basket	P	XH	Bulb/brew	10	Autumn-winter	Heart stimulant. Instant effect. Doubles speed for 1 round (+4 AP). Using more than once in an

						hour requires a Physical RR with a target of 100. Failure indicates heart stoppage. AF 15.
Gylvir	O	VH	Algae/ingest	45	Near full moon (5 days)	Coastal salt water algae. Allows breathing underwater (only) for 4 hours. Lungs will clear at end of this time automatically.
Grapeleaf	F	VH	Nectar/ingest	7	Late spring-early summer	Intoxication and dreams (actions at -50) for two hours. Provides one day's nutrition. AF 18.
Joef	P	L	Powder/ingest	35	Summer	Allows mental summons of one known sentient friend (up to half a mile away).
Kathkusa	I	L	Leaf/ingest	50	Late summer-early autumn	Increases strength for 1-10 minutes. +10 Strength bonus. AF 12.
Kilmakur	S	XH	Root/brew	65	Mid-summer-autumn	Protects completely against natural flame and heat for 1-10 hours.
Klagul	S	L	Bud/brew	27	Late winter-early spring	Nightvision to 100'. Lasts 6 hours.
Marku	P	VH	Nut/ingest	30	Mid-late summer	Darkvision to 30'. Lasts 6 hours.
Megillos	TB/A	L	Leaf/ingest	12	Late spring-early summer	Increases visual perception (double range, +25 perception) for 10 minutes. Found above 3100'.
Rud-tekma	J	VH	Fruit/ingest	25	Mid-summer	Bonus of +20 to SCRs. Lasts 1 hour. Maneuver and melee penalty of -20. 10% chance any targeted spell will be cast on nearest unintended target. AF 5.
Splayfoot	F	M	Seeds/brew	23	Late summer-mid-autumn	For "good in heart", instills confidence and singleness of purpose (+25 to all actions) for 1-4 hours.
Yaran	XP	E	Pollen/ingest	3	Mid-late spring	Acute smell and taste (+50 perception) for 1 hour. AF 3.
Zulsendura	U	M	Mushroom/ingest	70	Dry seasons	Haste: +4 AP for three rounds. Instant effect. AF 22.
Zur	U	M	Fungus/brew	12	Year round	Enhances smell and hearing (triple range; +50 perception). Lasts 1 hour. AF 8.

Stun Relief Herbs:

Effects are immediate.

Name	Biome	Find	Form/Prep	Cost	Season	Effects
Januk-ty	P	VH	Root/brew	12	Mid-summer-winter	Stun relief (3 rounds).
Suranie	PF	L	Berry/ingest	2	Late summer-early autumn	Stun relief (1 round). Riparian bramble.
Vinuk	P	M	Root/brew	12	Year round	Stun relief (1-10 rounds).
Welwal	J	XH	Leaf/ingest	12	Year round	Stun relief (3 rounds).
Witav	J	VH	Leaf/ingest	10	Year round	Stun relief (2 rounds).

Holy Water

Water that has been magically dedicated to a god (or to the gods, or however a given religious order chooses to phrase it) is holy water. Holy water is primarily a spiritual cleanser, used for blessing, ritual cleanliness, and purification. It will be a common instrument in consecrating an item to a Sanctifier's deity before enchanting the item. Holy water may be a required element in the initiation of a new follower into the religion, and it may also be used when atonement is being made (to help "wash away" the sins being atoned for).

Holy water is also commonly used in role-playing games in its less common (in the real world) use as a protection against evil. If holy water is used in this way, drinking a dose of holy water (four fluid ounces) may allow 1-10 minutes of a +10 bonus to RRs against unholy/evil effects. If thrown, a bottle of holy water can splash in a 5' radius, acting like a weak acid against demons and the undead. If a deity is more focused against one unholy type, that deity's holy water may act as a mild acid against demons only or undead only. If you can somehow trick such a creature into drinking holy water or force it into a large quantity of holy water (such as a sacred spring), again treat this like an acid against vulnerable abominations. Note that acids are referred to only to gauge the effects of the holy water; it is not acidic and defenses against acid will not help a creature harmed by holy water.

Holy water can have varying effects tied to the deity/religion that blessed it. Minor abilities might be in addition to those given above, while more powerful abilities might replace them. Water holy to a god of light and fire might burn like lamp oil, only brighter and more slowly. Holy water dedicated to a god of wildness might make domesticated beasts run off or do damage against artificial beings (constructs and golems) instead of demons and undead. An agricultural deity's holy water might promote plant growth and health, or it might allow watering an acre through a drought on a single dose of holy water a day. Some religions might use something else instead of water, like blessed wine or sacred salts.

Intoxicants

While substances used for medical or practical purposes are listed as herbs, those classified as intoxicants are taken for the subjective experience of the user. Note that the same substance may be an herb when used as part of a program of medical care, but an intoxicant when used simply to alter one's brain state. These substances generally are addictive, so an Addiction Factor (AF) is listed. Each time the substance is

used, the GM should roll d100 and add the Addiction Factor to see if the user becomes addicted. If the result is over 100, the herb user is addicted. The character will now have a level 1 addiction. For each level of addiction, that a character has, he must take that many doses of the herb in a week, making addiction rolls each time he does. (As for herbs, assume a half ounce standard dosage for a Medium user. Scale for size as herbs above for intoxicants with magical effects. Scale as for poisons below for non-magical intoxicants.) Each subsequently failed addiction roll results in raising the addiction level by one. If the character fails to take enough of the substance in a given week, he will suffer the effects of withdrawal (see *A&CL* Section 14.7).

See the herb section for explanations of the "Prep" types. Poison Mastery may be substituted for Herbalism in preparing these substances (except for alcohol, which is specially made using Crafting: Culinary skill).

Name	Biome	Rarity	Form/Prep	Cost	AF	Effects
Arunya	X	L	Root/brew	0.02	50	Causes sleep and quick unconsciousness. One hour's sleep equals 4.
Brorkwilb	XP	L	Flower/ingest	9	45	Euphoric. Allows for shared dreams with family member who is also sleeping. Found only near active volcanoes. Available late winter-early summer.
Galenas	P	M	Leaf/ingest	0.5	10	Leaf produces smoke which affects 20' radius. Relaxes for 1-10 rounds (-75 to all actions).
Gort	J	H	Leaf/inhale	10	20	Euphoric hallucinogen. +10 to friendly social interactions for 2 hours, but afterwards user is weak 1-10 hours (-50 to all actions).
Hoak-foer	P	E	Flower/ingest	67	30	Hallucinogen. Cures mind loss and mental diseases, but prevents all movement for 1-10 weeks. Available in spring-early summer.
Hugar	J	M	Root/ingest	0.1	33	Causes sleep and quick unconsciousness. One hour's sleep equals six. Coastal vine.
Nelisse	PS	H	Leaf/brew	0.9	15	Euphoria for 1 hour (all actions at -50). Gives one day's nutrition. Found in volcanic areas.
Swigmakril	D	VH	Flower/brew	50	25	Relaxant. User takes double usual hits before passing out. All actions are at -30. Lasts 1-2 hours. Available early-mid summer.
Swuth	J	H	Leaf/ingest	0.4	3	Invisible smoke relaxes (-75 to all actions) for 1-10 rounds.
Tukamur	P	M	Grass/brew	3.8	100	Euphoric. Allows for shared dreams with friend similarly affected.
Alcohol	varies	varies	varies/ingest	varies	1	Addiction checks should only be made upon reaching a "drunken" state (i.e., drinking with moderation does not cause

						addiction).
Tobacco	varies	varies	Leaf/ingest	varies	1*	Addiction checks should only be made after chewing or inhaling the smoke from more than three ounces of tobacco. However, once addicted, the AF becomes equal to the addiction level. Harvest is late summer-early autumn, but dries well.

Poisons

Poisons are substances applied for their detrimental effects, although the line between poison and herb is somewhat blurry, as a sleeping draught is a boon to an insomniac, but an attack on a guard. In most places, most or all poisons must be purchased through the black market or through regulated channels (e.g., a licensed pest exterminator could purchase certain poisons legitimately, but must track their use). Most poisons are not seasonal and few are addictive. Those which are exceptions will have the season or Addiction Factor (AF) included in the "Effect/Notes" column.

The effects listed below are the specific effects of the listed poison. These effects will occur when the victim fails his RR. These effects will occur in addition to the general effects of that type of poison (and take priority when there is a conflict). If no specific effect is given, just use the general effects of the poison type (see *A&CL* Section 14.7 for general poison effects).

Unlike the magical herbs listed above, the effects of poison are generally physical. Thus, dosage adjustment for creatures of a non-Medium size should be a multiplication by four for each size category greater than Medium and by one-fourth for each size category less than Medium. A dose is typically half an ounce, the same as for herbs. See the descriptions given in the section on herbs for explanation of the "Prep" listing, but Poison Mastery skill should be used to prepare these substances. Increase preparation difficulty by one category if Herbalism is used instead.

While often not strictly poisons, irritants are listed here as well. Unless otherwise noted, allow a Physical RR to resist. Irritant powders may be delivered by eggshell "grenade" (direct hit, or "splash" 5' radius with +30 to RRs) or a form of blowpipe (5' range increment) or through a more direct application (directly to available skin, hidden in clothing, etc.).

Table 2-26: Poisons and Irritants					
Name	Biome	Rarity	Form/Prep	Cost	Effect/Notes
Circulatory Poisons					
Carnegurth	D	M	Flower/liquid	35	Level 1. Reddish juice causes massive blood clotting. Available 1-3 weeks after rain falls.
Jeggarukh	U	H	Bats/powder	45	Level 6. Black powder does 10-100 hits. Maximum of moderate general effects
Karfar	J	M	Leaf/paste	70	Level 7. Reddish paste causes heart to malfunction. All effects begin in 2-12 rounds.
Klytun	P	M	Root/paste	25	Level 5. Golden paste causes 1-10 day coma. This effect begins after all general effects have begun.
Sharkasar	F	VH	Root/paste	3	Level 10. Brown paste does 1-10 hits.

					Maximum of moderate effects.
Sharduvaak	D	XH	Berry/liquid	20	Level 3. Brown liquid slows blood flow and victim needs double usual sleep until fully recovered. Maximum of moderate general effects. Available late summer through autumn.
Conversion Poisons					
Bragolith	B	SF	Juice/liquid	50	Level 5. Bluish juice causes victim's body to heat up. Severe effects result in spontaneous combustion. Comes from a phosphorescent green firefly.
Brithagurth	O	SF	Fish/liquid	25	Level 2. Black venom of arctic fish causes hardening of tendons in 1-4 appendages. Severe effects make appendages useless.
Henuial	B	SF	Bee/liquid	60	Level 6. Yellow venom acts on victim's eyes. Severe effects converts optic juices to honey.
Ondokamba	U	L	Bat/liquid	30	Level 2. Green venom acts on appendages. Severe effects turn 1-4 appendages to stone.
Muulfana	F	M	Sap/liquid	25	Level 2. Orange tree sap affects mucous membranes. Severe effect turns mucous to acid (blinds, or destroys windpipe and/or esophagus).
Taynaga	B	H	Bark/powder	20	Level 8. Brownish powder sterilizes and does 5-50 hits. Maximum of moderate general effects.
Irritants					
Alfoos	F	M	Bark/powder	1	Level 9. This powder causes severe itching on contact. Victim is at -30 to all actions for 1 hour per 5 failure of RR. Takes effect in 3-30 rounds.
Tokakla	X	H	Root/powder	0.5	Level 7. This powder causes blinding when it gets in the eyes, lasting 1 minute for each 1 failure on the RR.
Vinst Umm	S	VH	Fruit/liquid	0.25	Level 12. This juice, when drunk, induces vomiting. +50 RR to swallowed poisons if taken within 15 minutes. Immediate XH Exhaustion check, -15 to all actions for 10 minutes.
Muscle Poisons					
Dynalica	SJ	L	Leaf/paste	12	Level 3. Coastal shrub provides a tan paste that affects hearing and does 1-10 hits. Maximum of severe general effects (destroys hearing).
Kaktu	P	XH	Flower/liquid	30	Level 1. Affects 1-4 appendages. Maximum of severe general effects (loss of 1-10 temporary Agility). Available mid- to late spring.
Trusa	J	SF	Frog/paste	30	Level 4. Acts in 1-10 rounds. Mild effect is blindness in 1-2 eyes. Moderate effects is complete blindness and coma. Severe effect is death.

Nerve Poisons					
Acaana	IT/A	XH	Flower/paste	150	Level 10. Black paste affects nervous system. Extreme effect destroys nervous system and kills instantly. Available in spring and early summer. Found 1500' or higher.
Asgurash	T	XH	Snake/paste	30	Level 3. Brownish red snake venom. Maximum of moderate effects (upper body paralysis).
Cathaana	F	VH	Nut/powder	18	Level 1. White powder instantly causes mild euphoria (victim at -50 for 1-10 rounds). Extreme effect is that brain is destroyed after 1-10 minutes. AF 1. Available late summer and autumn.
Juth	D	H	Scorpion/liquid	30	Level 2. Maximum of severe effect (insanity in 1-100 weeks).
Ruth-i-Iaur	U	XH	Drakes/liquid	60	Level 4. Brownish cave-drake saliva. Maximum of severe effects (erosion of nervous system in 1-20 rounds; victim loses 2-4 AP each round).
Slird	J	SF	Fruit/paste	12	Level 2. Acts in 1-2 rounds. Maximum of moderate effects (victim loses feeling in 1-6 extremities [heads, genitals, hands, feet] for 1-100 days).
Ul-acaana	I/A	SF	Flower/paste	300	Level 20. Extreme effects result in destruction of nervous system (paralyzed instantly; dead in 1-10 minutes). Blossoms in spring/early summer. Found above 2300'.
Wek-baas	O	A	Fish/liquid	70	Level 5. Tropical fish toxin acts in 1-100 rounds. Mild effect is deep sleep. Moderate effect is degeneration of balance and hearing (-50 to relevant maneuvers). Severe effect is total paralysis (this is the maximum effect).
Reduction Poisons					
Llugruth	U	VH	Dragon/liquid	300	Level 10. Grey/black blood affects exposed areas. Maximum of severe effects (dissolves afflicted area in 1-10 rounds). Affects metals and organic material. Does not affect glass, sand, or pottery.
Ondohithui	I/A	H	Lichen/paste	30	Level 3. Blue/grey paste causes dehydration. Extreme effect is fatal in 1-10 minutes.
Nimnaur	F	H	Spider/liquid	25	Level 3. Milky white juices affect organs. Maximum of severe effects (liquefies one organ in 1-10 minutes).
Silmaana	P	E	Stalk/powder	4	Level 9. Silver powder scars skin; gives 2-20 hits. Maximum of moderate effects.
Slota	F	XH	Spider/paste	40	Level 5. Extreme effect is slow (1 day) paralysis and death (1-10 days).
Zaganzar	A	VH	Root/liquid	50	Level 5. Bluish extract. Maximum of severe effects (blinds by reducing optic nerve to

					water); does 1-10 hits.
Respiratory Poisons					
Galenaana	T/A	VH	Leaf/powder	60	Level 9. Green powder. Maximum of severe effects (except for elves, who can suffer extreme effects).
Hith-i-Girith	B/A	H	Leaf/liquid	28	Level 4. Mist/vapor from tree acts as depressant causing immediate and continuing sleep. There are no other effects. AF 2.
Jegga	U	H	Bat/paste	50	Level 7. Brown paste does 1-100 hits. Maximum of mild effects.
Jitsu	O	M	Clams/liquid	34	Level 5. Yellow venom does 5-50 hits. Maximum of mild effects.
Jitsutyr	O	VH	Clams/paste	70	Level 2. Tan paste. Extreme effect destroys lungs and kills in 1-100 rounds.
Kly	P	H	Berry/paste	50	Level 3. Brown juice does 3-300 hits. Maximum of mild effects. Available mid-summer through early autumn.
Uraana	X	L	Leaf/paste	12	Level 6. Creamy paste give 3-30 hits. Maximum of mild effects.
Vuraana	S	M	Flower/paste	20	Level 2. Pinkish paste delivers 1-100 hits. Maximum of mild effects. Available in late spring to early summer.

2.4. Superior Items

Design, workmanship, or materials can create superior items. Technological advance means that old ways of doing things are replaced by new methods, generally superior to those that they displace.

Technological Advancement

Generally speaking, methods of production and the results of production improve over time. Different cultures may meet which do things in different ways, and one may gain the advantage due to its superior armor designs or more efficient arrow points. This may be reflected in a bonus or penalty, although these should be given out very carefully. A +1 or +2 bonus or a -1 or -2 penalty will distinguish the work of one group from another without unbalancing things. Keep in mind that the difference between the accidental steel that makes iron swords and armor possible at all and the very best non-fantasy steel in the game is only the difference between +0 and +20. A +5 jump is a significant metallurgical advance. Larger non-materials bonuses or penalties should be used only in situations where materials improvement is not possible, such as in a Stone Age setting, where one cannot create a better type of rock. In any case, a variation of no more than ± 10 is advised. If one side has substandard weapons and armor, while the other has the best, this produces an overall advantage of 40 in favor of the better-equipped side. That should be quite sufficient.

When working with more primitive technologies, a character with more advanced knowledge may gain a bonus of up to +20, if the primitive technology is a less advanced version of the methods he is familiar with. If, on the other hand, the primitive technology uses different methods, the more advanced character is in a state of disadvantage, and should suffer a penalty. For technologies using a different type of method, increase all difficulties by one (e.g., a Hard maneuver would become Very Hard). If the

technology is similar in kind, but of a more advanced version, impose a penalty of -10 to -30, depending on how much advancement is represented. If it is a superior technology using unfamiliar methods, both penalties apply.

Superior Craftsmanship

As noted in *Arms and Character Law* Table 4-7, an Absolute Success on a Crafting roll indicates an improved item strength, reducing the chance of breakage. It is also possible to create an item with a +5 bonus through superior craftsmanship. This bonus will combine with an applicable material bonus, but it will not combine with a magical bonus, though it may make it cheaper to enchant a magical bonus as a material bonus can. The craftsman must choose to attempt to create the item with this bonus, it requires an Absolute Success on the Crafting maneuver, and the attempt imposes a -50 penalty on the Crafting maneuver (if creating items of this quality was easy, they would be the standard). If the bonus only applies to a particular circumstance, such as a scimitar which is +5 against rigid leather armor or a lock pick that is +5 when picking Dwarven locks, the penalty to the Crafting maneuver is only -25.

Superior craftsmanship is also the only way to get certain materials to reveal their occult (i.e., hidden) qualities. This requires first that one knows of the quality to be brought out (through Materials Lore). Then an Absolute Success must be achieved while crafting that material. A few listed materials have occult properties specified in Section 2.5, but a GM who wants regular craftsmanship to be an effective tool for creating special items can define many more such occult properties.

Varying Weight

Weapons are already optimized for weight, so they cannot really be improved except by possessing the enormous strength of some supernatural entities to wield weapons of increased Size, but some individuals may wish to take advantage of great strength by wearing thicker, heavier armor protection, or else sacrifice some protection for lighter weight.

For each 5% of an armor's weight reduced, subtract 5 from the wearer's DB. The DB penalty is also the penalty to the Crafting maneuver to create such light armor, and this is applied as a percentage increase in the armor's cost (e.g., an armor that is 90% of its normal weight is 10% lighter, will have a -10 DB modifier, a -10 penalty to Crafting maneuvers to create it, and a 10% higher price). Maximum reduction in weight is to 75% of normal weight, with a -25 DB.

For each 10% added to an armor's weight, add 5 to the wearer's DB. Maximum increase is +50% weight for +25 DB, unless the density is greatly increased by using eog, which could go to +100% (double) weight for +50 DB. Increased material cost applies as explained below under "Superior Materials and Size Differences". Crafting maneuvers for creating such armor are modified by the negative of the DB modifier, and the price is increased by a percentage equal to the DB modifier. For example, a suit of armor which is 120% of normal weight will provide a +10 DB bonus, require a Crafting maneuver modified by -10, and will have its cost increased by the expense of the additional material and then increased by 10% (i.e., price is 110% of sum of the base price and the price of additional material). All additional material is assumed to be the main armor material, not any additional padding beneath.

Superior Materials and Size Differences

The main type of superior item players are keen to get into the hands of their characters are usually weapons and armor which provide a bonus to OB or DB. This is most commonly due to the materials used to create the items in question. While general techniques advance over time, this is tracked by improved metallurgy, and much of the improvement in design is based on exploiting the properties of improved materials.

The Simple Way

The old and simple way of handling non-magical bonus items is with a cost multiplier. You check the table for the multiplier for the bonus you want, multiply the base price of the item by that multiplier and get the price of the bonus-bearing item. This is wonderfully simple, but this has been made an option, rather than the core rule, because it has nothing else to recommend it. It is not at all realistic to apply the same multiplier to different types of items in the first place. It would require an enormous coincidence to make a +10 club cost as many times what a +0 club costs as a +10 sword costs times what a +0 sword costs.

Furthermore, the multiplication factor seemed to assume that the multiplication should be based on the relative costs of the materials, but very little of the cost of the original item was materials. Even a suit of plate armor requires less than a silver piece worth of iron. The core method that follows is only a rough first approximation of realistic pricing, but the simple multipliers are not even that. Still, for some games, where commerce is outside the focus of the game except for gearing up to go out adventuring and selling off loot afterwards, and where the setting is not examined too closely for grossly implausible features, the simplicity of this method will make it preferable.

In the table that follows, the first set of multipliers is for bonus items that are not considered exotic: alloys that are well-established and expensive only for their cost of production, fine but local woods, and the like. The second set of multipliers is for bonus items made from exotic materials: alloys that are newly developed or the product of some distant race or culture, wood from far-off forests or magically dangerous woodlands, and the like. Normally, bonuses over +20 will only come from exotic materials.

Bonus	Multiplier (Normal)	Multiplier (Exotic)
+5	x2	x5
+10	x5	x10
+15	x8	x20
+20	x12	x40
+25	x20	x70
+30	x40	x100

The same things can be said of the *Arms & Character Law* rule for handling the prices of equipment for humanoids of greater or lesser size than Medium. It is simple, but assumes that cost is linear with weight, which is not realistic. In *Treasure Law*, this method is moved to the category of an optional rule and a new, more realistic treatment, is given as the core rule below.

A More Realistic Method of Pricing

It can cost more to create an item because of the materials that go into it, the labor used to create it, or other costs of production, such as the fuel to keep a forge sufficiently hot. For the materials, we will adjust the price according to the difference in the cost of the materials. This can be calculated within reasonable error (after all, the actual weight of weapons varies and we already use a single figure for all, say, short swords as a convenience) by taking the weight of an object made of a single material, or almost entirely of that material, and figuring the difference in cost between the raw material for the modified version compared to the base version. While the calculations do not go beyond basic arithmetical operations, you will probably want a calculator (or calculator app) to assist, as the process can involve several decimal places. The base version is that listed in the price charts, for a Medium user and assumed to use iron for metal and ash for wood unless otherwise indicated. Weapons like swords are assumed to be entirely metal, while weapons like quarterstaves are assumed to be entirely wood. This is not generally strictly accurate, as a wooden staff might be capped with a bit of metal, and a sword will usually have some organic material around the grip for better handling. Still, this is a modest amount of material, and may be assumed to see some upgrading along with the main material.

Example: A falchion has a base price of 10 sp and a weight of 3 pounds. Three pounds of iron is 3×0.01 (prices per pound are listed in Section 2.5), or 0.03 sp. Yes, three copper pieces worth, a full three-thousandths of the total value of the weapon. Assuming we want a +10 weapon, we would replace the iron with high steel, which is worth 0.5 sp per pound, for a materials cost of $3 \times 0.5 = 1.5$ sp, adding over a silver piece to the cost of the weapon. The exact additional cost is $1.5 - 0.03 = 1.497$ sp. The calculation can be done in one combined equation by multiplying the item weight by the difference in material price per pound. In this case, $\text{weight} \times (\text{new material price} - \text{old material price})$ is $3 \times (0.5 - 0.01) = 1.497$ sp.

Example: A falchion for a troll must be scaled up to suit its Big wielder. It will weigh $3 \times 4 = 12$ pounds, requiring $12 \times 0.01 = 0.12$ sp of iron. This is an additional $0.12 - 0.03 = 0.09$ sp of iron. I could also have multiplied the amount of additional required iron ($12 - 3 = 9$ pounds) by the price of iron. If this falchion were to be of high steel, the material cost would be $12 \times 0.5 = 6$ sp, for an additional cost of $6 - 0.03 = 5.97$ sp compared to the original iron Medium falchion.

This only considers the value of the material, however. Calculating this is relatively easy. The cost of the labor and processing are harder to define. To do a detailed calculation would require settling various assumptions about production methods, available fuels, and other details that would be too specific for a general treatment and too fussy for most in any case. Thus, we use a simple rule to account for these factors in a manageable way. Take any penalty to the Workability of the material (as listed in Section 2.5), reverse the sign and treat as a percentage addition to the cost of the item. This is applied to the original cost plus the modification for material cost. Note that items with a bonus to Workability will not receive a discount. To account for the cost of building and maintaining facilities to deal with bonus materials (those that add to OB of weapons or DB of armor), we add the required percentage of cost for manufacturing facilities (see the workshop rules in Section 2.11), which is 20% (0.2) per +5 of material (or +4% per +1). These multiplications are applied to the base price for this type of item create at the given Size, then material costs are added to that.

Example: We will now figure the true cost of a high steel falchion. The base cost of a Medium falchion is 10 sp. High steel has a Workability of -10. Removing the negative sign and converting to a percentage

gives us a 10% mark up for production. High steel has a bonus of +10, so the workshop requirements will add a 40% mark up, for a total of 50% mark up. To find 150% (100% + the additional 50%) of our previously modified price, we convert the percentage to a decimal (divide the percentage by 100) and multiply this by the original price. $1.5 \times 10 = 15$ sp. The cost of the high steel itself adds 1.497 sp for a final price of 16.497 sp, which rounds up nicely to 16.5 sp. This is only 65% more than an iron falchion, as opposed to the additional 400% or 900% using the simple method, but this is not unreasonable if high steel is fairly easy to obtain. If it is not, the price will be modified to account for rarity in the procedure for buying items. Based on the cost of producing the weapon alone, this is the price increase that makes sense.

Where Size is a factor, we may need to add to the cost for the Size difference. If the weapon-maker is making a weapon for someone of his own Size, no modification should be made. The work is normal to him. However, if a crafter must make an item for a user of the different Size, then the work will be more difficult (assuming he has the necessary facilities to begin with). This is only -10 if the difference in Sizes is only a single category, -30 for two categories, -60 for three, -100 for four. He will charge extra for production based on this penalty, just as for a Workability penalty. If the required Size is exotic in the area in which the shopping is done, the item is likely to be a custom order, which will increase the cost further. When multiple penalties apply to the item's crafting, add them together to determine the multiplication to the price.

Example: If a Troll made the Big falchion discussed above, the price would stay at $10 + 0.09 = 10.09$ sp for the iron weapon. Essentially, he would sell it for the same price as the human weapon. On the other hand, a human smith would have a -10 modifier to his Metalcraft maneuver to create it, so he would charge $(10 \times 1.1) + 0.09 = 11.09$ sp for the weapon. The high steel version would have its cost of 10 sp multiplied by 1.6 (-10 high steel, -10 Size, -40 for +10 material) if made by a human, for $16 + 5.97$ (for increased material cost) = 21.97 sp as the final price. Note that you do not have to know the pedigree of every item. If craftsmen of the appropriate Size are available in the region, the price of resale will assume one of them made it. If not, the price of resale will assume that the closest available Size of craftsman made it

For items with substantial amounts of different materials, the calculation becomes more complicated, as one must change the price for both types of material (rarely will more than two types be significant enough to bother with) and determine the amount of each. In the following, it is assumed that most hafted weapons are 1/3 wood by weight, while polearms are half wood by weight, and arrows, crossbow bolts, and needles are 7/8 (0.875) wood by weight. Darts are 75% wood, 25% metal. The heavy crossbow is considered to be half metal and half wood; it is further assumed that while the exact alloys needed to get superior performance out of a metal bow are different from those for melee weapons, the cost will be the same. Whips, slings, and blackjacks are treated as pure soft leather. This is very much an abstraction in the case of a blackjack, but allows convenient pricing. A bola is regarded as 20% metal, with the remainder soft leather. Slingshots are treated as 75% wood and staff-slings as 90% wood, with the remainder soft leather.

The metals are iron, low steel, high steel, white alloy, black alloy, adamant steel, and Eog. The woods are ash, oak, hickory, ironwood, and vaal. For mixed wood and metal items, low steel items are assumed to have oak wooden parts, high steel items hickory, white alloy items ironwood, and black alloy or better to

be paired with vaal. Notice the substantial jump in price at the transition to +25 items. This is because at this point, one is no longer dealing with simple improved metallurgy, but with rare magical metals with substantially greater material costs. A +25 adamant steel sword is as magical as one enchanted up to that bonus. Generally speaking, it will be cheaper to enchant armor, but more expensive to enchant weapons, compared to making them from these inherently magical materials. However, it may be quite common to only have one or the other option available in any case. There is also the matter that an armor of adamant steel is a thing of beauty for the material alone and evidence of one's great wealth, so it may still be preferred by those with deep pockets and more pride than practicality. The costs for the cheaper superior metals means they will be in fairly common use, if the technology permits. Those who buy their own gear will buy as good as they can afford, but those equipping larger forces may still wish to consider relatively small differences in price that can mean substantial sums once hundreds or even thousands of items are being made. For wood, the jump occurs at the transition to vaal wood, also a magical material. Even so, a vaal wooden weapon may still cost less than a plain iron weapon. The price advantage of wooden weapons carries over into superior wood.

The following tables list prices to the nearest one-hundredth of a silver piece (i.e., down to the copper piece), except for some of the more expensive items where rounding to the nearest silver piece keeps the column from getting overly wide. For purposes of pricing magical items, all prices will be rounded to the nearest silver piece. GMs may wish to do so with the more expensive items as well. The GM who chooses to round may wish to always round up.

For simplicities sake, armor is assumed to not vary in price within a given Size, even though this would not be true for the more expensive metals. Shields are assumed to be 90% wood with 10% metal. The following combinations are used for superior shields: oak/low steel, hickory/high steel, ironwood/white alloy, and vaal/black alloy. The organic part of ATs 2, 7, 8, 9, and 10 is priced as armor cloth and is not increased in price for bonus armors of AT 7-10, since the superior protection comes from the metal and the padding is just that. Weight of AT 2 is subtracted from these heavier armors to determine the weight of the metal. AT 3 is priced as soft leather, while ATs 4-6 are treated as hard leather, assuming the hardened elements in ATs 4 and 5 boost price equivalently to hardening the leather. Light greaves and vambraces are treated as soft leather, while all other greaves and vambraces, and all helmets, are treated as half metal, half armor cloth. The assumed weight for the "typical" armor-wearer at each Size is 10 pounds for Tiny, 45 pounds for Small, 180 pounds for Medium, 800 pounds for Big, 2500 pounds for Large, and 10,000 pounds for Huge.

Short and long bows are considered 100% bow wood, while 40% of the weight of a hand crossbow or crossbow is assumed to be bow wood and the rest regular wood, which is assumed to be ash for the +0 version, oak for the +5 version, hickory for the +10 version, ironwood for the +15 version, and vaal for the +20 and +25 versions. Heavy crossbows are made with a metal bow and are included with the main block of weapons.

Note that some weapons are listed in *italics*: it is not obvious how to improve these with bonus materials. Whatever leather you make a sling out of will matter to its durability, but is unlikely to affect its performance. Prices are included because more durable items have their value and some GMs may wish to allow improved OB for these items anyway.

Table 2-28: Non-Medium Standard Armors										
	Small Wt.	Small Price	Tiny Wt.	Tiny Price	Big Wt.	Big Price	Large Wt.	Large Price	Huge Wt.	Huge Price
Full Suits										
AT 2	2.7	9.21	0.6	9.12	48	11.13	150	15.47	600	34.59
AT 3	3.15	9.56	0.7	9.45	56	12.02	175	17.54	700	41.92
AT 4	4.95	33.37	1.1	33.20	88	36.91	275	44.90	1100	80.15
AT 5	5.4	35.27	1.2	35.08	96	39.35	300	48.53	1200	89.03
AT 6	6.3	32.58	1.4	32.34	112	37.72	350	49.28	1400	100.28
AT 7	8.55	64.48	1.9	64.35	152	67.39	475	73.93	1900	102.81
AT 8	9.45	69.45	2.1	69.31	168	72.51	525	79.40	2100	109.77
AT 9	10.35	64.43	2.3	64.28	184	67.64	575	74.86	2300	106.74
AT 10	11.25	74.40	2.5	74.24	200	77.76	625	85.32	2500	118.70
Body Armor										
AT 2	0.9	0.44	0.2	0.41	16	1.05	50	2.41	200	8.41
AT 3	1.35	0.80	0.3	0.75	24	1.93	75	4.48	300	15.73
AT 4	1.8	4.62	0.4	4.52	32	6.74	100	11.50	400	32.50
AT 5	2.25	6.53	0.5	6.41	40	9.17	125	15.12	500	41.37
AT 6	3.15	3.84	0.7	3.67	56	7.54	175	15.87	700	52.62
AT 7	4.05	9.80	0.9	9.75	72	10.93	225	13.48	900	24.73
AT 8	4.95	14.77	1.1	14.71	88	16.05	275	18.94	1100	31.69
AT 9	5.85	9.74	1.3	9.68	104	11.18	325	14.41	1300	28.66
AT 10	6.75	19.72	1.5	19.64	120	21.30	375	24.87	1500	40.62
Helmets										
Light	0.45	2.97	0.1	2.96	8	3.16	25	3.58	100	5.46
Medium	0.9	8.93	0.2	8.92	16	9.31	50	10.16	200	13.91
Heavy	1.35	14.90	0.3	14.87	24	15.47	75	16.74	300	22.37
Vambraces										
Light	0.45	2.93	0.1	2.92	8	3.31	25	4.16	100	7.91
Medium	0.9	9.93	0.2	9.92	16	10.31	50	11.16	200	14.91
Heavy	1.35	19.92	0.3	19.90	24	20.37	75	21.39	300	25.89
Greaves										
Light	0.9	2.87	0.2	2.83	16	3.62	50	5.32	200	12.82
Medium	1.35	9.88	0.3	9.85	24	10.56	75	12.09	300	18.84
Heavy	1.8	19.87	0.4	19.83	32	20.62	100	22.32	400	29.82

Example: Steve the Mighty, Paladin of the Grim God, wishes to purchase protection for his faithful warhorse. The warhorse is Large. Now, if it were humanoid, the cost of a fine full armor of mail (AT 8) would be 79.4 sp. However, it is not humanoid and requires two pairs of greaves and no vambraces. The difference in cost is (22.32 - 21.39 =) 0.93 sp, raising the price to 80.33 sp. However, the GM notes that the only available smiths are Medium in Size, and consider such a large armor inconveniently scaled. It will impose a -30 penalty on the maneuver to produce it, so a 30% increase is made to the price, bringing it to 80.33 x 1.3 = 104.43 sp.

Table 2-29: Tiny Bonus Armors						
	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Full Suits						
AT 2	11.43	n/a	n/a	n/a	n/a	n/a
AT 3	11.83	14.24	17.33	n/a	n/a	n/a
AT 4	41.55	49.98	59.90	n/a	n/a	n/a
AT 5	43.90	52.82	63.21	n/a	n/a	n/a
AT 6	40.49	48.73	58.46	n/a	n/a	n/a
AT 7	80.54	97.13	117.06	141.36	954.42	1073.72
AT 8	86.77	104.68	126.20	152.79	1094.33	1231.13
AT 9	80.50	97.22	117.33	143.22	1210.25	1361.53
AT 10	92.97	112.27	135.47	165.14	1362.17	1532.44
Body Armor						
AT 2	0.54	n/a	n/a	n/a	n/a	n/a
AT 3	0.94	1.14	1.60	n/a	n/a	n/a
AT 4	5.68	6.82	7.99	n/a	n/a	n/a
AT 5	8.03	9.65	11.30	n/a	n/a	n/a
AT 6	4.62	5.56	6.54	n/a	n/a	n/a
AT 7	12.24	14.96	18.23	23.96	471.38	530.30
AT 8	18.47	22.51	27.37	35.38	611.30	687.71
AT 9	12.20	15.05	18.51	25.81	727.21	818.12
AT 10	24.67	30.10	36.64	47.74	879.13	989.02
Helmets						
Light	3.70	4.46	5.37	6.46	39.10	43.98
Medium	11.15	13.42	16.15	19.22	85.40	96.07
Heavy	18.60	22.38	26.92	31.98	131.69	148.15
Vambraces						
Light	3.65	4.38	5.20	n/a	n/a	n/a
Medium	12.40	14.92	17.95	21.32	87.80	98.77
Heavy	24.89	29.95	36.01	42.78	175.75	197.72
Greaves						
Light	3.54	4.26	5.15	n/a	n/a	n/a
Medium	12.32	14.82	17.82	21.18	87.63	98.59
Heavy	24.81	29.84	35.89	42.64	175.59	197.54

Table 2-30: Small Bonus Armors						
	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Full Suits						
AT 2	11.61	n/a	n/a	n/a	n/a	n/a
AT 3	12.05	14.64	19.80	n/a	n/a	n/a
AT 4	41.92	50.87	61.49	n/a	n/a	n/a
AT 5	44.32	53.77	64.90	n/a	n/a	n/a
AT 6	41.01	49.82	60.36	n/a	n/a	n/a
AT 7	81.11	99.48	121.63	163.48	3754.70	4224.04
AT 8	87.40	107.38	131.48	178.41	4342.62	4885.46
AT 9	81.20	100.28	123.32	172.35	4906.55	5519.88
AT 10	93.75	115.68	142.16	197.78	5506.47	6194.79
Body Armor						
AT 2	0.59	n/a	n/a	n/a	n/a	n/a
AT 3	1.04	1.29	2.75	n/a	n/a	n/a
AT 4	5.87	7.10	8.41	n/a	n/a	n/a
AT 5	8.27	9.99	11.83	n/a	n/a	n/a
AT 6	4.96	6.04	7.28	n/a	n/a	n/a
AT 7	12.53	16.24	20.75	36.29	2039.48	2294.42
AT 8	18.83	24.14	30.60	51.23	2627.41	2955.84
AT 9	12.62	17.04	22.44	45.16	3191.33	3590.26
AT 10	25.17	32.44	41.28	70.60	3791.26	4265.18
Helmets						
Light	3.73	4.56	5.56	7.35	151.12	170.01
Medium	11.21	13.62	16.52	21.00	309.43	348.11
Heavy	18.68	22.68	27.49	34.66	467.75	526.22
Vambraces						
Light	3.68	4.43	5.58	n/a	n/a	n/a
Medium	12.46	15.12	18.32	23.10	311.83	350.81
Heavy	24.98	30.32	36.75	46.32	623.80	701.77
Greaves						
Light	3.61	4.36	5.91	n/a	n/a	n/a
Medium	12.39	15.04	18.23	22.99	311.70	350.67
Heavy	24.91	30.24	36.65	46.21	623.67	701.63

Table 2-31: Medium Bonus Armors						
	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Full Suits						
AT 2	12.28	n/a	n/a	n/a	n/a	n/a
AT 3	12.91	16.20	29.34	n/a	n/a	n/a
AT 4	43.35	54.29	67.59	n/a	n/a	n/a
AT 5	45.94	57.46	71.42	n/a	n/a	n/a
AT 6	42.99	54.03	67.69	n/a	n/a	n/a
AT 7	83.28	108.53	139.28	248.78	14,556	16,375
AT 8	89.85	117.79	151.84	277.24	16,872	18,981
AT 9	83.92	112.05	146.40	284.70	19,164	21,559
AT 10	96.75	128.82	167.97	323.67	21,492	24,178
Body Armor						
AT 2	0.79	n/a	n/a	n/a	n/a	n/a
AT 3	1.41	1.88	7.15	n/a	n/a	n/a
AT 4	6.61	8.15	10.05	n/a	n/a	n/a
AT 5	9.20	11.31	13.87	n/a	n/a	n/a
AT 6	6.26	7.88	10.14	n/a	n/a	n/a
AT 7	13.63	21.17	30.47	83.87	8,088	9,099
AT 8	20.21	30.44	43.04	112.34	10,404	11,704
AT 9	14.28	24.70	37.60	119.80	12,696	14,283
AT 10	27.11	41.47	59.17	158.77	15,024	16,902
Helmets						
Light	3.83	4.94	6.29	10.79	583	656
Medium	11.41	14.38	17.98	27.88	1,174	1,320
Heavy	18.99	23.82	29.67	44.97	1,764	1,984
Vambraces						
Light	3.80	4.63	7.05	n/a	n/a	n/a
Medium	12.66	15.88	19.78	29.98	1,176	1,323
Heavy	25.32	31.76	39.56	59.96	2,352	2,646
Greaves						
Light	3.86	4.75	8.85	n/a	n/a	n/a
Medium	12.66	15.88	19.78	29.98	1,176	1,323
Heavy	25.32	31.76	39.56	59.96	2,352	2,646

Table 2-32: Big Bonus Armors						
	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Full Suits						
AT 2	15.37	n/a	n/a	n/a	n/a	n/a
AT 3	16.82	23.34	73.14	n/a	n/a	n/a
AT 4	49.90	70.01	95.63	n/a	n/a	n/a
AT 5	53.35	74.38	101.33	n/a	n/a	n/a
AT 6	52.11	73.37	101.35	n/a	n/a	n/a
AT 7	93.23	150.08	220.30	640.51	64,161	72,181
AT 8	101.08	165.61	245.36	731.11	74,413	83,715
AT 9	96.42	166.13	252.42	800.71	84,641	95,221
AT 10	110.52	189.16	286.49	901.81	94,905	106,768
Body Armor						
AT 2	1.68	n/a	n/a	n/a	n/a	n/a
AT 3	3.13	4.58	27.38	n/a	n/a	n/a
AT 4	10.02	12.98	17.55	n/a	n/a	n/a
AT 5	13.46	17.36	23.25	n/a	n/a	n/a
AT 6	12.22	16.35	23.27	n/a	n/a	n/a
AT 7	18.70	43.84	75.11	302.39	35,866	40,349
AT 8	26.55	59.36	100.18	392.99	46,118	51,883
AT 9	21.89	59.89	107.24	462.59	56,346	63,389
AT 10	35.99	82.91	141.30	563.69	66,610	74,936
Helmets						
Light	4.30	6.69	9.64	26.59	2,568	2,888
Medium	12.36	17.89	24.68	59.47	5,142	5,785
Heavy	20.41	29.08	39.72	92.36	7,717	8,682
Vambraces						
Light	4.38	5.53	13.79	n/a	n/a	n/a
Medium	13.61	19.39	26.48	61.57	5,145	5,788
Heavy	26.91	38.40	52.51	122.62	10,289	11,575
Greaves						
Light	5.01	6.55	22.34	n/a	n/a	n/a
Medium	13.92	19.76	26.92	62.09	5,145	5,788
Heavy	27.22	38.77	52.96	123.14	10,289	11,576

Table 2-33: Large Bonus Armors						
	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Full Suits						
AT 2	23.83	n/a	n/a	n/a	n/a	n/a
AT 3	27.55	42.94	193.25	n/a	n/a	n/a
AT 4	67.88	113.11	172.50	n/a	n/a	n/a
AT 5	73.66	120.79	183.34	n/a	n/a	n/a
AT 6	77.10	126.41	193.65	n/a	n/a	n/a
AT 7	120.54	264.02	442.45	1714.63	200,174	225,196
AT 8	131.87	296.72	501.79	1975.61	232,187	261,211
AT 9	130.70	314.42	543.12	2215.58	264,176	297,198
AT 10	148.28	354.61	611.46	2487.06	296,200	333,226
Body Armor						
AT 2	4.13	n/a	n/a	n/a	n/a	n/a
AT 3	7.85	11.97	82.84	n/a	n/a	n/a
AT 4	19.37	26.24	38.12	n/a	n/a	n/a
AT 5	25.15	33.93	48.96	n/a	n/a	n/a
AT 6	28.59	39.55	59.27	n/a	n/a	n/a
AT 7	32.60	105.97	197.51	901.56	112,031	126,035
AT 8	43.93	138.67	256.85	1162.53	144,043	162,049
AT 9	42.76	156.36	298.18	1402.51	176,032	198,036
AT 10	60.34	196.56	366.52	1673.98	208,056	234,064
Helmets						
Light	5.60	11.50	18.82	69.89	8,008	9,010
Medium	14.95	27.49	43.04	146.09	16,024	18,027
Heavy	24.30	43.49	67.26	222.28	24,040	27,045
Vambraces						
Light	5.95	7.99	32.28	n/a	n/a	n/a
Medium	16.20	28.99	44.84	148.19	16,027	18,030
Heavy	31.24	56.59	88.01	294.42	32,051	36,057
Greaves						
Light	8.15	11.48	59.31	n/a	n/a	n/a
Medium	17.36	30.38	46.51	150.13	16,029	18,032
Heavy	32.40	57.98	89.68	296.37	32,053	36,060

Table 2-34: Huge Bonus Armors						
	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Full Suits						
AT 2	61.16	n/a	n/a	n/a	n/a	n/a
AT 3	74.89	129.37	723.12	n/a	n/a	n/a
AT 4	147.19	303.23	511.65	n/a	n/a	n/a
AT 5	163.29	325.54	545.18	n/a	n/a	n/a
AT 6	187.35	360.41	600.87	n/a	n/a	n/a
AT 7	241.01	766.71	1422.55	6453.39	800,234	900,265
AT 8	267.71	875.16	1633.09	7466.02	928,249	1,044,282
AT 9	281.92	968.60	1825.62	8457.64	1,056,240	1,188,272
AT 10	314.87	1084.55	2045.16	9480.77	1,184,266	1,332,302
Body Armor						
AT 2	14.93	n/a	n/a	n/a	n/a	n/a
AT 3	28.66	44.60	327.53	n/a	n/a	n/a
AT 4	60.62	84.74	128.87	n/a	n/a	n/a
AT 5	76.71	107.06	162.40	n/a	n/a	n/a
AT 6	100.77	141.93	218.08	n/a	n/a	n/a
AT 7	93.91	380.10	737.51	3544.93	448,052	504,060
AT 8	120.62	488.54	948.05	4557.56	576,067	648,077
AT 9	134.82	581.99	1140.58	5549.18	704,058	792,066
AT 10	167.78	697.93	1360.12	6572.31	832,084	936,097
Helmets						
Light	11.32	32.68	59.32	260.96	32,013	36,014
Medium	26.39	69.87	124.04	528.21	64,032	72,037
Heavy	41.46	107.05	188.76	795.47	96,052	108,059
Vambraces						
Light	12.89	18.87	113.84	n/a	n/a	n/a
Medium	27.64	71.37	125.84	530.31	64,035	72,039
Heavy	50.37	136.84	244.61	1052.37	128,060	144,068
Greaves						
Light	22.03	33.23	222.44	n/a	n/a	n/a
Medium	32.55	77.26	132.91	538.56	64,044	72,050
Heavy	55.28	142.73	251.68	1060.62	128,070	144,079

Table 2-35: Non-Medium Standard Shields										
	Small Wt.	Small Price	Tiny Wt.	Tiny Price	Big Wt.	Big Price	Large Wt.	Large Price	Huge Wt.	Huge Price
Target	0.9	3.48	0.2	3.48	16	3.59	50	3.84	200	4.93
Normal	2.25	5.45	0.5	5.44	40	5.73	125	6.35	500	9.08
Full	4.5	6.90	1	6.88	80	7.45	250	8.69	1000	14.17
Wall	9	8.80	2	8.75	160	9.91	500	12.39	2000	23.34

Table 2-36: Bonus Shields				
	+5 Price	+10 Price	+15 Price	+20 Price
Tiny				
Target	4.69	5.92	7.32	8.97
Normal	7.35	9.27	11.47	14.29
Full	9.29	11.74	14.54	18.58
Wall	11.83	14.98	18.58	24.66
Small				
Target	4.71	5.96	7.40	9.95
Normal	7.38	9.38	11.67	16.76
Full	9.36	11.96	14.95	23.52
Wall	11.97	15.41	19.39	34.54
Medium				
Target	4.76	6.13	7.71	13.76
Normal	7.51	9.80	12.46	26.28
Full	9.62	12.80	16.51	42.57
Wall	12.49	17.10	22.53	72.64
Big				
Target	5.00	6.90	9.15	31.26
Normal	8.11	11.73	16.06	70.02
Full	10.82	16.66	23.71	130.05
Wall	14.88	24.82	36.93	247.60
Large				
Target	5.65	9.02	13.10	79.23
Normal	9.75	17.03	25.93	189.95
Full	14.10	27.25	43.46	369.91
Wall	21.45	46.01	76.41	727.32
Huge				
Target	8.55	18.37	30.52	290.87
Normal	16.99	40.39	69.48	719.06
Full	28.58	73.99	130.55	1428.12
Wall	50.41	139.47	250.61	2843.74

Table2-37: Non-Medium Standard Weapons					
Metal	Tiny Price	Small Price	Big Price	Large Price	Huge Price
Arming Sword	17.98	17.98	18.08	18.38	19.58
Broadsword	9.96	9.97	10.12	10.60	12.52
Claymore	20.93	20.95	21.21	22.05	25.41
Dagger	2.99	2.99	3.03	3.15	3.63
Epee	15.99	15.99	16.05	16.23	16.95
Falchion	9.97	9.98	10.09	10.45	11.89
Great Falchion	24.93	24.95	25.21	26.05	29.41
Long Scimitar	18.94	18.96	19.18	19.90	22.78
Longsword	21.94	21.96	22.18	22.90	25.78
Machete	1.99	1.99	2.05	2.23	2.95
Rapier	21.98	21.99	22.06	22.30	23.26
Scimitar	9.97	9.98	10.09	10.45	11.89
Short Sword	6.97	6.98	7.09	7.45	8.89
Hafted					
Arrows (20)	0.38	0.38	0.47	0.73	1.79
Battle Axe	12.97	12.98	13.08	13.41	14.70
Bolts (20)	1.08	1.08	1.17	1.43	2.49
Flail	15.95	15.96	16.16	16.81	19.41
Glaive	7.95	7.96	8.15	8.77	11.21
Great Mace	11.93	11.95	12.22	13.08	16.54
Halberd	7.96	7.97	8.13	8.64	10.68
Hand Axe	4.99	4.99	5.04	5.20	5.85
Heavy Crossbow	24.92	24.94	25.26	26.28	30.36
Heavy Flail	18.95	18.96	19.16	19.81	22.41
Javelin	2.97	2.97	3.10	3.51	5.14
Light Flail	6.97	6.98	7.08	7.41	8.70
Light Mace	3.97	3.97	4.11	4.54	6.27
Long Axe	16.95	16.96	17.16	17.81	20.41
Long Spear	1.15	1.16	1.37	2.03	4.68
Mace	5.95	5.96	6.16	6.81	9.41
Needles	0.29	0.29	0.32	0.41	0.76
Poleaxe	9.96	9.97	10.13	10.64	12.68
Spear	0.86	0.87	1.01	1.47	3.31
War Hammer	14.97	14.98	15.09	15.47	16.99
War Mattock	14.95	14.96	15.16	15.81	18.41
Wooden					
Blowpipe	0.03	0.03	0.11	0.37	1.37
Club	0.01	0.01	0.09	0.35	1.35
Fighting Stick	0.01	0.01	0.09	0.35	1.35
Large Club	0.96	0.97	1.14	1.68	3.87
Light Stick	0.01	0.01	0.05	0.18	0.68
Quarterstaff	0.02	0.03	0.13	0.47	1.81
Throwing Club	0.02	0.02	0.07	0.24	0.91
Other					
Blackjack	0.01	0.03	0.40	1.60	6.40
Bola	4.84	4.87	5.50	7.52	15.58
Dart	0.05	0.05	0.06	0.11	0.29
Large Net	10.63	10.70	12.20	17.00	36.20
Net	6.78	6.82	7.72	10.60	22.12
Sling	0.85	0.86	1.05	1.65	4.05
Slingshot	0.28	0.29	0.35	0.57	1.42
Small Net	3.91	3.93	4.30	5.50	10.30
Staff-sling	1.16	1.17	1.34	1.88	4.05
Whip	1.86	1.89	2.45	4.25	11.45

Table2-38: Tiny Bonus Weapons						
Metal	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Arming Sword	22.48	27.04	32.51	38.53	143.14	161.04
Broadsword	12.48	15.07	18.18	22.17	183.91	206.90
Claymore	26.21	31.62	38.12	46.15	330.24	371.52
Dagger	3.74	4.52	5.45	6.59	47.18	53.07
Epee	19.99	24.02	28.87	34.04	98.37	110.66
Falchion	12.48	15.05	18.14	21.88	143.93	161.92
Great Falchion	31.21	37.62	45.32	54.55	339.84	382.32
Long Scimitar	23.71	28.60	34.47	41.65	285.46	321.14
Longsword	27.46	33.10	39.87	47.95	292.66	329.24
Machete	2.49	3.02	3.67	4.64	64.77	72.86
Rapier	27.49	33.03	39.69	46.78	132.75	149.35
Scimitar	12.48	15.05	18.14	21.88	143.93	161.92
Short Sword	8.73	10.55	12.74	15.58	136.73	153.82
Hafted						
Arrows (20)	0.51	0.66	0.82	1.23	16.22	18.21
Battle Axe	17.53	22.12	27.37	33.12	116.79	130.73
Bolts (20)	1.46	1.85	2.29	2.98	18.18	20.38
Flail	21.55	27.24	33.74	41.25	205.58	230.46
Glaive	10.75	13.61	16.89	21.00	142.45	159.84
Great Mace	16.14	20.45	25.39	31.67	247.97	278.35
Halberd	10.76	13.61	16.87	20.84	122.44	137.33
Hand Axe	6.74	8.51	10.54	12.81	54.19	60.72
Heavy Crossbow	33.67	42.52	52.64	64.17	270.08	302.56
Heavy Flail	25.60	32.34	40.04	48.75	213.98	239.76
Javelin	4.02	5.11	6.36	8.17	88.43	99.32
Light Flail	9.43	11.92	14.77	18.12	99.99	112.13
Light Mace	5.37	6.82	8.50	10.83	118.39	132.98
Long Axe	22.90	28.94	35.84	43.75	208.38	233.56
Long Spear	1.57	2.05	2.61	4.09	133.41	150.01
Mace	8.05	10.24	12.74	16.25	177.58	199.46
Needles	0.40	0.50	0.62	0.83	5.87	6.59
Poleaxe	13.46	17.01	21.07	25.84	128.04	143.53
Spear	1.18	1.54	1.95	3.00	92.56	104.07
War Hammer	20.22	25.52	31.58	38.23	135.79	152.00
War Mattock	20.20	25.54	31.64	38.75	202.78	227.36
Wooden						
Blowpipe	0.04	0.05	0.06	0.25	n/a	n/a
Club	0.01	0.02	0.02	0.21	n/a	n/a
Fighting Stick	0.01	0.02	0.02	0.21	n/a	n/a
Large Club	1.24	1.53	1.82	2.51	n/a	n/a
Light Stick	0.01	0.02	0.02	0.12	n/a	n/a
Quarterstaff	0.03	0.04	0.05	0.30	n/a	n/a
Throwing Club	0.02	0.03	0.03	0.16	n/a	n/a
Other						
Blackjack	0.01	0.02	n/a	n/a	n/a	n/a
Bola	6.31	7.79	n/a	n/a	n/a	n/a
Dart	0.06	0.08	0.11	0.18	5.15	5.79
Large Net	13.83	n/a	n/a	n/a	n/a	n/a
Net	8.82	n/a	n/a	n/a	n/a	n/a
Sling	1.07	1.28	n/a	n/a	n/a	n/a
Slingshot	0.38	0.48	n/a	n/a	n/a	n/a
Small Net	5.08	n/a	n/a	n/a	n/a	n/a
Staff-sling	1.56	1.97	n/a	n/a	n/a	n/a
Whip	2.33	2.80	n/a	n/a	n/a	n/a

Table2-39: Small Bonus Weapons						
Metal	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Arming Sword	22.53	27.28	32.99	40.88	443.15	498.54
Broadsword	12.55	15.45	18.94	25.93	663.92	746.91
Claymore	26.34	32.28	39.44	52.72	1170.26	1316.54
Dagger	3.76	4.61	5.63	7.53	167.18	188.08
Epee	20.02	24.17	29.15	35.45	278.37	313.17
Falchion	12.54	15.33	18.70	24.70	503.94	566.93
Great Falchion	31.34	38.28	46.64	61.12	1179.86	1327.34
Long Scimitar	23.83	29.17	35.60	47.29	1005.48	1131.16
Longsword	27.58	33.67	41.00	53.59	1012.68	1139.26
Machete	2.52	3.17	3.95	6.05	244.77	275.37
Rapier	27.53	33.22	40.07	48.66	372.76	419.35
Scimitar	12.54	15.33	18.70	24.70	503.94	566.93
Short Sword	8.79	10.83	13.30	18.40	496.74	558.83
Hafted						
Arrows (20)	0.53	0.70	0.90	2.08	61.72	69.34
Battle Axe	17.57	22.31	27.76	35.20	358.18	402.28
Bolts (20)	1.47	1.89	2.37	3.83	63.68	71.51
Flail	21.64	27.62	34.51	45.41	688.37	773.56
Glaive	10.82	13.90	17.46	24.39	503.03	565.42
Great Mace	16.25	20.97	26.41	37.21	891.69	1002.47
Halberd	10.81	13.85	17.35	23.66	422.93	475.32
Hand Axe	6.76	8.61	10.73	13.85	174.89	196.49
Heavy Crossbow	33.78	43.01	53.61	69.82	871.05	978.53
Heavy Flail	25.69	32.72	40.81	52.91	696.77	782.86
Javelin	4.06	5.30	6.74	10.43	328.82	369.71
Light Flail	9.47	12.11	15.16	20.20	341.38	383.68
Light Mace	5.42	7.08	9.01	13.60	440.25	495.04
Long Axe	22.99	29.32	36.61	47.91	691.17	776.66
Long Spear	1.64	2.37	3.24	7.76	524.04	589.39
Mace	8.14	10.62	13.51	20.41	660.37	742.56
Needles	0.40	0.52	0.65	1.11	21.04	23.63
Poleaxe	13.51	17.25	21.55	28.66	428.53	481.52
Spear	1.23	1.76	2.39	5.54	362.99	408.25
War Hammer	20.27	25.75	32.03	40.65	417.41	468.81
War Mattock	20.29	25.92	32.41	42.91	685.57	770.46
Wooden						
Blowpipe	0.04	0.06	0.07	0.82	n/a	n/a
Club	0.02	0.02	0.03	0.78	n/a	n/a
Fighting Stick	0.02	0.02	0.03	0.78	n/a	n/a
Large Club	1.26	1.55	1.84	3.74	n/a	n/a
Light Stick	0.02	0.02	0.02	0.40	n/a	n/a
Quarterstaff	0.04	0.05	0.06	1.06	n/a	n/a
Throwing Club	0.03	0.03	0.04	0.54	n/a	n/a
Other						
Blackjack	0.05	0.07	n/a	n/a	n/a	n/a
Bola	6.38	7.95	n/a	n/a	n/a	n/a
Dart	0.07	0.10	0.13	0.37	20.22	22.74
Large Net	13.96	n/a	n/a	n/a	n/a	n/a
Net	8.90	n/a	n/a	n/a	n/a	n/a
Sling	1.09	1.31	n/a	n/a	n/a	n/a
Slingshot	0.39	0.49	n/a	n/a	n/a	n/a
Small Net	5.12	n/a	n/a	n/a	n/a	n/a
Staff-sling	1.58	1.99	n/a	n/a	n/a	n/a
Whip	2.38	2.88	n/a	n/a	n/a	n/a

Table2-40: Medium Bonus Weapons						
Metal	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Arming Sword	22.73	28.23	34.88	50.28	1643.18	1848.58
Broadsword	12.86	16.96	21.96	40.96	2583.96	2906.96
Claymore	26.88	34.93	44.73	79.03	4530.33	5096.63
Dagger	3.84	4.99	6.39	11.29	647.19	728.09
Epee	20.14	24.74	30.29	41.09	998.39	1123.19
Falchion	12.77	16.47	20.97	35.97	1943.97	2186.97
Great Falchion	31.88	40.93	51.93	87.43	4539.93	5107.43
Long Scimitar	24.29	31.44	40.14	69.84	3885.54	4371.24
Longsword	28.04	35.94	45.54	76.14	3892.74	4379.34
Machete	2.64	3.74	5.09	11.69	964.79	1085.39
Rapier	27.68	33.98	41.58	56.18	1332.78	1499.38
Scimitar	12.77	16.47	20.97	35.97	1943.97	2186.97
Short Sword	9.02	11.97	15.57	29.67	1936.77	2178.87
Hafted						
Arrows (20)	0.58	0.87	1.22	5.48	243.72	273.84
Battle Axe	17.73	23.09	29.29	43.51	1323.76	1488.46
Bolts (20)	1.52	2.06	2.69	7.23	245.68	276.01
Flail	21.96	29.17	37.58	62.03	2619.53	2945.93
Glaive	11.07	15.07	19.78	37.95	1945.35	2187.75
Great Mace	16.68	23.03	30.51	59.37	3466.57	3898.97
Halberd	11.03	14.83	19.28	34.96	1624.86	1827.26
Hand Axe	6.84	8.99	11.50	18.01	657.68	739.58
Heavy Crossbow	34.20	44.96	57.46	92.42	3274.92	3682.42
Heavy Flail	26.01	34.27	43.88	69.53	2627.93	2955.23
Javelin	4.23	6.08	8.28	19.47	1290.37	1451.27
Light Flail	9.63	12.89	16.69	28.51	1306.96	1469.86
Light Mace	5.64	8.11	11.06	24.68	1727.68	1943.28
Long Axe	23.31	30.87	39.68	64.53	2622.33	2949.03
Long Spear	1.91	3.64	5.74	22.44	2086.55	2346.91
Mace	8.46	12.17	16.58	37.03	2591.53	2914.93
Needles	0.42	0.57	0.76	2.24	81.71	91.80
Poleaxe	13.73	18.23	23.48	39.96	1630.46	1833.46
Spear	1.42	2.63	4.12	15.71	1444.73	1625.00
War Hammer	20.46	26.65	33.82	50.35	1543.92	1736.02
War Mattock	20.61	27.47	35.48	59.53	2616.73	2942.83
Wooden						
Blowpipe	0.07	0.08	0.10	3.09	n/a	n/a
Club	0.04	0.05	0.06	3.05	n/a	n/a
Fighting Stick	0.04	0.05	0.06	3.05	n/a	n/a
Large Club	1.30	1.61	1.91	8.65	n/a	n/a
Light Stick	0.03	0.03	0.04	1.53	n/a	n/a
Quarterstaff	0.07	0.08	0.10	4.08	n/a	n/a
Throwing Club	0.04	0.05	0.06	2.05	n/a	n/a
Other						
Blackjack	0.19	0.29	n/a	n/a	n/a	n/a
Bola	6.67	8.62	n/a	n/a	n/a	n/a
Dart	0.08	0.15	0.23	1.12	80.51	90.53
Large Net	14.50	n/a	n/a	n/a	n/a	n/a
Net	9.22	n/a	n/a	n/a	n/a	n/a
Sling	1.16	1.42	n/a	n/a	n/a	n/a
Slingshot	0.41	0.53	n/a	n/a	n/a	n/a
Small Net	5.25	n/a	n/a	n/a	n/a	n/a
Staff-sling	1.63	2.07	n/a	n/a	n/a	n/a
Whip	2.59	3.21	n/a	n/a	n/a	n/a

Table2-41: Big Bonus Weapons						
Metal	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Arming Sword	23.49	32.01	42.44	87.86	6,443	7,249
Broadsword	14.09	23.02	34.06	101.09	10,264	11,547
Claymore	29.03	45.54	65.90	184.26	17,971	20,217
Dagger	4.15	6.51	9.41	26.32	2,567	2,888
Epee	20.60	27.01	34.82	63.63	3,878	4,363
Falchion	13.69	21.02	30.04	81.07	7,704	8,667
Great Falchion	34.03	51.54	73.10	192.66	17,980	20,228
Long Scimitar	26.14	40.53	58.28	160.04	15,406	17,332
Longsword	29.89	45.03	63.68	166.34	15,413	17,340
Machete	3.10	6.01	9.62	34.23	3,845	4,325
Rapier	28.30	37.01	47.63	86.25	5,173	5,819
Scimitar	13.69	21.02	30.04	81.07	7,704	8,667
Short Sword	9.94	16.52	24.64	74.77	7,697	8,659
Hafted						
Arrows (20)	0.77	1.54	2.49	19.08	972	1,092
Battle Axe	18.39	26.18	35.44	76.75	5,186	5,833
Bolts (20)	1.71	2.73	3.96	20.83	974	1,094
Flail	23.27	35.36	49.88	128.51	10,344	11,635
Glaive	12.09	19.75	29.03	92.18	7,715	8,677
Great Mace	18.43	31.28	46.90	148.01	13,766	15,485
Halberd	11.88	18.73	26.99	80.15	6,433	7,235
Hand Axe	7.17	10.54	14.57	34.63	2,589	2,912
Heavy Crossbow	35.90	52.75	72.88	182.80	12,890	14,498
Heavy Flail	27.32	40.46	56.18	136.01	10,353	11,645
Javelin	4.91	9.20	14.45	55.62	5,137	5,777
Light Flail	10.29	15.98	22.84	61.75	5,169	5,815
Light Mace	6.51	12.24	19.25	69.01	6,877	7,736
Long Axe	24.62	37.06	51.98	131.01	10,347	11,639
Long Spear	3.02	8.70	15.76	81.19	8,337	9,377
Mace	9.77	18.36	28.88	103.51	10,316	11,604
Needles	0.48	0.80	1.18	6.78	324	364
Poleaxe	14.58	22.13	31.19	85.15	6,438	7,241
Spear	2.18	6.14	11.06	56.38	5,772	6,492
War Hammer	21.22	30.26	40.99	89.13	6,050	6,805
War Mattock	21.92	33.66	47.78	126.01	10,341	11,632
Wooden						
Blowpipe	0.15	0.19	0.24	12.16	n/a	n/a
Club	0.13	0.16	0.20	12.12	n/a	n/a
Fighting Stick	0.13	0.16	0.20	12.12	n/a	n/a
Large Club	1.49	1.84	2.21	28.32	n/a	n/a
Light Stick	0.07	0.09	0.11	6.07	n/a	n/a
Quarterstaff	0.18	0.23	0.29	16.18	n/a	n/a
Throwing Club	0.10	0.12	0.15	8.10	n/a	n/a
Other						
Blackjack	0.74	1.16	n/a	n/a	n/a	n/a
Bola	7.83	11.27	n/a	n/a	n/a	n/a
Dart	0.13	0.35	0.63	4.14	321.66	361.68
Large Net	16.66	n/a	n/a	n/a	n/a	n/a
Net	10.52	n/a	n/a	n/a	n/a	n/a
Sling	1.43	1.86	n/a	n/a	n/a	n/a
Slingshot	0.51	0.67	n/a	n/a	n/a	n/a
Small Net	5.79	n/a	n/a	n/a	n/a	n/a
Staff-sling	1.86	2.40	n/a	n/a	n/a	n/a
Whip	3.42	4.52	n/a	n/a	n/a	n/a

Table2-42: Large Bonus Weapons						
Metal	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Arming Sword	26.57	47.16	72.68	238.19	25,644	28,849
Broadsword	19.01	47.26	82.44	341.62	40,985	46,108
Claymore	37.64	87.96	150.57	605.19	71,732	80,698
Dagger	5.38	12.57	21.51	86.46	10,247	11,528
Epee	22.44	36.10	52.97	153.83	15,399	17,324
Falchion	17.38	39.20	66.33	261.47	30,745	34,588
Great Falchion	42.64	93.96	157.77	613.59	71,741	80,709
Long Scimitar	33.52	76.89	130.86	520.83	61,487	69,173
Longsword	37.27	81.39	136.26	527.13	61,494	69,181
Machete	4.94	15.10	27.77	124.43	15,365	17,286
Rapier	30.76	49.13	71.82	206.51	20,533	23,100
Scimitar	17.38	39.20	66.33	261.47	30,745	34,588
Short Sword	13.63	34.70	60.93	255.17	30,737	34,580
Hafted						
Arrows (20)	1.55	4.23	7.56	73.48	3,884	4,364
Battle Axe	21.00	38.56	60.02	209.72	20,635	23,212
Bolts (20)	2.49	5.42	9.03	75.23	3,886	4,366
Flail	28.50	60.13	99.04	394.44	41,243	46,393
Glaive	16.18	38.47	66.02	309.10	30,792	34,634
Great Mace	25.40	64.30	112.46	502.59	54,964	61,829
Halberd	15.28	34.32	57.82	260.91	25,664	28,866
Hand Axe	8.47	16.73	26.86	101.11	10,313	11,601
Heavy Crossbow	42.71	83.95	134.54	544.33	51,352	57,760
Heavy Flail	32.55	65.23	105.34	401.94	41,251	46,403
Javelin	7.63	21.68	39.12	200.23	20,521	23,082
Light Flail	12.90	28.36	47.42	194.72	20,619	23,194
Light Mace	10.00	28.75	52.03	246.29	27,476	30,908
Long Axe	29.85	61.83	101.14	396.94	41,245	46,396
Long Spear	7.44	28.98	55.84	316.19	33,337	37,497
Mace	15.00	43.13	78.04	369.44	41,215	46,362
Needles	0.74	1.69	2.87	24.91	1,295	1,455
Poleaxe	17.98	37.72	62.02	265.91	25,669	28,872
Spear	5.25	20.18	38.81	219.07	23,080	25,960
War Hammer	24.27	44.71	69.68	244.26	24,074	27,080
War Mattock	27.15	58.43	96.94	391.94	41,240	46,390
Wooden						
Blowpipe	0.50	0.63	0.79	48.47	n/a	n/a
Club	0.47	0.60	0.75	48.42	n/a	n/a
Fighting Stick	0.47	0.60	0.75	48.42	n/a	n/a
Large Club	2.24	2.80	3.40	106.97	n/a	n/a
Light Stick	0.24	0.31	0.39	24.22	n/a	n/a
Quarterstaff	0.64	0.82	1.02	64.59	n/a	n/a
Throwing Club	0.33	0.42	0.52	32.30	n/a	n/a
Other						
Blackjack	2.96	4.64	n/a	n/a	n/a	n/a
Bola	12.46	21.89	n/a	n/a	n/a	n/a
Dart	0.33	1.17	2.22	16.21	1,286	1,446
Large Net	25.30	n/a	n/a	n/a	n/a	n/a
Net	15.70	n/a	n/a	n/a	n/a	n/a
Sling	2.54	3.60	n/a	n/a	n/a	n/a
Slingshot	0.89	1.25	n/a	n/a	n/a	n/a
Small Net	7.95	n/a	n/a	n/a	n/a	n/a
Staff-sling	2.76	3.70	n/a	n/a	n/a	n/a
Whip	6.75	9.74	n/a	n/a	n/a	n/a

Table2-43: Huge Bonus Weapons						
Metal	+5 Price	+10 Price	+15 Price	+20 Price	+25 Price	+30 Price
Arming Sword	38.87	107.76	193.64	839.51	102,445	115,251
Broadsword	38.69	144.22	275.98	1303.73	163,867	184,351
Claymore	72.08	257.64	489.26	2288.88	286,777	322,624
Dagger	10.30	36.81	69.89	326.98	40,968	46,089
Epee	29.82	72.46	125.54	514.62	61,480	69,165
Falchion	32.14	111.92	211.48	983.05	122,907	138,270
Great Falchion	77.08	263.64	496.46	2297.28	286,786	322,635
Long Scimitar	63.04	222.33	421.16	1964.00	245,811	276,538
Longsword	66.79	226.83	426.56	1970.30	245,818	276,546
Machete	12.32	51.46	100.34	485.22	61,446	69,127
Rapier	40.60	97.61	168.59	687.57	81,975	92,222
Scimitar	32.14	111.92	211.48	983.05	122,907	138,270
Short Sword	28.39	107.42	206.08	976.75	122,899	138,262
Hafted						
Arrows (20)	4.67	14.98	27.86	291.07	15,532	17,452
Battle Axe	31.46	88.09	158.36	741.59	82,432	92,728
Bolts (20)	5.61	16.17	29.33	292.82	15,534	17,454
Flail	49.42	159.18	295.71	1458.17	164,837	185,425
Glave	32.51	113.33	214.01	1176.77	123,100	138,463
Great Mace	53.29	196.38	374.68	1920.90	219,756	247,204
Halberd	28.89	96.71	181.14	983.97	102,587	115,390
Hand Axe	13.70	41.50	76.03	367.04	41,212	46,359
Heavy Crossbow	69.94	208.72	381.19	1990.45	205,200	230,809
Heavy Flail	53.47	164.28	302.01	1465.67	164,845	185,434
Javelin	18.53	71.59	137.77	778.68	82,060	92,302
Light Flail	23.36	77.89	145.76	726.59	82,416	92,709
Light Mace	23.94	94.79	183.14	955.45	109,873	123,596
Long Axe	50.77	160.88	297.81	1460.67	164,840	185,428
Long Spear	25.14	110.09	216.17	1256.17	133,338	149,979
Mace	35.92	142.18	274.71	1433.17	164,809	185,394
Needles	1.78	5.28	9.64	97.44	5,178	5,818
Poleaxe	31.59	100.11	185.34	988.97	102,593	115,397
Spear	17.50	76.33	149.80	869.83	92,311	103,832
War Hammer	36.48	102.49	184.40	864.77	96,171	108,182
War Mattock	48.07	157.48	293.61	1455.67	164,834	185,422
Wooden						
Blowpipe	1.88	2.39	2.99	193.68	n/a	n/a
Club	1.85	2.36	2.95	193.63	n/a	n/a
Fighting Stick	1.85	2.36	2.95	193.63	n/a	n/a
Large Club	5.23	6.60	8.18	421.59	n/a	n/a
Light Stick	0.93	1.19	1.49	96.83	n/a	n/a
Quarterstaff	2.49	3.16	3.96	258.20	n/a	n/a
Throwing Club	1.25	1.59	1.99	129.11	n/a	n/a
Other						
Blackjack	11.84	18.56	n/a	n/a	n/a	n/a
Bola	31.01	64.36	n/a	n/a	n/a	n/a
Dart	1.13	4.44	8.59	64.49	5,145	5,785
Large Net	59.86	n/a	n/a	n/a	n/a	n/a
Net	36.44	n/a	n/a	n/a	n/a	n/a
Sling	6.98	10.56	n/a	n/a	n/a	n/a
Slingshot	2.42	3.58	n/a	n/a	n/a	n/a
Small Net	16.59	n/a	n/a	n/a	n/a	n/a
Staff-sling	6.35	8.90	n/a	n/a	n/a	n/a
Whip	20.07	30.62	n/a	n/a	n/a	n/a

2-44: Non-Medium Bows					
Bow	Tiny Price	Small Price	Big Price	Large Price	Huge Price
Composite Bow	6.19	6.75	18.00	54.00	198.00
Crossbow	5.38	6.50	29.00	101.00	389.00
Hand Crossbow	7.38	8.50	31.00	103.00	391.00
Long Bow	3.66	4.13	13.50	43.50	163.50
Short Bow	1.13	1.50	9.00	33.00	129.00

2-45: Bonus Bows						
Bow +5	Tiny Price	Small Price	Med. Price	Big Price	Large Price	Huge Price
Composite Bow	7.74	8.44	11.27	22.56	67.74	248.46
Crossbow	7.26	8.78	14.86	39.21	136.57	526.03
Hand Crossbow	9.96	11.48	17.56	41.91	139.27	528.73
Long Bow	4.57	5.16	7.51	16.93	54.58	205.18
Short Bow	1.41	1.88	3.76	11.29	41.41	161.89
Bow +10	Tiny Price	Small Price	Med. Price	Big Price	Large Price	Huge Price
Composite Bow	9.29	10.14	13.56	27.24	81.96	300.84
Crossbow	9.14	11.06	18.75	49.51	172.53	664.60
Hand Crossbow	12.54	14.46	22.15	52.91	175.93	668.00
Long Bow	5.49	6.20	9.05	20.45	66.05	248.45
Short Bow	1.69	2.26	4.54	13.66	50.14	196.06
Bow +15	Tiny Price	Small Price	Med. Price	Big Price	Large Price	Huge Price
Composite Bow	10.53	11.53	15.51	31.44	95.16	350.04
Crossbow	10.76	13.04	22.18	58.70	204.80	789.21
Hand Crossbow	14.76	17.04	26.18	62.70	208.80	793.21
Long Bow	6.23	7.06	10.38	23.65	76.75	289.15
Short Bow	1.92	2.59	5.24	15.86	58.34	228.26
Bow +20	Tiny Price	Small Price	Med. Price	Big Price	Large Price	Huge Price
Composite Bow	11.80	13.01	17.82	37.08	114.12	422.28
Crossbow	12.62	15.99	29.45	83.30	298.71	1160.35
Hand Crossbow	17.22	20.59	34.05	87.90	303.31	1164.95
Long Bow	6.98	7.99	12.00	28.05	92.25	349.05
Short Bow	2.17	2.97	6.18	19.02	70.38	275.82
Bow +25	Tiny Price	Small Price	Med. Price	Big Price	Large Price	Huge Price
Composite Bow	239.85	916.19	3621.57	14,443	57,729	230,873
Crossbow	195.27	739.09	2914.35	11,615	46,420	185,636
Hand Crossbow	200.87	744.69	2919.95	11,621	46,425	185,642
Long Bow	196.27	759.89	3014.38	12,032	48,104	192,391
Short Bow	152.70	603.60	2407.18	9,622	38,479	153,908

Examination of these tables shows that as superior metal becomes available, it is generally going to be adopted for weapons and armor, though a peasant on a budget is likely to still have iron tools (if that!), even when the local knight is shining in +15 steel gear. The expense of the magical bonus materials tends to put them into the same category as enchanted items of being a luxury rather than a new standard. This more realistic pricing also means that simply defeating a group of well-equipped foes in quality gear does not provide one with a small fortune.

Magic and Technology

It is a common trope in fantasy fiction and gaming that technological progress is slow, stagnant, or even reversed, with the past more advanced than the present. There are several reasons for this. One is the low self-esteem of medieval Europe. Many fantasists draw their (primary) inspiration from this region and period. After the collapse of the Roman Empire and the social upheavals associated with it, a good deal of knowledge was lost and much was set aside as the social institutions needed to exploit that knowledge were lost. However, while some areas remained backward, many technologies saw fairly steady advancement. The medieval farmers solved the puzzle of feeding Europe. The medieval smiths improved arms and armor. Every area of interest to the peoples of the age saw technological progress. The superiority of the ancients was not entirely illusory: the Greek flowering was an extraordinary period of progress and Rome imposed organization on a scale rarely seen. However, like even the best of Golden Ages, it was a product of nostalgia.

The only truly static periods in terms of technological development are those where inadequate civilization existed to support invention (basically, if a society cannot support cities, any progress will be very slow) or where innovation was deliberately checked by powerful central authority. The superior past civilization is a common fantasy trope (and an old one, found in classical mythology), and it is certainly valid to employ it as such, but it is not realistic short of extreme conditions (e.g., technophobic gods could hold advancement in check on a global scale) or limited in scope (e.g., the past civilization fell fairly recently, so limited recovery has taken place, or the past civilization was superior in certain specific areas, not generally). If the past civilization is non-human, it becomes more plausible, as skills and historical memory might not be passed on to another species, and technologies might not even be usable to the conquering barbarians, if they have a different biology.

It is not so much the lost Golden Age that is troublesome, as it is the incredible stagnation in the developments since that strains credibility. Even if gunpowder is not possible in the setting for some reason, surely military technologies would have improved. Instead, fantasy worlds may either explicitly or implicitly hold civilizations for thousands of years at a level of development that lasted perhaps a century in the real world. The constant arms race to produce better weapons to defeat enemy defenses and better defenses to thwart enemy weapons has not stalled anywhere for that long once urbanization began (cities drive progress). For that matter, what about all the thieves that run around the stereotypical fantasy settings? Surely, this would drive the rich to fund the development of better lock and alarm mechanisms, leading to general mechanical technological development and pushing the world into the clockwork age. Do not forget about progress in developing your world history. It can have its ups and downs. Great catastrophes can wipe up much previous technology and knowledge, but then the survivors pick themselves up and start rebuilding.

One rationalization of technologically static settings is that the presence of magic will hold back technological development by taking over the same role. This is not remotely plausible, except in the most high-magic of settings, where one would still see technological development, it is just that the technology would all be based on magic, rather than mundane physical principles. Magic might slow down progress somewhat, but it more likely to hasten progress. There are great many spells which could greatly speed progress, if used appropriately. What will really help set the pace of progress is the openness and organization of society. A well-ordered civilization, with good lines of communication and

a significant population available to work on skilled creative tasks, combined with an open exchange of ideas, will advance quickly. Isolated cities with poor communication, mutual distrust, and few individuals able to concern themselves with much beyond immediate survival will progress slowly. Magical totalitarian states could freeze progress, if they desired; with the realm of Mentalism furnishing literal thought police, it should be fairly easy to stamp out any new ideas. However, such a state would be in grave trouble if faced with a more progressive rival. China froze its technological progress and was passed by the previous cultural backwater of Europe.

Gods might limit technological advancement, but they would have to be very actively involved, and they would have to be of one mind on the matter. At the other extreme, a high level Cleric can open a direct line of communication with his deity, who could then provide the necessary information for the development of just about any technological device. That could allow extremely rapid development. There is no set bias in magic to retard progress, and given the magic system in *Rolemaster*, it can easily aid progress.

One must also consider the interaction of magic and other technologies on a smaller scale. Magical items and their creation take up a good part of this book, so they require little attention here, but it is worth pointing out that many of them are a blend of magical and mundane technologies. A sword or a crossbow augmented by enchantment used to attack a target protected by enchanted steel plate exemplifies the blend of magical and mundane technologies on both sides. Alchemists have low Crafting costs for good reason. They live in the intersection of the spells and the material arts. However, other professions may spend some time there as well.

The Dabbler is the most obviously well-suited to a higher level of technology. Equipped with both spells and good skill costs to deal with complicated mechanical or more advanced devices, the Dabbler becomes an extremely desirable profession if the level of technology reaches the Renaissance or beyond. In a world of clockwork and steam, even if these are somewhat exotic and not yet spread through a technological and cultural revolution, the Dabbler shines. Beyond the Dabbler's base lists, there are plenty of other spells that an advancing culture will wish to exploit. Most of the information-gathering spells are useful in this respect. Spells that aid in communication and transportation provide infrastructure even before more mundane systems can be put into place, allowing easier operations over larger areas and providing for a faster exchange of ideas. There are spells that create material that can be used in construction or for other purposes (e.g., *Woodwall True*). There are spells that can provide food and water, allowing a spellcaster to replace agricultural production in a tiny fraction of his day, allowing more of the population to work in jobs that advance civilization. If the power of magical Symbols is fully harnessed, many wonders can be created, from automatic medical treatment centers to "alchemical factories" where minor magical items can be created by common workmen. Note that the "alchemical factory" would require a setting where Alchemists were willing to share their spells in such a manner. Illusions could serve as sort of magical CAD, allowing prototype designs to be quickly created and modified before attempting to actually build anything. Magical heating could drive steam engines. The possibilities are endless. Whatever the level of technology in the setting, it will be used in conjunction with whatever magical abilities are available. This does not mean that every possible advantageous combination will have been thought of, but it does mean that some combinations should be in evidence.

Spell lists themselves are a form of technology and their development over time should not be ignored in developing a realistic setting. A tome recovered from a thousand-year-old ruin may well contain a lost set of spells, but it is more likely that the spell list it contains is an archaic version of one known in the present day. Some gaps may appear in such a list that have since been filled. A few spells may differ due to the change in the needs of spellcasters over time. If magical knowledge is rare and hidden, this could still be a marvelous find (and a chance for the GM to omit some spell he has doubts about or to experiment with a variant spell). If magical knowledge is more common and openly shared, such a volume may only find its true value as a historical document, of interest primarily to museums and collectors.

2.5. Materials

This treatment of materials is necessarily simplified and incomplete. The real complexity of the subject is far too much to try to handle in the context of a game.

Durability applies to breakage checks. Workability is a modifier to crafting maneuvers when using this material. Bonus is for use in weapons and armor; the GM must use his judgment as to applicability to any other function. Density is pounds per cubic foot. Cost is silver pieces per pound; costs assume 1/4 ounce coins of reasonably pure metal.

Metals

Material	Durability	Workability	Bonus	Density	Cost	Notes
Gold	-30	+20	-30	1204	640	-20 if used for blunt weapon
Silver	-25	+15	-20	655	64	-10 if used for blunt weapon
Copper	-15	+15	-10	557	0.64	-5 if used for blunt weapon
Inferior Bronze†	-10	+5	0	547	6.4	
Superior Bronze†	0	-5	+5	548	7.2	
Iron	0	0	0	491	0.01	
Low Steel†	+5	-5	+5	490	0.1	
High Steel†	+10	-10	+10	489	0.5	
White Alloy†	+15	-20	+15	488	1	
Black Alloy†	+20	-30	+20	487	5	
Dwarven Steel†	base +30	base -30	varies	492	x2	
Elven Steel†	base	base -20	varies	298	x3	items are 60% normal wt.
Adamantese*	+25	+10	-5	655	6400	+0 if used for a blunt weapon
Adamant Steel*†	+25	-40	+25	507	640	
Eog*	+50	-50	+30	1400	720	special properties
Zataak*†	+35	-30	0	880	900	special properties
Starfall*	0	-15	+15	450	2.2	magical meteoric iron
Metal of the Sun*	+25	-25	+12	482	3	special properties
* - inherently magical						
† - an alloy						

Gold is one of the most valuable metals, prized for its beauty, malleability, and the fact that it does not corrode. Items made of gold will not tarnish or stain and retain their beauty for all time unless damaged.

Gold is extremely soft, so it is often alloyed with other metals to give it strength. Such alloys are generally considered to be gold and are rated on a karat system (not to be confused with the carat, a unit of gem weight). Each karat represents one part of pure gold. A measure of 24 karats is considered pure gold.

Silver is a beautiful metal that casts well and can be made into a variety of shapes. In some areas, it was more valuable than gold due to its rarity. It is sometimes alloyed with gold and other metals to produce coinages of intermediate values. Silver does tarnish and turns black with age, though it is possible to clean and polish it. However, most medieval cleaning methods would slowly strip off the corroded silver, so the value of silver items could be eaten away if people were not careful.

Copper is a soft metal that was one of the first substances men learned to refine from raw ore. It is soft and very malleable, and is often shaped into a variety of bowls, drinking vessels, and other items that are not required to hold an edge. Copper weapons and cutting tools were used in some societies, but they tended to be too soft to remain sharp, and because they must be recast if they break, were very time consuming to actually repair. Copper also corrodes over time.

Bronze is an alloy of one part tin to nine parts copper, though it sometimes contains other elements such as lead or zinc. It can be cast into a variety of shapes, and it will corrode over time. It is harder than copper, and holds an edge longer, making it far more suitable for armor and weapons. Depending on the exact alloy, it can be as hard as many high carbon steels, though it is just as brittle. Unlike steel and iron, it cannot be welded, so it tends to be harder to repair a bronze weapon than a steel/iron one. Broken bronze weapons must be melted down and recast. This process is much more expensive and time consuming than welding, so in most cultures that have access to steel, bronze is not used for cutting implements. Here, two grades of bronze are recognized, **Inferior Bronze** and **Superior Bronze**. If the setting is Bronze Age, these will be the primary metals of arms and armor.

Iron, Low Steel, High Steel, White Alloy, and Black Alloy are five grades of steel. Steel is an alloy of iron and other materials, though it will always include some amount of carbon. It can be welded and iron implements are easier to repair than bronze equivalents. "Iron" here refers to a low-quality steel that can be created by accident. Wrought iron (too little carbon) and cast iron (too much carbon) are both unsuitable for use in arms and armor. Wrought iron is too soft, cast iron too brittle. Better grades of steel are made by deliberately controlling the carbon content. Low steel and high steel just represent higher amounts of carbon (without reaching the "too much carbon" point). White alloys and black alloys are more advanced alloys with small amounts of additional elements added to the alloy. In order to make an item of any steel more advanced than "iron", proper facilities are required, but also a Metalcraft maneuver to actually create the alloy. Default difficulties are Medium for low steel, Very Hard for high steel, Extremely Hard for white alloy, and Absurd for black alloy, although these may be adjusted according to the technology level desired. The more advanced alloys might not even be available in the game setting.

Dwarven Steel and **Elven Steel** are variations on Low Steel, High Steel, White Alloy, and Black Alloy using special techniques possessed by the master smiths of the two races for which these special steels are named. Elven steel maintains the normal structural strength with a greatly reduced weight, and it is normally reserved for armors. Dwarven steel is tough and resists breakage more than regular steel. Except for density, the statistics of these steels are based on those of the ordinary type, but modified. Dwarven

and Elven steel both require more skill to work and are more expensive. Elven High Steel, for example, has a Durability of +10, Workability of -30, a +10 bonus, a density of 298, and a cost of $(0.32 \times 3) 0.96$ sp per pound. They also require additional workshop facilities (equivalent to another +5 capability), which will further add to final price. Normally items of these special metals are rare. To create such an item, one must be privy to the secret of its creation (normally only known to those of the race the alloy is named for) and make the proper Metalcraft maneuver to create the alloy, with an additional -25 to the maneuver.

Adamantese is purple as gold is yellow, rich in color, with metallic luster. It is, however, more rare and is magical in nature. It is used for a few coins of great value and is sometimes used as the key ingredient in Adamant Steel for creating arms or armor, but it is also favored for crowns and jewelry on account of both its beauty and its ostentatious show of wealth (and it is further useful in this in that no other metal or alloy can mimic it, as brass mimics gold).

Adamant Steel is a superior steel created with the inclusion of Adamantese (and a Nigh Impossible maneuver) to achieve the necessary alloy. It possesses a lighter hue and slightly duller luster than pure Adamantese, but it is still a beautiful metal.

Eog is a gray metal of great density and strength. It is not only extremely durable, but it is highly resistant to magical damage. Items made of eog have a +50 bonus to RRs against magic that would destroy, damage, or disenchant them.

Zataak is an alloy of eog, looking like a somewhat greenish steel. It requires a Nigh Impossible Metalcrafting maneuver to create the alloy (as well as access to Eog and other rare metals in the first place) and is even more expensive than eog. Its use is rare, but it has a special property that makes it worth using in special cases: when it is enchanted with an *Armor* or *Weapon* spell, the bonus from that enchantment is doubled (e.g., a Zataak sword enchanted with *Weapon V* would be a +50 weapon). Zataak can only be produced and worked in a workshop capable of handling eog.

Starfall is meteoric iron that has been naturally enchanted by passage through concentrated Essence in the upper atmosphere or beyond. The fact that it can be used to create magical weaponry without the need for an Alchemist is of great value to cultures without Alchemists, but enemies resistant to mundane weapons. Some treasure it most for its unusual ability to hold more of the temporary enchantments called "Bladerunes" than any other substance.

Metal of the Sun is a rare magical metal of uncertain origins (the ore appears to be formed deep in the earth, subjected to magical energies that may not appear closer to the surface). When properly worked (Absolute Success), the metal glows softly, and someone attuned to the object made of the metal can Concentrate to raise this to a torch-bright light. Spells of light (but not lightning) can be embedded in an object made from Metal of the Sun (at least 30% by weight) in half the usual time (for the spell itself and the *Embed* spell embedding it only).

Wood

Material	Durability	Workability	Bonus†	Density‡	Cost	Notes
Pine	-30	+25	-30	28	0.007	
Fir	-30	+10	-10	27	0.007	

Ash	0	0	0	47	0.007	
Oak	+10	-10	+5	47	0.0075	
Hickory	+20	-20	+10	48	0.008	
Ironwood	+30	-30	+15	75	0.009	
Dask*	+5	-5	0	46	0.03	Increases maximum charges by 50%
Vaal*	+45	-40	+20	80	1	
* - inherently magical						
† - bonus when used for wooden weapons (e.g., staff, club); modify by -20 if used in place of metal						
‡ - as organic products, and with species differences glossed over, density will vary in actual samples						

Pine, Fir, Ash, Oak, Hickory, and Ironwood are selected representative woods that may be used in various capacities. Harder woods are more difficult to work, but they produce sturdier products and are more suitable for weapons and barriers.

Dask is a dark, reddish wood which is valued for the creation of wands and other charged items, since the capacity of such charged devices is increased by a factor of 50% when the item is made from dask (minimum 75% by weight). The trees grow fairly straight, with a rough bark and broad, rounded leaves. The small round nuts are edible, but bland. Trees large enough to cut a bole or half-bole from are quite rare and would at least double the cost of manufacture over the normal expense of daskwood.

Vaal is a black wood with a greenish tinge. The trees are tall conifers with a shape more like that of an oak. They grow only where magic is strong and take centuries to reach maturity. It requires metal tools of at least +10 bonus to work, and even these may be broken on a partial success or worse (metal tools of better than +10 only check breakage on a failure). Vaal is used to make some wooden weapons, but it is most loved as a wood for shields, fortified structures (it makes excellent doors), or decorative furniture (more than one vaal throne has stood as a symbol of invulnerable power).

Bow Woods

Material	Durability	Workability	Bonus	Density	Cost	Notes
acceptable bow woods	0	0	0	varies	0.01	available in most regions
superior bow woods	0	-5	+5	varies	0.015	available in many regions
English yew	0	-10	+10	42	0.03	
Elvish yew	+5	-10	+15	44	0.08	
Springwood*	+25	-10	+20	47	0.25	
Ovlaen*	+50	-40	+25	80	1200	
* - inherently magical						

Which woods are better than which other woods is a good subject upon which to get bowyers arguing for hours. Wood is a natural product, subject to considerable variations. The same species of tree can have wood of different characteristics depending on growing conditions. This variability also explains why bow wood is more expensive: only certain parts of certain trees are suitable for making bows. The climate in which the bow is used matters, too. If the wood fares poorly in a dry climate, it will hardly do for a desert ranger. Enchanted bows, fortunately, retain their best qualities even in climates which would degrade their mundane counterparts.

Just about any place that there is wood at all will supply some **acceptable bow wood**. Even trees are not required, if some other plant will do. Bamboo bows and arrows have a long history of credible performance. **Superior bow wood** can generally be found in a region, though it may take more effort. **English yew**, as the wood of the most fabled bows in Western culture, is given the best bonus of any real wood. By selecting the wood carefully, one gets wood of somewhat different characteristics, which gave the English longbow something of the nature of a composite. The **Elvish yew** is added as a fantasy non-magical wood of ever better quality, providing a yellowish (or occasionally pinkish) wood, while the magical **springwood** ranges from white to black, with brown, red, yellow, and gray wood possible in between. Workability penalty for these woods represents the difficulty of selecting a section of wood suitable for the given bonus.

Ovlaen is laen that has been mixed with trace mineral impurities, formed into strands, then fused into a final form with the proper flex to make a superior bow. Note that ovlaen, like laen, requires a cold forge to work. Converting laen to ovlaen is incorporated into the bow-making process and is considered part of the same maneuver.

Other Materials

Table 2-49: Other Materials						
Material	Durability	Workability	Bonus	Density	Cost	Notes
Flint	0	0	0†	87	0.01	will spark against steel
Obsidian	0	0	+5†	150	0.015	
Dragon Horn*	+25	-30	varies	96	200	special properties; whole horn has higher value
Dragon Scale *	+25	special	0	varies	varies	special properties
Laen*	+25	-25	+25	160	1200	no penalty when used in place of metal; requires special cold forge
Armor Cloth	0	0	0	varies	0.04	
Improved Armor Cloth	+10	-10	+5	varies	0.06	
Soft Leather	0	0	0	varies	0.05	
Improved Soft Leather +5	+5	-5	+5	varies	0.08	
Improved Soft Leather +10	+10	-10	+10	varies	0.12	
Hard Leather	0	0	0	varies	0.07	
Improved Hard Leather +5	+5	-5	+5	varies	0.12	
Improved Hard Leather +10	+10	-10	+10	varies	0.16	
Improved Hard Leather +15	+20	-15	+15	varies	0.25	
* - inherently magical						
† - bonus as stone, when used in place of metal add a -15 penalty						

Flint and **Obsidian** are the best materials of the Stone Age. In most settings, they will have long since been replaced for use in axes and knives and arrowheads, but they may be encountered in less advanced or metal-poor worlds or when dealing with primitive civilizations. The edge that can be put on an obsidian blade is extremely sharp and it may be used as a surgical instrument even if steel is available. Stone is, of course, an unsuitable material for armor. Ornamental obsidian is treated as a gemstone (see Section 2.6).

Dragon Horn comes naturally in horns of 4-40 pounds weight. A full horn may sell for up to 20,000 sp (500 sp per pound). The material can be used for a variety of decorative or practical purposes, including some very nice buttons. However, a whole horn can be made into an instrument that has a fine sound which will carry for 2-20 miles (depending on the size of the horn). Such a horn is a quarter of the original weight. The instrument-maker should save the removed material, as four pounds of ground dragon horn may be carefully boiled (Very Hard Culinary maneuver) to extract a single dose of an antidote for all drake toxins (e.g., wyvern stings and dragon-blood burns) and will even cure all damage from a dragon's breath (if administered before the victim dies). Finally, a horn core may be used to make a composite bow with a +25 bonus and a dragon-slaying effect (Slaying I against all dragonkind, Slaying II against the type of dragon from which the horn was taken).

Dragon Scale is the scale and skin of a dragon or similar beast. It can be used to make armor. Since this material is similar to both leathers and metals, Crafting skill for both types of material is needed. Use the usual difficulty for the maneuver in making armor from the dragon's hide, but the lower of the workman's Leathercraft and Metalcraft skills is used. Depending on the exact hide, dragon scale can produce AT 5, AT 7, AT 8, or AT 9. It is a tough material and quite beautiful. Such armors are valued at 10 times the normal cost of such armor. Perhaps the most valued quality of dragon scale armor is that being so inherently magical, it does not interfere with spellcasting. Of course, it does not provide an RR bonus, either. Dragon scale armors weigh 80% of what an armor of its type normally would and are comfortable in a range of temperatures. Treat the wearer of a full suit of dragon scale as being in conditions 20 degrees Fahrenheit (or 10 degrees Celsius) closer to ideal temperature than they really are. Provide half that modification if someone is wearing less than a full suit, but at least has his torso covered in dragon scale.

Laen is a volcanic glass used in jewelry, weapons, and even ambitious architectural projects. It is rare, found only around areas where volcanoes have expelled material that was exposed to strong magical forces deep in the ground before rising to the surface. As a decorative glass, it is lustrous as a true gemstone and tougher. It comes in a variety of colors and may be either clear or smoky in appearance. It is unusual in that it becomes more malleable as it gets colder and is worked in special "cold forges". It can hold an edge better than steel. It has even been used to make a shield on very rare occasion. However, it has proven unsuitable for the creation of armor.

Armor Cloth and **Soft and Hard Leather** are materials for armor, and the listed bonuses are for use as armor only, although the cords used to make combat nets are treated as armor cloth, having similar characteristics. Improved versions represent various improvements in manufacturing techniques, and different cultures may achieve those improvements in different ways. There is less room for improvement that in metallurgy, so the bonuses available are lower.

Materials for tools, armor, and weapons are not the only significant materials. Other materials that tend to have high value include the better furs, exotic leathers, rare incense, ivory, spices, fine perfumes, certain fabrics (e.g., silk), dyes, and generally anything desirable but difficult to obtain. So nearly anything can become an exotic valuable if it has come far enough from where it is manufactured or naturally found.

2.6. Gems

Gems have been valued for thousands of years for their beauty, rarity, and supposed magical abilities. Amethysts were thought to protect the wearer from intoxication and poison. Diamonds were seen as a remedy for all sicknesses. The beautiful green color of emeralds were not normally seen in other stones. For these reasons, and a multitude of others, individuals have fought and died to mine, transport, and sell these precious commodities.

PROPERTIES

Gems are described by a variety of properties. These properties come from two areas. The first is the chemical composition of the gem. Most gemstones are minerals that have formed into crystals. The nature of these crystalline formations determines the transparency (how much light the gemstone will transmit), luster (the appearance of light from a polished stone), specific gravity (a measure of density), and hardness. There are many other properties determined by chemical composition, but these are the main ones that let jewelers tell one type of stone from the next.

The second factor that determines properties in gemstones is the admixtures that occur within the stones. Admixtures are other minerals that occur in trace amounts and give color to many gems. If we look at a type of gemstone, such as corundum, we find that it is made of aluminum oxide. This chemical composition provides it with its hardness, its transparency, its specific gravity, and other factors. If the specific corundum has admixtures of chromium, it will have a beautiful red color, though the shade will vary depending on the amount of chromium, and the jeweler will call it a ruby. If it has admixtures of bivalent iron with traces of titanium, then it is called a sapphire instead.

Transparency

Transparency is the amount of light transmitted through a substance. Transparency is affected not just by the chemical structure of the stone, but by its thickness, color, and the presence of flaws in the gemstone. A stone is considered to be transparent if light will pass through it as if it were glass. Semitransparent stones will allow the outline of an object to be seen through them. Translucent stones allow some light to pass through but one cannot see an object, or its outline, through them. Non-transparent or opaque stones do not allow light to pass through them even in small sections. If a stone is both transparent and colorless it is often called lucid.

Luster

Luster is the property of reflecting light from a gem's surface. The smoother the surface of a stone, the higher a degree of luster the stone will show. This explains why stones that are harder (which can take a greater degree of polishing) are often more luminous than stones that are not as hard.

Stones with the highest degree of luster are called adamantine (diamond-like). Some opaque gem stones such as pyrite and hematite have a metallic luster because they reflect light much like gold and silver do. Most gem stones have a vitreous (glass-like) luster. Vitreous luster covers a large range of appearances and many gemstones (such as topaz) that are in this category are far more lustrous than others (such as quartz).

The weaker types of luster are resinous, greasy, and waxy. Certain fibrous minerals, such as cat's eye, have a silky luster, while others display a pearly luster. If a gem has little or no luster it is considered to be dull.

Hardness

The chemical structure of a gemstone gives it a specific hardness or durability. This property is one of the most important ones for identifying the gem and is important for determining its value (see below). At one time, the border line between semi-precious and precious gems (see below) was drawn by hardness alone.

Hardness is rated on a scale from one to 10 with diamond having the highest rating (at a 10) and talc having the lowest rating (at a 1). Gems that are higher on the scale will scratch those that are lower on the scale. On Earth this scale was invented by the German mineralogist Friedrich Mohs (1773-1839) and bears his name; the Mohs' Hardness Scale. GMs should feel free to change the name or simply refer to it as "the hardness scale" if they do not want to use Mohs' name in their world.

Scale	Reference Mineral	Note
1	Talc	Scratched with fingernail
2	Gypsum	
3	Calcite	Scratched with a copper coin
4	Fluorite	
5	Apatite	Scratched with a penknife
6	Orthoclase	
7	Quartz	Will scratch glass
8	Topaz	
9	Corundum	
10	Diamond	

Specific Gravity

Specific gravity is a stone's weight compared to the weight of an identical volume of water at a temperature of 4° Celsius. Specific gravity is related to, but not quite the same as, the density of an item and is an important means of telling one gem type from another. Specific gravity is expressed in a ratio of its weight per volume compared to the weight per volume of water. So a gem, such as an opal, with a specific gravity of 2.05 has a weight per volume that is 2.05 times greater than that of water.

Value

The value of gemstones is based on a variety of factors. It is hard to say what is the greatest factor for the value of a gemstone. However, beauty may be a strong candidate. Gemstones, whether transparent diamonds or opaque jet, add color and richness to the lives of those who own them. In societies (and times) where owning colors other than brown or dun was seen as a sign of wealth, owning something as pretty as a sapphire certainly made the individual stand out.

The second component to the value of a gemstone is certainly rarity. Emeralds, for example, are very scarce and this (combined with their beauty) leads to a great demand for these stones. Chrysolite, also called peridot or olivine, though it often resembles emeralds, is much more common, and for that reason and others it is much less expensive.

A third factor of value is quality. Many gemstones will come in a variety of grades which will range in luster, transparency, and color. Sometimes gems that are very common as mineral deposits will produce crystals large enough and with enough quality to be rated as gemstones, even though in more common forms they have no particular value. Certain combinations of the same stone (though usually with different admixtures) will be more valuable than others, such as the transparent red, lustrous fire opal,

which is much more valuable than its rather dull white and translucent cousin, hydrophane (or world's eye opal).

A fourth factor that is often of great importance is the hardness of a stone. Harder stones are generally more valuable than softer stones. Chrysolite, for example, is a beautiful green stone that is often mistaken for emerald. Though it is a beautiful transparent stone that is very rare in some areas, it is not nearly as valuable as emeralds because it is very soft and is easily chipped and abraded. Consequently, chrysolite jewelry and gemstones do not retain their value as well as similar jewelry containing emeralds. This pushes the demand for the stones down, and thus the price goes down as well.

These four factors, and others (including society's current fads and fashions), drive the price of gemstones. A GM should feel free to modify the prices given below if he thinks a particular stone would be rarer or more valued in his particular world.

Players and GMs should also realize that gems are commodities to be bought and sold. They are not a form of cash. Most businesses are not set up to trade in gems, and may not be willing to take them at other than a considerable loss to the characters (treat as barter unless you are dealing with a jeweler or a money changer). Jewelers (who pass the cost of gems on to their customers) and money changers may well be willing to trade characters cash for their gems (though they normally charge a fee of 1% to 5% of a gem's value).

Cuts

A lapidary is someone who cuts gems. Rough gems are often large and contain cracks or foreign matter called flaws. To remove this material and produce a more beautiful and valuable gem, lapidaries remove ("cut") material from raw gems.

Originally, the most common way of doing this was by a process known as tumbling. Raw gemstones would be placed in a barrel or drum with water. The barrel would then be turned round and round. After several days, the stones would be rinsed and the drum filled with polishing compound. The drum would then be rotated until the stones were polished. Even such valuable stones as diamonds and sapphires were treated in this manner as late as the thirteen or fourteen hundreds on Earth.

Almost as old as tumbling stones is the art of glyptography (gem engraving). Polished or unpolished soft gems were engraved with pictures in prehistoric times. By the classical period, harder stones such as agate and jasper had elaborate cameos (portraits) engraved in them. Carved diamonds first appeared in the 1600s on Earth. One of the more common uses for these carved gems was for sealing rings.

Cut gems were a much later development. Cut gems are achieved by having material removed, usually by precise blows, along fracture lines to produce planes called facets. These facets are usually symmetrical around the stone. One of the earliest types of cuts was the Rose Cut which has a pyramidal faceted crown (top) and a flat base. Emerald Cuts and Table Cuts, with roughly rectangular crowns, were known in classical times. The modern standard, the Brilliant Cut (most commonly used for diamonds), was developed in 1660 in France on Earth.

GMs may wish to take the appearance of gems into account in their world. Perhaps most of the gems are simply tumbled or are Table Cut gems, but a few are cut by the lapidaries of a particular civilization who make more beautiful gemstones. Such stones might be worth many times their more common counterparts. GMs may wish to assign a modifier such as x5 or x10 to the value of stones with more modern facet cuts than those that lack them.

Weight

Gem prices are given in carats, which is a unit of weight. A carat is 0.2 grams. This means that there are 5000 carats to the kilogram, 2273 carats to the pound, and 142 carats to the ounce. While it is certainly fine to keep track of gem weight, GMs may wish to allow their players to simply ignore gem weight for encumbrance purposes.

To provide a relative scale of size, the charts on the following pages include the number of carats in a 1 cm diameter sphere of that gemstone.

GEM GRADES

In various time periods, different methods for rating the value of gems have been used. One of the most common is a distinction between precious, semi-precious, and ornamental stones. In such a system gems would be classified into these categories on the basis of value. In theory, just knowing the grade of gem would give one a good idea of how much the stone was worth.

Such systems, however, have little real use since prices are determined by the characteristics of individual gemstones, not by reference to some arbitrary category. Value among the same gem type can vary enormously depending on the specific weight, quality, rarity, color, and luster of a particular gem (not to mention such factors as fashion). In modern times, though the terms still exist, they are not normally used to determine value. Instead, gems are sold on an individual basis based on their own characteristics.

For the purposes of this work, however, *Treasure Law* does divide gems into precious and semi-precious stone. This was done to help divide the gem charts (see Tables 2-51 through 2-54) and organize the stones for presentation. GMs should feel free to divide the gems up differently if they so choose. If a GM wants to refer to any gem worth less than one bronze piece as an ornamental stone (or by any other name), he should do so.

In *Treasure Law*, precious gems are considered stones with a value of one silver piece or more per carat, while semi-precious stones have a value of less than a silver piece per carat. If a GM feels that a particular kind of stone should be considered either a precious or a semi-precious stone in his world, he will need to adjust the price accordingly. The price per carat of each gem variety may be found on Table 2-53 or 2-54.

FANTASY GEMS

There are two types of gems found in fantasy which are not found in the real world. The first type differs from the real world only in the quantity of stone, dealing in enormous and plentiful jewels. The second type are stones of a qualitatively different kind than found in the real world.

When it comes to rubies the size of your fist, emeralds the size of your head, and thrones carved from a single amethyst, the thing to remember is that having made these sparkling visuals, you have made the bottom fall out of the regular gem market. You can get away with a single oversized stone easily enough, but when you start to make precious stones common, especially in staggeringly large sizes, nobody is going to spend months of pay on a tiny little bit of sparkle. In worlds with such treasure, the value of such treasure must be reduced. The rarity part of the value of gems is gone and the price should be correspondingly deflated. A convenient conversion for worlds of megajewels is to treat the given prices as "per ounce" rather than "per caret".

Various stones may be created with properties not found in the real world. Some may have magical properties inherent in their nature or they might be cut in some undiscovered way (perhaps the Dwarves of your world have created a cut that puts the Brilliant cut to shame). A gem harder than diamond could exist. A truly ambitious world-builder could ignore Earthly geology altogether and create a setting with an entirely fantastic set of stone types. Imagination (and free time) are really the only limits on the creation of such details.

Gemstone (Mineral)	Hard.	Sp.Grav,	Luster	Wt. of 1 cm dia.	Notes
Alexandrite (Chrysoberyl)	8.5	3.65– 3.80	V	14c	Alexandrite is the most valuable form of chrysoberyl, a beryllium aluminum oxide. Chrysoberyl is the third hardest gemstone after diamond and corundum. Alexandrite is a clear stone. Its color changes from a moss to emerald green in daylight to a raspberry red or mauve shade under

					artificial lighting (including the light from fires or torches). Like most chrysoberyl, alexandrite's coloring comes from admixtures of iron and chromium with trace elements of titanium.
Almandine (Garnet)	7.5	3.95– 4.20	V	16c	Almandine is one of the many gems that are from the garnet family. Almandine is composed of ferrous aluminum silicate and is a full reddish-brown color, often with a purple tint.
Amber	2.0– 3.0	1.03– 1.10	G	4c	Amber is fossilized tree resin and is yellow to red in color. It is usually transparent to translucent. It often has tree leaves or insects trapped within itself.
Amethyst (Quartz)	7.0	2.65	V	10c	Amethyst is a form of quartz, silicon dioxide, that owes its beautiful purple shades to admixtures of colloidal iron. The transparent deeply colored stones are worth more than their cloudy cousins.
Andalusite	7.0– 7.5	3.10– 3.20	V	12c	Andalusite is an aluminum silicate. Though its dark gray cloudy form is used extensively for the production of ceramics, its clear green gemstones are very rare and among the most expensive of gems.
Andradite (Garnet)	6.5	3.70– 4.10	V	15c	Andradite is a calcium iron silicate with admixtures of chromium, manganese, magnesium, and aluminum. It is a member of the garnet family and its green, yellowish green, and red shades are considered to be precious tones. It is usually transparent to translucent.
Aquamarine (Beryl)	7.5– 8.0	2.63– 2.90	V	11c	Aquamarine is the most common form of beryl, beryllium aluminum silicate, the same gemstone that comprises emeralds. Its color is a pale blue and is beautifully transparent.
Aragonite	3.5– 4.0	2.90– 3.00	varies	11c	Aragonite is a form of calcium carbonate, but varies from its more common cousin calcite in its crystalline structure. Its transparency varies from transparent to opaque, and it can be found in shades of yellow, pink, or white. Aragonite has a luster that varies from vitreous to greasy.

Brazilianite	5.5	2.98– 2.99	V	11c	Brazilianite is a yellowish to yellow-green transparent stone composed of sodium aluminum phosphate.
Californite (Vesuvianite)	6.5– 7.0	3.35– 3.37	varies	13c	Californite is a form of vesuvianite, calcium magnesium silicate with iron and aluminum, that resembles jadeite in color and hardness. It has a vitreous to greasy luster and is generally translucent to opaque.
Carnelian (Chalcedony)	6.5	2.59– 2.61	V	10c	Carnelian is a form of chalcedony, silicon dioxide (quartz) fibers packed in extremely tight masses. Unlike regular quartz, the spaces between the extremely small quartz crystals of chalcedony are packed with water giving it a very high luster. Carnelian is a translucent variety that is colored red by hematite.
Catholong (Chalcedony)	6.5	2.59– 2.61	V	10c	This is a chalk white mixture of chalcedony and opal.
Ceylonite (Spinel)	8.0	3.58– 4.06	V	15c	Ceylonite is a black, non-translucent variety of spinel, magnesium aluminum oxide. Like other forms of spinel, it gains its color from admixtures of iron, chromium, zinc, and copper.
Chrysoberyl	8.5	3.65– 3.80	V	14c	Chrysoberyl is a gemstone formed of beryllium aluminum oxide, and is the third hardest stone after diamond. It is transparent and comes in a variety of colors from yellowish-green to olive green, golden yellow, yellowish-brown, and warm brown tones. The coloration is caused by admixtures of iron and chromium with traces of titanium.
Chrysoprase (Chalcedony)	6.5	2.59– 2.61	V	10c	Chrysoprase is the most valuable form of chalcedony, a quartz crystal with mixtures of opal, and iron-containing pigments such as hematite, limonite, and chlorite. Chrysoprase is a translucent yellowish or grass green depending on the amount of nickel oxides present in its matrix.
Chrysolite (Olivine)	6.5– 7.0	3.34	V	13c	Chrysolite is the gem form of magnesium iron silicate also called olivine. It comes in various shades of transparent green, though brown and white specimens are found from time

					to time.
Citrine (Quartz)	7.0	2.65	varies	10c	Citrine is a golden yellow to yellowish red form of quartz, silicon dioxide, its tint caused by admixtures of ferric oxide. It is transparent and very rare. Its luster varies from vitreous to greasy.
Chlorospinel (Spinel)	8.0	3.58–4.06	V	15c	A green transparent variety of spinel.
Coral	3.0–4.0	2.60–2.70	W	10c	Coral is composed of the skeletal remains from colonial sea dwelling organisms. It is made of calcium carbonate and its red variety is considered to be a precious gem. Large pieces are often carved into decorative objects or cameos.
Cymophane (Chrysoberyl)	8.5	3.65–3.80	V	14c	Also known as chrysoberyl cat's eye, cymophane is a milky stone that is green, yellow, or brown in color. If moved under the light it will produce a silvery glitter and show narrow bands that are silver in color.
Diamond	10.0	3.50–3.52	A	14c	The hardest of all the gemstones, the diamond's carbon crystals vary in color from colorless, to blue, yellow, green, red, brown, gray, and even black. The colorless specimens are the most valuable, though all are prized due to their intense luster and brilliance.
Dravite (Tourmaline)	7.8	3.00–3.25	V	12c	Dravite is a form of tourmaline, a borosilicate of aluminum and other elements. It is transparent to translucent and gets its brown to blackish-brown color from magnesium and sodium.
Elbaite (Tourmaline)	7.8	3.00–3.25	V	12c	Another form of tourmaline, distinguished by its high lithium content, elbaite is a transparent colorless, pink, or green stone.
Emerald (Beryl)	7.5–8.0	2.63–2.90	V	11c	Emeralds are among the most prized and expensive of the forms of beryl. Composed of beryllium aluminum silicate, emeralds get their brilliant green color from chromium trioxide. The beautiful clear green crystals are quite rare, as exposure to air causes all emeralds to cloud and may even crack them in time.
Goshenite (Beryl)	7.5–	2.63–	V	11c	Often called "white beryl," Goshenite

	8.0	2.90			is a colorless form of beryl.
Heliodor (Beryl)	7.5– 8.0	2.63– 2.90	V	11c	Another form of beryl, heliodor gets its golden color from cesium oxide. Unlike emeralds, heliodor does not cloud with exposure to air.
Heliotrope (Chalcedony)	6.5	2.59– 2.61	V	10c	A green variety of chalcedony with numerous red spots caused by hematite. Heliotrope is also called bloodstone.
Hyalite (Opal)	5.5– 6.5	2.00– 2.20	V	8c	A rare colorless form of opal (see below), a hydrated colloidal silica.
Jadeite	6.5– 6.7	3.30– 3.50	V	13c	One of the two precious substances often called jade, jadeite is composed of sodium aluminum silicate. Jadeite is most valuable in its deep green form, but can also be found in white, pink, purple, blue, brown, and black forms. It can also be found with spots or stripes of different colors.
Jasper	6.5	2.59– 2.61	V	10c	Jasper is a mixture of chalcedony, quartz, and opal. It comes in many colors and its red variety is considered to be a precious gem.
Jet	2.5– 4.0	1.30– 1.38	varies	5c	Jet is the fossilized remains of woody plant material that decomposed in swamps or bogs. It is opaque and black in color. It comes in tubers of various sizes and can be carved into jewelry and statues. It will burn like coal. Jet has luster that varies from vitreous to dull.
Kornerupine	6.5– 7.0	3.28– 3.35	V	13c	Kornerupine is composed of magnesium aluminum borosilicate and is a pale green to greenish brown in color. It is transparent.
Kyanite	5.0– 7.0	3.50– 3.68	varies	14c	Kyanite is an aluminum silicate that is quite common as a rock formation, but fairly rare as a crystal. It is transparent to translucent and comes in many shades, of which its light blue and green are precious gems. Light blue kyanites contain admixtures of iron and chromium and can be used as a compass if suspended by a string. Kyanite has a vitreous to pearly luster.
Nephrite	6.0– 6.5	2.90– 3.10	V	12c	Nephrite is the other, and more valuable, material that is commonly called jade. It is composed of calcium magnesium iron silicate and has a

					beautiful uniform spinach green color.
Opal	5.5– 6.5	2.00– 2.20	V	8c	Opal is a common and abundant material, but its much desired variety, often called precious opal, is very rare. It is composed of hydrated colloidal silica, impurities in which provide its beautiful colors. Opal’s legendary sheen comes from a high water content, 3 to 13 percent on average, and if heated it will loose its shine. White opal. milky white to light gray in color, and black opal, black gray to blue in color, are usually translucent to non-transparent. Harlequin, called such because of its mosaic looking appearance, contains many shades and colors and is usually translucent to non-transparent. Fire opal is yellowish red to brownish red and is translucent to transparent.
Padparadscha (Corundum)	9.0	3.99– 4.05	A	16c	Padparadscha is a yellowish-orange colored variant of corundum, the same aluminum oxide that makes up rubies and sapphires. Like all corundum, padparadschas are most valuable in their transparent forms, though like their cousins they can occur in translucent forms as well. It is among the rarest forms of corundum. Its color comes from trace amounts of chromium, iron, and vanadium.
Pearls	3.5– 4.0	2.60– 2.85	P	10c	Pearls are produced by various bivalve mollusks in both salt and fresh water. Pearls are composed of the same calcium carbonate and other materials that make up the mollusk’s shell. They serve as a defense by the mollusk against foreign material that gets in the animal’s shell by coating the irritant with a layer of the shell material. Pearls that form on the lining of the shell, and which are not completely covered by the shell material, are called blister pearls. Cyst pearls form in the meat of the animal and are more valuable. Pearls come in many shades from white to blue, black, pink, yellow, bronze, and gray. The shade of the pearl is determined not by the species

					of mollusk, but by the water conditions of the area the mollusk lives in.
Plasma (Chalcedony)	6.5	2.59– 2.61	V	10c	This form of chalcedony is tinted a milky green by admixtures of chlorite.
Prasopal (Opal)	5.5– 6.5	2.00– 2.20	V	8c	This form of opal is apple green, translucent and resembles chrysoprase.
Pyrope (Garnet)	7.0– 7.5	3.70– 3.80	V	15c	This type of garnet is composed of magnesium aluminum silicate with admixtures of chromium and iron. Depending on the amount of chromium, its color progresses from orange-red to a blood red to a purple shade. Some inferior stones have a yellowish brown cast due to various iron oxides.
Ruby (Corundum)	9.0	3.99– 4.05	A	16c	This corundum variant gets its color from chromium. Rubies range from pink to reddish purple in shade. The most valuable stones are of a blood red shade and contain chromium trioxide. Rubies are often the most expensive of gemstones.
Sapphire (Corundum)	9.0	3.99– 4.05	A	16c	Another form of corundum, sapphires range in color from colorless (called leucosapphires) to blue, yellow, green, brown, and violet shades. The green shades are caused by a mixture of bivalent and trivalent iron, while the brown and yellow varieties contain only trivalent iron impurities. The blue sapphires, the most valuable type of sapphire, get their color from bivalent iron and traces of titanium.
Sard (Chalcedony)	6.5	2.59– 2.61	V	10c	Sard is a reddish brown blend of chalcedony and opal. It is generally translucent to nontransparent.
Schorl (Tourmaline)	7.8	3.00– 3.25	V	12c	Schorl is a form of tourmaline that is black due to iron. It is translucent to transparent.
Spessarite (Garnet)	7.0– 7.5	3.90– 4.20	V	16c	This form of garnet is composed of manganese aluminum silicate. In its translucent to transparent red shade it is considered a precious stone.
Spinel	8.0	3.58– 4.06	V	15c	Spinel is a magnesium aluminum oxide that has long been valued as a gemstone. Spinel is transparent stones that come in shades of red, blue, bluish green, green, and violet. The red shades are the most common. The

					colors come from admixtures of iron, chromium, zinc, and copper.
Spodumene	6.5– 7.0	3.14– 3.19	V	12c	Spodumene is composed of lithium aluminum silicate. It is transparent to translucent and its emerald green stones have the highest value and are considered precious stones. The color is caused by admixtures of chromium and iron.
Titanite	5.0– 5.5	3.40– 3.55	A	13c	Titanite is a transparent to translucent yellow to brown stone. It is composed of calcium titanium silicate.
Topaz	8.0	3.49– 3.57	V	14c	Topaz, hydrous aluminum fluorosilicate, occurs in a variety of shades from clear to gray, greenish, wine yellow, honey-yellow, sherry colored, pink, reddish, blue, and purple. These transparent stones take a beautiful polish and their color is always quite delicate.
Tsilaisite (Tourmaline)	7.8	3.00– 3.25	V	12c	This red form of tourmaline gains its color from manganese. It is translucent to transparent.
Uvarovite (Garnet)	7.5	3.57– 3.70	V	14c	This garnet is composed of calcium chromium silicate. It possesses a deep emerald-green in color and is one of the rarest of gemstones.
Vorobevite (Beryl)	7.5– 8.0	2.63– 2.90	V	11c	Another extremely rare form of beryl, vorobevite is pink in color. Its shade is derived from cesium oxide.
Luster Key: A = Adamantine, M = Metallic, V = Vitreous, R = Resinous, G = Greasy, W = Waxy, S = Silky, P = Pearly, D = Dull.					

Table 2-52: Semi-Precious Stones Chart					
Gemstone (Mineral)	Hard.	Sp.Grav.	Luster	Wt. of 1 cm dia.	Notes
Agate	6.5– 7.0	2.60	varies	10c	Agates are composed of layers of chalcedony, fibrous quartz, and opal. These layers form in cavities and produce bands of different colors within the agate. Due to this layering, many cultures use agate to carve cameos and large objects such as goblets. Agates cohuge variety of colors and patterns, and can be stained to enhance these contrasts or produce new ones. Agate has a vitreous to greasy luster.

Agalmatolite	1.5– 2.5	2.70– 2.90	D	11c	Opaque apple green stone composed of hydrous aluminum silicate, talc, & mica. Very soft. Easily carved.
Alabaster	2.0– 2.3	2.30– 2.33	varies	9c	This is a translucent variety of gypsum (hydrated calcium sulfate). Though sometimes pink or brown in color, it is most valuable in its beautiful white form. Large sheets of alabaster are sometimes used as coverings for windows or for the bowls of lamps. Alabaster has a dull to pearly luster.
Amazonite (Feldspar)	6.0– 6.5	2.55– 2.76	varies	10c	Amazonite is a type of feldspar made of triclinic potassium. It is a translucent to opaque, dark green or bluish green, and resembles nephrite or jadeite. It has a vitreous to pearly luster.
Andradite (Garnet)	6.5	3.70– 4.10	V	15c	Andradite is a calcium iron silicate with admixtures of chromium, manganese, magnesium, and aluminum. It is a member of the garnet family and in its brown, reddish brown, and black shades it is considered semi-precious. It is usually transparent to translucent.
Apatite	5.0	3.2	varies	12c	Apatite is calcium phosphate with fluorine, chlorine, and hydroxyl admixtures. Its colors vary from yellow, to green, brown, gray, blue, violet, or white. It is a vitreous to greasy luster.
Aventurine (Quartz)	7.0	2.65	varies	10c	A form of quartz, aventurine contains spangles of mica or hematite that gives it an iridescent green shade. It has a vitreous to greasy luster.
Axinite	6.5– 7.0	3.27– 3.29	varies	13c	This is a complex calcium aluminum borosilicate with admixtures of iron, manganese, and magnesium. It is transparent and comes in various brown, honey yellow, plum-purple, and blue colors. It has a vitreous to waxy luster.
Azurite	3.5– 4.0	3.70– 3.90	V	15c	Azurite is a translucent to opaque blue stone composed of copper carbonate.
Azurmalachite (Azurite)	3.5– 4.0	3.70– 3.90	V	15c	A mixture of azurite and malachite that is usually opaque. The two substances form layers of alternating

					shades of blue and green.
Benitoite	6.0– 6.5	3.65– 3.68	D	14c	Benitoite is composed of barium titanium silicate. It comes in shades of blue. It is generally translucent to opaque.
Cassiterite	3.5– 4.0	3.70– 3.90	V	15c	Cassiterite is a black opaque form of tin dioxide. Its red-brown form is occasionally translucent enough to make good gem stones.
Charoite	6.0	2.54	D	10c	A complex hydrated silicate of calcium, potassium, sodium, boron, & strontium, charoite forms massive formations of non-transparent lilac color and is often used for vases, pendants, rings, and other jewelry.
Chrysocolla	2.0– 4.0	2.00– 2.60	G	9c	Chrysocolla is a hydrated copper silicate. It is green, bluish green, or turquoise in color and is usually semitransparent to opaque.
Coral	3.0– 4.0	2.60– 2.70	W	10c	Coral is composed of the skeletal remains from colonial sea dwelling organisms. It is made of calcium carbonate, and can be red, pink, white, or black, though the red specimens are of the most value. Large pieces are often carved into decorative objects or cameos.
Cordierite	7.0– 7.5	2.57– 2.66	varies	10c	Cordierite is a magnesium aluminum silicate with iron, and is sometimes used as a navigational device since it will change color depending on which direction it is pointing. It is a transparent blue violet to blue gray stone, though weathering turns it smoky gray or even yellow. It has a vitreous to greasy luster.
Cuprite	4.0	5.85– 6.15	M	24c	A translucent to transparent crimson red stone with a metallic luster, composed of cuprous oxide.
Danburite	7.0– 7.5	3.0	V	12c	Danburite is a colorless crystal made of calcium borosilicate.
Diopside (Spodumene)	6.5– 7.0	3.14– 3.19	V	13c	Diopside is composed of calcium magnesium silicate. It is transparent green, though some white specimens are found.
Dioptase	5.0	3.28– 3.35	V	13c	Dioptase is an emerald-green, transparent to translucent stone with occasional bluish to blackish tint. It is composed of hydrous copper silicate.

					Though it resembles emerald, its low hardness makes it much less desirable for gemstones.
Dumortierite	7.0	3.26– 3.41	V	13c	An opaque blue to reddish brown stone composed of aluminum borosilicate.
Fluorite	4.0	3.10– 3.20	V	12c	Fluorite crystals are colorless, but are tinted by a variety of impurities yielding purple, green, orange, and even white stones. It is transparent and composed of calcium fluoride.
Grossular (Garnet)	6.5– 7.5	3.40– 3.68	V	14c	Grossular is composed of calcium aluminum silicate with admixtures of chromium. This form of garnet tends to come in small, round, non transparent red nodules. It can also be found in orange or brownish red nodules, sometimes called hessonite, which contain iron as well as the chromium admixtures.
Hematite	5.5– 6.5	4.90– 5.30	varies	20c	Hematite is steel gray to red in color and is usually opaque. It has a metallic luster and is composed of ferric oxide. The hardness of the ore of some varieties may be as low as 1. It has a metallic to dull luster.
Hyacinth (Zircon)	7.5	4.60– 4.70	varies	18c	Hyacinth is a reddish brown form of zircon, zirconium silicate. It is a transparent stone with a very high luster that is often mistaken for diamonds. It has a vitreous to adamantine luster.
Hydrophane (Opal)	5.5– 6.5	2.00– 2.20	D	8c	Often called “world’s eye” opal, hydrophane is an opal turned cloudy by loss of water. It lacks luster and color play, but can regain it for short periods if soaked in water.
Jasper	6.5	2.59– 2.61	V	10c	Jasper is a mixture of chalcedony, quartz, and opal. It comes in many colors including ochre, gray, and brown. In these shades, jasper is considered semi-precious.
Kyanite	5.0– 7.0	3.50– 3.68	varies	14c	Kyanite is an aluminum silicate that is quite common as a rock formation, but fairly rare as a crystal. It is transparent to translucent and comes in many shades. Its white, yellowish gray, and colorless stones are semi-precious gems. It has a vitreous to

					pearly luster.
Labradorite (Feldspar)	6.0– 6.5	2.55– 2.76	varies	10c	Labradorite is a gray form of feldspar that shows cleavage patterns in different colors (green, white, or blue are most common) if tilted at certain angles. It has a vitreous to pearly luster.
Lapis Lazuli (Lazurite)	5.0– 5.5	2.40– 2.90	varies	10c	Lapis Lazuli, also called lazurite, is composed of sodium calcium aluminum silicate with chlorine, sulfide, and sulfate ions. It is non-transparent and a vivid blue color, though it can contain brown, white, or green streaks. It has a greasy to dull luster.
Lazulite	5.0– 6.0	3.10– 3.20	V	12c	Another beautiful blue stone, lazulite is composed of magnesium iron aluminum phosphate. It is translucent to non-transparent and often has white streaks.
Lepidolite	3.5	2.80– 2.90	varies	11c	A lithium bearing form of mica, lepidolite is pink to purple in color. It is non-transparent and takes a polish well.
Malachite	3.5– 4.0	3.75– 3.95	varies	15c	Malachite is a transparent to opaque form of copper carbonate. It is brilliantly layered in bands of various green shades. It has a vitreous luster in crystals, silky in aggregates.
Marcasite	6.0– 6.5	4.85– 4.90	M	19c	Marcasite is a form of iron disulfide. It is opaque and of a brassy yellow color. Marcasite is sometimes used in jewelry, but usually only by mistake. It wears much more easily than its cousin pyrite, for which it is often mistaken.
Marekanite (Obsidian)	5.5– 7.0	2.33– 2.60	V	9c	A form of obsidian, volcanic glass, with concentric onion like cracks in its structure. It is translucent to semi-transparent and a smoky brown to black color.
Moldavite	5.5– 6.5	2.30– 2.40	V	9c	Moldavite is a form of natural glass that probably comes from meteor strikes. Moldavites have an intense luster, are transparent, and have a dark green hue. In nature, they occur in various discs, droplets, ovals, or rods. Such natural shapes are usually more valuable than their cut varieties.

Moonstone (Feldspar)	6.0–6.5	2.55–2.76	P	10c	Moonstone is a type of feldspar with a small admixture of the mineral albite. It is usually colorless or slightly yellowish or greenish in shade and almost perfectly transparent. A delicate cloudiness is produced from refraction off of the albite producing a cloudy gray to bluish-white sheen with silvery hues.
Morion (Quartz)	7.0	2.65	varies	10c	A black, almost non-transparent variety of smoky quartz. It has a vitreous to greasy luster.
Natrolite	5.5	2.20–2.25	D	8c	Natrolite is a hydrated sodium aluminum silicate that ranges from colorless to yellow in shade. If colorless, it is transparent. If not it is merely translucent.
Obsidian	5.5–7.0	2.33–2.60	V	9c	Obsidian is volcanic glass. Its color ranges from black to gray, red, or brown. It is usually semi-transparent to opaque, though some transparent specimens are found.
Opal	5.5–6.5	2.00–2.20	P	8c	The semi-precious forms of opal include moss opal, a white, milky matrix containing black patterns; wood opal, a yellow opal that is made of silicified wood and retains the structure of the plant; and pearly opal, a milky white or yellowish stone. These stones tend to be rather dull compared to precious opal.
Orthoclase (Feldspar)	6.0–6.5	2.55–2.76	varies	10c	Orthoclase is a perfectly transparent form of feldspar that is usually straw yellow to golden-yellow in color. Colorless forms of orthoclase are sometimes called adularia. It has a vitreous to pearly luster.
Phenakite	7.5–8.0	2.93–3.00	V	11c	Phenakite is a transparent colorless to pale pink, crystalline form of beryllium silicate. Though a pretty stone, it does not possess the brilliance of diamond.
Prehnite	7.5–8.0	2.93–3.00	V	11c	Prehnite is composed of hydrous calcium aluminum silicate. Its color varies from apple green to yellowish green to brown. It is a translucent stone.
Pyrite	6.0–6.5	4.90–5.20	M	20c	Often called “fool’s gold,” pyrite is a opaque mineral composed of iron

					disulfide. It is golden-yellow in color and polishes to a lovely metallic shine. It is often carved into earrings, and large pieces can serve as mirror backing.
Rhodochrosite	4.0	3.30–3.70	V	14c	Rhodochrosite is a lovely pink shade with bands of white. Its usually translucent to transparent crystals are composed of manganese carbonate.
Rhodolite (Garnet)	6.5–7.0	3.84	V	15c	Rhodolite is a mixed crystal containing about 57 percent pyrope and 35 percent almandine garnet. The rest of it makeup consists of various impurities. It is a pale pink to deep pinkish-red color.
Rhodonite	5.5–6.0	3.40–3.70	varies	14c	Rhodonite is a translucent pinkish red stone composed of manganese calcium silicate. Its color is not uniform as it is marred by black stripes and marks due to veins of manganese oxides that form in the crystal. It has a vitreous to pearly luster.
Rock Crystal (Quartz)	7.0	2.65	varies	10c	This clear form of quartz is usually found in large crystalline deposits. As such, it is often made into columns or balls that are used to cool one's hands on a hot summer day (quartz is less thermally conductive than most other substances). It is also often used to carve goblets or pitchers. It has a vitreous to greasy luster.
Rose Quartz (Quartz)	7.0	2.65	varies	10c	Rose quartz is a light pink in color, which is caused by a small admixture of manganese or titanium oxides. If exposed to air for long periods of time it will turn gray. It has a vitreous to greasy luster.
Rutile	6.0–6.5	4.20–4.40	V	17c	Rutile is composed of titanium dioxide and is generally reddish brown in color, though sometimes found with a yellowish or greenish tint. Though it is six times as refractive as diamond, its brilliance is subdued by its dark shades.
Sagenite (Quartz)	7.0	2.65	varies	10c	Sagenite is a form of rock crystal quartz that has yellow or reddish yellow inclusions. These inclusions look like needles thrust into the stone.

					It has a vitreous to greasy luster.
Sapphire Quartz (Quartz)	7.0	2.65	varies	10c	This is a non-transparent form of quartz. It is blue in color, hence the name. It has a vitreous to greasy luster.
Sepiolite	2.0–2.5	1.0–2.0	D	6c	A form of hydrated magnesium silicate, sepiolite, also called meerschaum under which name it is famous for its pipe bowels, appears as a compact foam colored opaque mineral. It is used for pipe bowels and decorated rings. It will float on water.
Serpentine	2.5–4.0	2.5–2.8	varies	10c	A non-transparent hydrous magnesium silicate, serpentine is green, yellow, or brown in color and is often veined or spotted with a variety of colors. Serpentine is soft enough to be carved into decorative objects. It has either a greasy, silky, waxy, or dull luster.
Sillimantite	6.0–7.5	3.14–3.25	varies	12c	A translucent blue to grayish green form of aluminum silicate. Figures are often carved out of this mineral. It has a dull to pearly luster.
Smithsonite	5.0	4.3–4.5	varies	17c	Smithsonite is composed of zinc carbonate and is often translucent. It varies in shade from pale-green to pale-blue to pink. It has a greasy to pearly luster.
Smoky Quartz (Quartz)	7.0	2.65	varies	10c	A distinct smoky-brown to brownish black form of quartz. It has a vitreous to greasy luster.
Sodalite	5.5–6.0	2.15–2.30	varies	8c	An opaque lavender to azure blue stone. Sodalite is composed of sodium aluminum silicate and chloride. It is often streaked with white or pale blue colors. It has a vitreous to greasy luster.
Spessarite (Garnet)	7.5	3.9–4.20	V	16c	This form of garnet is composed of manganese aluminum silicate. Its yellow and brown shades are semiprecious gems.
Sphalerite	3.5–4.0	4.08–4.10	V	16c	Sphalerite gems are dark brown to black, but some translucent yellowish brown crystals are known. It is a form of zinc sulfide.
Spodumene	6.5–7.0	3.14–3.19	V	12c	Spodumene is composed of lithium aluminum silicate. It is transparent to translucent and comes in colorless,

					grayish, violet, or yellow stones. The color is caused by admixtures of chromium and iron.
Staurolite	7.0– 7.5	3.65– 3.78	D	14c	Staurolite is a transparent, dark brown, crystalline form of iron aluminum silicate.
Sunstone (Feldspar)	6.0– 6.5	2.55– 2.76	varies	10c	Sunstone is a non-transparent type of feldspar that is usually reddish brown or reddish orange in color and has a metallic sheen. Sheen is caused by flecks of hematite or goethite. Has a vitreous pearly luster.
Thomsonite	5.0– 5.5	2.30– 2.40	P	9c	Thomsonite is a translucent, milky white, yellow, red, brown, green crystalline form of hydrated sodium calcium aluminum silicate. Its crystals are often massive.
Tiger's Eye (Quartz)	7.0	2.65	varies	10c	Tiger's eye is a form of quartz that has been stratified into tiny layers. Some of these layers are composed of hydrated ferric oxides and hydroxides. This produces a stone with yellow layers, alternating with brown.
Turquoise	5.0– 6.0	2.60– 2.90	G	11c	Turquoise is a non-transparent blue stone made of hydrated copper aluminum phosphate. The color may vary from sky blue to blue green depending on the amount of iron admixtures. It is often mottled with brown veins of limonite or black stripes of manganese oxide.
Uvite (Tourmaline)	7.8	3.00– 3.25	V	12c	Uvite is composed of magnesium-calcium tourmaline and is a dark brown in color.
Vesuvianite	6.5– 7.0	3.35– 3.47	varies	13c	Vesuvianite is a translucent calcium magnesium silicate that includes iron and aluminum. It comes in various shades from colorless to yellow, brown, red, green, or blue.
Variscite	4.0– 5.0	2.40– 2.60	V	10c	Variscite is a translucent, deep green form of hydrated aluminum phosphate.
Wardite	5.0	2.81	D	11c	Wardite a translucent form of hydrated sodium aluminum phosphate. It is a pale bluish green in color.
Zircon	7.5	4.60– 4.70	varies	18c	Zircon is a transparent to translucent zirconium silicate. It comes in many

					shades from colorless, to gray, yellow, green, reddish brown, or red. Zircon was long thought to have mystical properties, since its color and specific gravity change over time. This is because zircon often contains traces of uranium and thorium. The decay of these elements literally destroys the internal structure of the zircon, changing its properties. It has an adamantine luster.
Zoisite	6.0–7.0	3.20–3.40	V	13c	A hydrous calcium aluminum silicate, zoisite is transparent and comes in grayish white, green, brown, pink, or blue shades. It can also be found as an aggregate in other materials, producing an opaque molted stone.
Luster Key: A = Adamantine, M = Metallic, V = Vitreous, R = Resinous, G = Greasy, W = Waxy, S = Silky, P = Pearly, D = Dull.					

The following tables list the values for precious and for semi-precious gems (in silver pieces per caret). They are also set up as random tables to use for generating specific gem types, with the tables split into parts, requiring one roll to determine which sub-section of the table to roll on and a second roll to determine the exact stone.

Table 2-53: Precious Stones					
01-50			51-100		
Roll	Gem	Caret Value	Roll	Gem	Caret Value
1-2	Alexandrite	8.4	1-2	Jet	3
3-4	Almandine	3	3-4	Kornerupine	2
5-6	Amber	9	5-6	Kyanite, green	1.5
7-8	Amythyst	1.4	7-8	Kyanite, light blue	2
9-10	Andalusite	140	9-10	Nephrite	35
11-12	Andradite, green	3.4	11-12	Opal, black	28
13-14	Andradite, red	4	13-14	Opal, fire	40
15-16	Andradite, yellow green	2	15-16	Opal, harlequin	37
17-18	Aquamarine	14	17-18	Opal, white	28
19-20	Aragonite, pink	3	19-20	Padparadacha	56
21-22	Aragonite, white	1.8	21-22	Pearl, black	14
23-24	Aragonite, yellow	1.4	23-24	Pearl, blue	5
25-26	Brazilianite	14	25-26	Pearl, bronze	3.4
27-28	Californite	2.8	27-28	Pearl, gray	2.8
29-30	Carnelian	1.5	29-30	Pearl, pink	5
31-32	Catholong	3.7	31-32	Pearl, white	7
33-34	Ceylonite	2.8	33-34	Pearl, yellow	2.8
35-36	Chlorospinel	28	35-36	Plasma	3
37-38	Chrysoberyl, brown	1	37-38	Prasopal	40
39-40	Chrysoberyl, golden-yellow	4	39-40	Pyrope, blood-red	4
41-42	Chrysoberyl, olive-green	2.4	41-42	Pyrope, orange-red	1.2

43-44	Chrysoberyl, yellow-brown	1.6	43-44	Pyrope, purple	5
45-46	Chrysoberyl, yellow-green	3	45	Ruby	196
47-48	Chrysolite, brown	5	46	Sapphire, blue	84
49-50	Chrysolite, green	14	47-48	Sapphire, brown	14
51-52	Chrysolite, white	3	49-50	Sapphire, green	60
53-54	Chrysoptase	5.6	51-52	Sapphire, violet	50
55-56	Citrine	3	53-54	Sapphire, yellow	37
57-58	Coral, red	3	55-56	Sard	1.7
59-60	Cymophane, brown	1.5	57-58	Schorl	3
61-62	Cymophane, green	4	59-60	Spessarite, red	1.2
63-64	Cymophane, yellow	3.2	61-62	Spinel, blue	14
65-66	Diamond, black	60	63-64	Spinel, blue-green	14
67	Diamond, blue	136	65-66	Spinel, green	4.6
68-69	Diamond, brown	40	67-68	Spinel, red	8
70	Diamond, colorless	150	69-70	Spinel, violet	7.3
71-72	Diamond, green	80	71-72	Spodumene, green	1.2
73-74	Diamond, gray	30	73-74	Titanite	3.2
75-76	Diamond, red	90	75-76	Topaz, blue	9.3
77-78	Diamond, yellow	120	77-78	Topaz, colorless	1.2
79-80	Dravite	4	79-80	Topaz, greenish	4.3
81-82	Elbaite, emerald green	6	81-82	Topaz, gray	3
83-84	Elbaite, pale green	3.5	83-84	Topaz, honey-yellow	14
85-86	Emerald	70	85-86	Topaz, pink	9.3
87-88	Goshenite	6	87-88	Topaz, purple	3.6
89-90	Heliodor	34	89-90	Topaz, reddish	1.8
91-92	Heliotrope	1.6	91-92	Topaz, sherry	4.2
93-94	Hyalite	42	93-94	Topaz, wine yellow	5.6
95-96	Jadeite	2.8	95-96	Tsilalsite	3.8
97-98	Jasper, green	3.2	97-98	Uvarovite	36
99-100	Jasper, red	4.2	99-100	Vorobevite	54

Table 2-54: Semi-Precious Stones

01-25			51-75		
Roll	Gem	Caret Value	Roll	Gem	Caret Value
1-2	Adventurine	0.9	1-3	Obsidian, brown	0.07
3-5	Agalmatolit	0.06	4-6	Obsidian, gray	0.093
6-8	Agate	0.009	7-9	Obsidian, red	0.24
9-11	Alabaster, brown	0.007	10-12	Opal, moss	0.8
12-14	Alabaster, pink	0.013	13-15	Opal, pearly	0.73
15-17	Alabaster, white	0.034	16-18	Opal, wood	0.35
18-20	Amazonite	0.8	19-21	Orthoclase	0.34
21-23	Andradite, black	0.7	22-24	Phenakite, colorless	0.085
24-26	Andradite, brown	0.6	25-27	Phenakite, pink	0.13
27-28	Andradite, red brown	0.9	28-30	Prehnite, apple green	0.083
29-31	Apatite, blue	0.036	31-33	Prehnite, brown	0.034
32-34	Apatite, brown	0.007	34-36	Prehnite, yellow-green	0.076
35-37	Apatite, green	0.04	37-39	Pyrite	0.014
38-40	Apatite, gray	0.005	40-42	Rhodolite	0.34

41-43	Apatite, violet	0.025	43-44	Rhodonite	0.84
44-46	Apatite, white	0.01	45-47	Rock Crystal	0.36
47-49	Apatite, yellow	0.008	48-50	Rose Quartz	0.46
50-52	Axinite, blue	0.08	51-53	Rutile	0.038
53-55	Axinite, brown	0.03	54-56	Sagenite	0.34
56-58	Axinite, honey-yellow	0.056	57-59	Sapphire Quartz	0.093
59-61	Axinite, plum-purple	0.064	60-62	Sepiolite	0.0034
62-64	Azurite	0.14	63-65	Serpentine	0.38
64-67	Azuralmalchite	0.17	66-68	Sphalerite, brown	0.085
68-70	Benitoite	0.47	69-71	Sillimanite, blue	0.0085
71-73	Cassiterite	0.06	72-74	Sillimanite, green	0.0074
74-76	Charoite	0.013	75-77	Smithsonite, blue	0.015
77-79	Chrysocolla, blue green	0.02	78-80	Smithsonite, pale green	0.034
80-82	Chrysocolla, green	0.015	81-83	Smithsonite, pink	0.018
83-85	Chrysocolla, turquoise	0.036	84-86	Smoky Quartz	0.64
86-88	Coral, black	0.1	87-89	Sodalite, azure blue	0.32
89-91	Coral, pink	0.9	90-92	Sodalite, lavender	0.34
92-94	Coral, white	0.2	93-95	Spessarite, brown	0.5
95-97	Cordierite	0.008	96-97	Spessarite, yellow	0.85
98-100	Cuprite	0.9	98-100	Sphalerite, yellow-brown	0.12
26-50			76-100		
Roll	Gem	Caret Value	Roll	Gem	Caret Value
1-3	Danburite	0.7	1-3	Spodumene, colorless	0.9
4-6	Diopside	0.8	4-6	Spodumene, violet	0.73
7-9	Diopside, blue	0.6	7-9	Spodumene, yellow	0.64
10-12	Diopside, green	0.9	10-12	Staurolite	0.12
13-15	Dumortierite	0.005	13-15	Sunstone	0.84
16-18	Fluorite, green	0.03	16-19	Thomsonite, brown	0.032
19-21	Fluorite, orange	0.04	20-22	Thomsonite, green	0.076
22-24	Fluorite, purple	0.09	23-25	Thomsonite, red	0.084
25-27	Fluorite, white	0.013	26-28	Thomsonite, white	0.085
28-30	Grossular	0.83	29-31	Thomsonite, yellow	0.067
31-33	Hematite	0.17	32-34	Tiger's Eye	0.08
34-36	Hyacinth	0.09	35-37	Turquoise	0.12
37-39	Hydrophane	0.034	38-40	Uvite	0.84
40-42	Jasper, brown	0.3	41-43	Variscite	0.096
43-45	Jasper, gray	0.7	44-46	Vesuvianite, blue	0.63
46-48	Jasper, ochre	0.8	47-49	Vesuvianite, brown	0.12
49-51	Kyanite, colorless	0.6	50-52	Vesuvianite, colorless	0.32
52-54	Kyanite, white	0.8	53-55	Vesuvianite, green	0.37
55-57	Kyanite, yellowish gray	0.3	56-58	Vesuvianite, red	0.38
58-60	Labradorite	0.9	59-61	Vesuvianite, yellow	0.54
61-63	Lapis Lazuli	0.28	62-65	Wardite	0.032
64-66	Lazulite	0.14	66-68	Zoisite, blue	0.075
67-70	Lepidolite, pink	0.0034	69-72	Zoisite, brown	0.027
71-73	Lepidolite, purple	0.0083	73-75	Zoisite, gray-white	0.032
74-76	Malachite	0.2	76-79	Zoisite, greenish	0.076
77-79	Marcasite	0.013	80-82	Zoisite, pink	0.085

80-82	Marekanite	0.09	83-85	Zircon, colorless	0.83
83-85	Moldavite	0.51	86-88	Zircon, gray	0.54
86-88	Moonstone	0.85	89-91	Zircon, green	0.83
89-91	Morion	0.63	92-94	Zircon, red	0.64
92-94	Natrolite, colorless	0.012	95-97	Zircon, reddish brown	0.52
95-97	Natrolite, yellow	0.034	98-100	Zircon, yellow	0.78
98-100	Obsidian, black	0.12			

MAGICAL TRAITS OF GEMS

The following account of magical strengths of various gemstones is inspired by various traditional associations, but it by no means intended as a representation of any real world occult system. It is meant to provide a framework for using gems in *Rolemaster*, for those GMs who do not wish to work out a system of their own. These traits come into play when gems are used to create items by releasing their stored Essence by *Lord Research* and when they are incorporated into enchanted items in order to enhance the functionality of those items.

The format used is:

Name (of the stone)

Spells: The types of spells associated with the stone.

Stat(s): Stats associated with the stone, using their two-letter short forms.

Skill(s): Skills associated with the stone. It may list a specialization, a skill, or category.

Other: Any other associations of the stone.

Not every stone will have all of the possible association types.

Agate

Spells: danger detection, revealing truth, bone healing, calm weather

Stat(s): St

Skill(s): Vocation, (if green) Combat Expertise

Other: Endurance checks

Agalmatolite

Spells: creation of permanent objects, growth

Skill(s): Culinary, Protect

Other: childbirth

Alabaster

Spells: purification, holy energies, defense

Skill(s): Stonecraft

Other: armor, beauty

Alexandrite

Spells: curse removal, *Lifegiving*

Stat(s): Pr

Skill(s): Charm, Leadership

Other: love

Almandine

Spells: organ healing, warmth
Skill(s): Trading, Administration, Social Awareness

Amazonite

Spells: self-transformation, mind reading
Stat(s): Re
Skill(s): Drawing/Painting, Acting, Ranged Weapons
Other: merchants

Amber

Spells: *Hold* spells, others that immobilize or slow, electricity
Stat(s): Re, Em
Skill(s): Medicine, Meditation, Magical Ritual: Healing, Magical Ritual: Defensive
Other: poison RRs

Amethyst

Spells: dreams, sleep
Skill(s): Meditation, Mental Focus
Other: resist addiction, RRs to alcohol

Andalusite

Spells: storms and wind, *Calm*
Other: Mentalism RRs

Andradite

Spells: teleportation, flight
Stat(s): Pr
Skill(s): Flying, Trading, Piloting

Apatite

Spells: bone healing, fire, communication
Stat(s): Me
Skill(s): Lore, Science

Aquamarine

Spells: vision augmentation, water
Stat(s): Co
Skill(s): Piloting (water craft), Navigation, Swimming
Other: motion sickness RRs, fish, sea monsters

Aragonite

Spells: seeing through invisibility or illusion
Stat(s): In
Skill(s): Awareness, Social Awareness

Aventurine

Spells: RR or maneuver bonus, improved senses
Stat(s): Re
Skill(s): Perception, Composition
Other: luck

Axinite

Spells: mind reading, evasion, fatigue and hits healing

Stat(s): Co

Skill(s): Hiding, Stalking, Movement

Azurite

Spells: healing muscles, bones, and connective tissue; physical transformations

Stat(s): Me

Skill(s): Mental Focus, Magical Ritual: Alteration

Other: power enhancement

Azurmalachite

Spells: elementals, waves, storms

Skill(s): Multiple Attacks, Reverse Strike, Acrobatics, Magical Ritual: Elemental

Other: whirling, circular motion

Benitoite

Spells: merging, joining, repair

Skill(s): Running, Swimming, Ambush

Other: amphibians

Brazilianite

Spells: nature, wood

Skill(s): Animal, Environmental

Other: disease RRs

Californite

Spells: weather, wind, heat without fire, vibrations

Stat(s): Pr

Skill(s): Song Writer, Playwright, Acting

Carnelian

Spells: healing

Stat(s): Em, SD

Cassiterite

Spells: forgetfulness, blindness, deafness, *Cloaking*, misdirection

Skill(s): Subterfuge

Catholong

Spells: mental attacks, Presence

Stat(s): Pr

Other: Mentalism RRs

Ceylonite

Spells: seeing the past, seeing the future, sensing at a distance

Skill(s): Historic Lore, Astronomy, Magical Ritual: Informational

Charoite

Spells: healing, mental healing
Skill(s): Body Development, Crafting

Chrysoberyl

Spells: alchemical spells, Symbols
Skill(s): Crafting, Delving, Technical

Chrysoprase

Spells: *Lore* spells, *Analysis* spells, sight through solids
Stat(s): In
Skill(s): Materials Lore

Chrysolite

Spells: anti-Evil (demon banishing, undead repelling, etc.)
Stat(s): SD
Skill(s): Attunement
Other: holy arms, power enhancement

Chlorospinel

Spells: writing, Symbols, runes, duplication
Stat(s): Em
Skill(s): Reporting, Drawing/Painting, Runes, Language (written), Librarian
Other: twins

Chrysocolla

Spells: resistance to all forms of harm
Skill(s): Delving

Citrine

Spells: defense against magic, smell and taste
Stat(s): Me, Re
Skill(s): Trading, Materials Lore

Coral

Spells: mental protections, water breathing, underwater sight and movement, peace, *Hues*
Stat(s): Co
Other: Disease RRs, defensive structures

Cordierite

Spells: self knowledge, self control, sense organ healing, detections
Stat(s): Me
Skill(s): Navigation, Survival

Cuprite

Spells: rising and falling, destruction of living matter
Stat(s): Em

Cymophane

Spells: disease causes and cures, acid, weakening
Stat(s): SD

Other: disease RRs

Danburite

Spells: dreams, communication with higher powers

Stat(s): In

Skill(s): Grace, Channeling, Power Development

Other: restful sleep

Diamond

Spells: physical defense, illumination, distraction

Stat(s): St

Skill(s): Singing, Magical Ritual: Defensive

Other: unyielding attitudes, physical defenses

Diopside

Spells: earth/stone, organ healing

Skill(s): Stonecraft, Metalcraft

Dioptase

Spells: *Quest*, *Geas*, control of animals or plants

Stat(s): Em

Skill(s): Social Awareness, Vocation: Service

Dravite

Spells: movement on foot

Stat(s): SD

Skill(s): Leadership, Charm, Adrenal Resistance, Gymnastic

Dumortierite

Spells: vision-enhancement, visions, analysis

Stat(s): Re, Me

Skill(s): Lore, Science

Elbaite

Spells: charming, mental healing

Skill(s): Grace, Vocation: Trade

Emerald

Spells: prediction

Stat(s): Me, Re

Skill(s): Influence skills, Transcendence, Stage Magic

Other: marriage

Fluorite

Spells: light, divining the past, mental enhancement

Stat(s): SD

Skill(s): Body Discipline, Mental Discipline, Power Development

Other: power enhancement

Goshenite

Spells: dreams, sensing at a distance

Stat(s): In

Other: Channeling RRs

Grossular

Spells: curse removal, finance, nerve healing

Skill(s): Trading, Trickery

Other: spiders

Heliodor

Spells: ice, wind

Stat(s): Ag

Skill(s): Ranged Weapons, Flying, Architecture

Other: missiles

Heliotrope

Spells: blood related, OB increasing

Skill(s): Melee Weapons

Other: sharp weapons, Fear RRs

Hematite

Spells: *Calm*, *Hold*, stopping bleeding, mental communication, mind merging

Stat(s): In

Skill(s): Duping, Spell Trickery

Hyacinth

Spells: plants, odors, silence

Skill(s): Herbalism, Magical Ritual: Creation

Other: social status

Hyalite

Spells: doors, locks, tunnels, teleporations, range enhancement

Stat(s): Qu

Skill(s): Architecture, Engineering, Locks

Hydrophane

Spells: swift movement, graceful movement, earthquakes

Skill(s): Riding, Mounted Combat

Other: horses

Jadeite

Spells: *Calm*, Healer base lists

Stat(s): In

Skill(s): Racial Lore, Religion/Philosophy, Channeling

Jasper

Spells: locating, hunting

Stat(s): Ag

Skill(s): Combat Training, Tracking

Jet

Spells: electricity, protection from magic, darkness

Skill(s): Magical Ritual

Other: sorrow

Kornerupine

Spells: curses, unholy energies

Stat(s): In

Skill(s): Spell Lore, Spell Trickery, Ambush: Directed Spell

Other: enhancing Evil spellcasters

Kyanite

Spells: necromancy, pain, death

Skill(s): Intimidation, Racial Lore: Undead

Labradorite

Spells: piercing illusion, *Guess* and *Intuitions*, dispels and cancels

Stat(s): SD

Skill(s): Animal Handling, Body Discipline

Other: counters addiction

Lapis Lazuli

Spells: illusions, mind tricks, banishing supernatural entities

Stat(s): Re

Skill(s): Drawing/Painting, Runes, Duping

Lazulite

Spells: sense at a distance, pain/stun resistance/healing, mental enhancement

Stat(s): SD

Skill(s): Mental Discipline

Lepidodite

Spells: speed, evasion

Stat(s): Qu

Skill(s): Running

Other: sleep quality, good luck

Malachite

Spells: mental influence, mental defense

Stat(s): Qu

Skill(s): Riding, Navigation, Piloting, Region Lore

Other: Mentalism RRs

Marcasite

Spells: identification, evaluation, language

Skill(s): Tracking, Survival

Other: new learning

Marekanite

Spells: control of objects, control of others

Skill(s): Intimidation, Leadership

Other: empire

Moldavite

Spells: illusions, charming, light/darkness

Stat(s): Em

Skill(s): Speech Writing, Playwright, Duping

Moonstone

Spells: divining the future, purification, alteration, knowledge of death

Stat(s): In, Em

Skill(s): Astronomy, Charm, Directed Spells, Blind Fighting, Magical Ritual: Alteration

Other: the moon(s)

Morion

Spells: herbs, food and drink

Skill(s): Culinary, Herbalism, Poison Mastery, Farmer

Natrolite

Spells: poison protection/removal, plants, nature knowledge

Skill(s): Survival (natural biomes), Herbalism, Poison Mastery

Other: poison RRs

Nephrite

Spells: fire protection, demons

Skill(s): Racial Lore: Demons, Magical Ritual: Summoning & Transportation

Other: fire, demon-slaying

Obsidian

Spells: invisibility, darkness, mind tricks, locating, spell reversal

Skill(s): Subterfuge

Other: healing, RRs against undead

Opal

Spells: vision improvement, invisibility, changing appearance, the sea, illusions, cloaking

Stat(s): Ag, In

Skill(s): Body Discipline, Illusion Crafting, Grace

Opal, Fire

Spells: fire, illumination, illusions, spell manipulation

Stat(s): Em, Qu

Skill(s): Influence

Orthoclase

Spells: changing form, changing direction, changing quantity

Skill(s): Crafting, Mechanics

Padparadscha

Spells: life force, inspiration

Skill(s): Herbalism, Meditation

Other: tools

Pearl

Spells: detection, maneuver bonus

Stat(s): Pr

Skill(s): Attunement

Other: underwater actions

Phenakite

Spells: communication with the supernatural, nerve healing, mental healing, predicting the future

Skill(s): Tracking, Vocation

Plasma

Spells: blood healing, concealment

Skill(s): Medicine

Other: passionate love

Prasopal

Spells: physical destruction

Skill(s): Intimidation, Magical Ritual: Destruction

Other: Impact criticals

Prehnite

Spells: mind control, charming, summoning, organ healing

Stat(s): In

Skill(s): Channeling, Medicine, Influence

Pyrite

Spells: fire, false appearance, truth revelation, mental defense

Stat(s): St

Skill(s): Perception, Trickery

Pyrope

Spells: divination of the past, financial

Skill(s): Historic Lore, Vocation

Rhodochrosite

Spells: memories, visual enhancement, elemental control, mental healing

Stat(s): Me

Rhodolite

Spells: familiars, befriending, vertical motion

Skill(s): Animal, Climbing, Charm

Other: loyalty

Rhodonite

Spells: self control, speech enhancement, *Aura* spells

Skill(s): Charm, Transcendence, Grace

Rock Crystal

Spells: cold/ice, vision at a distance, viewing past/future

Stat(s): Co

Skill(s): Acrobatics, Acting

Rose Quartz

Spells: regeneration, rejuvenation, warmth, Life Drain healing

Skill(s): Animal, Gymnastic, Social Awareness

Other: peace, love

Ruby

Spells: mental defense, blood, love, spell enhancement, the heart

Stat(s): Qu

Skill(s): Channeling, Power Projection, Spells, Multiple Attacks

Other: love, anger

Rutile

Spells: breathing, speed, physical enhancement

Stat(s): Co

Skill(s): Movement, Music

Other: amorphous creatures

Sagenite

Spells: courage, inner strength, divine energies, spiritual healing

Stat(s): Re

Skill(s): Astronomy, Mental Focus

Other: Fear RRs

Sapphire

Spells: prediction, mental health, holy energies

Stat(s): In, SD

Skill(s): Perception

Sapphire Quartz

Spells: dispels and cancels, calming, spell enhancement

Stat(s): Em

Skill(s): Grace, Power Manipulation

Other: power enhancement

Sapiolite

Spells: slowing, stunning, liquid manipulation

Skill(s): Disarm, Subduing

Sard

Spells: protection, mental contact

Stat(s): SD, Co

Skill(s): Influence, Leadership, Adrenal Focus

Schorl

Spells: protection from magic or monstrosities, mental healing

Skill(s): Control Lycanthropy

Other: magic RRs

Serpentine

Spells: poison & poison defense, mental influence, enhanced attacks

Stat(s): Ag

Skill(s): Ambush, Poison Mastery, Contortions

Other: poison RRs, snakes

Sillimanite

Spells: holy energies, unholy energies, alliances/loyalties, contacting other planes

Stat(s): In

Skill(s): Religion, Channeling spells

Other: religious faith

Smithsonite

Spells: disguise, mind tricks, hiding

Skill(s): Acting, Duping, Stalking

Smoky Quartz

Spells: telepathy, sound control, sonic illusion, gas manipulation

Skill(s): Awareness, Composition, Lore

Sodalite

Spells: size reduction, levitation/flight, communication, protection

Skill(s): Composition, Delving, Gymnastic, Power Manipulation

Spessarite

Spells: maneuver bonus, charming

Stat(s): Pr

Sphalerite

Spells: paths, future seeing, object creation, analysis

Stat(s): Ag

Skill(s): Brawn, Gymnastic

Spinel

Spells: air, gasses, escape

Stat(s): Ag, Qu

Skill(s): Contortions, Traps

Other: lightness, freedom of movement

Spodumene

Spells: RR enhancement, magic detection, vacuum

Skill(s): Delving

Staurolite

Spells: protection from evil, connection to other planes

Skill(s): Racial Lore: Faeries, Survival (xeno-environments)

Other: faeries

Sunstone

Spells: fire, warmth, light, plant growth, repelling undead, destruction of evil

Stat(s): St

Skill(s): Shield, Navigation

Other: the sun

Thomsonite

Spells: temporary item enchantment

Stat(s): Co

Skill(s): Crafting

Other: survival of equipment

Tiger's Eye

Spells: animals, eyesight, eye repair, courage

Stat(s): St

Skill(s): Awareness, Body Discipline, Unarmed

Titanite

Spells: growth, strength, regeneration

Stat(s): Co

Skill(s): Weight-training, Medical skills

Topaz

Spells: stun relief, protection, locating

Stat(s): Pr

Skill(s): Composition, Music

Other: clear thought, self knowledge

Tsilaisite

Spells: concealment, glamours, stealth, *Displacement*

Skill(s): Climbing, Trickery, Subterfuge

Other: misleading appearances

Turquoise

Spells: physical protection, *Lifekeeping*, *Lifegiving*, healing

Stat(s): Qu

Skill(s): Adrenal Resistance, Body Development

Other: long life

Uvarovite

Spells: sound, hearing, music, entertainment

Skill(s): Music (instruments), Mathematics

Other: sense of hearing, songbirds

Uvite

Spells: physical combat enhancement, Darkvision, tunnels/doors

Skill(s): Restricted Quarters, Reverse Strike, Wrestling, Ambush: Unarmed

Variscite

Spells: mental influence, physical movement

Stat(s): Ag
Skill(s): Melee Weapons, Unarmed, Movement

Vesuvianite
Spells: mental healing, object repair, telekinesis
Stat(s): SD
Skill(s): Performance Art, Social

Vorobeuite
Spells: earth, cold, solid manipulation
Stat(s): Co, St
Skill(s): Maneuvering in Armor, Transcendence, Mechanics
Other: immovability

Wardite
Spells: barriers, protection, detection, counterspells, locks
Skill(s): Technical

Zircon
Spells: aerial travel, aquatic travel, land travel, physical protection
Stat(s): St
Skill(s): Environmental, Social

Zoisite
Spells: truth, communication, mental contact
Skill(s): Survival (natural biomes), Social Awareness

2.7. Jewelry

Jewelry serves to adorn the body. It may also serve to display wealth or allow it to be carried in a convenient form. The value in jewelry comes primarily from its materials and from its workmanship. Precious metals and stones produce the most valuable jewelry, but even cheap materials can be made into costume jewelry that has some value. Values listed for the various jewelry types below give a range, which may be used when the type of jewelry has been chosen and the GM wishes to generate a random value. Something like 3-30 can be rolled as either 3d10 or as 1d10 x 3, depending on whether the GM desires a linear or curved distribution of values. A listing of 1-100+ indicates a 1d100 roll with open-ended rolling at the high end (96-100). In all cases, the value is multiplied by a factor depending on the type of materials used. *Treasure Law* defines five classes of jewelry:

Junk jewelry (jj) is the cheapest materials, with many items made of organic materials, possibly using copper or iron as metals. This is peasant jewelry, valued in copper pieces. Multiply the value by 0.01 to get the value in silver pieces.

Costume jewelry (cj) is the next step up, valued in bronze pieces. Multiply the value by 0.1 to get the value in silver pieces. Materials may include copper or bronze, non-precious stones, glass "gems", nice organic materials, and the like. This is suitable for daily wear by the middle class, and might be owned by a lower class individual as a best dress item.

Quality jewelry (qj) is valued in silver pieces, so multiply the value by 1. Silver is the common metal here, although some gold may be used (probably in low purity forms). Semi-precious stones are most common.

Fine jewelry (fj) uses gold and precious stones fairly often. It is valued in gold pieces. Multiply the value by 10 to get the value in silver pieces. This is the jewelry of the wealthy. As such, it is often chosen for enchantment, since commercial alchemical work is frequently undertaken for the rich.

Extravagant jewelry (ej) commonly uses a lot of gold and gemstones. It may also use particularly large or exotic stones, metals more valuable than gold (the exquisitely regal adamantese, for example), or other spectacular materials. Multiply the value by 100 to get the value in silver pieces.

Weights are generally negligible. Many pieces of jewelry are a few grams. Even "heavy" jewelry is rarely weighty laid on an open hand. For bulk jewelry, assume a weight of half the "value" (before multiplication to get actual value in silver pieces) in quarter ounces (i.e., 128 value total jewelry to the pound).

For jewelry meant for those of larger or smaller size than Medium, adjust the value of jewelry by a factor of 4 up or down for each category of size above or below Medium.

The following is neither a complete nor a technical discussion. Those interested in adding more detail to this area will find that there are many sources of information and inspiration available to help create items of jewelry for their campaigns. However, this should be an adequate list to provide a variety of items, generate treasure troves, and get ideas for items to enchant.

amulet - "Amulet" is a general term for any protective charm worn or carried on one's person. The Charm Creation spell list in this volume creates amulets of a temporary nature, while some permanently enchanted items will also be amulets. In movies and fantasy role-playing, something called an amulet is usually a pendant necklace. It is, however, not a distinct form of jewelry, but a class of magical item. Value: by actual type.

anklet - An anklet is an ornament similar to a bracelet, but worn on the ankle. Enchanted anklets will often deal with movement or be intended to be concealed under a skirt. An anklet may be adorned with tiny bells to produce a jingling sound as the wearer walks. Value: 2-20.

armband, armlet or arm ring - All three listed terms refer to a band worn on the upper arm. Often this is a closed or open ring of metal or another material, with varying degrees of decorative artistry and additional pieces, such as gems. More complex designs include spiral forms and hinged rings. They may be worn by men or women, but they are much favored by muscular warriors who wish to call attention to their biceps. Value: 3-30.

badge - A badge is distinguished from other ornaments through its purpose, which is to identify the wearer as a member or representative of some group or authority. It might mark a law enforcement official, a master of a guild, or a licensed physician. Precious materials may be used to make forgery more expensive. Enchantment is likely to be standardized for a given type of badge, serving a dual purpose of

supporting the group's mission and providing an additional hurdle for forgers. Value: varies by type; for a pinned badge similar to those used by modern law enforcement, use 2-20.

bangle - A bangle is a form of armlet or bracelet consisting of a complete circlet of a thin design. While often of a single material, they may be decorated with glass, stones, or a more precious material. Value: 1-10.

beard decorations - Dwarven customs often include elaborate treatments of the beard, but even the most modest and plainest of beards may be gathered and pinned out of the way when working. Beard decorations include a great variety of ornaments, from simple pins and clips that help shape the beard to bejeweled coils that decorate a braid to grand works of precious metal worked into a lattice of many chains and sparkling with gems, encompassing the full beard. Value: 1-100+.

belt buckle - While a belt itself may be decorative, the most common and most ostentatious ornamentation is of the buckle. A decorative belt buckle can be much larger than is required for its practical function, though a few choose modestly gilded buckles. There are other types of buckles, but they do not see the type of showy elaboration seen in fancy belt buckles. Value: 5-50.

bracelet - A bracelet adorns the lower arm, usually around the wrist area. It may be a rigid or flexible loop, but chains, including those with clasps, may be worn as well. Chain bracelets may be suitable for use as necklaces by a smaller race than that for which they were intended. Wearing multiple bracelets is quite manageable and simple bracelets of different materials may be combined to produce a mix of colors. Multiple bracelets will tend to make noise against each other, so they are not recommended when trying to be stealthy. Value: 2-20.

brooch - A brooch is used to pin or clasp clothing, typically a dress or cloak. It is commonly functional, but may be merely decorative. In all cases, it is designed as an ornament. Value: 3-30.

cameo - A cameo is a relief image carved into a substance with two layers in different colors, or two substances that have been bonded together into one object, so that one acts as the background to the image on the upper layer. While a portrait is a common subject for a cameo, any type of image might appear. A cameo may be simply kept as a memento, but is typically worn, being suitable for inclusion in earrings, necklaces, or other jewelry. It can even be incorporated into a hat or other non-jewelry worn item. Value: 2-20.

charm - While "charm" can refer to a magical object worn or carried for good fortune, and is used elsewhere in this work in that sense, here it refers to a small ornament that is designed to attach to a larger one, such as a bracelet or necklace. They may be found alone, in batches, or attached to a larger piece of jewelry. Value: 1-5.

chatelaine - A chatelaine is a decorative chain. It may be purely ornamental, with a clasp or pin on either end. However, it may also be functional, holding an object like a keychain or a small purse at one end. A wand might also be kept on a chatelaine. Value: 5-50.

choker - A choker is a necklace that fits closely around the neck. Generally, wearing more than one of this type of necklace would be impractical. They are traditional favorites for magical effects that enhance

the voice or breathing. Because of the close fit, they can be worn only by those within a relatively narrow neck size (unlike most necklaces). Value: 1-10.

comb - A comb is made of rigid material and has many thin "teeth". It is hoped that the reader is familiar with the use of the comb in grooming, to arrange and clean the hair. A comb for this purpose may be decorated, even to the point of being bejeweled, as may the handle of a hairbrush. There are, however, also purely ornamental combs. These use the teeth to hold the comb in place (and possibly to pin an arrangement of hair at the same time). These, of course, are always decorative and generally more lavishly ornamented than those used for grooming. Value: grooming comb 1-10, ornamental comb 4-40.

coronet - A lesser crown, often worn by those of high rank, but below the monarch. In highly developed systems the design of the crown will indicate the rank of the individual who wears it. Value: 10-1000.

crown - A true crown is a headpiece worn as a symbol of supreme authority, as that of a monarch or a god. Lesser headwear may also be called a crown, and certain of these are also addressed on this list, but here we assume a true kingly crown. It is quite likely for a monarch to have at least two different crowns, one for coronation or other extremely formal ceremonial occasions and a second for more ordinary matters of state. Crowns are the most likely item on this list to be enchanted. Defensive, perceptive, judgment-enhancing, and informative enchantments are among the most common types. Value: 20-2000.

diadem - "Diadem" is another word for a crown. Here it is used to indicate a headpiece in the form of a single band around the head, probably set with ornamental designs and stones, but keeping to the basic ring shape. Value: 50-500.

earring - Earrings are an ancient and popular form of personal adornment. They may be clipped to the ear, but usually are pinned through a piercing. Other parts of the body may be pierced and the values for earrings may be used for piercing ornaments worn elsewhere. Earrings are generally worn in pairs, although single earrings are not uncommon. Enchanted earrings are often singular, although some clever pairs with complementary powers have been made. There are three basic types of earring:

A *stud earring* or *plug* is simply a pin through the piercing, with either a fastener to hold it in place or a design sufficient to hold itself in place without a separate fastener. Unless style dictates enlarging the opening, the pin will generally be narrow through the opening, though the head of the pin may be much larger and may be anything from a plain sphere or other simple shape to a detailed form, such as a rose blossom. A jewel may also be placed in the head of the pin. Organic materials, such as bone or horn, may be allowed to stick out for some distance on either side. Value: 1-10 each, plus 1-10 more if a stone is included. A variant on this theme is a longer pin passing between two piercings, generally spanning from one edge of the ear to another. This may have a base value of 2-20.

A *hoop earring* is what it sounds like, a loop of metal that may appear complete upon casual inspection, but generally is not (the gap hidden behind the ear, along with the fastening). A complete loop would require that the work be finished with the earring in place and the result would not be easy to take off. These can be of widely varying size, from small loops that hug the ear to dangling hoops that nearly reach the shoulders. Value: (each) small 1-10, medium 2-20, large 3-30.

A *pendant earring* dangles down from the pin, and a great many variations on this theme can be produced. It can be as simple as a dangling teardrop shape in the same metal as the pin, or it can be a complex design that rivals a chandelier in miniature. Multiple materials can be used, tiny statuettes can be included, and the opportunity for variation makes this among the most versatile of jewelry types. Value: 2-20 to 5-50 each depending on size.

fob - A small chain or ribbon attached to an object in order to help draw that object from a pocket or other storage space is a fob. While commonly used on pocket watches in our world, spellcasters have found them useful on small magical items and adventurers in general employ them for herb and potion containers. Not suitable for elaborate decoration, they are often made of precious metals and may have some decoration on the second end. Value: 1-10.

locket - A locket is a small case typically worn on a chain as a necklace. It is hinged and there will often be a latch mechanism (or the hinge may simply be stiff enough to hold the locket shut). It is generally used to hold a tiny portrait or some other small keepsake, such as a lock of hair. One could, of course, be used to hold any manner of very small object. They are, however, more generally sentimental than practical items and enchantments are likely to reflect this, including the use of illusion to enhance a portrait with moving, audio, or even aromatic features. Value: 2-20.

mask - Masks are used for disguise, whether playful, artistic, ceremonial, or practical. They are often works of art and sometimes made of valuable materials. They may cover the entire face, even extending beyond it, or a strategic portion thereof, usually around the eyes. Enchantment often will reflect the mask's normal use. A party mask might enhance social skills, while a mask for a thief or assassin might improve stealth. Value: 5-50.

medal - A medal is a flat metallic ornament given in recognition of some deed, achievement, or victory, often also including a ribbon. It may be worn pinned on the chest or worn around the neck (if the ribbon is in a large loop). Shapes vary, but a disk is common. It may be engraved on one or both sides, generally including a depiction of the commemorated action, activity, or quality or an inscription of relevant information, such as when and to whom the medal was awarded, or both. Value: 5-14 (1d10+4).

necklace - Any jewelry worn about the neck is a necklace. The choker and torc are versions listed separately, both fitting closely around the neck. Various lengths of necklace can fall quite low, although anything below the waist is starting to push the boundaries at which the effect becomes comical. All forms of necklace may have a clasp to open and close the loop of the necklace, or a necklace may be in a permanent loop, requiring that it be lowered over the head to put on and lifted over the head to remove. For our purposes, we will classify necklaces into the following types:

Bead necklaces - Stringing beads on a strand is one way to create a necklace. This is still a popular technique among those making their own jewelry and is a very old technique. It is not, however, limited to peasant jewelry. If the beads in question are large, perfect pearls, you will have a very fine bead necklace indeed. Beads of precious metals may also be used. Value: 5-500.

Chain necklaces - A chain necklace places the focus on the structural necklace itself. It may be a plain metal chain or it may be a fancier chain, with large squares of metal set with jewels. Value: 10-1000.

Pendant necklaces - A pendant necklace is one in which a cord or modest chain holds an ornament that dangles down. This is a typical way of wearing a locket. It is also a method that may be used to display a single large stone or a symbolic object, such as a symbol of the wearer's religious faith (e.g., as a Catholic wears a crucifix). Value: 3-300.

Necklaces are so conveniently worn that they are suitable for most types of enchantment. Their one greatest flaw as a magical item is that they are relatively vulnerable. There is the potential for someone to grab a necklace and tear it off the wearer, probably breaking the chain, cord, or string, though possibly breaking the clasp. Therefore, it is not a preferred form for combat magical jewelry.

nose ring - One of the more popular places to pierce and stick jewelry through the hole, the nose generally is decorated with the smaller varieties of ornaments used as stud or hoop earrings. Nose rings are hardly ever pendants, as they would dangle in an inconvenient location. Value: 1-10.

orb - An orb is a sphere, held as an emblem of authority or kept as a decorative knick-knack, depending on culture. It is a less common emblem of authority than the scepter, but it does have the advantage of looking more like one is holding the world in one's hand and less like one is about to conjure. There may be additional pieces sticking out from the orb itself, making it less than perfectly spherical, but able to have more ornamentation while leaving the orb mainly a clean smooth surface convenient for holding. Small orbs of lesser value are often enchanted with spells of light, an easily held magical illuminator. Value: 5-50.

pin - Pins serve a very practical function in fashion as a means to hold hair and clothing in place, but here we consider those that either combine this function with an ornamental function of its own or have become used purely for adornment. A long straight pin with an ornamental head is a *stickpin*. A pin used for holding headgear in place is a *hatpin* (usually a stickpin). A pin for holding hair in place is a *hairpin*, and it is generally in the form of a long, thin U-shape. Worn near the neck or shoulders, a pin may be called a *breastpin*. Note that the longer stickpins can be used as weapons, though not very effectively. Treat as a rapier with a -3 Size modification. Hairpins may be used to pick locks with a -20 penalty. Value: 1-10.

prosthetics - Those who wear prosthetics often wish to avoid calling attention to their artificial parts, but there are those who take the opposite approach and decorate a replacement limb. Why hide a wooden leg, when you can flaunt a golden one? Value: 10-100.

ring - More exactly called a "finger ring", this is an ornament for the hand, worn around a finger. It may commonly be in the form of a complete circular loop, an unclosed loop, or a spiral. Rings are made of an enormous variety of materials, from simple rings of woven grass (of no commercial value) made by playful youths or as part of rural folk traditions to ornately bejeweled golden rings of aristocrats. Rings have been made of stone, wood, glass, ivory, bone, horn, amber, shells, every type of metal, porcelain, and pretty much any other substance that can be shaped into a small loop. Rings figure in many stories and superstition, and they have many symbolic, ceremonial, practical, and superstitious uses. Rings are particularly popular for enchantment and can have a great variety of powers. However, a circular gold (or adamantite) band is especially favored for rings having a constant effect, due to the symbolism of the

"endless" shape of the circle and the "eternal" nature of the untarnishing metal. Value: 1-10 for a plain ring, 3-30 for a more elaborate ring.

Various special types and uses of rings follow. Some of these uses could be adapted to other forms of jewelry as well.

Combat rings - Rings may be worn as a set to enhance blows from the wearer's fist, essentially the same technique as the use of "brass knuckles", but arming each finger individually.

Emblematic ring - A ring can serve as a symbol (and evidence) of status, membership, or authority. Knightly orders, secret societies, academic institutions, business and social organizations, religious orders, and governmental agencies may all use rings to identify members and their standing within their organizations. A messenger or agent may be issued a ring as a sign that he was sent by the giver.

Inscribed rings - The inside surface of a ring may be inscribed. Usually these are simple mottos or declarations of devotion to the person to whom the ring is given, but even the more mundane inscriptions can be useful in identifying the origin of the ring. Some rings contain more useful information, as this is as good a place as any to record information that the wearer wants to have on hand, but not easy for others to find, such as combination lock numbers or command words for magical items triggered by a word. Basically, any kind of short inscription could be found on a ring, and these can provide clues and red herrings of many kinds.

Key ring - A ring can be built as a wearable key. Obviously, it must be a reasonably small key, but it is not easy to lose such a key. Particularly clever designs will conceal the fact that there is a key at all.

Poison ring - There are two basic types of poison rings, all designed to allow for suicide or murder with a non-obvious weapon. The first type of ring contains a concealed compartment in which the poison is stored until it can be used. There is a less menacing use of such rings as *perfume rings*, allowing the strategic use of chemistry for personal aroma instead of harm. In a *Rolemaster* setting, it might be useful to have an *herb ring*, containing a dose of some magical herb until it is ready for use. The second type of poison ring has not only a reservoir to hold the poison, but a small spike or needle with which to pierce skin and deliver its sinister secret directly into the blood. This can be used to scratch the intended victim. It is advisable to keep the needle retracted or covered in some way when not employing it for attack, due to the risk of accident. A variation on the spiked poison ring uses it as a trap, with the needle delivering its baneful scratch to the person who puts on the ring.

Seal ring, signet ring - Like the key ring or the poison ring, this is a wearable tool. In the case of a seal ring, the functional addition to the ring is a seal. Like all seals, these can cause problems if they fall into the wrong hands. The wrong hands might pay considerably more than the worth of the ring as jewelry to have it fall into them.

Token ring - This is not a particular design of ring, but a particular use of a ring. A ring may be given as a token of a specific pledge. This might be something as specific as the repayment of a monetary debt or as general as a favor to be named when it is needed. An engagement ring may be regarded as a token ring representing the promise to wed the person to whom it is given.

Trophy ring - Rings may be presented as recognitions of achievement, most visibly in the modern world as sports championship rings, but much more widely applicable.

Whistle ring - A ring can be built to include a whistle. This has all the uses of a whistle.

scepter - A scepter is a rod of authority, which is usually between the size of a magical wand and a magical rod, but may reach the length of a staff. As a symbol of sovereign power, it will be richly ornamented and of precious materials, but lesser authorities may hold less ornate versions, and theatrical operations and toy makers will manufacture less expensive imitations. To regal power, magical power is often added, and even lesser versions may be functional wands or otherwise magical. Value: 10-100.

shoes - While most footwear is practical, those who live lives of ease, or at least privilege, will often own at least one pair chosen for extravagance. While stylish and beautiful shoes and boots are desired and saved up for even by the relatively poor, those shoes, boots, and sandals that are considered here are things of the wealthy, set with precious stones and decorated with precious metals. They are marvels to look at, though often not as durable or comfortable as less expensive shoes. Enchanted versions, however, may be quite as functional as plainer wear. Value: 2-20 per shoe.

spectacles (pince nez, monocle) - Those who can afford to compensate for their visual disabilities can frequently afford to make an ornament out of necessity and frame their lenses with some style. In a few cases, even those without vision problems have taken up the practice of wearing plain glass or even an empty frame, simply because it was in fashion. Value: 1-10 additional to the value of spectacles as such.

tail ring - Races that possess tails may decorate them with ornaments similar to bracelets, anklets, and armbands. The design will reflect the type of tail as well as the culture that created the tail ring. Value: 2-20.

tiara - A tiara is a woman's crown, delicate in appearance and adorned with jewels (or cheaper substitutes). They are frequently worn by royal or noble women, but they do not generally represent any particular status and may be worn by anyone who can afford one. Value: 12-1200.

toe ring - Sometimes a ring is worn on a toe, rather than a finger, making it a toe ring. Toe rings lack the variety of finger rings, as well as much of the mystique. Since feet are used for walking, a toe ring is generally fairly sturdy as it may be subjected to a good deal of weight. Since toes are more cramped than fingers, toe rings tend to have minimal ornamentation. While a ring may be intended for use as a toe ring, the only real distinction between a toe ring and a finger ring is how it is worn. Value: 1-10.

torc (torque) - A torc (or torque) is a necklace in the form of a collar of rigid or stiff twisted metal, often used as a symbol of rank. Normally open at the front (not forming a complete loop), they are fairly thick and heavy ornaments. Typical enchantments include those for chokers, as well as those that enhance perception and leadership abilities. Value: 30-300.

watch - A portable timepiece that can be worn or carried in a pocket requires a considerable technical sophistication and a great interest in the exact measure of time in small units. A concern with spell durations is likely to produce the latter and motivate the development of the necessary technology, so the pocket watch might appear surprisingly early in a world with functional magic. Such a wonder is often

considered worthy of not only decoration, but precious materials. Value: 2-20 (not including value of the watch as a functional device).

wreath - A wreath is a crown of vegetable matter or a crown made to resemble one of vegetable matter, with metal leaves and, perhaps, flowers. These are most often enchanted by the followers of gods closely associated with the natural world. Value: 5-50.

Many other items may be decorated with precious stones and metals in an ornamental fashion similar to jewelry. For example, thrones, idols, statues and sculptures, doors, altars, mirrors, weapons and armor (especially those for display rather than use), sheathes and scabbards, tack, carriages, litters, chariots, flags and banners, candlesticks, lamps, chandeliers, display tools (common among dwarves), clocks, music boxes, coffers, chests, jewelry boxes, globes, pens, fountains, musical instruments, and seals may be ornamented with precious materials. Dining service and utensils are particularly likely to have value, as silver is a popular material and goblets are frequently used to display wealth. Platters, bowls, eating utensils, bowls, napkin rings, serving utensils, and pretty much everything else laid out at the table may be precious, as the feast is a magnificent opportunity for flaunting wealth. Ornaments for wings were ignored in the above listing of jewelry as being impractical, but some species might manage anyway. Likewise, tentacles or other exotic body parts might have their own traditions of ornamentation.

Some GMs will want to place some restrictions on the amount of magical jewelry that can effectively be worn at one time. In some cases, there is a natural limit. You can really only wear one mask and most crowns are incompatible with each other. However, you can wear many bracelets on an arm, many finger rings on a hand, or many earrings in an ear. A rule may be made to restrict a character to the use of one magical version of a given type of jewelry per the given body part, so that each hand may only wield one magical ring or each ear one magical earring. This fits a certain tradition in role-playing games and there are ways to justify it. However, it has little basis in fantasy literature and may be an unnecessary feature for game balance. In the first place, you need to acquire multiple items before it even becomes an issue. If such enchanted jewelry is easy to come by, then the powers it offers are not so unbalancing, as the opposition is likely to have similar devices. In the second place, it is easy to get around in a system that allows general methods of enchantment. Is six rings really more of a threat to game balance than two rings, a bracelet, an armband, a necklace, and a tiara, if they provide the same enchantments? In the third place, wearing a lot of jewelry has natural disadvantages. You will look great at the royal ball, but walking around town, you advertise yourself as a target for thieves. The flash and jingle of many ornaments will be a handicap to stealth. Finally, if the GM has been too generous in what he has allowed his players' characters to obtain in the form of magical items, it is better to work on reducing their collection rather than imposing arbitrary restrictions on the use of those items.

2.8. Artistic and Cultural Treasures

While jewelry is art, much art is not made from precious materials, the value of the work coming from the talent of the artist. Other items have value beyond their materials in their cultural significance, either to those who desire them directly for that significance or the scholars who regard them as objects of study.

Some such items are practical, but can be much more valuable based on artistry: carpets, rugs, and tapestries; pottery or woven basketry; carved wooden furniture and doors; fashionable clothing and accessories; and other such artifacts. Of course, artistic excellence can combine with pricy materials to produce very valuable items.

Frescoes and mosaics are largely immobile, although some may be vandalized for precious materials employed in their creation. Much more profit may be had if the work can be preserved, however. A stained glass window is likewise difficult to relocate, but perhaps such large pieces are better left in place and the property seized as a whole, even if only just long enough to sell it off again.

Cultural treasures may include letters, especially those of the famous or infamous; inventor's prototypes and draft work; notes and books of scholars, sages, saints, heretics, and poets; personal items or bodily remains of cultural heroes; lost literary works or originals in the author's own hand; or historical documents from simple records of births, deaths, and marriages to international treaties, constitutions, or official decrees. If scholarship is advanced enough, even shards of pottery may have some value, particularly as a number of spells provide the ability to analyze such cultural remains in ways as sophisticated as, though different from, any modern laboratory technique.

2.9. Knowledge as Treasure

A Gamemaster need not shower material wealth on his players in order to reward them. Spell lists, maps, clues, etc. are also valuable finds. Spell lists may be found in tomes or grimoires (see the discussion of books below) or taught by others. Indeed, access to both spell lists and exotic skills or talents may be offered as primary rewards for a task. The value of such instruction depends on its rarity, of course. If most large towns have well-stocked libraries and public schools offering the same access to development of skills and magic, then it is a very different situation than in a setting where isolated monasteries guard secret techniques and the wielders of magic hoard their knowledge like dragons hoarding gold.

Rumors, riddles, prophesies, documents, dying confessions, and puzzling objects can all serve as sources of information regarding present or future obstacles, reveal some threat or potential gain, or simply help in understanding events. The GM can offer such information as a benefit to reward the players for successes, while also using them as hooks for upcoming adventures or to help fill in setting detail that might otherwise go undiscovered.

Maps are made by someone, for someone, for some purpose. Each of these influences what the map is like. Quality depends on the skill of the creator, as well as the time to be spent on it. A rushed sketch by a master cartographer may be a very fine sketch, but it will not approach the polish of a finished work. Accuracy depends primarily on the information available to the mapmaker, although some types of maps may include deliberate errors (a sufficiently cunning design might conceal a hidden message in the errors). Maps may cover an area as small as a simple inn or as large as the entire cosmos; obviously the maximum detail in the latter is much less than is possible in the former. As a physical object, a map may be made of many different materials. The most obvious is a parchment scroll, easily carried by a traveler, but cheaper paper maps may exist, especially as the exploratory sketches of adventurers, and an entire floor, wall, or ceiling of great hall might be mapped in mosaic or mural. Globes and models provide three-dimensional forms of map. A map may have annotations by the original mapper or by subsequent users of the map. Types of areas mapped may include the world, a continent, or a region; artificial or natural subterranean areas ("dungeons"); building plans ("blueprints"); inhabited areas ranging from great cities down to a single farm; deck plans or other vehicle interiors; navigational maps of an ocean, sea, lake, or other waters; or other area defined by purpose, such as a single road to a distant pilgrimage spot. The GM should consider the mapping conventions and styles of different societies in his setting. Some

may prefer to orient maps with north at the top, others south. There may be differences in the conventional representation of various features; what marks a ventilation shaft on a dwarven map may represent a trap on a goblin map. Some styles of maps might not be recognized as maps at all by someone used to a modern style; old maps often showed a route by a series of landmarks laid out in a path, nothing like the bird's eye (or satellite's eye) views we think of as maps.

Books can include all types of fiction and non-fiction, including novels, scripts, collections of stories or essays, reference works, textbooks, popular treatments of a subject, poetry collections, and all the other variety to be found on our own shelves. However, a few types of books deserve special mention:

Atlas: An atlas is a book of maps. They have the same range of topics as regular maps, but a collected set will generally be the work of a professional cartographer, guaranteeing a level of quality (if not necessarily accuracy).

Manual: A manual provides specific instructions for the operation of some equipment or the performance of some task. A good manual provides the equivalent of assistance by the knowledgeable author, but requires time to examine the text and look up information as needed. If circumstances allow for the use of a manual, then it can provide aid according to the rules in *Arms & Character Law* Chapter 4 (under "Complementary Skills") for working together.

Onomasticon: An onomasticon is a book of names. Providing names and descriptions of demons, elementals, or other supernatural entities, it allows for the summoning of particular individual beings with desired characteristics, and they are also generally useful resources regarding their subject (e.g., you could develop a rank in Racial Lore: Demons studying a demonic onomasticon).

Spellbook: A spellbook is simply a bound volume of rune paper. Each sheet within the spellbook is a rune paper, with possibly a couple of mundane end pieces like a title page announcing the maker or some words on its intended use, but it really is just a handy way to haul around a collection of magical runes. It may be found in any state from completely blank to completely equipped with high-level runes.

Tome: A tome contains detailed instructions and theoretical grounding for the learning of a spell list. One can learn a spell list by self-educating, studying an appropriate tome. Each tome will generally cover a single list, and it may not do so completely, depending on the author's own knowledge (if the author of the tome only knows the list to 20th level, he cannot explain the 30th level spell). In order to use a tome, one will need at least 5 ranks fluency in the language it is written in (or equivalent reading ability through a translator or magic). In worlds where magical knowledge is rarer and/or more guarded, the books of magic may be written like many in our history, where certain basic knowledge is assumed and not described. In this case, some additional skill(s) may be required to use the tome (e.g., Spell Lore). While these books are very rarely possessed of magical powers, they are often minimally magical (i.e., created with appropriate *Work* spells) to provide the added durability of a magical item. Those tomes which provide instruction in more than one spell list are called **grimoires**.

2.10. Treasure Generation

It is generally best if treasures are selected carefully to both make good sense in context and to provide the amount of wealth and item-based abilities that the GM wants the player-characters to have. However,

a certain amount of randomization is good for creativity, as pure GM-selection may result in overly predictable patterns. The best randomization will come from the GM developing appropriate sets of tables over time, tailored to the setting. Generic random tables tend to include everything, and it is what is left out of a setting that defines it as much as what is put in. This is true for an overall world design, where a shortage of iron or a limitation of spell devices to charged items will give the setting character and provide challenges, but it is also true for local conditions. A treasure trove discovered in the ruins of an elvish fortress from a time when elves and orcs fought constant wars will favor far different items than the remains of a Halfling king's burial mound from a time of peace. Practical and cultural biases affect what items are created. Warring states will produce more weapons, more armor, more offensive and defensive spell items, while those prospering from trade will create more items that provide comfort or entertainment or improve transportation and communications. Some cultures wear many earrings and necklaces, others prefer arm rings and anklets. Preferred weapons and armor change over time. There are technological limitations. If black alloy was developed four hundred years ago, you will not find items of black alloy in a hoard buried for five centuries. None of these factors can be taken into account by generic tables.

It is also important to determine treasure in advance, even when rolling it randomly, or the results may be absurd when mixed with the encounter. If a bandit is wielding a club, but then turns out to have a black alloy mace in his knapsack, his choice of weapon makes no sense. Even highly intelligent creatures may not know what all of their possessions do, nor will every creature be capable of using all the items it has, but generally intelligent beings will not keep magical items for long without investigating what they do, and they will make use of those that they can. Therefore, it is prudent for the GM to determine what those items are before beginning the encounter.

Random spell list selection for runes, embedded spells, etc. is provided in the tables at the end of this book. As with all such tables, the GM should rewrite this table as necessary to suit his campaign. Some of the assumptions in this table are that the GM has not modified the available spell lists from the set included in *Spell Law* and (to a lesser extent) this volume, that open lists are more available than closed lists (generally this assumption should hold), that pure spellcaster base lists are more available than semi-spellcaster or evil lists (on the basis that for the pure spellcaster, casting spells is his bread-and-butter, so he is more likely to provide his spells for items, while evil casters are relatively rare), that healing lists are somewhat more likely to be placed into items, and few Alchemist lists will be placed into items. A result of "Other" can be anything of the GM's choice. One of the Alchemist lists that did not make the table (only Bladerunes and Disenchantments were included as suitable for general use) may be selected, the GM may use any other spell list he has available (e.g., from a previous version of *Rolemaster* or future expansions to the current system), or he may invent some "lost" or variant spell as desired. He may even simply reroll, as with any result he deems inappropriate.

There are also tables for random armor and weapons in the appendices. These are meant for found items, but can be used to determine the gear of random foes. If used in this way, Size will not need to be randomly rolled, but any result of armor other than a shield should have a 50% chance of a shield as well, if the foe has a one-handed weapon.

For creatures, codes are given to indicate their wealth. These can be used as a general guide when setting treasures, or they can be used to generate random results as described below. There are three possible

codes: one for wealth (coins, gems, jewelry, etc.), one for gear and furnishings, and one for magical items. Each is ranked as very poor, poor, normal, rich, or very rich. If a creature simply will not have such treasure, no code is listed. In some cases, a 'Z' code will be used to indicate a "special" treasure result, as with certain beings that have characteristic equipment that normally appears with them.

Table 2-55: Treasure Codes			
Quality	Wealth Code	Lifestyle Code	Magic Code
Very Poor	a	l	u
Poor	b	m	w
Normal	c	n	x
Rich	d	o	y
Very Rich	e	p	z

For wealth, roll on Table 2-56 to determine how many rolls to make on Table 2-57, then roll on 2-57 to generate the treasure.

Table 2-56: Wealth	
Roll	Rolls on Table 2-57
01	0
02-30	1
31-55	2
56-75	3
76-90	4
91-97	5
98-99	7
100	9

For each roll granted by Table 2-57, roll once on Table 2-58 for the value of that wealth, then roll again to determine the wealth type. Value will be multiplied by 0.01 for very poor treasures, by 0.1 for poor treasures, by 1 for normal treasures, by 10 for rich treasures, and by 100 for very rich treasures. "Gems" can be any material that is valuable: ivory, salt, pepper, even wooden beads at the low end of value. The wealth type result may modify the value. The value will be given as a range, so a final roll will be needed to determine the value exactly.

Apply the following modifiers to the roll to determine value:

- ±5 for level of creature above or below the normal level for the creature's kind
- +5 if the creature was created as a Superior creature
- +10 if the creature was created as a Heroic creature
- +20 if the creature was created as a Legendary creature
- +35 if the creature was created as an Epic creature

-10 if the creature has low social status (among its kind)

+10 if the creature has high social status

-20 if the creature is/was living in a poor region

+10 if the creature is/was living in a rich region

Roll	Value	Wealth Type	
0 or less	1	Roll	Result
01-05	1-5	01-70	Coins
06-10	1-10	71-80	Gems
11-15	2-20	81-85	Jewelry
16-25	3-30	86-90	Art Item(s)
26-40	4-40	91-95	Double value in gems
41-50	5-50	96-98	Double value in jewelry
51-60	6-60	99-100	Triple value in jewelry
61-75	7-70		
76-90	8-80		
91-100	9-90		
101-120	10-100		
121-150	20-200		
151-175	30-300		
176-200	40-400		
201+	50-500		

General furnishings and lair décor are too varied to provide random results for all creatures, so there the Lifestyle rating must be used as a general guide only. Poorer creatures will have whatever can be scavenged or made locally, while the wealthiest lifestyles can import fine finished goods and luxuries from far away. When it comes to personal gear, however, the Lifestyle rating allows for rolling on Table 2-59. This generates modifiers that should be assigned to pieces of gear to represent overall quality. Where a second number is listed, this is the maximum bonus that may be assigned to one item, so +20/+10 means a total of +20 in bonuses, but no single bonus more than +10. Leaders of large groups may roll as one wealth rating higher.

Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-05	-15	-10	-5	0	0
06-20	-10	-5	0	+5	+10
21-50	-5	0	0	+10	+15/+10
51-80	0	0	+5	+15/+10	+20/+10
81-95	0	+5	+10	+25/+10	+30/+15
96-00	+5	+10/+5	+15	+30/+15	+40/+20

Finally, for magical items, roll on Table 2-60 to determine the total value in magical items present. A suggested maximum level for items found in each quality of magical treasure is also listed. The GM should choose appropriate items to fit within the allowed budget. The actual value of magical items found

may be somewhat less than the listed amount; the GM should not worry about not reaching the full amount.

Table 2-60: Magical Treasure

Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-20	none	none	none	none	1000
21-40	none	none	none	none	2500
41-55	none	none	600	1000	5000
56-70	none	400	1800	2500	15,000
71-80	none	1200	4000	7000	35,000
81-90	300	2500	8000	15,000	75,000
91-94	1000	4000	12,000	40,000	125,000
95-97	2000	10,000	20,000	75,000	250,000
98-99	5000	16,000	30,000	100,000	350,000
100	10,000	25,000	50,000	200,000	500,000
Max. Level	10	20	35	50	no limit

If the GM intends to roll up treasures during a gaming session, he should make a list of items suitable to the setting and the current game situation (i.e., taking into account certain powers might be too convenient for the PCs right now) with their values and keep it on hand so that magical items can be quickly selected.

2.11. Other Issues

This section is here to cover all the various aspects of handling objects in the game that do not fit into the treasure categories previously considered.

Adjusting Armor Fit

While magic allows adjusting armor to fit anyone of the right Size and general physical form, regular Crafting skill can make some adjustments. This is not a field repair, and requires the use of a workshop. If the fit of the armor is giving a -5 penalty, resizing it is a Hard maneuver. If it is giving a -10 penalty, resizing it is an Extremely Hard maneuver. If it is giving a -15 penalty, it is an Absurd maneuver. If it cannot be worn even with a -15 penalty, Crafting can only make a new suit of armor, not adjust this one.

Damage and Repair of Magical Items

Items do not become immune to mistreatment when they are enchanted. They may still be damaged or outright broken as a result of breakage checks. Magical properties will continue to function when the item is merely damaged, but if it is broken, the properties will cease to work. If the item in question is part of an enchanted set, the abilities of the other items, or of the whole set (assuming that the broken part is still present, just useless for the moment) continue to function. If all parts of the set are broken, the set enchantment fails. In order to restore the functioning of magical properties, a broken magical item must be repaired with an Absolute Success result.

Breaking Shields

Deliberately striking to break an opponent's shield was quite common during some periods of warfare. This requires a suitable weapon: an axe, or at least a sword or mace. If the weapon is judged unsuitable (say, a whip or dagger), then striking at the shield would simply be wasteful. To attempt to break a shield, the attacker must forego his normal attack on the foe. He then rolls an Absolute Maneuver using his weapon skill, subtracting the basic DB bonus of the shield from his roll, as well as his foe's ranks in the

Shield skill. On an Absolute Failure, roll for weapon breakage. Success means that the shield must check for breakage. Partial success means that the check is made at +20, while an Absolute Success means that it is made at -25.

A particularly good weapon for the job (generally an axe for a wooden shield) is worth a +5 bonus, as is the use of a two-handed weapon (so using a two-handed axe is a +10 to the maneuver). Normal weapon bonuses apply, but if the shield has a higher Strength bonus from materials than the weapon does, the difference is subtracted from the maneuver (trying to break a vaal shield with an ordinary axe is likely to break the axe).

Breaking Doors

Often adventurers will find themselves on the wrong side of a door. It seems to happen to them almost as often as it does to cats. If the door is secured by a lock, one may attempt to pick the lock using the Locks skill. Otherwise, one is left in the realm of brute force, and no skill applies to the following maneuvers, except possibly some Vocation skill (a firefighter might be trained at chopping through doors, or a law enforcement official in forcing them).

The basic security door listed on the equipment charts is formidable. It is two inches of solid wood, held together securely with iron. It can be broken down, but not without some difficulty. The options available depend on why the door cannot simply be opened.

If the door is jammed or secured with a latch with a currently unavailable pull string, the door may be forced open through a feat of strength (*A&CL* Section 14.6). Superior materials will make the door harder to force, as will a heavier door. Failure results will generally result in Unbalancing criticals, though Krush crits may also occur.

If the door is secured by a lock, it may also be forced, but such doors are a bit sturdier. Treat as if it were 50% heavier when determining the difficulty of the feat of strength. If the lock or door is trapped, any such attempt will set off the trap.

If the door has its hinges towards the character, it is a Light Mechanics maneuver to take the door off its hinges.

If the door is secured by a bolt, it may still be forced, but it is much more difficult. Treat the door as twice its weight for feat of strength purposes, and the maneuver must be an Absolute Maneuver. Any Absolute Failure indicates a C Unbalancing crit (of the character's own Size).

If the door is secured by a bar, you can forget about forcing it. Surprisingly, a barrier meant to stop a human being will generally stop a human being. Still, someone is bound to try it. Assuming a 2" thick wooden bar, the attempted feat of strength is a Percentage Maneuver, treating the door as five times its own weight. A 4" thick bar will make it count as eight times its own weight. If the wood has a Strength bonus, it is subtracted from the feat of strength attempt. A metal bar may be substituted for wood with a 1" metal bar giving the door effectively five times the weight, a 2" bar effectively ten times the weight, and a 3" bar 15 times the weight.

If a battering ram is available, this can allow multiple individuals to work together. Use their total weight when determining the difficulty of the feat of strength. However, to coordinate themselves requires teamwork, so the leader must make a Leadership maneuver (base Medium difficulty, assuming individuals of roughly the same height and build; increase difficulty for any factors that complicate coordinated effort) as a Percentage Maneuver to determine what percentage of their total weight the team will act as (this can exceed 100%). Failure results on the leadership skill will result in Unbalancing criticals, as will failures on the feat of strength maneuver.

Each feat of strength to force a door open requires 2-4 AP.

A door may be made further difficult to force by barricading it. Piling objects against the door adds 1/5 their weight to the door, while an object that can be braced against the floor and the door adds three times its weight.

Since forcing a door may be difficult, one may wish to cut one's way through it instead. This is a Percentage Maneuver, but since a solid door cannot be removed in a few seconds, the percentage result listed on the table will be divided by a factor depending on the construction of the door:

A door of rotten wood or light planks, like an old garden gate, uses the percentage result as is.

A light, but solid wood door, like a new garden gate or very light interior door, divides the percentage result by 2.

A thick softwood door (a typical interior door) will divide the percentage result by 3.

Ash or oak divides the percentage result by 4, hickory by 5, ironwood by 10, and vaal by 20.

A door may be bound in metal, which will subtract 20 plus the Strength bonus of the metal, from any maneuver to chop down the door.

Add St/Ag/Ag to the maneuver, but as noted above, skill does not normally apply.

Unless the item used is particularly suited to the task of breaking through a wooden barrier (i.e., an axe), it must make a breakage check itself each round, modified by the Strength of the door material (e.g., oak has a +10 Strength, so a sword used to hack away at an oaken door will make a breakage check at -10 each round). If the item is particularly ill-chosen, it may suffer a penalty to the maneuver or be disallowed altogether (you cannot get through a door by hitting it with pillows, no matter how well you roll the dice). If the door is made of vaal, even an axe should check breakage unless it is of +15 quality or better (including the haft), though without the added penalty for vaal's material Strength.

Acids are useful against locks and may be useful against bolts if the fit of the door is not tight, but can do nothing against a barred door, nor will it move a jammed door.

Breaking Other Things

For deliberate destruction of property other than the examples above, one or the other of the above methods can generally be adapted to handle the situation, assuming that the situation is not simple enough to be handled by just making a breakage check in the first place.

When it comes to breakage in general, items with different types of parts will normally have their breakage based on the weakest part. So an axe with a black alloy head, but a plain ash haft, will generally break as easily as one with an iron head. The exception would be a breakage check to determine if the edge was blunted against some harder substance.

Workshops

To practice a craft properly, rather than simply do minor traveling work and field repairs, one needs a workshop. Each Crafting skill requires its own workshop. If the campaign uses specialized Crafting skills, the GM must decide which specializations may share a workshop and which require their own workshop, or at least an expanded workshop (use 50% additional square footage and cost if using this option). Laen always requires its own workshop, as it requires a cold forge. The same cold forge can also function to work ovlaen at no further expense.

The basic workshop is 800 square feet, costs 80 sp, and has a rent of 8 sp per year. On an actual rental, there will normally be a security deposit of 20% of the workshop's value. It may be necessary to purchase or rent some land around the workshop, especially for alchemical work, to meet local safety requirements. If Leathercraft is to include tanning, the workshop should have access to running water.

Working bonus materials requires superior facilities. For each +5 of material that one wishes to work, the workshop must increase square footage by 10% and cost by 20%. For example, if John wants to be able to work up to adamant steel (+25), his Metalcraft workshop will need to have +50% square footage (1200 sq. ft.) and +100% cost (160 sp). Rent will stay at 10% of the property value, so his rent will be 16 sp per year. The working of Elven or Dwarven steel will require an additional +10% square footage and +20% costs, in addition to the increases for material bonus achievable.

There is a maintenance cost of 1% of the cost of the workshop each month to maintain the facility, cover general expenses (not including taxes, licenses, insurance, etc.). This does not include material costs of raw material for items, nor for alchemical workshops does it include the 2 sp of materials each day consumed in the enchantments.

If the workshop is also to be used for alchemical purposes, double the cost. One may also have a separate alchemical workshop that only is used for the enchantment of base items already created. If John wishes to enchant items that he makes in his workshop, the square footage will remain at 1200, but the cost rises to 320 sp, his rent rises to 32 sp per year, and it will cost him 3.2 sp per month to keep the place running. This is all before he start purchasing materials to actually make things from.

Not all workshops are created equal. For half price, the size may be reduced by 30% (to 560 sq. ft.), producing a workshop that gives a -20 penalty to all Crafting maneuvers performed therein. On the other hand, one can also spend more for superior facilities. The following modifiers apply after all others.

Table 2-WhoKnows: Superior Workshop Facilities		
Crafting Bonus	Square Footage	Cost
+5	+5%	+10%
+10	+10%	+25%
+15	+20%	+50%
+20	+30%	+100%

John has a doting rich uncle, so he opts for a +20 workshop. His square footage increases to 1560, his cost to 640 sp, his rent to 64 sp annually, and his monthly maintenance to 6.4 sp.

Assume that for each silver piece of cost, it requires two man-days of labor to build or repair the workshop. So, a standard workshop would require 160 man-days, or 40 days of work by a four-man crew. Ten sp of damage would take 20 man-days of repair to restore the workshop. John's wonderful workshop will take 3120 man-days to finish. Even hiring a large crew, it is going to take some time.

An Alchemist does not need a workshop for enchanting locations (it would not be possible to bring a place into the workshop in any case), but instead requires traveling enchanting gear of 50 pounds weight and 500 sp cost. This will require maintenance costs of 2 sp per month.

An unused workshop will only have a maintenance cost of 0.1% of its value per month, assuming no destructive happenstance (e.g., fire, flood, or becoming home to a gang of hard-partying raccoons). This cost must be paid in repairs to bring it back up to operational standards. If John has to go away for a year and shuts up his workshop, it will have a monthly maintenance cost of 0.64 sp, or 7.68 sp for the year. Upon return, he must spend 7.68 sp before resuming work without penalty. This is replacement of materials that have gone bad, clearing out dust and cobwebs and the like, and this takes one hour per silver piece. Once costs exceeds 5% of workshop costs, actual repairs will be required. If the location itself is enchanted, it will not deteriorate beyond 5% of costs without specific damage, so an ancient workshop may still be preserved in restorable condition.

Falling behind on maintenance results in a -5 penalty to all workshop operations per required silver piece (rounded up) that has not been spent. If John went straight to work after leaving his workshop behind for a year, without spending the required maintenance first, he would do so at a -40 penalty. At a penalty of -100, critical supplies are simply exhausted and all work-arounds are used up; no work is possible except field repairs that do not require workshop facilities in the first place.

For workshops of non-Medium size, the costs will generally be the same, but square footage will be modified by a factor of 2.5 per Size difference from Medium. In cities, where land itself is more of an issue, price may increase or decrease somewhat, depending on how unusual the Size is for the location. In a city of giants, a giant-scaled workshop would be considered normal. In a human city, it would likely be more expensive in terms of land costs and taxes than a human workshop.

3. Economics

While commerce may not be the most important aspect of your game, even a group of stone age savages may need to barter on occasion. When one wants to get some value out of some treasure for which one has no personal use or when one seeks some good that one cannot make or scavenge, it is time to enter the world of trade.

3.1. Trade

Trade is an important part of almost any role-playing game setting. At the most personal level, the player-characters will wish to acquire various goods and sell off excess goods accumulated through various means. On a larger scale, consideration of trade is very useful to the gamemaster in detailing his world, and it can help generate many possibilities for adventures or background details.

Trade begins at its most basic when Albert has something that Boris wants and Boris has something that Albert wants. They exchange these items and everyone goes away happy. What if Albert wants something that Boris has, but Boris does not want anything that Albert has? Albert can, of course, try to simply take the desired object by stealth or by force or by threat of force. He might try trickery or charming pleading. Those all generate their own stories, but the story of trade is the finding of another solution. Albert finds Carlotta, who has something that Boris wants and who wants something that Albert has. Albert then trades with Carlotta to get the item with which he then trades with Boris.

However, as this chain of trade grows longer, as Albert must trade with Carlotta to trade with Devin to trade with Elvis to trade with Fong to trade with Gilgamesh in order to finally trade with Boris for what he wants, things grow inconvenient. How much handier it would be if only there were something one could use for trade when one did not have something that met the other person's specific immediate needs! We all need food, of course, but one can only eat so much, and food spoils. You cannot keep it until you happen to want to make another exchange. What is wanted is something durable. It should, of course, be generally valued, and it should be reasonably hard to obtain. If it is easily had, there would be no incentive to trade for it. One would simply gather the item oneself.

Among some peoples, a certain animal becomes the standard of exchange. A people that live by herding sheep will almost always welcome another sheep. At least, up to a point. There are drawbacks to beasts as a medium of exchange, though they are proverbial in reference to a bride price due to cross-cultural popularity. They need care, being subject to hunger, thirst, disease, and predation. This does limit the desirability of new animals to the size of a herd one can feed, water, and otherwise care for. Furthermore, as natural products, they are highly variable. Four goats and a chicken is not a very exact measure of value. What sexes are the animals? What ages? What general condition of health and weight? At what rate do the females produce milk (or eggs)? Something like ivory tusks solves certain problems, such as storage, but making change is difficult and the individual units are not standardized.

Gold, on the other hand, is almost an ideal standard of exchange. It is pretty and easily worked into beautiful decorations, providing widespread desire for the substance. Until rather recent technological developments, it was largely as useless as it is pretty, so it was neither needed for or going to be needed for practical uses. There would be no economic failure brought on by a withdrawal of coin from

circulation in order to forge it into weapons or serve it up as food. Gold is rare. While it can sometimes be picked up off the ground, this is extraordinary, especially in an area that has been long inhabited by people interested in gold. Normally, it is difficult to find new sources and requires time and investment to extract. Units of exchange can be truly standardized, as equal weights of equal purity are the same in the ways that matter. This is what coinage does: it standardizes units of metal to allow a known quantity to be specified. Gold allows for smaller values for smaller purchases: being soft, gold coins can be cut if necessary, or they may be issued in various values to begin with. Less valuable metals provide a wider range of coin values, though they give up something of another of gold's advantages. Gold is durable and lasting. It does not rot or die or even tarnish as most metals do. It is perhaps this quality most of all that makes people have faith that the value of gold will also endure. It is this confidence that the standard of exchange will hold its value that makes it work as a generic trade object, and here, gold truly shines.

At this point, trade may be simplified by the use of money, which takes us back to Section 2.1. Now that we have reached the ability to negotiate price in a monetary standard, we shall turn to the practicalities of trade on the larger scale.

Trade can take goods far from their point of origin, even if no one person takes them any great distance. An item may be traded from village to neighboring village, eventually reaching a place more than a thousand miles from where it started. Along archipelagoes, trade may likewise go from island to island. The advantage of this kind of long-range trade is the minimal investment required. Nobody takes a long, hazardous, and/or expensive journey, and negotiations require only local language skills. The disadvantages are the slow pace and the lack of security or influence. If you need to double your bronze production and therefore wish to double your import of tin, you cannot readily arrange this when you have no contact with those who mine your tin. If some disaster or other change cuts off the trade, you can do little about it and may not even be aware of the problem until months or years have passed. In some cases, there is an uninhabitable region that makes a longer journey necessary for trade to go across at all. Saharan salt mines and the silk trade from China required caravans to cross wide deserts to reach buyers. Why undertake such ambitious journeys? The rewards can be great. If the only way to get some highly desirable good is from across a formidable barrier, this limits the supply and raises the price.

Deserts are not the only obstacles to trade, of course. Swamps, mountains, and regions of banditry and war may bar the way. Rivers and seas may prove too difficult to cross. Even forests may prove daunting barriers, especially the "impenetrable" jungle, rife with exotic diseases. In the realms of fantasy, magical phenomena or the activity of monsters may also render an area difficult or impossible to cross. Another form of trade impediment is the deliberate kind, where tariffs place a financial burden on those bringing in certain (or even all) goods or where certain goods are forbidden by law to many or to all and trade is driven into black markets. Changing conditions may close existing trade routes (or allow new ones to open).

Rivers and seas function as connections as well as barriers. Once the necessary technology is achieved, travel by water is generally swifter than land travel. Networks of boats and ships traveling between ports open trade and naval centers become cosmopolitan trading centers. On land, the establishment of roads, the clearing of natural and human hazards, and the building of features that facilitate trade (wells in dry regions, signposts, inns and stables, etc.) encourage the increase of trade and travel. While crossing mountains and rivers cannot be made into a relatively easy connection, as crossing a sea can, finding

passes through mountain ranges or good fords across rivers or the provision of bridges or ferries for river crossings can overcome the barrier. Furthermore, these natural choke points allow those who control them to turn a profit by charging for passage. Tolls can also apply to roads, though the more difficult and dangerous it is to find an alternative route, the more one can charge. Along coastlines, lighthouses may help increase travel safety, as can the use of local pilots to steer through the hazards of difficult coast lines. Specialized pilots are useful in river navigation as well. In a magical environment, additional possibilities arise. Tunnels may open up a route under the barrier mountains (though again, there likely is a toll for the use of this route). Weather spells or perception enhancements may aid navigational safety. Rivers or chasms may be bypassed through transportation spells. Magical materials and exotic engineering may allow the construction of bridges or other structures impossible with pure ancient or medieval technologies.

Trade in World Building

In order to determine trade patterns in the game setting, the GM must first determine where the various resources that may be traded among nations exist. This is a basic step in designing the setting. Available resources do much to determine a nation's or region's wealth and often much of its character. A timber-rich region will be suitable to lumberjacks and woodworkers. If near a coast, it may well be a ship-building center. A land with many ships may be a naval power, extending its reach through exploration and trade. Areas with more food-production resources will support higher populations. Rich ores and gemstone deposits will encourage the development of mining. Trade patterns between different nations may reveal natural alliances or the seeds of conflict.

For this, it is recommended that one use a copy of the setting map which may be marked freely. If you are using a digital map of your own creation, the software probably allows for the use of layers, which are ideal for such purposes. Once resources have been placed, start developing trade routes, taking into consideration what was written above about barriers and connections. New ideas, rumors, diseases, and other byproducts of the mixing of peoples will move most easily along the same routes that are busy with trade. Note that because climates run roughly east-west and living things thrive in particular climates, species of both plants and animals, especially plants, spread more easily along an east-west axis than along a north-south axis. This is true both for the deliberate spread of domesticated species and the spread of wild species "hitchhiking" on caravans, armies, or population migrations.

By this time, the GM has built up a considerable resource of his own for helping work out histories and current (or upcoming) events. Both invading armies and general migrations of peoples will face the same barriers and employ the same travel aids as a caravan would. Bottlenecks along such routes are particularly good places for fortresses (or the ruins of fortresses). Nations with long borders ready for crossing must be strong in war, diplomacy, or both, unless their land is particularly undesirable. Isolated areas are more suited to peaceful, insular cultures.

A knowledge of trade patterns is important when establishing the availability and prices of goods. If a PC wishes to buy some more exotic item, perhaps wanting to commission a weapon of some rare metal, he may need to undertake a journey to a land where this is available. Locating resources can also help the GM to place his world's wonders. A huge tower of iron or colossal bronze statue is most likely near sources of the metal. Likewise, great works of stone, clay, wood, or other substances require a source of material. Concentrations of mineral wealth suggest locations for the great delvings of the dwarves (or

other subterranean dwellers). Do those rich timberlands include gigantic trees or haunted groves? Has that bountiful river valley soil been used to produce fantastic gardens? Among those horses of the plains are there a few of magical power?

Plot hooks naturally grow out of an examination of the trade and resource patterns. Working out just a little of the history will suggest ruins to explore. Caravans through dangerous areas will need guards. Inadequately guarded caravans will be suitable for raiding. Where undeveloped potential trade routes exist, PCs could try to develop them. If such trade is blocked by bandits, monsters, a curse, or other such hazards, the PCs might be hired to remove the hazard, either by a government or by some private interest in opening the trade route (e.g., a guild seeking access — or cheaper access — to raw materials or a new customer base). Along other routes, there may be opportunities to create new barriers to ongoing trade (and those willing to fund such a venture).

Wherever goods are banned or heavily taxed, there is room for smuggling and a black market. PCs may only interact with such operations when they wish to make a purchase of dubious legality, or they may engage in smuggling or extralegal commerce themselves, or they might find work halting such operations and bringing the scofflaws to justice. A further black market likely exists in locally stolen goods and may or may not be closely connected with the smugglers' trade. Again, the PCs may encounter this underground economy only as customers or they may be active on either side of the law.

There is, of course, the "lost mine" gimmick, with a wild tale and a map of doubtful authenticity. This old device may be more palatable if altered to a forgotten valley of rare magical herbs, a nesting ground of valuable birds, or an enchanted spring. The supposed resource waiting to be rediscovered could actually be what rumor claims, it might be a simple scam to sell a bogus map, it might be bait for a trap, or it might turn out to be some unexpected variant on what it claimed to be. Perhaps the mine was not so much abandoned as claimed by a monster, or the valley of magical herbs is also full of more dangerous plants.

Wars are often fought over resources, although these wars are generally justified by less material arguments referring to past wrongs (real or imagined), religious or cultural differences, or other claims meant to stir war fever in the populace. PCs may be participants in an erupting war, simply caught up in the ensuing peril and chaos, or even the instigators of conflict. Wars cause various complications from disease and famine to the unintended exposure of soldiers to foreign customs and ideas. Wars both interfere with and stimulate trade. They can open various economic opportunities which the PCs might wish to exploit, and a war-ravaged land can be a particularly opportune setting for a little smuggling. Some party or parties inconvenienced by the war might hire a group to engage in peace negotiations.

Resources

What are these resources that form the basis of trade? Basically, anything of value. Initially, one needs to place raw materials, in the form of natural or supernatural resources. Over time, regions will develop additional resources in the forms of domesticated species and the expertise to produce worked goods. The following listing of resources can help the GM, but no list can be considered complete or authoritative. A setting may have its own unique resources and many natural resources may be ignored because the technology to exploit them has not been developed. You do not need to know where the tungsten ores are located if nobody in the setting has or will soon develop an awareness of tungsten and the ability to

exploit those ores. Categories with an asterisk (*) may have additional types or more detailed listings given in Chapter 2, especially sections 2.3, 2.5, and 2.6.

Metals*: copper, gold, iron, platinum, silver, tin, zinc, etc., including any magical metals present in the setting

Stone*: crystals, flints for fire-making, fossils, geodes, precious and semi-precious stones, stone for construction and art, stone for tools, any magical stone present in the setting, including volcanic glasses such as laen

Land/Earth: agricultural soil, chalk, clay, defensible positions, desirable living space, mineral pigments, salt, sand

Wood*: various types of wood are suitable to different uses, including firewood, ships and boats, furniture, houses, carvings, weapons, and shields. Most woods come from trees, but some other plants, such as bamboo, can produce useful wood.

Animals: cattle, dogs, falcons, fish, horses, sheep, shellfish, swine, etc. (see *Creature Law* for many more ideas)

Animal Parts/Products: ambergris, bone, coral, dairy products, down, edible flesh, edible organs, fat, feathers, furs, hides, honey, horn, ivory, leather, mead, mother-of-pearl, musk, parchment, pearls, porcupine quills, shells, silk, strings (for bows, instruments, etc.), teeth/fangs, wool

Chemicals: adhesives, clean water, dyes/pigments, incense, narcotics, petrochemicals, poisons, solvents

Fuels: coal, dung, peat, petrochemicals, vegetable oils, whale oil, wood; also wind and water power for local use can assist in producing/processing goods, while various degrees of solar power are available (at the most primitive, it will at least allow simple sun-drying of food or fabric)

Human Resources: convict labor, education/schools, magical training, martial techniques, medical skills, mercenaries, musicians, slaves, unusual skills

Manufacturing: armor, artwork, barrels, baskets, books, boots, brick, carpets/rugs, ceramics, clockwork, concrete, furniture, glass, lenses, magical items, musical instruments, navigational instruments, perfume, pottery, rope, ships/boats, textiles, tools, weapons

Plant Products*: amber, beer, coffee, cotton and other fibers, fruits, grains, hemp, herbs (cooking), herbs (healing), herbs (magical), leaf vegetables, legumes, magic beans, maple syrup, nuts, olive oil, paper, root vegetables, rubber, seed, spices, spirits, tea, wine/vinegar

Tourist Attractions: athletic competitions, grand architecture, historical locations, holy sites or relics, magical wonders, natural splendors, theaters

Financial Institutions

It is worth considering what financial institutions are present within the campaign setting. While this text assumes that a system of coinage exists and is fairly widely accepted, it remains non-committal about a number of other institutions that will shape economies.

Governments will surely place some restrictions on trade, to try to keep out undesired imports, prevent the exportation of materials that might threaten their own security, and to obtain tax revenues by demanding their cut of the money flowing from permitted trade. They may also use tariffs and import restrictions to protect industries within their countries from foreign competition. They may give certain families, merchant associations, or other groups exclusive rights to deal in some aspect of trade, thereby granting a monopoly. Many other forms of manipulation of the economic situation are possible, with many different possible goals.

Other powerful organizations may have their own effects. Religious strictures can be powerful restraints in a region where a single religion dominates. Holy days and observances may regulate when work is set aside for a day or two. Guilds are associations of the practitioners of a particular craft or service. Guilds provide training and professional self-regulation, but their chief function is to set prices and prevent competition from non-guild sources. However, while guild members benefit from better prices, the customer is assured some level of professional competence and quality of goods and services provided. A guild also provides a central place to go to if people want to see a change in the way things are done.

Banks at the most primitive level are simply storehouses, paid to guard your valuables. However, they are much more important as lending institutions. They can also serve as a way to handle transactions, using the bank as a third party. The bank can either then hold money or other valuables until the terms of the contract are met, then turn them over to the appropriate individual or organization, solving issues of trust between two parties that would otherwise be reluctant to do business with each other, or the bank can simply transfer wealth from the account of one party to the other, allowing payments through documentation rather than hauling around weighty metal. Loans provide for a means to open businesses or otherwise invest in one's future (by purchasing education or some useful magical item) when the funds are not available to do so. They do, however, represent a risk. Should one fail to make the required payments to the bank, legal action will generally follow, and bankers generally have enough influence to ensure that the penalties for failure to pay are considerable. Larger loans will generally require some collateral, property that the borrower will forfeit to make up for the missing payment, if he cannot repay the loan.

Corporations of various types allow for investment in business ventures with limited risk and pooled resources, promoting trade. While the modern, publicly-traded corporation is less likely to appear in a fantasy setting, there were stock companies at least as early as the Renaissance, in which investors pooled their monies. The company was then established as an independent entity, so that it was solely responsible for its debts. Profits, assuming success, could then be shared out among investors, or reinvested in further developing the company, but if the company should prove a failure, the investors lost only what they initially chose to invest. This is of enormous benefit to trade, as such companies could put more financial resources together than an individual, while also being able to take risks that might be too daunting to a merchant who had to place his financial survival on the line.

Insurance is a method of sharing risks by pooling resource to pay out to handle financial needs due to misfortune. It is of considerable use to individuals who can spare a little money to ensure that they will not be overwhelmed by a need for more money than they have available. Given that workshops can be damaged or even destroyed through mishaps and that they not only cost money to rebuild, but also will cost money in lost opportunities to work while waiting for the repairs, Alchemists have good reason to develop a method of insurance. This will likely be a basic function of any Alchemists' Guild. Those who run around fighting monsters will generally have difficulty obtaining insurance because of the very high degree of risk.

Organized crime is a form of business organization. It can interfere with the operation of legitimate trade, but it can also supply needed goods and services through the underground economy. If the local black market is firmly controlled by a well-organized group, then dealing with them will tend to be more predictable, and therefore safer, although crossing them would be more dangerous. Generally, Alchemists tend to be sufficiently formidable that only the most powerful or foolish criminal enterprises will attempt to lean on them much. However, they might find their workshops targeted for theft, in the hopes of obtaining some valuable magical work.

3.2. Buying

There are two aspects involved in buying something: finding a seller and negotiating a price. This process can be abstracted away much of the time. A common item like a chicken can usually just be assumed to be available in the marketplace and the value of such a commonly traded item being well-known, the haggling is a formality. The GM just has the player mark off the price from his total cash and lets the character have the chicken. Cost may be modified using some of the factors listed here, but the negotiating process is ignored.

Finding a seller is an Absolute Maneuver, using Trading skill. Negotiating the price is a Percentage Maneuver, using opposed Trading skills.

Absolute Failure when attempting to find a seller can mean many things. If dealing with the black market, it can indicate arrest, a robbery attempt, a theft attempt, a swindle, or even a sell-out to one's enemies, if one has made some. A private transaction could result in a theft attempt or a swindle, only rarely in more dangerous towns a robbery attempt. With a reputable merchant or guild sale, it will possibly result in a small swindle or social mishap, but the individuals involved generally have too much to lose to engage in thefts. Partial Success means a -25 penalty when negotiating price; Absolute Success means finding competing sellers, giving +25 to price negotiation.

Modifiers to Finding a Seller

Black Market -20

Fewer than 3 ranks in local language(s): -10

More than 6 ranks in local language(s): +10

Area has poor communications: -20

Area has excellent communications: +20

Use of magic to search: varies

Item is unusual: -10

Item is expensive (must be rich to afford): -10

Item is very expensive (must be very rich to afford): -20

Area is poor: -20

Area is wealthy: +20

Area is lightly populated: -15

Area is heavily populated: +15

Generous terms offered (double expected price): +30

Barter economy: -30

Every time in the last 6 months buyer has backed out on a deal: -10

Backing out on a deal is when after negotiating a price, the individual decides not to go through with the sale.

The expected price is the item's base price, modified for market and situational conditions.

Modifiers to Expected Price

Merchandise is used, and seller is:

a reputable craftsman or guild representative: 90% base price

a reputable merchant: 75% base price

a reputable street vendor: 60% base price

a reputable individual: 50% base price

of unknown or doubtful reputation: -20%

of bad reputation: -40%

Supply and demand:

market is swamped: x0.5

supply exceeds demand: x0.75

demand exceeds supply: x1.5

market shortage: x3

Street transaction: x0.9

Black Market: x0.5

Illegal Merchandize: x3

Single Source (inc. Guild monopoly): x1.5

Utility of item: extremely useful x2

very useful x1.5

reasonably useful x1

marginally useful x0.8

an oddity x0.5

Journey from Source:

+1% for each day of travel between source and market

+5% for each national boundary crossed

+10% for each obstacle crossed (e.g., desert)

+25% for every major hazard crossed (e.g., desert with monsters)

Special Commission*: x1.5

Dealing with Alchemist:

Commission, standard: x0.75

Commission, appealing: x0.5

* - Does not apply to magical items.

The Percentage Maneuver table needs to be modified to have the numbers run the other way when buying. The resulting number is the percentage of the expected price that is paid.

Roll	Result
-20 or less	as Absolute Failure for finding a seller
-19 to 0	no agreement is reached; no sale
1-10	150
11-20	140
21-30	130
31-40	120
41-50	110
51-60	100
61-70	90
71-80	80
81-90	70
91-100	60
101-130	50
131-160	40
161-190	30
191-220	20
221-250	10
251-280	5
281+	special offer

Note that the original crafter will never sell the item at less than it cost him to create it, unless there are truly extreme circumstances, like a clearance sale before the city has to be abandoned.

Modifiers to Negotiating the Price:

Stranger -10

Bad Reputation -20

Disliked Minority -10

Good Reputation +10

Friend +25

Merchandize is Perishable or Troublesome to Keep +10

Offering Barter: -30

Example: Thaben wants to buy a dose of juth. Local authorities frown on poisoning, so this is an illegal substance available only through the black market, giving him an immediate -20 to finding a seller. Thaben has a typical 5 rank mastery of the local language. Poisoning is not a locally popular method of murder (strangling is in fashion), so juth is considered an unusual item (-10). The area is fairly ordinary, so no further modifiers apply, giving a total -30 to Thaben's Trading maneuver. His Trading skill is 58 and he rolls a 33. $58 + 33 - 30 = 61$. He does not manage to find a seller.

If Thaben had been a bit more determined and offered to pay excessively, he would have doubled the price to be paid, but the +30 bonus for doing so would have changed the result to a 91, Partial Success! He could then continue on with a -25 penalty on his price negotiation.

If that had been the case, then he would have been dealing with Yassid, a street vendor of doubtful reputation and a Trading skill of 64. Juth smuggling is too rare and covert for supply and demand factors. The black market nature of the transaction cuts the price in half, but this is negated by the doubling in price offered to get the +30 bonus to finding a buyer. Juth is illegal, tripling the price. Furthermore, it comes from a location twenty-two days away (+22%) and has to cross four national boundaries (+20%). Juth's base price is 30 sp a dose. $30 \times 3.42 = 102.6$ sp is the basis for price negotiations.

Thaben will be considered the active character, so Yassid's maneuver is rolled first and becomes a modifier to Thaben's maneuver. Yassid's roll is 82, plus his skill bonus of 64 makes 146, for a -46 to Thaben's maneuver. Thaben has a neutral reputation and keeping hold of the poison longer increases the chances Yassid will have a problem with the law, so Thaben gets a +10 modifier, for a net modifier of -36. Thaben then rolls an 04, followed by a 56, for a roll of -52. Adding his Trading skill of 58 and the modifier of -36 gives a final result of -30. Since this is a black market deal, this likely means serious trouble. Perhaps the GM will have officers of the law interrupt this illegal transaction. He might also choose to have Yassid grow frustrated with haggling and switch to armed robbery, or he might have had Yassid followed by a gang of thugs who try to rob both parties to the negotiation.

3.3. Selling

There are two aspects involved in selling something: finding a buyer and negotiating a price. This process is less easy to simplify than buying, unless the character is an established merchant. Such a character can stock his store with common goods and expect business to simply walk in. Most characters must make an effort to find a buyer, and rarely will the price be automatic.

Finding a buyer is an Absolute Maneuver, using Trading skill. Negotiating the price is a Percentage Maneuver, using opposed Trading skills.

Failure results are similar to those for buying, although if the merchandise is valuable enough, even offering it to a reputable dealer who did not want it could result in word getting around and some other party making an attempt to seize it.

Modifiers to Finding a Buyer:

Black Market -20

Fewer than 3 ranks in local language(s): -10

More than 6 ranks in local language(s): +10

Area has poor communications: -20

Area has excellent communications: +20

Use of magic to search: varies

Item is unusual: -10

Item is especially useful: +20

Item is expensive (must be rich to afford): -25

Item is very expensive (must be very rich to afford): -50

Area is poor: -20

Area is wealthy: +20

Area is lightly populated: -15

Area is heavily populated: +15

Generous terms offered (halve expected price): +30

Specialty item: -20

Barter economy: -20

Every time in the last 6 months seller has backed out on a deal: -10

Modifiers to Expected Price

Merchandize is used, and seller is:

a reputable craftsman or guild representative: 90% base price

a reputable merchant: 75% base price

a reputable street vendor: 60% base price

a reputable individual: 50% base price

of unknown or doubtful reputation: -20%

of bad reputation: -40%

Supply and demand:

market is swamped: x0.5

supply exceeds demand: x0.75

demand exceeds supply: x1.5

market shortage: x3

Street transaction: x0.9

Black Market: x0.5

Illegal Merchandize: x3

Single Source (inc. Guild monopoly): x1.5

Utility of item: extremely useful x2

very useful x1.5

reasonably useful x1

marginally useful x0.8

an oddity x0.5

Exotic foreign item: x1.5

Roll on the Percentage Maneuver table to discover the percentage of the expected price that is paid. Use Trading skill, opposed by Trading skill of the buyer.

Modifiers to Price Negotiation:

Stranger -10

Bad Reputation -20

Disliked Minority -10

Good Reputation +10

Friend +25

Merchandize is Perishable or Troublesome to Keep -10

Accepting Barter: +30

***Example:** Vala is a "treasure acquisition specialist" with a reasonably good reputation in an under-populated border area with poor communications. She has a Trading skill bonus of 72 and wants to exchange a white alloy (+15) rapier she recently acquired for some coin, since the innkeeper has long since stopped accepting used weapons in payment. The base value of the item is 41.58 sp, but the GM prefers to round it to 42 sp.*

To find a buyer will be difficult. The area's low population (-15) and poor communications (-20) present obstacles. It is an expensive weapon, so only a rich buyer will be suitable (-25). Good weapons are, however, extremely useful (+20) in the dangerous border country. The total modifier to the roll is -40. Rolling a 73, adding her skill of 72, and subtracting the penalty of 40 gives a result of 105. Success is had. The basic price of 42 sp is immediately reduced due to the second-hand nature of the item. Vala is a reputable individual, so is entitled to begin at a full 50% of the base price, or 21 sp. Demand for high quality weapons exceeds supply in a region close to danger and far from major manufacturing. A x1.5 multiplier therefore brings the price to 31.5 sp. The item is very useful (x1.5) and Vala has learned the regular channels for a private sale, so there is no other modifier, letting negotiations begin based on a value of 47.25 sp.

Again, the player-character will be considered the active party. The buyer is Kevin, a young nobleman with a Trading skill of 28. He rolls 56, for a result of 84, giving a $100 - 84 = +16$ modifier to Vala's maneuver. She rolls 97, then 02, for 99, plus her skill bonus of 72 and the +16 bonus gives 187. Her good reputation (+10) pushes this up to 197, which gives a result of 130 on the Percentage Maneuvers table. The agreed price is 130% of 47.25 sp, which is 61.425 sp, which the GM rounds to the nearest bronze piece. Vala walks away with 61.4 sp, which will keep her in food and shelter for the near future.

4. Alchemy

The historical practice of alchemy blended practical chemistry, philosophy, theology, occultism, and a mix of other factors in varying degrees. It is an interesting part of intellectual history, but if you know anything about it, you can forget about it while reading this volume. In this context, alchemy is the use of enchantments to create magical items, something rather different.

4.1. The Professions

There are three Alchemist professions, one for each realm of magic. Within each of these professions are numerous variants, since each Alchemist must choose which of the lists available for his profession will be his Base lists. In addition to the six lists that the character has as his Base lists, the other Base lists available for his profession may be learned as Closed lists.

Sanctifier (Channeling Alchemist)

Someone must dedicate a sacred grove or new temple to the gods to make the land holy. Someone must anoint and bless and bring forth the divine spirit to provide the faithful with tools of power and places of sanctuary. The Sanctifier is the chosen one.

Professional Skills: Composition, Crafting, Delving, Lore, Performance Art, Power Manipulation, Social.

The Sanctifier selects his Base Lists from the following: Charm Creation, Demonic Binding, Disenchantments, Divine Touch, Golem Making, Sacred Land, Sacred Purpose, Sacred Runes, Sacred Structures, Skin Enchantment, Standing Channels.

Adept (Essence Alchemist)

The Adept creates a wide variety of magical items. The archetypical fantasy alchemist, he may be in it for the money, for the love of the craft, or both.

Professional Skills: Crafting, Delving, Lore, Power Manipulation, Science, Social, Technical.

The Adept selects his Base Lists from the following: Armor Enchantment, Bladerunes, Elemental Binding, Enchantment Mastery, Essence Embedding, Fluid Skills, Inorganic Skills, Mechanical Mastery, Other Realm Embedding, Organic Skills, Shoe Enchantments, Weapon Enchantment.

Note that Shoe Enchantments is included as an example of a class of spell list which may be expanded in future game supplements or by ambitious GMs. This is an example of specialization into enchanting a specific type of item, allowing somewhat more powerful abilities in exchange for a more limited scope. Specialization possibilities are almost endless: Doors, Traps, Locks, Candles, Arrows, Boats and Ships, Containers, Lights, Cards, Dice, Etc.

Psychographer (Mentalism Alchemist)

The Psychographer is focused on the production of lasting psychic impressions that can create long-lasting, often permanent, effects. He has considerable flexibility in the powers he can place in items, but is dependent on access to someone (or something) with the desired ability in many cases.

Professional Skills: Crafting, Delving, Lore, Medical, Power Manipulation, Science, Social.

The Psychographer selects his Base Lists from the following: Crafts Mastery, Deep Impressions, Empowering Places, Power Impressions, Magical Weaves, Mood Impressions, Personal Empowerment, Skill Impressions, Spirit Binding.

Hybrid Alchemists

While there are no specific Hybrid Alchemist professions, it is probably most commonly the Alchemist who develops the Extra Realm Talent, in order to gain access to more spells to embed in his items. This does not give him special access to the Base lists of the other Alchemist professions, although like any other Profession, he may learn them at the Restricted lists cost, if he is able to gain access to them.

True Hybrid Alchemy

The GM may permit an Alchemist to buy the Extra Realm Talent at 1st level and allow a character that thus starts out as a Hybrid to select his six Base lists from among those available to Alchemists of each of the Realms in which he operates. Thus a Psychographer that bought Extra Realm: Channeling at first level could select Sanctifier lists as well as Psychographer lists for his Base lists.

Alchemy Without Alchemists

Some GMs may prefer to have the creation of magical items in the hands of all casters, rather than specialists. In this case, omit the Alchemist professions and treat all of the spell lists in this book as Closed lists for the appropriate realm. This will result in more dabblers, but fewer real masters, in the alchemical arts. Lesser items might be more common under this approach, but the more powerful magical items are less likely to be made. It also should depress the price of magical items at the low end of the market, as supply is increased and many former potential customers may seek to create their own. The GM may also wish to exclude the Bladerunes and Disenchantments lists from this treatment, as they are rather powerful stand-alone lists (the GM might wish to make them available at Arcane costs instead).

Skills		Alchemists		
		Sanctifier	Adept	Psychographer
		DPs	DPs	DPs
Ag/Em/Pr	Animal	4/6	3/5	4/6
Re/SD/In	Awareness	2/4	3/4	4/6
Co/SD/SD	Body Discipline	5/7	5/7	4/6
St/Co/SD	Brawn	5/7	4/6	5/7
-	Combat Expertise	9/12	9/12	6/8
varies	Combat Training 1	5/7	5/7	5/7
varies	Combat Training 2	6/8	6/8	6/8
varies	Combat Training 3	12/15	12/15	12/15
varies	Combat Training 4	20/24	20/24	20/24
varies	Combat Training 5+	20/24	20/24	20/24
Me/Re/Re	Composition	2/4	3/4	3/4
Ag/SD/Me	Crafting	1/2	1/2	1/2
Em/In/Pr	Delving	1/2	1/2	1/2
Re/Me/In	Environmental	4/6	4/6	4/6
Ag/Qu/St	Gymnastic	3/5	3/5	4/6
Me/Me/Re	Lore	1/3	1/3	1/3
Em/In/Pr	Magical Expertise	2/3	2/3	2/3
Me/Re/In	Medical	2/4	3/5	3/4
SD/SD/Pr	Mental Discipline	5/7	5/7	3/5
Ag/Co/St	Movement	3/5	3/5	3/5
Me/Em/Pr	Performance Art	3/4	3/4	3/4
R*/R*/Co	Power Manipulation	1/3	1/3	1/3
Me/Re/Re	Science	2/4	2/4	2/4
Em/In/Pr	Social	2/4	2/4	2/3
R*/R*/Me	Spellcasting - Base/Open	1/3	1/3	1/3
R*/R*/Me	Spellcasting - Ritual Magic	2/3	2/3	2/3
R*/R*/Me	Spellcasting - Closed	3/4	3/4	3/4
Em/Pr/In	Spellcasting - Arcane	5/7	5/7	5/7
R*/R*/Me	Spellcasting - Restricted	9/12	9/12	9/12
Ag/SD/In	Subterfuge	6/8	6/8	6/8
Ag/Re/In	Technical	3/5	2/4	3/4
Em/Me/Re	Vocation	3/4	3/4	3/4

Role-playing the Alchemist

There are a number of different basic motivations for the creation of magical items. While every individual is unique, a consideration of the chief categories of motivation should be helpful in developing

a variety of Alchemist characters, whether for use as player-characters, as regular supporting characters, or simply as the source of some needed item.

The *commercial Alchemist* is motivated by the wealth that his art can bring to him. He is the one who puts his products and services up for sale and is therefore the basis of market prices. Commercial motivation will lead to learning various profit-maximizing tricks. A commercial Alchemist will have the most interest in buying used magical items, as he can resell them at a considerable profit (assuming he has a good reputation). Of course, he will only buy items for which he believes he can find a buyer, or which are of personal use to himself. These Alchemists form the backbone of any guild structure.

The *socially-motivated Alchemist* seeks to improve his standing in the community. He may still make items for sale, but will be eager to sell to those of high social standing. The mayor will be given a bargain price. If the Alchemist can be persuaded to work for low-status individuals or outsiders at all, it will likely be at an inflated price, in the hope that wealth will bring status. He may purchase used items, but will only be interested in those that will serve his own needs or impress his betters. Such an Alchemist is very likely to end up in the service of some high-status patron, although some find that climbing the ladder of guild politics is a more accessible means of improving status.

Some Alchemists will be more interested in fame. The *glory-seeking Alchemist* cares less for the approval of the upper class than for his reputation in general. He wants to be respected, admired, feared, or envied. Perhaps most of all, he wants to be known and remembered. Such an Alchemist will have little interest in purchasing used items, except for his own use, though he will be very interested in anything that will aid his enchantments. He will be eager to sell his work to those who will openly display and use it. While this includes respectable public figures, wandering heroes make an excellent market for those who want the exploits of their work to be a matter of public interest. Indeed, the Alchemist may be a bit flexible in his definition of "hero", as the magical gear of a notorious figure may be quite as famous as that of a celebrated figure.

For some Alchemists, it is their fascination with their magical art itself that is the primary motivation to practice it. These *artistic Alchemists* are the most likely to experiment with spell research or unusual combinations of abilities. Such an Alchemist will be more likely to accept a difficult commission to create a unique item than one for a simple +10 sword. His obsession with craftsmanship will result in great care put into the base item as well as the enchantment, and he will use superior materials and add adornments to his works routinely. While not particularly interested in buying used items, he may be interested in the unusual, and he may be willing to analyze found items at a low price in order to gain opportunities to inspect the works of others.

The *zealous Alchemist* works from a motive of piety or patriotism, and will normally be found in the employ of a church or government. The enchantments he creates will be based on the needs of the entity he serves, whether it be by the command of a superior or according to his own professional judgment. Sanctifiers will often fall into this category, as might a selfless vizier. Such an Alchemist may purchase used items, if they would benefit his employer, but he will not be for hire. Anyone desiring such an Alchemist to do work for him should try to make a deal with the Alchemist's employer. It is possible that some favor for the king or the temple might be worth forgoing the services of the Alchemist for a time.

The *political Alchemist* is similar to the zealous Alchemist, but while the zealous Alchemist serves an institution, the political Alchemist serves a dynamic cause, pushing for some form of change, whether it be improvement in the welfare of orphans, reforms to the legal system, or the overthrow of the monarchy and the establishment of an oligarchy of guild masters. The Alchemist may be part of an organized movement, creating items in coordination with his like-minded fellows, or he may work alone or with only a few allies, in which case he may well be willing to do work in exchange for help with his mission. He will be ready to purchase used items that would help his cause, or at least to direct inquiries to allies with more ready funds. A revenge-minded Alchemist might just create weapons that Slay his hated enemies and sell them at bargain prices (or even gift one to a proven slayer of such foes). This type of Alchemist is the most likely to be obsessed, though artistic and zealous Alchemists will also go that way sometimes.

A *private Alchemist* makes items to provide for the needs of himself and his family. This may include gifts to gain influence outside the family, and small commissions may be accepted if no other work is pressing. This type of Alchemist usually belongs to a powerful or wealthy family and has included Alchemist-kings. In a merchant family, he may produce enchanted ships, warehouses, or storage containers. A noble family may need arms and armor, enchanted jewelry, and clothes that improve Influence skills. These Alchemists are the most likely to create toys or protective items for children. They will be their families' expert for purchases of used items, but have no special interest in acquiring them.

A *community-minded Alchemist* works to provide for his local community and improve the lot of his neighbors. This Alchemist may normally sell to members of the community at low prices, even at cost in certain cases. Outsiders would receive no such bargains, but the profits might well go mainly into public improvements rather than into the Alchemist's pockets. These are typically the poorest of Alchemists, choosing to live simply. If someone did a great service to the community, the Alchemist might offer to do a commission at cost. Note that unless the old witch brewing potions in her cabin a little outside the village is too scary for tax collectors to confront, overhead costs will still remain just as high, or close enough not to alter pricing (though she will likely charge for her potions based on actual batch size, rather than the standard minimal expected batch size). Such an Alchemist probably cannot afford to purchase used items, but might barter for one on occasion.

Alchemists will, of course, have motivations other than those considered, but these are the main ones to support a career in enchanting items. Other motives may inspire individual works, but are unlikely to fuel a career without transforming into one of those already mentioned. An Alchemist might woo his love with a special masterpiece, but afterwards, he is likely to work directly for wealth or position in order to meet his lover's desires.

As player-characters, Alchemists are generally best served by an urban campaign, where they can conduct their chief business on most days before getting involved in intrigue, criminal exploits, detective work, or other shenanigans in the evenings. If the players in general would welcome a break from standard fare to try winning their fortunes through the relatively honest channels of commerce in a world of magic and wonder, then guild politics, trade wars, petty crime, business negotiations, and advertising campaigns can come to the fore. However, there are ways to play the Alchemist outside of his natural urban environment. There are the usual tricks of being forced to flee for one's life or freedom, burdensome quests placed on one by the will of gods or mighty wizards, or just the unquestioned assumption that one's character is a

psychopath with a delusion that looting dead bodies is great business plan. Less contrived methods could include a community-minded Alchemist in an isolated rural area that is becoming more dangerous and may require the Alchemist to do more than simply work his craft in order to care for his home region. Perhaps all the player-characters represent the remnants of a once-great family where most of the survivors have decided to take up a mercenary lifestyle in hopes of winning enough fame and glory to restore their position. The Alchemist character might stay with his family, even though it would be a more sensible choice to stick to a more stable, and likely more profitable, life of magical crafting for the marketplace. An Alchemist seeking fame might want to spend a little time gathering rare materials "out in the field" in order to add interest to his biography. A Psychographer may need to travel to strange places to meet individuals (including monstrous ones) with particular abilities he wishes to give an item. A Sanctifier might be assigned some mission to atone for some error. Almost any Alchemist would have more than average interest in a venture that promised to recover some lost spell list(s). Many possibilities exist to allow an Alchemist into different types of campaign, though the character will not be well-suited to campaigns that never let him have time in the laboratory, as his chief assets will go to waste.

4.2. Alchemical Spell Type

A new spell Type is introduced in this work, since the great majority of spells in this book function quite differently than other spells. Indeed, the practice of Alchemy might be said to have as much in common with Magic Ritual as with ordinary spell casting.

Alchemical spells are used in the enchantment and, often, manufacture of items. They provide the caster with the ability to change the physical form and the aura of suitable items, allowing the creation of magical items. Each spell required for the enchantment process underway must be cast once per day during the enchantment process. This requires the normal expenditure of PP (or use of an alternative power source), but the lengthy process makes these spell much less prone to dramatic failure than other Types of spell. Rather than rolling an SCR for each spell cast in the enchantment process each day, only a single SCR is rolled for each spell used daily in the enchantment process. When spell failure does occur, it uses the Alchemical Spell Failure tables in this book. These usually result in additional costs or quirky or faulty magical items, but can also indicate laboratory/workshop accidents. The GM should make the rolls to determine spell failure for player Alchemists at the start of the enchantment process: some results may interrupt the process, and only the most obvious problems will be immediately noticed.

This spell type is indicated on spell lists as "A". One SCR is made for each spell involved in the enchantment of an item and all spell failure results are cumulative unless otherwise noted. Duration is "special" because while the ultimate result will (typically) be permanent (except for single use items), the effect of each individual casting applies to the work done on that day. Overcasting carries the normal risk of increased failure. An Alchemist attempting a grand creation above his abilities can easily produce an abomination of his art. Range is "self", since the Alchemist must be working/handling the item and generally the area of effect is "1 item", though sometimes a more restrictive application is noted. (Batch creation also allows an exception to the "1 item" area of effect, but then the "batch" is considered an "item" in multiple pieces. Also, "sets" may be enchanted, where the various items in a set are considered parts of the "item".)

Alchemical Spells and Spell Mastery

Spells that are embedded in an item may be shaped by the caster of the embedded spell as explained in *Spell Law* Section 4.6, with some modifications. Since the caster must maintain consistent modification throughout the enchanting process, the difficulty of any such Spell Mastery maneuver is increased one step. For example, changing the appearance of a *Fire Ball* so that it looks like a fiery skull as it flies to its detonation point is normally an Easy maneuver, but creating this effect in a *Fire Ball* from an item would be a Light maneuver. On an Absolute Failure, the spell will still be embedded in the item, but a roll must be made on the Alchemical Spell Failure table for Spell Power.

It is also possible to use Spell Mastery to alter the effects of other aspects of magical item powers. Use the same general guidelines as given in *SL* Section 4.6 for determining difficulty, except that the following adjustments apply: for sense aspects that are appropriate to the associated power (e.g., flames on the blade of a sword doing additional Heat criticals), the difficulty is as listed; for sense aspects that are inappropriate to the associated power (e.g., "cold flames" on the blade of a sword doing additional Cold criticals), the difficulty is increased by two steps; and for other modifications, difficulty is increased by one step. Use the lowest skill bonus for any spell involved in enchanting the capability to be modified.

Note that since all such Spell Mastery modifications must be done during item creation, the effects are fixed and cannot be modified by or rely on direction by the item's user.

A special use of Spell Mastery in Alchemy is the deliberate creation of hidden qualities. This requires a Spell Mastery maneuver for each capability to be hidden. This maneuver uses the lowest skill for any spell used to create the capability to be hidden and starts at Hard difficulty, or Extremely Hard if the Alchemist wishes to only hide the ability from certain types of beings, with an additional modifier of twice the total spell levels used to create the capability, or just the total spell levels if only the trigger for a triggered ability is to be hidden.

In all cases, Absolute Failure means making a roll on an appropriate Alchemical Spell Failure table and applying the results.

For the most part, Spell Mastery effects will not be significant enough to change the item's price, although they might make it easier to find a buyer based on "cool factor". Exceptional cases may justify a price adjustment; this is entirely at the GM's discretion. Spell Mastery effects requested as part of a commission *will* influence the price to the commissioner. A base price of 1 sp per -1 to the maneuver (before adding skill and other bonuses) would be reasonable.

Alchemical Spell Failure

Because of the way Alchemical spells function, they require their own spell failure tables and these can require additional work by the GM to determine the exact effect. Some results will simply increase the time and materials needed to complete the project. Others will involve accidents that damage the workshop, the Alchemist, or more. The most complex case is where the result changes the effects of the item enchanted, since these must be determined in detail in each instance.

There are ten tables for Alchemical spell failures (found in Section 6.4). The "Bonus" table is for items that grant a bonus to OB, DB, maneuvers, RRs, etc. The "Embedded Entity" table may be used for any

spells for dealing with the powers from embedding an entity in an item. The "General" table may be used in any instance where the GM does not feel any of the other tables apply. The "Independent Entity" table is for the creation of golems and constructs. The "Intelligence" table is for the creation of artificial intelligence in an item. The "Location" table is for the enchantment of locations, rather than items. The "Organism" table is for the enchantment of a living creature. The "Potion" table is for potions of all kinds. The "Power Enhancer" table is for items that increase spell power or casting capability (e.g., Spell Adders or items adding a bonus to SCRs). The "Spell Power" table is for abilities that allow the casting of one or more spells.

Occasionally, an accidental discovery is made: a mistake turns out to produce better results than doing things correctly. This is called 'serendipity' and will occur on a result of 66 or 166 on any of the Alchemical Spell Failure tables. This should result in the ability in question being improved in some way. Results of 166 may generally be more powerful than a 66 result, but the GM's chief concern should be with ensuring that the benefit is both substantial enough to be noticed, but not so great as to overshadow more powerful spells. While the results do not track the power of the "failed" spell exactly, a more generous treatment may be given when the spell is very high level (over 50th). When an enchantment is the most powerful of its type, a uniquely superior bonus may be the result (by +1 or +5 depending on the progression of the bonus). An example of this type would be the Red Spear of Diif-Marash, which exceeds the normal limits of range enhancement for a thrown weapon. Uniquely advantageous items will have increased value; here, GM judgment must be used based on the utility of the serendipitous feature within the setting.

Potions may have flaws or side effects. The difference is that flaws cause the intended effect to fail in some way, while side effects are additional properties of the potion that do not change the intended effect. Flaws can include the effect being more limited in terms of level of effect for RRs, duration, or other relevant parameter; the replacement of the intended effect with a similar, but different, effect; halving the radius of a gaseous potion; or the spell not applying as intended (a potion of *Shock Bolt* meant to allow the imbiber to cast the *Shock Bolt* might release a *Shock Bolt* on the imbiber instead). Side effects could include being so bitter as to require a Mental Focus maneuver to force it down, being tiring to use (fatigue penalty or fatigue check with large penalty), sloshing in a gaseous potion that gives a penalty to throwing it, a thickening of the potion that increases the time required to consume it, the addition of some additional magical effect (an inconvenient one - a convenient side effect is serendipity), draining a few hits or PP from the imbiber, or the presence of a disease organism in the potion that the imbiber will be exposed to.

Other item types may develop quirks, flaws, or curses. Quirks are traits that may be inconvenient at times, but do not directly affect the items functioning. Quirks may also be trade-offs where a power has balancing advantages and disadvantages added. Flaws are alterations in the item's function that limit or decrease its usefulness in some way. Curses are qualities that are generally negative and may make the item a thing to be avoided. However, curses are hidden abilities (see "Attunement" in the next section), and even once discovered, they may be endured by choice if the item is otherwise sufficiently powerful. Quirks will not normally affect the price of an item, but flaws and curses will. The discount will depend on the nature of the flaw/curse and must be determined by GM judgment.

Quirks could include: the item cannot be made invisible, the item or effect takes on an unusual appearance (or sound or odor), the user starts to use a certain catchphrase, a sword makes a dramatic (and unstealthy) "swish" when drawn from the scabbard, any other superficial alteration that might be made by Spell Mastery, the item casts a spell with the wrong Realm characteristics (e.g., a Mentalism spell is embedded in the item, but it is treated as Channeling for RRs, cancels, dispels, etc.), or the item turns the user's hands green for an hour every time it is used.

Flaws could include: the item will only function in the proper place (e.g., in a certain city or within the boundaries of a now-forgotten empire), an ability works only under specific circumstances (e.g., during the right season, when underground, when underwater, or after being exposed to moonlight), an ability has a limited scope of application (it only does extra Cold crits against male targets), an ability has a limited time of application (it only does extra Cold crits at night), an ability only functions for certain users, a weapon has an ability that only works when wielded with the left hand, the item is unusually fragile (lower its Strength for breakage checks), the item penalizes some activity (e.g., armor that is especially noisy and penalizes Stalking), a spell adder works on a weekly or monthly basis instead of daily, the item is tiring to use (a fatigue check when used or a penalty to fatigue checks when using), the item causes a rash (-10 to all actions) when used by certain types (professions, races, etc.), an effect is unreliable and sometimes just does not work, the item deattunes itself occasionally (forcing the user to attempt Attunement again, if he wishes to continue using it), a charged item slowly "leaks" (losing a charge every week or so if not used), a spell power is negatively altered or restricted (e.g., a 3rd level spell cast with a casting level of 2), the item is difficult to use (penalty to SCRs with a spell device), the item drains a PP from the user each time it is used, a weapon has a slightly higher fumble number, the item causes a minor behavioral quirk in the bearer (e.g., whistling while he works), or an effect varies from one use to another (maximum being the originally intended effect).

If a power only works for certain groups, one may determine whom it works for rolling randomly: (1-10) males only, (15-20) females only, (21-35) creator's race, (36-50) all but the creator's race, (51-80) random race, (81-90) users of a random Realm of magic, (91-95) users over a certain level, (96-00) users under a certain level. This kind of flaw may sometimes be welcomed: the orc who created the Tarpan Dag was likely delighted that its greatest ability would work only for his own kind.

For items with a bonus, the bonus may be reduced. This should not reduce the bonus so much as to equal the next lower bonus that may be given. Typically, bonuses progress by +5, so that there are four possible values between the intended bonus and the next lower bonus. For example, a *Weapon III* spell provides a +15 OB, while the *Weapon II* spell provides a +10 OB. A flawed *Weapon III* effect could then provide a +11, +12, +13, or a +14 bonus. The GM may determine randomly or select a value.

Curses can include: a weapon or other item throws the user into a berserk frenzy (as the Frenzy talent, but involuntary) in every combat, the user acquires a suitable flaw (as in the opposite of a talent), the user becomes obsessed with the item and uses it to the exclusion of other similar items or sensible restrictions (e.g., he wears a crown even when sleeping or bathing), the item brings unspecific "bad luck", items around the user break frequently (penalties to breakage checks or more frequent checks), a weapon strikes any available ally when fumbled, an item cannot be gotten rid of (nobody will buy it, it reappears if left behind, user cannot deliberately break it, etc.) and will come to hand whenever an item of that type is called for and stick until not needed (typically a weapon) or cannot be taken off (jewelry, helmets, etc.), an

item is abnormally encumbering (acts as if of increased weight for encumbrance purposes), an item drains PP from its bearer (so many PP per hour), an item causes lycanthropy, an item causes other magical items to deattune themselves, an item adds to spell failure rolls, or an item causes a detrimental behavior by the bearer (e.g., compulsive lying or gambling).

When selecting alterations to an item, whether they be the benefits of serendipity, the oddities of quirks, or the banes of curses and flaws, the GM should consider the other properties of the item and prefer those qualities that create or support a theme in the item (e.g., if an Orc-Slaying weapon has a serendipity result for an embedded *Sleep* spell, the benefit could be an RR penalty for orcs).

Additional time required due to a spell failure result will often require additional materials, with the associated costs. Even if it does not, the additional time will incur additional overhead costs (2 sp per day). When a result is specified to occur at a random time during the enchantment process, roll 1d100 (not open-ended) to determine what percentage of the work was completed at the time of the incident.

4.3. Item Use

Item	Size	Max. Charges	Max. Spell Level	Composition	Method	Skill
Rune Paper	varies	1	none	Organic	Read/Cast	Runes
Potion	1 Fl. Oz.	1	none	Liquid	Drink	None
Gaseous Potion	1 Fl. Oz.	1	none	Gas	Release	None
Single Use Item	varies	1	none	varies	varies	None
Daily Item	varies	time limited	varies	varies	Hold/Wear	Attunement
Wand	1'-2.5' (1/2" dia.)	10	2	Organic	Held in Hand	Attunement
Rod	2.5'-5' (1" dia.)	30	5	Organic	Held in Hand	Attunement
Staff	5'+ (1.5" dia.)	100	10	Organic	Held in Hand	Attunement
Half-Bole	4'+ (18" dia.)	200	20	Organic	Touched	Attunement
Bole	10'+ (12" dia.)	500	50	Organic	Touched	Attunement
Constant	varies	infinite	varies	varies	Hold/Wear	None
"At-Will"	varies	infinite	varies	varies	Hold/Wear	Attunement
Triggered	varies	infinite	varies	varies	Hold/Wear	None

Above qualities are typical. Variations exist for many of these typical cases.

Before going into how items are created, it will be helpful to go into the various types of items, their attributes, and their standard manner of use.

In the first place, magical items in general have some common characteristics. Once an item becomes a magical item it will have an RR at a level equal to the highest level spell used in its creation. It benefits from any normal bonuses that the item would have, and a magical weapon is useful for fighting certain immaterial creatures harmed only by magical weapons by allowing it to exist on a "spiritual" level, whether or not that weapon has any further powers. Magical shields and armor may likewise be of use against immaterial foes who would ignore any purely physical defense. Furthermore, while magical items are nearly as vulnerable to damage and destruction from traumatic events as their mundane counterparts, they endure the normal passage of time and associated wear with nigh-immunity. A magical sword may lay untended for a thousand years, yet remain free of rust or tarnish, its blade as sharp as when it was laid

down. If it was improperly stored, it might have some superficial signs of age, but remain functional. (This effect does not normally apply to living beings that are enchanted.) A magical item may add its level to any breakage roll that is made for it.

Attunement

Some items require attunement prior to using some or all of their abilities. Attunement may also be used as a method of identifying items with respect to magical powers. The attunement process involves the formation of a sympathetic bond between the auras of the attuning individual and item. Normally only one individual can be attuned to an item at a time, though an individual may be attuned to any number of items.

The process of attunement normally requires three minutes to attempt. If the Attunement maneuver is attempted more quickly, it is done at a penalty. For one minute, the penalty is -10. For half a minute, the penalty is -25. Attempting to attune to an item in a single round is -50. In any case, attunement must occur before the round in which an item is to be used.

If an item has a function which is "triggered" (i.e., it operates based on some predefined condition rather than the will of an attuned operator), a normal success reveals the general nature of the trigger (command word, action, etc.), while Absolute Success will reveal the exact trigger (unless the trigger is hidden, as described below).

Powers from the Enchantment Mastery list are particularly easy to attune to and should be treated as level 1 abilities for attunement purposes if the person attempting the attunement can use the item. Intelligent items may influence attunement attempts.

Some features of an item may be hidden. This will always be the case with curses due to spell failure, but item abilities (or merely the trigger for triggered abilities) may be hidden deliberately. Hidden abilities are not revealed normally. It requires a result of 250 on an Attunement maneuver to reveal a hidden feature. Even magical analysis may fail to find a hidden feature, as the hidden feature is entitled to an RR against the spell to remain hidden. Hiding a feature can prevent its use if it requires attunement (or knowledge of a trigger) to use. Otherwise, a hidden feature will still function normally.

Runes

Using the Rune Mastery or Sacred Runes spell list, spells can be stored in the form of "runes" for later use by anyone with the skill to do so. These runes are stored in special Rune Paper (or less often, some equivalent) enchanted to hold a rune. Casting a spell from a rune requires a successful Runes maneuver to decipher the rune before casting is attempted. The rune provides the power for the spell, thus the caster need not expend PP.

The casting level for a rune is the level of the spell inscribed. This level of effect may be increased by using a higher-level *Rune* spell than is necessary for the spell (e.g., a *Sleep V* spell inscribed using a *Rune VI* spell would be resisted as a sixth level spell). If the spell is an elemental attack, the reader's appropriate Directed Spell OB is used.

The spell-casting procedure is as normal, except that the spell-caster may add ranks in the Runes skill as well as any ranks in the list from which the spell comes and, regardless of realm, "free hands" modifiers are ignored, while the rune **must** be uttered aloud, with the modifications for Essence applied with respect to the volume with which it is read. Since the spell is actually being cast rather than activated from an item, all normal modifications apply, including the importance of spell preparation, except as noted above.

Using the rune requires the normal amount of time to cast the spell. Normally, one would attempt to decipher the rune in advance, in order to have it identified and usable. This takes three minutes without penalty. To rush the process, one could attempt it in one minute at -10 to the Runes maneuver. Attempting to decipher the rune in a single round would result in a -25 penalty. Attempting to decipher the rune simultaneously with casting the spell from it would give a -50 penalty to the Runes maneuver and a -20 penalty to the casting. It may also prove unhelpful, unless the nature of the rune was known from some other source.

Bladerunes

Bladerunes (created by the list of the same name) are a form of temporary enchantment that can be placed on weapons and shields. They manifest themselves as apparent inscriptions on the item, which will glow when activated. In order for a bladerune's effect to happen, the wielder of the item bearing the bladerune must activate it. This requires an instantaneous action and a successful Runes maneuver. Multiple bladerunes may be activated at once as a single action. However, a separate Runes maneuver must be rolled for each. The Runes maneuver is penalized by the level of the spell used to create the bladerune (i.e., to activate a *Weapon Rune V*, the wielder must make a Runes maneuver with a -30 modifier to his roll). Note that the usual Runes maneuver modifiers do not apply, but general maneuver modifiers (e.g., from fatigue or injury) do. The maneuver is simple failure or success, except for the possibility of Absolute Failure. If an Absolute Failure is rolled, the Bladerune will fade (even if anchored) without activating.

***Example:** Valek the Reaver is wielding his trusty mace when he is suddenly confronted by a pair of hostile Wulfen. Combat immediately begins, so Valek has no chance to activate the Bladerunes that his friendly neighborhood Adept has cast on his mace before combat. Valek decides that he needs to improve the odds of the fight as quickly as he can. He decides to attempt to activate the Weapon Rune II on his mace to improve the chances of doing so. He also decides he wants to activate the Slaying Rune I as well. Valek has a +48 Runes skill and Weapon Rune II is a 5th level spell (-10 modifier) and Slaying Rune I is a 12th level spell (-24 modifier). He can activate both bladerunes with a single instantaneous action, taking 0 AP. Rolling a 28, his result of $28 + 48 - 10 = 66$ results in a failure to activate the Weapon Rune. A second roll of $40 + 48 - 24 = 64$ indicates that he also fails to activate the Slaying Rune. Valek can only hope to survive to try again to activate his bladerunes the next round.*

Potions

Standard potions are liquids and take effect when someone drinks them. Consuming a potion takes 2 AP, assuming that it is ready to hand. If the potion has been made to target the imbiber, it takes immediate effect. If the potion has been made so as to allow the imbiber to direct the spell towards a target (or

targets) of his choice, this targeting is a 1 AP action and normally does not require a maneuver (in particularly chaotic circumstances, the GM may require a Perception maneuver). If this target is then subjected to an attack using a Directed Spell OB, then the skill of the imbiber is used for this OB.

A gaseous potion is activated simply by releasing it from its container, which may be done either by breaking it or removing the cap or otherwise unsealing it. (see A&CL Section 8.1 under "Area Attacks" for use of such "gas grenades") Unless specially secured, opening the container by removing the cap is a 1 AP action. The released gas will affect every eligible target within a 1' radius per level of the spell in the potion. Effect is by contact, so inhaling the gas is not necessary.

Bonuses

Bonuses do not require an Attunement maneuver to use, although without the use of Attunement or some other means of determining magical abilities, the user may not be aware of the bonus. Since bonuses typically improve the normal operation of items, their abilities are generally as subtle as they are automatic.

Normally, a weapon bonus gives an additional bonus to the wielder's Offensive Bonus. Normally, a shield bonus or an armor bonus gives a bonus to the wielder's Defensive Bonus. Normally, a general item bonus gives a bonus when performing the normal function of the item.

When using a weapon that launches missiles (sling, bow, crossbow, etc.), the OB modifiers for both launcher and missile combine. However, if both missile and launcher have an applicable Slaying effect, only the higher effect applies. An enchanted launcher does not make the missile count as magical. Because of the additional stress on the missile from the more powerful launching, the OB bonus of the launcher is reversed and added as a penalty to breakage checks by missiles (e.g., an arrow fired by a +10 longbow would suffer a -10 modification to its breakage check). Ammunition must fit the launcher. A short bow arrow will not work with a long bow, nor will a weapon launch a missile of a different Size. An elvish archer will not be able to rearm out of a giant's quiver.

Charged Items

Wands, rods, staves, and the less portable half-boles and boles, are the primary base items for storing spells that can be cast multiple times. Normally they will be organic due to the inherent resistance of inorganic material to spells.

Charged items eventually run out of charges. However, one need not throw away that stick and buy a new one. It is cheaper to get a charged item recharged. By casting the appropriate *Charge* spell (e.g., *Charge Wand* for a wand) daily for a number of TUs equal to the level of the *Charge* spell times the level of the highest level embedded spell divided by the highest level spell embeddable in the item type, an Alchemist can restore the item to a fully charged state. If this results in a fractional TU, round up to the nearest whole TU. Note that only a full recharging cycle will have an effect. You cannot take half the time to charge an item "half full", nor does it take less time to recharge an item that has some charges remaining unused. In the rare event of multiple charged abilities, each recharges separately.

Note that while items with the appropriate spell embedded may be used to recharge other items, no item may be used to recharge itself.

TUs = level of Charge spell x (max. embedded spell level/max. spell level for item type) [round up]

Recharging example 1: *Marvin the Adept is recharging a wand of Shock Bolts. Shock Bolt from Light Law is a 2nd level spell, the maximum level for a spell in a wand, so Marvin must cast Charge Wand from the Essence Embedding list on the wand daily for four TUs (due to Charge Wand being a 4th level spell). If he is doing this work for a customer, he would charge normally for four TUs of alchemical work, and his own costs are the same as if he had created an item taking four TUs to create.*

Recharging example 2: *Marvin the Adept is recharging a staff of Repel Undead IX (Repulsions, lvl 6). This is a Channeling spell, so the 15th level Charge Staff spell from the Other Realm Embedding list is required. Since Repel Undead IX is only a 6th level spell, while the maximum level for a spell in a staff is 10, the time required is $15 \times 6/10 = 9$ TUs. After daily castings of Charge Staff for 9 TUs, Marvin is ready to face the undead.*

Because the recharging process is fairly simple and relatively predictable, spell failure of a *Charge* spell merely results in a failure of the item to take the charge, with a loss of invested time and materials, with no need to roll on the spell failure table. For this reason, such work is much favored by business-minded Adepts, but also not viewed with much respect by other Alchemists.

These items are "embedded spell items", like the empowered items below, and use the same rules for actually activating the spell as given in "Empowered Items" below. The description of multiple spell abilities in a charged item is also combined with that for empowered items.

Empowered Items

A spell can be embedded in an item so that the embedded spell can be cast a certain number of times within a certain time period, mostly commonly a day. In order to use these abilities, the user must be attuned to the item and be wearing or wielding it at the time of use. Embedded spell items, rather than enhancing a caster's innate abilities, enable someone using such an item to activate a spell.

The GM must determine when an item starts a new "day" (or other time period) and thus resets its count of uses. The most common times will be (in the following order): sunrise, sunset, midnight, and noon. The creating Alchemist can decide the reset time with a Very Hard Spell Mastery maneuver. For a Sanctifier, the time may be set by his faith (e.g., the religion specifies that the day changes at sundown).

When activating a spell, a Spell Casting Roll is made, except that *Spell Law* Table 4-1 does not apply. Those modifiers are replaced by + ranks in Attunement and + realm stat bonus. The realm stat is determined by the realm of the spell to be cast, not by the character's own realm of magic. Item use does require spell preparation. Any resulting spell failure is applied to the character, as the process of attunement has linked the item to the user's aura. Basic "Loss of PP" results indicate that a charge from the item is expended, not that the character is drained of PP, however.

The casting level of the spell cast is usually the level of the spell itself (on whatever list it came from) and not the level of the character using the item. (Some exceptional items cast spells at a higher level, which is still fixed and not based on the caster's level.) The item provides the power for the spell, thus the character does not need to expend PP.

When multiple spells have been embedded, any of several alternative possibilities may apply. In the simplest case, the spells will be activated independently, each up to its fixed limit of uses. In the case of a charged item with multiple charged spell abilities, each must be independently recharged.

The creator of an empowered (or charged) item may *link* multiple embedded spells so that they will be activated simultaneously. The SCR for this activation treats this linked set of spells as a single spell of the highest level included, and it uses the least-favorable realm stat, if more than one applies. This allows faster results with fewer SCRs, but removes choice from the user compared with independent spells. Such linked combinations can include spells that modify other spells. Such items must have power for all the spells involved (e.g., a *Daily V* spell would allow a linked 3rd and 2nd level pair of spells to be used once per day, while a staff with a set of three linked spells would use 3 charges with each use). Recharging time for a charged item is based on the highest-level linked spell and if any of the spells is non-Essence, the recharging spell must come from Other Realm Embedding.

Another possibility is the embedding of multiple spells under a single ability such that the user may freely choose among the spells when activating the item. In this case, overall levels of spells used in a day (or alternative time period) is capped. For charged items, any spell will use up one charge; recharging time is based on the highest level spell option.

It is also possible for an embedded spell to be made to activate automatically when a "trigger" occurs (and the item's uses/charges have not been expended). Attunement is not required for use in this case, nor is an SCR required. This can be complicated by combination with the above options, allowing different triggers for different spells or a linked combination of spells on one trigger.

Single-Use Items

Some items are embedded with a spell that will function just once. Such an item can be used through Attunement, or the item may be (and commonly is) set to cast the spell when some trigger event occurs. This type of item is typically a missile (e.g., an arrow with a *Jolts I* spell on it) which is triggered when it achieves a critical, though there are many other variations, such as area attack spells in glass spheres that go off when broken (not the safest things to carry).

Single-use items generally are created in batches. For some of these items, such as a group of arrows, they are usually kept in a group. Others are more likely to be sold separately. A variant on the single-use item is the limited-use item, which will function more than once (so obviously, must have a trigger other than breaking), but which loses its enchantment when all the uses are gone (unlike a charged device, which remains enchanted and merely needs to be reenergized when the charges are depleted).

Constant Items

Constant items have spell abilities that can be used an unlimited number of times. The variants of constant items are:

- True Constant items: The effect happens continuously so long as the item is worn, held, or carried (depending on the item). These items do not require Attunement.
- "At Will" items: The effect happens when the wearer/bearer of the item wishes. This can be an on/off version of a *Constant* effect, such as an invisibility ring that only makes one invisible when one wishes, or it can allow the wearer to invoke the spell every round (e.g., it casts a *Fire Bolt* every round), in which case it functions as an empowered item with unlimited uses (ignore "loss of PP" on spell failure). The user must successfully Attune to the item in order to use "At Will" abilities.
- Triggered Items: The effect happens when the correct "Trigger" happens. This is usually placed on weapons which trigger the effect when they achieve a critical result, although other triggered items are possible. No Attunement is required.

Power Enhancers

Power enhancers allow a spell-caster to cast more spells. They come in three main types: Spell Adders, Power Point Adders (or PP Adders), and Power Point Multipliers (usually shortened to PP Multipliers). While Spell Adders and Power Point Multipliers usually require an attunement maneuver, they are particularly easy to attune to and count as level 1 abilities when someone who can use the item attempts to attune to it.

These items usually operate for one Realm or Profession (e.g., a +3 Mentalism Spell Adder or x1.5 Bard PP Multiplier), but may be duo-Realm or Universal (any Realm) devices. Spell Adders, but not PP Multipliers, may also be made to work only for a single spell list.

A Spell Adder allows a character to cast one extra spell per plus on the device (i.e., a +3 Spell Adder allows the casting of three additional spells), between periods of full sleep, in addition to those which he can normally cast by using his regular allotment of Power Points. No PP are expended in casting these spells, but the Spell Adder can only power spells up to the caster's own level (i.e., you cannot perform overcasting and use a Spell Adder).

A PP Multiplier multiplies the number of Power Points that a character has available. PP are expended normally, but recovered at a rate multiplied by the same factor as the PP. A character with 46 PP and a x1.25 PP Multiplier would have $46 \times 1.25 = 57.5$ rounded to 58 PP.

A PP Adder is actually a bonus item for Power Development and thus does not normally require attunement.

Intelligence

The existence of magical items with intelligence, personality, and will raises a number of questions that do not apply to items without these qualities. Traditional organic intelligences will have to determine how to relate to these objects, and different societies and (sub)cultures may reach different conclusions.

What is the religious status of an intelligent item? In the case of an embedded intelligence, the nature of the entity embedded likely makes a great deal of difference, but does a sword with an artificial intelligence have a soul? Can it be initiated into a religion? Can it serve as clergy? Does an embedded spirit of a follower of the faith retain the status it had when in flesh? Is it permissible to keep an item with a different religion than oneself? Can a holy sword of a rival faith be tried for heresy?

What is the social and legal status of an intelligent item? Is it just an object? Is it a slave (still ownable, but likely to have some options not available to an object)? Can it obtain citizenship? Speak at trial or public meetings? Is it a valid witness in court? Do intelligent items have a unique status, with a legal standing not applicable to any fleshling? Is there a variation in treatment depending on the item's degree or type of intelligence?

Such questions become even more obvious when dealing with autonomous magical devices such as golems and constructs.

On a more personal scale, player-characters need to establish relationships with such items when they come into their possession. Individual personality and beliefs, or a particularly willful or charismatic item, may cause deviation from the customary pattern in the society at large. A group of adventurers might even establish a set of rules laying out specific rights and responsibilities and status of such items. Do they have a say in collective decisions? Do they have a choice of user? Are they allowed some share of treasure or a guarantee of some other form of compensation?

GMs should remember that an intelligent item is another form of non-player character (or possibly, in more unorthodox games, even a PC) and run it accordingly.

Intelligent object and wielder will not always see things in the same way. Purposes, personality, ethics, and style can all come into conflict. Where differences are minor and clear communication is possible, things may be worked out through negotiation. Otherwise, a Will Contest may arise. An item may always initiate a Will Contest with anyone attuned to or in physical contact with it. An attuned wielder may initiate a Will Contest in order to control a contrary item. Initiating a Will Contest is a 1 AP action.

A Will Contest is resolved by both parties rolling d100OE and adding Will (the sum of mental stats bonuses with a few rare special modifiers). Whichever rolled higher subtracts the result of the lower roll and the remaining amount determines the outcome of the contest.

If the result is **20 or less**, there is no clear winner. The wielder has normal access to all powers of the item that are not directly tied to its intelligence. If the wielder is not attuned to the item, he may be unaware a contest has occurred. The item can sense those aspects of the world to which the wielder is giving attention. If the item is the marginal winner and it has spell lists tied to its intelligence, it may cast them freely.

If the result is **21-50**, then the winner has gained temporary control. If the item has won, it can sense the world as its wielder does (and possibly interpret that sense data better, if it has superior Perception skill). The item holds control of its own powers and may withhold any magical abilities it wishes (a high steel weapon cannot will itself to be of less than +10 quality, however). If the wielder has won, he has full access to item abilities, except for the intelligence's own skills and spell lists, even if unattuned. If the wielder concentrates, he may make the item answer any question honestly. This victory lasts until the wielder next wakes from sleeping, or until the next new major conflict between item and wielder (e.g., the wielder acts, or fails to act, in a new instance, against the item's purpose). If the victor is willing to risk a new Will Contest sooner, he/it does so at +10.

If the result is **51-75**, a stronger victory is had, similar to the 21-50 result, but it will be a full week before the loser can initiate a new contest. The next Will Contest between these two will be at +10 to the current winner. Any result of 51 or better gives the victor control of attunement status, allowing deattunement or allowing an item to attune to someone who picks it up and is immediately dominated.

If the result is **76-100**, the winner can control the other's actions. If the item wins, it can compel the wielder to act according to its instructions, though all such actions are at -20 if against the wielder's desires and allowing a new Will Contest is the wielder does something that horrifies him. Otherwise, the wielder may only initiate a new Will Contest once a month. If the wielder wins, the item's abilities are all available. The wielder may use the item's skill bonuses and ranks as if they were his own. The wielder may use the item's spell lists with the item's PP, but the casting level will only be that of the spell cast. The wielder has no access to the item's stat bonuses except where provided by specific enchantments. If the wielder commits some act utterly contrary to the item's purpose, it may initiate a new Will Contest. Otherwise, it may only initiate a new Will Contest once per month. So long as this state endures, the winner has a +20 bonus in further Will Contests.

If the result is **over 100**, the winner has achieved total domination. If the item has won, it can work its wielder like a puppet. The item has full access to the wielder's skills, spells, and memories. It may freely use either its own or its wielder's skills, ranks, or mental stat bonuses (physical bonuses must depend on the wielder). The wielder may be made to cast his normal spells, though in some settings, the wielder may cease to regain PP while under the item's control, if the wielder uses the Realm of Channeling. If the wielder is victorious, he may use any of the item's mental stat bonuses in place of his own, cast from the item's spell lists with the item's PP with the item's level as casting level, and generally use all item abilities. Horrifying acts can trigger a new Will Contest no more often than once per day. Otherwise, the loser can initiate a new Will Contest once per year. So long as this situation endures, the winner has a +25 bonus to further Will Contests.

If multiple items are involved, roll for all parties normally. The highest roll wins and achieves dominance over the others according to the differences in their rolls. With a result of 76 or better against the wielder, an item can impose its will through the wielder and dominate other items thoroughly. Otherwise, its superior position is a relatively minor thing, though only the winning item will be able to use its spell lists freely in any case. If two or more items tie for control, immediately reroll the following round. The wills are locked in combat until one prevails and no control can be exerted until there is a master.

If no Will Contest has taken place, a wielder may freely use the item's abilities that do not require attunement and are not based on its intelligence. The wielder may attune to the item, but the item may withhold attunement-based abilities at will. The item may use its spell lists freely.

The ideal situation is one where wielder and item share goals and outlook, allowing a truly symbiotic partnership. In that case, both parties can act freely, each with its own activity (items will normally get 4 AP each round, like any other character), allowing the magic sword to cast *Bladeturn* and make a Perception maneuver to stay on top of the situation while its bearer uses it to slice enemy flesh. In theory, any number of items could work together with a single wielder, forming a truly terrifying army of one. This runs into the same difficulty as any form of collaboration: each added personality has the potential to clash with each of those already included. Generally, multiple intelligent items working with one wielder on a cooperative basis is only found where spirits of a closely-knit order are embedded into items. Their common outlooks and training, along with a share purpose, go a long way towards creating harmony. Even in such cases, however, there are combinations of individuals that do not get along.

Sets

A set is a group of objects with one or more enchanted properties that are available only when all of the parts of the set are present. Otherwise, they function like any other magical item, and in some ways the distinction between a set and a single item is arbitrary. Few items will not be made up of parts, even if they are attached. General usage treats the components of a sword as an "item", while sword and scabbard would make up a "set". Professional usage among Alchemists and their associates distinguishes a "set" as a combination of components that are themselves, at least in one case, individually enchanted, so that a "set" might be a sword where the pommel holds a stone with an embedded spell power, the rest of the blade has an OB bonus and is a horse-slaying weapon, and the whole is a spell adder for Rangers. When an item, whether regarded as a set or not, is complete but has a damaged part, the enchantments of the whole continue to function with regard to the undamaged parts. This is often relevant when a suit of armor suffers damage to a location. Even if part of the armor becomes useless, so long as it is present, the rest will retain its magic.

One exceptional type of set is available with certain Psychographer spells, which create a *linked set* of items which work together when separated in a specific manner defined by the spell used to create them.

Special Enchantments

Many other abilities may exist, which are generally described in the spells (or related spell list notes) used in their creation.

4.4. Item Creation

There are various methods of item creation available, from the well-defined and largely exactly-controlled "Standard Method" of Alchemists' normal procedures to uncontrolled, unplanned generation of magic items that can only be created following the judgment of an individual GM in interpreting his setting's treatment of various magical factors, including the possibility that widespread belief can influence the Essence. These are all covered in this section.

STANDARD METHOD ITEM CREATION

The creation of a magical item starts with the creation of the item itself. There must be a "base item" that is not magical, unless created from magical materials (e.g., a sword forged of an innately magical metal). To this is added any of the abilities an Alchemist can provide through the use of various spells, in the process of enchanting the item. The Time Unit (TU) is a key concept in the creation mechanics. This is explained in "The Basics" (Section 1.2).

A single day spent away from a project will not disrupt workflow, and the Alchemist may simply pick up where he left off after a day of rest. However, if more than one day passes without work, then either the Alchemist must have spent four hours in putting the project into a "mothballed" state or, upon return to the work, he must spend a full TU in restart processes in order to clean up loose ends before continuing normal enchantment. There is no cost to mothballing, other than time, but the restart process will expend 1 sp in materials per day.

Creating the Base Item

The base item is the actual physical item which may be enchanted. The base item can either be created as part of the magic item creation process, or the Alchemist can start with an existing item. There are advantages and disadvantages to each approach. The advantage to creating an item at the same time as it is enchanted is time; you perform the enchanting and crafting simultaneously, which is more efficient.

Base items are classified as:

- Inorganic (metal).
- Organic (living or once living material).
- Liquid/Gas (potions).

Each of these classifications is represented by one of the Adept's Base lists (i.e., Fluid Skills, Inorganic Skills, and Organic Skills). Each list allows an Alchemist to work magic into the appropriate materials through the use of spells, aided by normal equipment (forges, looms, presses, laboratory apparatus, etc.), as well providing a bonus to working the material itself. The Psychographer combines treatment of all types of base items into a single list, Crafts Mastery.

Making the base item requires that the appropriate spell(s) from the appropriate list(s) be cast once per day. The Alchemist must spend four hours of the day on the project. Use of an existing item does not eliminate the need for use of the appropriate *Work (Material)* spell(s) or equivalents; it simply means that the work done is merely working the magic into the item rather than shaping the item itself.

Work (Material) spells are always required, except when **all** spells used to enchant the item specify that such is not required. Sanctifier enchantments typically require Consecration instead, but are limited to items that meet religious standards. An item combining Sanctifier enchantments with those of an Adept or Psychographer will typically require both *Make* and *Consecration* spells.

Make Wand, Make Rod, Make Staff, Make Half-Bole, Make Bole spells are required to make the appropriate charged items. Various other item types have their own *Make* spells as well, as detailed below in this section or in individual spell lists.

Using an Existing Base Item

Using an existing item as the base item means that the Alchemist can make use of someone else's work and knows in advance the features of the base item. However, this will also mean paying the cost for that labor and not gaining the profit from turning the raw material into a finished product.

It is possible to add abilities to an item which is already magical, but this presents difficulties. In the first place, magical materials require higher level *Work* spells than non-magical materials. Furthermore, the additional capabilities to be added are considered to come after the existing capabilities when determining the final time requirements. This is explained more fully when time requirements are discussed below.

The Base Items

The base item will have its normal properties, except as modified by enchantment. It will determine breakage rolls, weight, etc., and certain base items are typical for certain uses (e.g., rune paper is generally a sheet of paper, while a magical staff is usually a long piece of wood).

Charged Items: In order to make one of these items, the Alchemist must use the appropriate spell for the item type (i.e., *Make Wand* to make a Wand, *Make Rod* to make a Rod, etc.) as well as any *Work* spells needed (e.g., a *Work Wood* spell for a wand of maple wood). If the item is to be inorganic, the *Metallic Wand* spell must also be cast. See Table 4-2: Spell Items Chart for characteristics.

Rune Paper: Spell users must have rune paper in order to inscribe runes. The creation of rune paper requires the *Make Rune Paper* spell as well as the appropriate *Work* spell. Rune paper may actually be made of a type of paper, or it may be made of a parchment-type writing material. Rune paper requires no other spells to create, though the non-alchemical process of actually placing a rune in the rune paper does.

Potions: Potions are fluids in which a spell can be placed (embedded). The various *Make Potion* spells make potions which will hold various level spells, which must be embedded as explained below.

Objects: Objects are any items that are not charged items, rune paper, or potions in the sense outlined above. They include weapons, armor, spell bonus items, rings, cloaks, boots, etc.

If no enchantment is done, the magical creation process still gives the item certain advantages. It is "magical" and it will have the common qualities of magic items as explained in Section 4.3.

Superior base items, typically weapons or armor with a materials bonus, do not have their bonuses combine with those granted by *Armor, General,* or *Weapon* spells (except the use of a *Weapon* spell to gain an extra bonus against a limited set of targets). Instead, they make enchantment to higher bonuses less expensive. *Weapon IV* is a 25th level spell, so it normally takes 25 TUs to enchant a weapon to +20. However, if the enchantment is done to a high steel sword, that sword is already +10. Since it is already halfway to +20, only half the TUs (12.5) are required. Likewise, if one wished to enchant a copper dagger to +20, it would be starting from -10 and thus require 150% of the usual time (37.5 TUs).

Enchanting the Item

When an Alchemist wishes to enchant an object, he must perform the enchantment process simultaneously with casting of the necessary *Work* (and *Make*) spells in order to make the enchantments an integral part of the item. The enchantment process consists of casting the appropriate spell(s) once per day during the item creation process (e.g., to make an item enchanted with a +5 RR bonus applicable to the wielder, the spell *General I* must be cast once per day while the item is being created).

Spells can be embedded in items by casting the appropriate spell or spells from one of the Alchemist Base lists. This process is a little more involved than for enchanting other types of properties, requiring the following procedures:

- 1) The appropriate *Embed #* spell for the appropriate realm and spell level must be cast on the item once a day. If the spell to be embedded is a Hybrid spell, *Hybrid Embedding* must be cast in conjunction with the *Embed* spell.
- 2) The spell to be embedded must also be cast on the item once a day while creating the item (this spell can be cast by the Alchemist, an item, or another spell user). If a list is to be embedded, every spell to be included must be cast on the item each day.
- 3) Items of particular types will need the appropriate spell cast each day. Empowered items will require the appropriate *Daily* spell each day, and constant items will require an appropriate *Constant* spell each day.

Bonuses

Bonuses fall into three categories:

- Weapons: *Weapon I* gives a weapon a magical +5 bonus, *Weapon II* gives a magical +10 bonus, etc. This bonus applies to OB.
- Armor & Shields: *Armor I* gives a shield or a suit of armor a magical +5 bonus, *Armor II* gives a shield or suit of armor a magical +10 bonus, etc. This bonus applies to DB.
- General: *General I* give a "specific use" item (e.g., a grappling hook, a bridle, an ink pen, etc.) a magical +5 bonus, *General II* gives a "specific use" item a magical +10 bonus, etc. Note that *General* spells may be used to give weapons or armor bonuses to skills beyond their basic OB/DB use. For example, a sword could be given a bonus to Combat Expertise: Disarm or a mail shirt could be given a bonus to Magical Expertise: Transcendence.

Charged Items

Multiple spell charges can be embedded in Wands (10), Rods (30), Staves (100), Half-Boles (200), and Boles (500). This requires that:

- The base item must be of the appropriate type (i.e., Wand, Rod, Staff, Half-Bole, Bole) or the proper spell(s) used to make another item equivalent to the appropriate type.

- The required spells are cast upon the item as detailed above for items with embedded spells.

A charged item may be made to respond to a "trigger" event/circumstance instead of activation by an attuned user. This requires the use of the *Triggered Item* spell.

The creation process provides a charged item with an initial full charge. When this initial set of charges runs out, a *Charge* spell of the appropriate type will be required to maintain the item's usefulness.

Charged items are classified into sizes and creating a charged item smaller than it would normally be requires additional magic (the *Size Reduction* spell) which can squeeze the power of staff into the size of a wand. Consider items to fall into one of six size categories for purposes of charged item creation, as shown on Table 4-3. Generally compare an item's longest dimension with the length of the standard (stick-like) form of charged items, but overall mass may also be considered (as in allowing body armor to size with a staff).

Size	Examples
I	ring, gem, coin, earring, brooch, bracelet, anklet, necklace, small key
II	wand , dagger, light garment, tiara/crown, belt, helm
III	rod , scroll, book, greaves, vambraces, one-handed weapon
IV	staff , two-handed weapon, shield, body armor
V	half-bole , chair, end table, anchor, barrel
VI	bole , cart, ship, building

Constant Items

A spell can be embedded in an item so that the embedded spell works continuously (i.e., constantly). This requires the appropriate *Constant* spell be cast once a day while creating the item.

There are actually three types of items created by the *Constant* spell and the suitability of any embedded spell to function in such a manner must be determined by the GM. The variants of constant items are:

- True Constant items.
- "At Will" items: The time requirement for the *Constant* spell is doubled (e.g., double the level of the required *Constant* spell TUs are added to the time to create the item).
- Triggered items: This doubles the time requirement for the *Constant* spell as with "At Will" items, but no Attunement roll is required for the item to function. Unlike limited use abilities (see below) or a charged item (see above), this does not require a *Triggered Item* spell.

Empowered Items

Embedding spells to be used a set number of times within a time interval requires the appropriate *Daily #* spell be cast once a day while creating the item.

The number of times per day (or alternative time period) that such an embedded spell may be cast is dependent upon the level of the embedded spell and the # of the *Daily #* spell used (see the individual *Daily #* spell descriptions).

An empowered item may be made to respond to a "trigger" event/circumstance instead of activation by an attuned user. This requires the use of the *Triggered Item* spell.

Embedding Multiple Spells

Following the normal procedures, there are several options. First, an item may have any number of embedded spell abilities. These will operate completely independently, and the only drawback is the increasing cost of enchanting additional capabilities. Secondly, in a single capability, multiple spells may be embedded, with each usable independently, up to its fixed allotment of uses per day (or other time period). This option only applies to abilities created with a *Daily* spell. For example, a 2nd and a 3rd level spell could be embedded with a *Daily V* spell with each usable once per day. A third option is to link the spells in a capability so that they are activated simultaneously, as described in the item use section. Potions must work this way, even when the spells are embedded as separate capabilities. Other single use items may be more flexible (those that do not consume the base item in use).

If additional spells are cast, more options are available. The use of the *Logic Fork* spell allows the user free choice among embedded spells from a single capability. Multiple spells can be set to automatically activate in response to a "trigger" event/circumstance, and one *Triggered Item* spell is required for each trigger, though multiple linked spells in a single capability may be activated through a single trigger (requiring but one *Triggered Item* spell). Each capability in the item requires its own *Triggered Item* spell, however, even if several capabilities have the same trigger. Activated "constant" powers must each have twice the normal TUs for the *Constant* spell, however, regardless of any sharing of the trigger.

Intelligence

Items can possess intelligence and will in one of two ways. The first is that a preexisting intelligence is placed inside the item, using the Demonic Binding, Elemental Binding, or Spirit Binding lists. This method is discussed in its own section, as many abilities beyond intelligence are added in this way. However, they do share the common qualities discussed in the next paragraph. The second method is the creation of a new intelligence within the item through the use of an *Artificial Intelligence* spell from the Mechanical Mastery spell list, a *Blessed Thoughts* spell from the Sacred Purpose spell list, or a *Shadow Soul* spell from the Personal Empowerment list. Embedded intelligences bring with them their own capabilities (expressed as stat bonuses), strength of will, purposes, and personality, while they must be generated for created intelligences.

All intelligent items have certain features in common. They have bonuses for six mental stats (Em, In, Me, Pr, Re, and SD) from which are derived a new bonus, called Will. Unless otherwise augmented, an intelligence in an item has a limited awareness of its surroundings, able to sense minds within a 1' radius per item level. When someone comes within 1' of the item, it can sense basic information from the individual's aura: race, sex, profession, realm, and general impressions of good/evil, personal power, or similar information of particular interest to that item's intelligence. It can initiate a Will Contest (see

Section 4.3, under "Intelligence") in order to try to influence or control someone either attuned to the item, or making direct contact with the item. It can communicate through empathic contact. This allows the wielder to feel the desires and general emotions of the item intelligence, including (dis)approval of current or impending actions. The same information also flows in the other direction, informing the item intelligence of the feelings of its bearer. If it is in contact with an attuned individual, it is aware of the world through that individual's senses, depending on the result of the latest Will Contest or a state of cooperation between the item and the individual.

Communication can be improved in various ways. The basic improved forms of communication are touch telepathy, speech, and ranged telepathy. Touch telepathy allows mental communication when in physical contact. If there is no shared language, images may be transmitted mind to mind. Speech is spoken communication and includes the ability to hear spoken language, even if the item has no sensory enhancements. Ranged telepathy allows mental communication in a range equal to twice the item's level in feet. In all cases, the item still has the power of empathic contact. While rarely relevant if the item has telepathic ability, it has empathic contact to fall back on if something (e.g., a spell from the Disenchantments list) denies the item its more advanced abilities.

Any intelligent item will have some initial understanding of the world, represented as one Lore skill rank per level for an item with Dim Intelligence, two ranks per level for an item with Low Intelligence, three ranks per level for an item with Medium Intelligence, four ranks per level for an item with High Intelligence, five ranks per level for an item with Superior Intelligence, six ranks per level for an item with Genius Intelligence, and seven ranks per level for an item with Transcendent Intelligence. For items created with *Artificial Intelligence*, these skills will mostly be taken from among those possessed by their creators, though sometimes knowledge appears from an unknown source. For an item created with *Blessed Thoughts*, skills will be focused on the religion of its creator and aspects of the world that the religion is focused on. (Other methods of granting item intelligence come with a different method of providing skills, and this paragraph does not apply to them.) Over time, this number of ranks can be doubled as the item learns from experience, gaining up to one rank per month, if suitable learning opportunities occur. This can be either some external circumstance, or the item can pick up knowledge from the mind of an attuned wielder.

For items in which intelligence is created by an *Artificial Intelligence* or *Blessed Thoughts* spell, the stat modifiers for the psychic attributes (Em, In, Me, Pr, Re, and SD) are rolled using Table 4-4. The production of an intelligence by *Shadow Soul* is explained in the description of that spell.

Roll	Dim Int.	Low Int.	Med. Int.	High Int.	Superior Int.	Genius Int.	Transcendent Int.
01	-15	-10	-5	0	+5	+10	+15
02-04	-14	-9	-4	+1	+6	+11	+16
05-10	-13	-8	-3	+2	+7	+12	+17
11-20	-12	-7	-2	+3	+8	+13	+18
21-35	-11	-6	-1	+4	+9	+14	+19
36-65	-10	-5	0	+5	+10	+15	+20
66-80	-9	-4	+1	+6	+11	+16	+21
81-90	-8	-3	+2	+7	+12	+17	+22

91-96	-7	-2	+3	+8	+13	+18	+23
97-99	-6	-1	+4	+9	+14	+19	+24
100	-5	0	+5	+10	+15	+20	+25

The total of all these stat modifiers is combined to determine the item's Will. Indeed, the Will of any being is determined by summing the Empathy, Intuition, Memory, Presence, Reason, and Self Discipline stat bonuses, with limited possibilities for a special bonus.

Use of the *Spellcaster* spell to enchant an item given intelligence by *Artificial Intelligence* or *Blessed Thoughts* can allow the item to learn spells. Use of the *Additional Skills* spell can allow it to learn skills beyond its automatic allotment and of all kinds. To learn a skill, including a spell list, requires that the item be instructed. This consists of one full month of one hour of daily meditative communion between wielder and item. The item can only learn skills known to the wielder and can only learn as many ranks as the wielder actually has. Skills, including spell lists, may be taught to the item while it is being enchanted. The item may always use its spells as it chooses unless dominated through a Will Contest or otherwise restrained (it can be subjected to the same spells that drain the abilities of living spellcasters). The Power Development skill is automatically gained when an item becomes a spellcaster and does not count against its skill limits, though the maximum ranks are the same as for other skills. Use of skills is generally more limited, unless the item is an autonomous item (i.e., a golem or construct), since it will have difficulty putting them into practice. Spell lists are limited by intelligence in regard to both their number and the maximum level to which they may be learned; additional skills are limited by their number and the total ranks possible in each skill (per level of the item). These limits are shown on Table 4-5.

	Dim Int.	Low Int.	Med. Int.	High Int.	Superior Int.	Genius Int.	Transcendent Int.
Max. Spell Level	5	10	20	30	40	50	no limit
Max. Spell Lists	3	5	8	12	15	20	30
Max. Skills	5	10	15	15	20	20	25
Max. Ranks/Level	1	1	1	1.5	1.5	2	2

Finally, there is the matter of the item's purpose, ethics, and personality. These do not require further spells, but are a necessary consequence of intelligence. If these aspects are not filled in during creation, they will emerge through early experiences in the item's career. Items created with *Blessed Thoughts* will have their outlooks heavily influenced by the current orthodoxy of the religion of the creating Sanctifier, although some variation may arise, especially if the Sanctifier is out of the mainstream. In any case, the particular purpose of the item may be set. Two swords of the same faith will be quite different to wield if one was made to protect pilgrims, while the other was made to punish heresy. An Adept using *Artificial Intelligence* has a freer hand, though he will likely want to keep the item's ethical outlook close to his own. If an Alchemist gets particularly ambitious in the detail he wishes to give an item's personality, the GM may call for a Spell Mastery roll in order to get it exactly right, but normally these things will go as planned, barring a spell failure, which can make things go very differently.

Possible purposes include: defend the helpless, uphold justice (which could mean a lot of different things), promote mercy, slay the enemies of a given religion, slay the enemies of the given nation, slay the enemies of a given people, slay the enemies of a given family, eliminate Evil spellcasters, eliminate created entities (golems & constructs), eliminate shapechangers, eliminate the undead, eliminate dragonkind, eliminate elves, commit general mayhem, support the king of a given nation, obtain a skilled user, serve a politically powerful individual, obtain wealth, obtain fame/glory, learn magical secrets, eliminate rival items, torment its wielder, death to all tyrants, defy authority, establish a new kingdom, punish liars, pranks and merriment, abolish slavery, destroy that demon liquor, explore new lands, promote honest business, kill babies, start wars, prevent wars, and so on.

Potions

In addition to the necessary *Work* and *Make* spells, a Potion requires the casting of the spell to be embedded on a daily basis. They do not require an *Embed* spell, as the *Make Potion* spell will serve the same function. Potions can be created using Batch Creation (see below).

Power Enhancers

Power Point Multipliers and Spell Adders are made with appropriate spells from the Enchantment Mastery list and the variants on their abilities and corresponding changes in costs are covered in the notes to that list.

Power Point Adders are simply items that provide a bonus to the Power Development skill and require the appropriate *General* spell to create.

Single Use Items

If only the first two steps listed above for embedded spells are performed, the spell embedded can only be used once. After such a spell is cast, it is gone and cannot be recharged. These items can be created using Batch Creation (see below). They normally respond to a trigger, which does **not** require any additional spells. An Alchemist may leave a single use item without a trigger, in which case normal attunement and casting rules as for other spell items apply.

Special Enchantments

This is a general category for all enchantments that do not fall into other categories. Usually they will not require an Attunement roll.

Batch Creation

Potions, Rune Paper, and Single Use Items may be created in batches. In this case, the necessary *Work* (and *Make*, if needed) spells must be cast on each of the items to be enchanted, but the *Embed* spell and the spell to be embedded need only be cast once per day on the entire batch. (All other spells, unless otherwise noted, must be cast on all items individually.) This is possible, of course, only when creating a set of identical items. Time required for enchantment of the entire batch is the same as for a single item. Costs per day are the same as regular creations, so this can still be a very efficient method of production and can keep the cost of these items relatively low.

Costs

There are multiple types of costs to consider in the creation of a magical item. There is the cost in time, the cost in materials and base item, the final cost in terms of the Alchemist's expenses, the ideal market value to a customer, and the actual market value under price-boosting realities.

Time Cost

Time is the key factor in the cost of making a magical item. The time cost is given in terms of a number of required Time Units (TUs) as explained in "The Basics". Making a magical item consists of **simultaneously**:

- 1) Creating/working the **base item** — This costs one TU per level of spell used in creating/working the base item. This involves a *Work* spell and possibly a *Make* spell, if one is required for the item type. Other spells that may be part of this process are those described as working with some *Make* spell, such as *Gaseous Potion*, *Metallic Wand*, or *Size Reduction*. Spells that are used to create the base item are marked with a # on the spell lists.
- 2) Placing an **enchanted ability** in the item — There can be multiple enchanted abilities in an item; for the purposes of time costs (see below) treat each enchanted ability as a separate capability, unless an exception is noted in the spell description. Usually, only one spell is required for abilities that do not involve embedding a spell.
- 3) Placing an **embedded spell** in the item — There can be multiple embedded spells in an item; for the purposes of time cost (see below) treat embedded spells as part of the same capability as the spell that embeds them and any *Daily* or *Constant* spell used to allow repeated use.

Base Item Time Cost: Creating/working the base item takes one TU per level of spells used in creating/working the item.

Capability Time Costs: For these cost calculation purposes, a capability refers to any enchanted ability (not the base item working/making), including any spells embedded as part of that ability. Time required for each capability is:

- The first capability costs 1 TU for each level of each spell cast for creating that capability.
- The second capability costs 2 TU for each level of each spell cast for creating that capability.
- The third capability costs 3 TU for each level of each spell cast for creating that capability.
- Etc.

In order to obtain the lowest cost, the creating Alchemist can choose which capability is first, which is second, etc. For the lowest cost, make the capability with the highest cost the first capability, the one with the second highest cost the second capability, and so on.

Total Time Cost = 1 TU per level of spells for the base item
+ 1 TU per level of spells for the 1st capability

- + 2 TU per level of spells for the 2nd capability
- + 3 TU per level of spells for the 3rd capability
- + etc.

Note that if additional capabilities are being added to an existing magical item, the new abilities must be ordered after the original abilities. Thus, if an item with three capabilities was given two new capabilities, these new abilities would have to be ranked as the 4th and 5th capabilities of the item, although the time for the first three capabilities would not have to be spent again, as these capabilities already exist in the item. Increasing an existing ability (e.g., raising a +10 OB to +20 OB) is considered a distinct capability, although if the item were then further enchanted in yet another procedure, the increased capability need only be counted once in determining costs for the third enchantment.

Distributing Time Costs

If multiple Alchemists work on an item, the time required may be kept the same, while each casts some of the spells required. If, however, all the required Alchemical spells can be cast by each of two (or more) Alchemists, then the time requirement may be shared between them. (E.g., if two Alchemists work together, each casting all of the needed spells each day, they can halve the TU requirement. Material costs remain unchanged, so this will not lower the price. When enchantment rate is doubled, so does consumption of materials. If the work is a commission, there may be a premium charged for a rush order.) Embedded spells need only be cast once per day, not doubled, though this does not affect the time requirements.

Material Costs

Alchemists are assumed to expend 2 sp per day on consumable materials (powders, exotic firewood, inks, incense, wolf's blood, etc.) while enchanting an item. This is the cost to the Alchemist of making the item, above and beyond regular living expenses and overhead, and not considering the cost of the materials used in the actual item (e.g., the steel of the blade of the sword being forged).

The base item itself will normally cost money, whether for a completed item with which the process begins or simply the cost in material required for the Alchemist to craft the item himself (while the latter case saves the Alchemist money, this is **not** normally passed on to the customer, who will pay on the basis of the price for a normal object of the type produced). This cost is then doubled and will be added to the price of the enchantment. A base item's cost should be ignored if it is less than a silver piece. When commissioning work, the client may supply the item to be enchanted, in which case the Alchemist will only charge for the enchantment, but the client will usually have to sign a release that will eliminate or restrict liability of the Alchemist, should a mishap during enchantment damage or destroy the item.

So, the materials cost of producing the item for the Alchemist is:

$$\text{Production cost} = \text{Base Item Cost} + (\text{TUs required} \times \text{days per TU} \times 2 \text{ sp})$$

The Alchemist must also cover his costs not related to the production of this particular item. He must pay taxes, guild dues, and various costs to maintain both a reasonable lifestyle and his production facilities, as well as pay for any assistants or subcontractors he uses. This is handled by charging an additional 2 sp per day of work. If actually playing an Alchemist, this expense should not be abstracted so much, but

provides a guideline for what expenses are expected to be incurred. Of course, an Alchemist may do additional work which covers such expenses on its own. This does not prevent him from basing his sale price on this assumption.

Market Value

The ideal market value of an item is what it would cost in an idealized free market, where competition drove prices down to what is required to meet an Alchemist's expenses and maintain his lifestyle (assumed to be middle class), and where dues, taxes, and the like are kept fairly low to favor development of Alchemist workshops.

$$\text{Ideal Market Value} = (\text{Base Item Cost}^* \times 2) + (\text{TUs required} \times \text{days per TU} \times 4 \text{ sp})$$

* - Treat base item prices of less than 1 sp as zero.

[TODO: Price for pure Psychography is lower. Do parallel pricing.]

Naturally, no market is going to operate to these assumptions. Inadequate supply to meet demand, collaboration between Alchemists (either in formalized guild form or otherwise), the passage of items through middle-men, etc. will lead to larger prices. We make the simplifying assumption that high-end items will have essentially the same markup as low-end items because while there are fewer Alchemists capable of creating such goods (reducing supply), there are likewise fewer potential buyers who can afford such items (reducing demand). This multiplier does not apply to the base item cost, as it is based on the non-magical item market. Thus, we produce the following formula:

$$\text{Actual Market Value} = (\text{Base Item Cost}^* \times 2) + [(\text{TUs required} \times \text{days per TU} \times 4 \text{ sp}) \times \text{Market Multiple}]$$

For the purposes of listing the value of items, we assume that the setting has Superior Alchemy (5 days per TU) and a Market Multiple of 5 for most goods. Market Multiple is assumed to be only 3 for potions and other single use items because only lower prices can keep up demand for these products, and the use of batch creation can reduce actual production costs.

Since TUs to create are listed, GMs who wish to use a different Market Multiple or Alchemy power level, can calculate prices for their own settings by plugging the values they wish to use into the Actual Market Value formula.

Since "days per TU" is a constant once you set the Alchemy Power Level, it can be combined with the 4 sp per day to create a Power Level Cost Factor (PLCF) and simplify to:

$$\text{Actual Market Value} = (\text{Base Item Cost} \times 2) + (\text{TUs required} \times \text{PLCF} \times \text{Market Multiple})$$

Where PLCF varies by power level as shown in Table 4-6.

Table 4-6: Power Level Cost Factors	
Power Level	PLCF
Average	24 sp
Superior	20 sp

Heroic	16 sp
Legendary	12 sp
Epic	8 sp

Note that the price determined is the item's value simply as a functional magical item. It does not include the additional value that items with historical, cultural, or other subjective value provide. The +10 Toothpick of George Washington would be worth a lot more than the typical +10 toothpick. A famous Alchemist can charge extra, because part of what the purchaser is buying is the prestige of owning the Alchemist's work.

Note also that this price calculation is based upon the item being enchanted all at once in the most efficient way. For more powerful items, this will often not be the actual history of the item, but this is still the basis for pricing.

EMBEDDED ENTITIES

While the primary means by which the Alchemist professions create magical items is to enchant them with specific spells to create specific effects, it is not outside of their practice to empower an item by binding within it the spirit of some elemental, demon, person, or other entity in order to create an item which expresses the power of the being bound within.

The key step in creating a magical item through entity-embedding is obtaining the entity to be embedded. Nothing can be done without it, and obtaining any specific result requires having a suitable entity for the purpose. To be embedded, the entity must be willing, but this is a broad use of the word "willing": consent may be coerced or produced by magical control, but it must exist.

Why would an entity consent to such a thing? Leaving aside the very real possibility of magical compulsion, there are many possibilities. The alternative may simply be more uninviting: a dying man or a defeated being facing destruction may prefer preservation within an item. Some might agree out of a sense of curiosity. For an immortal being, spending some span of time as a sword or shield or key might offer some amusement. Some might be willing to strike a bargain if the incentive is great enough; the less-intelligent entities may even strike ill-considered bargains. Others might agree as part of existing service, whether ultimately motivated by loyalty, fear of a superior, or a sense of duty. While it is not so easy to convince a powerful demon to enter an item willingly, one is much more likely to offer one of its minions for such a service. Members of services like an order of Paladins or a royal guard might have a tradition of carrying on after death by becoming the gear of their replacements. Some might like the power of the body provided by the item, especially if it is a self-moving item like a construct or golem. In other cases, the purpose of the item and the entity may be one. If a being truly hates elves, becoming the motivating spirit of a powerful Elf-slaying sword may be the most effective method of acting on that hatred. Occasionally, an entity will lose a wager and enter an item as a forfeit. Tales tell of entities variously tricked into service, but the practicality of such an approach will depend on the setting and on the type of entity involved.

Having obtained a (technically) willing entity, a suitable *Bind [Entity]* spell is used to actually embed the entity's spirit within the item. In the case of a disembodied spirit, a demon, or an elemental, the whole

entity is drawn into the item. When a spirit is taken from a living entity or corporeal undead entity, a body is left behind, and it will be subject to normal forces of degeneration. An old undead body may turn to dust within seconds of losing its animating spirit. A dying body will die on schedule; other living bodies are comatose, as if subjected to Absolution. If the body is preserved, the spirit may be able to return to it, if it is ever released from the item in which it is embedded.

Embedding is automatic if the item in which the entity is to be embedded is non-magical. If the item already has an entity embedded in it or is artificially intelligent, the embedding automatically fails. If the item is magical for other reasons, it makes an RR against the *Bind* spell. If the item is a golem or construct that has not yet been activated, it makes this RR as a 1st level target. If the item fails its RR, the embedding succeeds; if the item's RR succeeds, the embedding fails. A failed embedding causes the entity's spirit to "bounce" off the surface of the target item back whence it came; the body of a demon or elemental will reform in its previous location. The entity will be unable to act until the following round. A failed embedding attempt will automatically cancel all spells restraining or controlling the actions of the entity, as well as any form of magical charming or deception. However, if the cooperation of the entity has been secured through other means, another attempt at embedding may be made immediately.

Note that while Bind spells are listed as Type F, only the target item may get an RR, as specified above. The entity to be affected must merely be willing (as with Utility spells). If the spell fails due to ordinary spell failure, there is no attempted embedding and the above effects of a failed embedding attempt do not apply.

The immediate effect of a successful embedding is that the item is now magical, with a level equal to that of the embedded entity (if it is not already higher), as well as being possessed of intelligence and will. It has all of the stat bonuses of the embedded entity for Empathy, Intelligence, Memory, Presence, Reason, and Self Discipline (Agility, Constitution, Quickness, and Strength do not normally apply to items; even in the case of golems and constructs, these are properties of the artificial body, not the embedded spirit). Will is based off of these stat bonuses, although demonic entities are harder to control and receive a +10 bonus to Will in addition to whatever modification applies from their stats.

The newly-embedded entity also has access to any Lore skills it possesses and the lore aspects of its other skills. Practical application of its skills requires a *Manifest Skill* enchantment. Other abilities based on the embedded entity will also require the use of spells from the appropriate list (Demonic Binding, Elemental Binding, or Spirit Binding). Note that the manifestation of abilities based on the embedded entity are subject to the usual multiplication of cost for multiple capabilities, but these abilities are considered independently of any other magical abilities the item may have (e.g., if an elemental is bound into a magical item which already has seven capabilities and three capabilities are then produced via the Elemental Binding list, the multipliers for these will be x1, x2, and x3, as they are independent of the normal enchantments; if another normal magical capability were then added, it would have a multiplier of x8).

LORD RESEARCH

The *Lord Research* spell (level 25 on the Symbolic Ways list or Rune Mastery list) is a method by which Channeling and Essence spell-casters who are not Alchemists can create magical items. This process is quite different from the methods of the Alchemist and is far less controlled. The creator can attempt to

influence the nature of the results, but they are largely random. Rather, they are random from the point-of-view of the character. A better word in an objective sense is "arbitrary". Results are determined by the GM, who may use a random method, or he may simply design an item that he thinks is interesting in itself, presents new plot opportunities, or meets a coming need of the creator and his associates. The last is particularly appropriate for Channeling *Lord Research*, where the caster's god may intervene in the process to ensure his servant has some necessary power.

First, the assumption is made that jewels have a very, very high concentration of Essence locked within them. With the proper equipment and care and the *Lord Research* spell, one can break down jewels and release their Essence into other materials at hand, although one has little control of the end result of the process. An Essence user will slowly feed jewels into a special forge, while casting the *Lord Research* spell three times per day. A Channeler is required to "sacrifice" his jewels to his god (the jewels are destroyed), likewise casting *Lord Research* three times per day. In both cases, the Essence locked in the jewels will be released and begin to concentrate in some nearby item. Unlike normal Alchemy, this is a personal, intimate process and all work must be done alone.

What form this released Essence will take is impossible to determine until some time after the process is entirely completed. At that time, the GM should determine what the newly created magic item actually does (and which item was actually empowered).

While the powers of the item created may vary not only across those regular Alchemy can produce but also into unique attributes, there are several factors that influence the results. The first factor applies only to a Channeling caster. The nature of a caster's god will influence an item's nature. While a priest of the God of War and a priest of the God of Peace might both enchant a weapon, the priest of the God of War is quite likely to get a bonus to OB, while the priest of the God of Peace is likely to find out that any bonus the weapon gets is to Subdual. The second factor is the nature of the gems that are used in the process. If one or two types of gem dominates, their properties may influence the nature of the resulting item. The final factor is the type of item empowered by the process.

There is also the matter of the power of the resulting item. The value of the item created (considering only the value of the enchantment, ignoring the value of the base item) should be approximately equal to 10% of the value of the gems consumed multiplied by the number of TUs spent in the creation of the item. This is based off actual market prices of items in the setting, so the power of such items will vary according to how easily an equivalent item might be purchased within the setting. When using the *Lord Research* spell for item creation, the caster may take a break of one day at any time without any issue in resuming work on the following day, but a second day leaving the process idle will result in it automatically completing and powers should be determined at that time.

Finally, the item gaining powers will influence what kind of powers are gained. The process is not so random as to grant an OB bonus to a teapot or give a spear a bonus when used to pick locks. The caster of *Lord Research* can offer a selection of items in proximity to the forge or altar where the jewels are destroyed. In most cases, one of these items will be selected but there is no guarantee. The caster must make a Spell Mastery roll for his *Lord Research* when the process is completed. A result of Absolute Success means that he may select which of the items absorbs the Essence. A result of Success or Partial Success means a random item among those offered absorbs the Essence. A result of Failure means that

some other random item absorbs the Essence. A result of Absolute Failure means that the Essence goes into some object that will be inconvenient and quite unlike those the caster offered. This maneuver should be rolled as Absurd (-70) difficulty. If fewer than half a dozen objects are offered, a -20 penalty is added for each item fewer than six (thus three items would have a -60 penalty). If the items are similar (all weapons, all armor, all jewelry), then a penalty of -25 is taken. If the items are very similar (all broadswords, all suits of mail, all rings), then the penalty is -50. Note that offering a single item ensures both a -100 for number of items and -50 for the limited variety.

While it is best if GMs who choose to roll powers randomly create their own tables specific to their own settings and the nature of the caster's religion and/or culture, the following provides a quick method of picking some abilities to add. It is recommended that the GM still add some unusual twist to the item, even if it is purely in terms of superficial properties with no effects in terms of game mechanics (e.g., a Spell Adder chimes like a bell whenever it is used to cast a spell). To use the table, roll for abilities until you have added sufficient power to an item to exhaust the expected value based on gems destroyed and time spent.

Roll (1d10)	Weapon	Armor	Other
1	OB bonus	DB bonus	Skill bonus
2	OB bonus (specialized)	DB bonus (specialized)	Skill category bonus
3	Extra crit	Crit negation	Constant or "at will" ability
4	Negative trait	Negative trait	Negative trait
5	Daily spell power	Daily spell power	Daily spell power
6	Intelligence	Intelligence	Intelligence
7	RR bonus	RR bonus	RR bonus
8	Spell Adder	Spell Adder	Spell Adder
9	Stat bonus	Stat bonus	Stat bonus
10	Constant ability	Constant ability	Charged spell ability (e.g., wandlike)

Better even than designing one's own tables, however, is to simply design an item that will fit the needs of the campaign, without relying on any randomizing table. Any random results will have to be tailored to meet the "budget" imposed by the value of the item as calculated above (gem value times TUs spent times 0.1). Since each added capability of the item will require recalculation of the value of the item at that point to compare to the target value to check it is not exceeded and to determine if there a need for further abilities to be added, there is little effort saved by the random rolls. Designing purely with consideration for the good of the campaign and the desire for an interesting item will free the GM to create an item that is just right rather than the best the dice allowed. If the GM wants to run an adventure into the Giant Kingdom, what better way to bait his plot hook than with a shiny new giant-slaying weapon? A well-chosen result may even serve to help nudge a player out of a rut or away from a bad habit. The GM can use this as an opportunity to devise a version of some favored item from a book or movie, allowing the players the delight of working out the reference. Random tables are a useful fallback when inspiration simply will not come in a timely fashion, but this is a case where they really should be a last resort. The result is likely inferior to what the GM could generate on his own, and since they cannot remove the more onerous task of handling the enchantment budget, they do little to relieve the GM's burden.

Some example items produced by *Lord Research*:

A Ranger has offered a shield, a pair of boots, an arming sword, and a helm as candidates for enchantment. With a good Spell Mastery roll, he is able to select the shield to be enchanted. He has been offering nearly 5000 sp in gems and has worked for 20 TUs, so the result should be about 10,000 sp worth of enchantment. The GM rolls for two ability, which come up as DB bonus and Daily spell power, then designs the following item:

Winged Shield: This is a +15 oval shield with a pair of white wings on a blue field. When the shield's *Fly II* (cast at 40th level) is activated, which can be done twice a day, the raised wings move to the sides of the shield and flap. The spell can only target the shield's bearer and if the shield is somehow lost, the spell will be broken. However, the weight allowance of spell is 1500 pounds, regardless of the weight of the shield-bearer. This is a hickory normal shield bound with high steel. While this was the product of *Lord Research*, it approximates well to the described creation process below, differing only in the fixed (high) weight allowance and target limitation, so the standard cost applies.

Equivalent enchantments: Work Mundane Metal II (9), Work Organic (6), Augmented Casting (11), Armor III (14 x 1/3 for +10 base material), Embed VII (15), Fly II (7), Daily XX (40). TUs: $26 + [(15+7+40) \times 1] + (14 \times 1/3 \times 2) = 98$ TUs. 9,800 sp. 40th level item. If sold, twice the cost of the shield would be added (2×9.8 sp) to the enchantment value, giving 9,820 sp (rounded to the nearest sp).

An Illusionist is interrupted in the early stages of his Lord Research work and only gets 1400 sp worth of work done. The GM decides that he will produce a special item at this fairly low cost by putting an ability that can usually only be found on body armor on a lighter item. He develops the following item using a belt that had been offered for enchantment and rules that the benefit of having this power on something other than armor raises the base enchantment value to 1400 sp if it ever is put up for sale.

Belt of Balance: This is a red belt of manticore leather with a silver belt buckle (20 sp). All attacks doing an Unbalancing critical are reduced in Size by one category against the wearer (e.g., a Medium attack doing an Unbalancing critical would be treated as a Small attack).

Work Mundane Leather (3), Work Lesser Metals (5), Defensive Size I (18 x 1/5 for one crit type). TUs: $8 + (18/5 \times 1) = 12$ TUs. $1200 + (2 \times 20) = 1240$ sp, but see above: 1440 sp. Level 18 item.

Note that partial TUs are rounded up at the end of the calculations, to give a whole number of TUs.

ALTERNATIVE ITEM ORIGINS

In addition to the spell-based item creation methods specified above, there are a number of other sources of magic items that may replace or supplement the work of Alchemists in some campaigns. With the exception of the last mentioned, they exist quite outside of the standard item creation system. It is for the GM to decide which, if any, of these methods will be used in his campaign setting. In some worlds, one or more of these options may replace the Alchemists' arts completely.

"Fallen from Heaven"

In a world where the gods are actively involved in events, such as is depicted in various mythologies, it is possible for magical items to simply appear as gifts from the gods. Such items, coming from beyond mortal ken, need not be given any detailed account of creation. An item might be bestowed on a mortal for a variety of reasons: in recognition of displayed merit, in response to a sincere appeal for divine aid, as a tool necessary to fulfill a divinely-imposed quest, simple godly favoritism, or any other motive that suits the setting's god(s). In many cases, the item would only be a temporary grant of aid, in order to meet some current or looming crisis. After the need for the item has passed, it may vanish (with more or less fanfare) or it might simply cease to have any extraordinary abilities and become a simple memento of one's deeds.

It is also possible to take magical item creation at least partially out of the hands of existing Alchemists by placing the origins of (at least the more powerful) magic items in the past, making them the legacy of the gods in an earlier, more mythic era, or of some ancient civilization (and possibly lost race) whose power exceeded that of any existing in the current age.

Example: Mortally wounded, Count Astok spent his dying strength in a prayer that some miracle would save the village he had been defending from the on-coming army of undead. His prayer was answered when the high champion Kalael appeared, healed him completely, and bestowed upon him this mighty weapon.

Dreaded Staff of Count Astok: This vaal (+20) quarterstaff is carved with many runes which give off a pale glow. The effect is impressive, but makes it hard to hide in darkness. It is a Greater Holy Weapon, doing an additional Heat critical of equal severity to the normal critical as it burns with holy fire in combat if true evil is present. This holy fire will burn undead and demons, even if they are immune to fire, and ignores any reduction to fire damage, due to its holy aspect. It allows the use of Repel Undead True and True Banishment (Repulsions) once each per day.

Work Wood (18), Consecration (2), Sacred Spell True (75), True Banishment (40), Sacred Spell True (75), Repel Undead True (35), Greater Holy Weapon (50), Additional Crit III (19). TUs: $20 + ([75+40] \times 1) + ([75+35] \times 2) + (50 \times 3) + (19 \times 4) = 581$ TUs. 58,100 sp + staff. Level 75 item.

Note that the additional critical has both an advantage (works on normally resistant demons/undead) and a balancing disadvantage (works only when true evil is present). This is a general method for producing such unique items, while allowing the use of the normal item creation methods to serve as a guide for pricing and setting the item level.

Spontaneous Enchantments

There are a variety of ways in which "natural" magic can cause items (or places) to become magical through a process of spontaneous enchantment.

Individuals of extreme religious devotion, achieving truly unusual states of holiness may leave behind residual spiritual energies that convert some item of long association or part of the holy individual's own body into a sacred item of magical power. Religious items of power and significance created in this manner are generally referred to as "relics". However, such items are among the most faked in worlds where gods and religions do not rigorously root out such frauds.

While the Sanctifier establishes holy sanctuaries and blesses land and structures through spells, there are some especially holy sites that are sacred ground because of extraordinary mythic or historical acts that occurred at that place. Such locations may have powers beyond those or differing from those which may be provided by spells. Even if they are no more powerful than other sacred sites, these "naturally" blessed sites are generally considered more holy than "artificially" blessed locales, and may see frequent pilgrims.

Items may be enchanted simply by exposure to unusual and powerful magical forces. Depending on the nature of these forces, the process might take place over centuries of lying in a place of unusually powerful Essence or it could happen in a split-second release of enormous energies that would destroy any item that did not assimilate the power into itself.

Legendary heroes are apt to carry powerful items in worlds where enchanted objects are reasonably common, but even a mundane weapon or cloak might gain a reputation as somehow extraordinary if associated with a legend, and a modestly-enchanted item of power might gain a reputation as a thing of wonder and awe. The belief of many can, in some settings, influence the Essence itself, bestowing on such fabled items some portion of the power attributed to them. In a setting where this is the primary mode of item enchantment, one might slay a dragon with one's spear, only to discover upon facing a second such foe a few years later, that the spear is now one of Dragon Slaying.

Some beings are so inherently magical that even in death, that magic continues to inhere in their bodies or specific body parts. One classic example of this phenomenon is the horn of the unicorn, which retains its potency against poisons after the unicorn's death and the separation of the horn from the body. This is one form of item in this section which is addressed elsewhere and is part of the standard item rules. However, it is possible to have a setting where the use of such materials is much more frequent and dominates the available magic items.

*Example: The **Bracers of Balion**: These brass arm bands are covered in bas relief depictions of battle (50 sp value). Worn by the great warrior Balion, renowned for his tireless fighting and epicly-long battles, these bracers kept some of his vigor after his death, bestowing it on their wearer. The wearer will never suffer fatigue from exerting himself in melee and may ignore all fatigue results from criticals suffered in combat.*

To value the item and assign it a level, the effect is treated as a 20 DP talent, which a Psychographer could place in an item with the Talent Embedding IV spell. This is a 19th level spell and the brass bands will require an 8th level Work Common Metals spell. This is a total of $8 + (19 \times 1) = 27$ TUs, making the price due to enchantment 2700 sp. Adding twice the value of the base items gives a price of 2800 sp. It is a 19th level item.

4.5. Creating Constructs and Golems

It requires two things to begin creation of a construct or golem: facilities and material. Golems and constructs require specialized workshops. The cost of the workshop is based on the maximum Size of entity that can be created, the maximum level of entity that can be created, and the maximum bonus of the material to be worked with. Upgrades are possible, at the cost of the difference in the prices of the upgraded and original workshop, plus an additional 10%. The square footage required is as for other

workshops, except that if the largest Size of entity to be created is larger than the Alchemist, then the square footage is increased as if the Alchemist were of that larger Size.

Table 4-8 displays various cost factors by Size.

Table 4-8: Construct and Golem Creation				
Size	Workshop Cost	Seed Mold Cost	Seed Size (crystal)	Seed Size (metal)
Diminutive	50	10	1/4 caret	1/64 lb.
Tiny	100	20	1 caret	1/16 lb.
Small	200	40	4 carets	1/4 lb.
Medium	400	80	16 carets	1 lb.
Big	800	160	64 carets	4 lbs.
Large	1600	320	256 carets	16 lbs.
Huge	3200	640	1024 carets	64 lbs.
Gigantic	6400	1280	4096 carets	256 lbs.
Enormous	12,800	2560	16,384 carets	1024 lbs.
Immense	25,600	5120	65,536 carets	4096 lbs.

To the cost of the workshop for maximum Size created, add 50 sp per level of the highest level entity that the workshop can produce, then increase the total cost by 20% per +5 of the maximum bonus material to be worked.

Golems and constructs do not normally heal as do living things. One of the main advantages of embedding a spirit into the creature is that this is changed. With an animating elemental, demonic, mortal, or undead spirit, a golem or construct will recover from injuries like a living thing, though they may still need proper repairs for severed limbs, lost eyes and the like. Otherwise, damage remains until repaired, which may be done in any workshop that would be capable of building the entity. A golem can be mending magically with a suitable spell for its material and the extent of damage. A construct may be magically restored with a *Mend Mechanism* spell from the Mechanical Mastery list.

The cost of building a golem or construct starts with the raw material of which it is made. Simply multiply the weight of the entity to be built by the cost of the material. Some substances appear as golems which are extremely expensive, and the material cost alone would ensure such were never to be built, except that Sanctifiers have a way around this problem. A mold is created (see Table 4-8 for cost) which will require one week per Size of the golem expressed as a number; this must be done prior to beginning enchantment. A "seed" of the material is also required, as shown on Table 4-8. Even this seed can be expensive.

Creating a golem is a fairly simple process. A suitable Crafting maneuver must be made to shape the golem. This will take one day per level of the golem, but as this may be done simultaneously with enchantment, this will rarely lengthen creation time. This is a Hard maneuver for a humanoid golem, Very Hard for other forms. This will be a rather rough shape. A more detailed, lifelike form will have its difficulty increased by two steps. Creating a detailed hand capable of fine motor skills (well, as fine as turning doorknobs and wielding weapons), rather than a sort of crude club, increases the difficulty by two steps. If the golem is to be grown from a seed, this shaping is done on the mold, which may be of wood,

stone, or metal. In this case, the difficulty is increased one step, but once the mold is created, it may be reused with no further maneuver required.

Bringing this material form into "life" is done by use of the Sanctifier's Golem Making spell list. This list is largely spells to animate golems according to their Size and composition. These enchantments incur the normal costs in terms of time and material. If the golem is to be grown from a seed, the appropriate spell (*Grow Nonmetallic Seed* or *Grow Metallic Seed*) must be used to enchant the golem as well. In addition, the Sanctifier must use the *Consecration* spell on the golem. In addition to the requirements for the various spells used to enchant the golem, an additional TU is required for every level of the golem.

If a golem grown from a seed ever "dies", the physical form will diminish back to that original seed.

Constructs will require Metalcraft maneuvers and Mechanics: Repair/Construction as well. The exterior of a construct generally requires a Medium Metalcraft maneuver, while the interior requires Very Hard Metalcraft and Very Hard Mechanics maneuvers. If one or more functional hands are to be included, increase the difficulty of all three maneuvers by two steps. Non-humanoid forms increase the difficulties by one step. Construction of the exterior takes 1 day per level of the construct, while the internal workings take two days per level of the construct. This may be done simultaneously with enchantment.

When making entities with a significant Size difference from the person doing the crafting, there is a penalty. If a golem is two Sizes larger or three Sizes smaller, there is a -10 penalty to the Crafting maneuver. If a construct is two Sizes larger or smaller, there is a -10 penalty to all creation maneuvers. For each additional Size difference, increase the penalty by -10.

Note that an appropriate Materials Lore or Racial Lore skill will be a complementary skill for the creation of a golem or construct, while both Engineering and Mathematics are complementary skills for the creation of any construct.

Animating the construct is done with the *Animate Construct* spell. An appropriate *Work* spell for the metal used will also be required. In addition to the requirements due to the spells used to enchant the construct, an additional TU must be spent on the enchantment for each level of the construct.

Additional features may be added to a construct by spending the time and effort to craft them and (in most cases), using an *Integrate Device* spell to incorporate it into the construct's functioning. Both golems and constructs can be enhanced by enchanting them in various ways. They are unusual magical items, but they are magical items, and most of the non-specialized enchantments will make sense for use with them. A list of sample construct additions follows, but inventive creators will always be able to contrive more. Work may be done simultaneously with enchantment, but add an additional 5 silver pieces to the cost for each day required on the feature.

Concealed Weapon: This allows one of the construct's built-in weapons to be kept in a non-visible state until needed, when it will pop out as an instantaneous action on the part of the construct. These are commonly used in constructs with hands or where display of armaments is discouraged. Metalcraft: Easy. Mechanics: Light. Time: Two days.

Dart Thrower: This is a weapon similar to a crossbow. Metalcraft: Hard. Mechanics: Medium. Time: Two days for the equivalent of a hand crossbow, four days for a crossbow, six days for a heavy crossbow (relative to the Size of the construct).

Extra Weapon: Each construct gets two weapons as part of its basic design. Any additional melee weapons require additional work. Metalcraft: As weapon. Mechanics: Routine. Time: Half normal time for weapon. Does not require *Integrate Device*.

Poison Reservoir: This allows any of the construct's physical attacks to have a poison coat. Unless someone will be available to replace the poison, a *Bottomless Reservoir* spell is recommended. Each attack requires its own poison reservoir. Metalcraft: Medium. Mechanics: Very Hard. Time: Three days.

4.6. Spell Lists

Adept Base

ARMOR ENCHANTMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Armor Analysis	caster	—	10'	I
2)	Resizing Organic	1 item	P	touch	F
3)	Resizing Inorganic	1 item	P	touch	F
4)	Increase Armor Type	1 item	special	self	A
5)	Armor I	1 item	special	self	A
6)	Automatic Sizing Organic #	1 item	special	self	A
7)	Crit Negation I	1 item	special	self	A
8)	Automatic Sizing Inorganic #	1 item	special	self	A
9)	Armor II	1 item	special	self	A
10)	Crit Negation II	1 item	special	self	A
11)	Mobility	1 item	special	self	A
12)	Multisize #	1 item	special	self	A
13)	Crit Negation III	1 item	special	self	A
14)	Armor III	1 item	special	self	A
15)	Resilience	1 item	special	self	A
16)	Autofocusing	1 item	special	self	A
17)	Crit Negation IV	1 item	special	self	A
18)	Defensive Size I	1 item	special	self	A
19)	Weapon Bane	1 item	special	self	A
20)	Crit Negation V	1 item	special	self	A
25)	Armor IV	1 item	special	self	A
30)	Crit Negation VI	1 item	special	self	A
35)	Defensive Size II	1 item	special	self	A
40)	Crit Negation VIII	1 item	special	self	A
50)	Armor V	1 item	special	self	A
60)	Crit Negation X	1 item	special	self	A
75)	Armor VI	1 item	special	self	A
90)	Crit Negation True	1 item	special	self	A

1. Armor Analysis – Caster learns the materials of which a shield or armor suit/piece is made, what bonuses it has to DB and breakage rolls, the approximate time and place of manufacture, and whether the armor has any additional magical properties.

2. Resizing Organic – Refits an organic armor (full suit or individual piece) to correctly fit any individual in the same Size category as the armor.

3. Resizing Inorganic – Refits an inorganic armor (full suit or individual piece) to correctly fit any individual in the same Size category as the armor.

4. Increase Armor Type – Allows caster to create an armor piece which is considered one step heavier for protective purposes only (e.g., caster can create Light greaves that protect as if they were Medium). This ability may be added more than once (e.g., caster includes this ability twice to make Light greaves that protect as if they were Heavy).

5. Armor I – Allows caster to create body armor or a shield with a +5 DB bonus or a body armor, limb armor, or helmet with a penalty (maneuvers, missiles, or perception) reduced by 5.

6. Automatic Sizing Organic # – Allows caster to enchant an organic armor (full suit or individual piece) so that it will always change its size to correctly fit any individual in the same Size category as the armor. It will alter to fit as it is being put on, so there is no delay for adjustment.
7. Crit Negation I – Allows caster to enchant an armor piece so that it has a 5% chance of negating any critical hit to the area of the body (chest & groin, head, leg, or arm) protected by the armor piece. On a shield, it will negate crits to the shield arm plus a reduced chance (2% per 5% of normal chance) to negate any crit by an attacker against whom the shield is defending.
8. Automatic Sizing Inorganic # – Allows caster to enchant an inorganic armor (full suit or individual piece) so that it will always change its size to correctly fit any individual in the same Size category as the armor. It will alter to fit as it is being put on, so there is no delay for adjustment.
9. Armor II – Allows caster to create body armor or a shield with a +10 DB bonus **or** a body armor, limb armor, or helmet with a penalty (maneuvers, missiles, or perception) reduced by 10.
10. Crit Negation II – As *Crit Negation I*, except chance is 10%.
11. Mobility – Allows caster to enchant a shield such that it can protect against one additional foe each round at no additional AP cost. This both increases the maximum number of foes against which the shield may be employed and allows the use of the shield against the first two foes for 0 AP (with the normal 1 AP for each additional foe beyond that). This ability can be added multiple times, but each counts as a separate capability.
12. Multisize # – Allows caster to enchant an item to fit itself to an additional Size category (e.g., the caster could make an item that will resize itself for either a Small or Medium user). For an armor, this will also require *Automatic Sizing*. For non-armors, which have less demanding fit requirements, this spell will function on its own. Multiple castings per day will allow an additional Size for each casting. In any case, Sizes must be contiguous; an Armor cannot fit Small and Big users, skipping over Medium.
13. Crit Negation III – As *Crit Negation I*, except chance is 15%.
14. Armor III – Allows caster to create body armor or a shield with a +15 DB bonus **or** a body armor, limb armor, or helmet with a penalty (maneuvers, missiles, or perception) reduced by 15.
15. Resilience – Allows caster to enchant an item so that once per day, the item may reroll any failed breakage roll. If this spell is cast multiple times per day while enchanting an item, all castings combine as a single enchantment and one reroll may be made each day per casting of this spell.
16. Autofocusing – Allows caster to enchant a shield that allows the bearer to defend against missile fire without Concentrating **or** a body armor that allows the wearer to do a full (rather than partial) Dodge at the cost of Concentrating.
17. Crit Negation IV – As *Crit Negation I*, except chance is 20%.
18. Defensive Size I – Allows caster to enchant body armor so that the wearer is treated as being one Size larger when determining the effects of attacks on the wearer (e.g., a Medium wearer would be treated as Big for defensive purposes).
19. Weapon Bane – Allows caster to enchant an armor piece (or set of pieces) so that any weapon which strikes the area protected by that armor (roll location using a critical roll even if no crit was scored, if necessary to determine if the armor is struck) must make a breakage roll. A shield may also be enchanted with this spell. In that case, the breakage roll is made when the shield prevents a hit (i.e., when the attack misses, but it would have hit if not for the DB from the shield) or when the shield is deliberately struck.
20. Crit Negation V – As *Crit Negation I*, except chance is 25%.
25. Armor IV – Allows caster to create body armor or a shield with a +20 DB bonus **or** a body armor, limb armor, or helmet with a penalty (maneuvers, missiles, or perception) reduced by 20.
30. Crit Negation VI – As *Crit Negation I*, except chance is 30%.
35. Defensive Size II – Allows caster to enchant body armor so that the wearer is treated as being two Sizes larger when determining the effects of attacks on the wearer (e.g., a Small wearer would be treated as Big for defensive purposes).
40. Crit Negation VIII – As *Crit Negation I*, except chance is 40%.

50. Armor V – Allows caster to create body armor or a shield with a +25 DB bonus **or** a body armor, limb armor, or helmet with a penalty (maneuvers, missiles, or perception) reduced by 25.

60. Crit Negation X – As *Crit Negation I*, except chance is 50%.

75. Armor VI – Allows caster to create body armor or a shield with a +30 DB bonus **or** a body armor, limb armor, or helmet with a penalty (maneuvers, missiles, or perception) reduced by 30.

90. Crit Negation X – As *Crit Negation I*, except chance is 75%.

Note: *Crit Negation*, *Increase Armor Type*, and *Defensive Size* may be limited to a single critical type (e.g., the armor's wearer is considered one size larger against Piercing attacks). If this is done, the TUs required for the ability are reduced to one-fifth normal.

Note: Multiple *Armor* spells may be used to reduce multiple penalties or provide both a DB bonus and a penalty reduction.

Adept Base

BLADERUNES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Bladerune Analysis	caster	—	10'	I
2)	Weapon Rune I	1 target	varies	touch	F
3)	Runekey	1 target	varies	touch	F
4)	Shield Rune I	1 target	varies	touch	F
5)	Weapon Rune II	1 target	varies	touch	F
6)	Runic Surface	1 item	special	self	A
7)	Resistance Rune I	1 target	varies	touch	F
8)	Shield Rune II	1 target	varies	touch	F
9)	Range Rune	1 target	varies	touch	F
10)	Instant Return Rune	1 target	varies	touch	F
11)	Resistance Rune II	1 target	varies	touch	F
12)	Slaying Rune I	1 target	varies	touch	F
13)	Weapon Rune III	1 target	varies	touch	F
14)	Anchoring Rune	1 target	varies	touch	F
15)	Shield Rune III	1 target	varies	touch	F
16)	Resistance Rune III	1 target	varies	touch	F
17)	Lesser Critical Rune	1 target	varies	touch	F
18)	Weapon Rune IV	1 target	varies	touch	F
19)	Slaying Rune II	1 target	varies	touch	F
20)	Shield Rune IV	1 target	varies	touch	F
25)	Major Critical Rune	1 target	varies	touch	F
30)	Weapon Rune V	1 target	varies	touch	F
35)	Slaying Rune III	1 target	varies	touch	F
40)	Shield Rune V	1 target	varies	touch	F
50)	Slaying Rune IV	1 target	varies	touch	F
60)	Resistance Rune V	1 target	varies	touch	F
75)	Life Rune	1 target	varies	touch	F
90)	Death Rune	1 target	varies	touch	F

1. Bladerune Analysis – Allows caster to detect and identify all bladerunes on a single item.

2. **Weapon Rune I** – Creates a bladerune that increases the item's OB by 10. The bladerune fades when the additional +10 OB changes the result of an attack (i.e., the +10 causes an attack to cause damage when it would have otherwise caused none, when it increases the severity value of a critical given in combat, etc.). This OB is in addition to the item's normal OB, magical or non-magical.
3. **Runekey** – Creates a bladerune which "keys" the runed item to a particular individual, who must be touching the item when this spell is cast. The individual to which the item is keyed gains a +30 bonus to his Runes maneuvers to activate bladerunes on this item, while all others suffer a -30 penalty. This bladerune does not fade unless dispelled or, in the case of a magical item, if the item on which it is placed becomes attuned to someone other than the individual to which the Runekey is linked.
4. **Shield Rune I** – Creates a bladerune that increases the item wielder's DB by 10. The bladerune fades when the additional +10 DB changes the result of an attack (i.e., the +10 causes an attack to fail to do damage when it would have otherwise caused some, when it decreases the severity value of a critical taken in combat, etc.). This DB is in addition to the item's normal DB, magical or non-magical. If the item is a shield, the DB bonus is applied normally. For a weapon, it is treated as additional parry.
5. **Weapon Rune II** – As *Weapon Rune I*, except the OB increase is +20.
6. **Runic Surface** – Allows caster to create an item which accepts Bladerunes easily. This is treated as the item having the -50 RR penalty for a "willing target" when a Bladerune spell is cast on it.
7. **Resistance Rune I** – Creates a bladerune that provides the item's wielder with a +10 bonus to RRs. The bladerune fades when the +10 bonus changes the result of an RR (i.e., it allows the wielder to avoid an effect or reduces the effect suffered as a result of a failed RR).
8. **Shield Rune II** – As *Shield Rune I*, except the DB increase is +20.
9. **Range Rune** – Creates a bladerune that increases the range of the weapon on which it is placed. In the case of a weapon (including a shield), which cannot normally be thrown, it allows it to be thrown with a range increment of 10 feet. On a thrown weapon, it increases the range increment by 10 feet. On a missile, it increases the range increment by 25 feet. The bladerune fades when a ranged attack is made.
10. **Instant Return Rune** – Creates a bladerune that will cause the weapon to return to its wielder when the weapon is thrown or fired. The weapon returns via *Long Door* (i.e., it teleports) and the bladerune fades after returning the weapon.
11. **Resistance Rune II** – As *Resistance Rune I*, except the RR increase is +20.
12. **Slaying Rune I** – Creates a bladerune that adds +5 to a critical roll made for an attack using the weapon on which it is placed. The bladerune fades after a critical is rolled. This effect is cumulative with other Slaying effects, up to the maximum Slaying bonus of +20. E.g., a Slaying Rune I on a weapon that does Slaying II against bears could gain a +15 bonus to a critical roll against a bear.
13. **Weapon Rune III** – As *Weapon Rune I*, except the OB increase is +30.
14. **Anchoring Rune** – Creates a bladerune which is linked to another bladerune on the same item. When this other bladerune would normally fade, the Anchoring Rune attempts to preserve it, drawing some energy from the wielder to assist. The item wielder must make an Endurance roll, subtracting twice the level of the "anchored" rune as a penalty. If he succeeds, the Anchoring Rune and the anchored bladerune both remain on the item. If he fails, he suffers as normal for a failed Endurance roll, while both the Anchoring Rune and the anchored bladerune fade.
15. **Shield Rune III** – As *Shield Rune I*, except the DB increase is +30.
16. **Resistance Rune III** – As *Resistance Rune I*, except the RR increase is +30.
17. **Lesser Critical Rune** – Creates a bladerune that adds an additional critical when a critical is scored using the weapon on which it is placed. The additional critical is one level of severity less than the original critical, and the type of this critical must be selected when the bladerune is cast. The bladerune fades after inflicting one critical.
18. **Weapon Rune IV** – As *Weapon Rune I*, except the OB increase is +40.
19. **Slaying Rune II** – As *Slaying Rune I*, except the critical roll is modified by +10.
20. **Shield Rune IV** – As *Shield Rune I*, except the DB increase is +40.

- 25. Major Critical Rune – Creates a bladerune that adds an additional critical when a critical is scored using the weapon on which it is placed. The additional critical is of the same severity as the original critical, and the type of this critical may be selected when the bladerune is activated. The bladerune fades after inflicting one critical.
- 30. Weapon Rune V – As *Weapon Rune I*, except the OB increase is +50.
- 35. Slaying Rune III – As *Slaying Rune I*, except the critical roll is modified by +15.
- 40. Shield Rune V – As *Shield Rune I*, except the DB increase is +50.
- 50. Slaying Rune IV – As *Slaying Rune I*, except the critical roll is modified by +20.
- 60. Resistance Rune V – As *Resistance Rune I*, except the RR increase is +50.
- 75. Life Rune – Creates a bladerune that will negate the next critical taken by the item's wielder. The rune fades after negating one critical.
- 90. Death Rune – Creates a bladerune that requires the first individual (after activation of the bladerune) to suffer a critical scored using the weapon on which it is placed to make an RR (versus a 50th level Essence spell) or instantly die. The bladerune fades after one use, even if the target makes the RR.

A. Bladerunes may be applied only to weapons and shields. Indeed, in earlier eras, a less-developed form of this list could apply its special runes only to bladed weapons, which led to the name which these runes still bear.

B. In order for a bladerune's effect to happen, the wielder of the item bearing the bladerune must activate it. This requires an instantaneous action and a successful Runes maneuver. Multiple bladerunes may be activated at once, with a separate maneuver for each. The Runes maneuver is penalized by the level of the spell used to create the bladerune (i.e., to activate a *Weapon Rune V*, the wielder must make a Runes maneuver with a -30 modifier to his roll). The *Anchoring Rune* is an exception; it is considered to be active whenever the bladerune that it is anchoring is active.

C. Because bladerunes are a superficial enchantment, rather than the deeply embedded magic of regular Alchemy, they are subject to dispelling like other spells. Also, the caster of a bladerune spell may cancel it like a normal spell, causing the bladerune to prematurely fade. They are still subject to spells from the Disenchantments list as well. A bladerune counts as an "active spell" (e.g., it is detected by *Detect Essence*).

D. Bladerunes do not make an item count as magical in combat, except during a round in which the rune effect is active. They provide for an RR as noted below in Note G.

E. Most items can be inscribed with a maximum of four bladerunes. Items made from inherently magical materials can hold up to six bladerunes, while items of Starfall can hold up to eight.

F. Bladerune effects are not cumulative: the OBs of multiple *Weapon Runes*, the DBs of *Shield Runes*, the RR mods of *Resistance Runes*, etc., may not be totaled. Only one of each type of bladerune may be effective at a time. However, bladerunes of different types may be utilized together; e.g., a wielder might in one round benefit from an OB addition, a DB addition, an RR mod, and an additional critical hit. However, all Runes involved would be subject to their normal rules of "fading".

G. Note that bladerunes are created by Force spells; a magical item must fail an RR in order for a bladerune to be placed on it. Intelligent items can control their own bladerunes unless the item is completely dominated by the wielder. Add 1 to the level of the item for purposes of this RR for each bladerune already present (note that a non-magical item must start making RRs for any bladerunes added after the first). Intelligent items may be "willing targets" for a -50 RR modifier. This is not cumulative with *Runic Surface*.

Adept Base

ELEMENTAL BINDING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Elemental	caster	C	50'	I
2)	Express Elemental Nature	1 item	special	self	A
3)	Improved Communication	1 item	special	self	A
4)	Manifest Talent I	1 item	special	self	A
5)	Bind Elemental I	special	P	50'	F
6)	Manifest Open List	1 item	special	self	A
7)	Manifest Internal Skill	1 item	special	self	A
8)	Tap Element I	1 item	special	self	A
9)	Manifest Power	1 item	special	self	A
10)	Bind Elemental II	special	P	50'	F
11)	Manifest Closed List	1 item	special	self	A
12)	Manifest Talent II	1 item	special	self	A
13)	Tap Element II	1 item	special	self	A
14)	Manifest Stat	1 item	special	self	A
15)	Bind Elemental III	special	P	50'	F
16)	Manifest External Skill	1 item	special	self	A
17)	Manifest Greater List	1 item	special	self	A
18)	Manifest Talent III	1 item	special	self	A
19)	Tap Element III	1 item	special	self	A
20)	Bind Elemental IV	special	P	50'	F
25)	Manifest General	1 item	special	self	A
30)	Manifest Talent IV	1 item	special	self	A
35)	Bind Elemental V	special	P	50'	F
40)	Tap Element IV	1 item	special	self	A
50)	Bind Elemental VI	special	P	50'	F
60)	Manifest Talent True	1 item	special	self	A
75)	Tap Element V	1 item	special	self	A
90)	Bind Elemental True	special	P	50'	F

1. Analyze Elemental – Each round, the caster may learn one of the following about a single elemental: level, element (usually obvious), one talent, one flaw, one spell list, one skill bonus. Skill bonuses are learned from largest on down to (eventually) smallest, talents and flaws from most DP involved to least (ignoring negative nature of flaw "cost"), and otherwise in random order within the chosen category.

2. Express Elemental Nature – Allows caster to bring out the elemental nature of an item into which an elemental has been embedded. This will have cosmetic effects, transforming the appearance of the item to reflect the nature of the embedded elemental. It will also give the attuned bearer of the item a bonus equal to that of the level of the embedded elemental (**not** the level of the item) to Racial Lore: Elementals maneuvers and SCRs casting spells dealing with elementals.

3. Improved Communication – Cast once per day, this spell allows the caster to give an intelligent item the power of touch telepathy or the power of speech. Cast twice per day (double TU cost), it can provide the power of ranged telepathy.

4. Manifest Talent I – Allows caster to provide access to one of an embedded elemental's talents up to a limit of 5 DP value.
5. Bind Elemental I – Allows caster to embed a Grade I elemental into an object as described in Section 4.4.
6. Manifest Open List – Allows caster to provide access to one of an embedded elemental's Open spell lists.
7. Manifest Internal Skill – Allows caster to provide access to three of an embedded elemental's skills for purposes of the item's own use or the direct use of the item.
8. Tap Element I – Allows caster to enchant an item with an embedded element such that the item provides a +5 bonus to RRs and DB against all of the physical elements (Earth, Fire, Ice, Light, Water, Wind), a +10 bonus to all maneuvers and SCRs dealing directly with the element of the embedded elemental (including relevant magic rituals). The wielder of the item may cast up to 10 PP worth of spells from the Magician base list corresponding to the embedded elemental's element (as if the spells were embedded). If the item is a weapon it does an additional critical of the appropriate type (use Krush for Earth, Unbalancing for Wind, Impact for Water) of two severities less than the normal critical. Requires a Grade II or higher embedded elemental.
9. Manifest Power – Allows caster to provide access to an embedded elemental's normal PP total, for use in casting spells from its list.
10. Bind Elemental II – Allows caster to embed a Grade II or lesser elemental into an object as described in Section 4.4.
11. Manifest Closed List – Allows caster to provide access to one of an embedded elemental's Closed spell lists.
12. Manifest Talent III – As *Manifest Talent I*, but limit is 20 DP.
13. Tap Element II – Allows caster to enchant an item with an embedded element such that the item provides a +10 bonus to RRs and DB against all of the physical elements, a +15 bonus to all maneuvers and SCRs dealing directly with the element of the embedded elemental (including relevant magic rituals). The wielder of the item may cast up to 15 PP worth of spells from the Magician base list corresponding to the embedded elemental's element (as if the spells were embedded). If the item is a weapon it does an additional critical of the appropriate type of one severity less than the normal critical. Requires a Grade III or higher embedded elemental.
14. Manifest Stat – Allows caster to make one of an embedded elemental's stat bonuses available to the wielder or to make one of the embedded elemental's physical stat bonuses (Ag, Co, Qu, St) available for the item's use.
15. Bind Elemental III – Allows caster to embed a Grade III or lesser elemental into an object as described in Section 4.4.
16. Manifest External Skill – Allows caster to provide access to three of an embedded elemental's skills for all purposes.
17. Manifest Greater List – Allows caster to provide access to one of an embedded elemental's spell lists which is neither an Open nor a Closed list (Base, Evil, or Arcane).
18. Manifest Talent III – As *Manifest Talent I*, but limit is 40 DP.
19. Tap Element III – Allows caster to enchant an item with an embedded element such that the item provides a +15 bonus to RRs and DB against all of the physical elements, a +20 bonus to all maneuvers and SCRs dealing directly with the element of the embedded elemental (including relevant magic rituals). The wielder of the item may cast up to 20 PP worth of spells from the Magician base list corresponding to the embedded elemental's element (as if the spells were embedded). If the item is a weapon it does an additional critical of the appropriate type of equal severity to the normal critical. Requires a Grade IV or higher embedded elemental.
20. Bind Elemental IV – Allows caster to embed a Grade IV or lesser elemental into an object as described in Section 4.4.
25. Manifest General – Allows caster to provide access to general traits of an embedded elemental, such as its level for purposes of the bearer's RRs.
30. Manifest Talent IV – As *Manifest Talent I*, but limit is 75 DP.
35. Bind Elemental V – Allows caster to embed a Grade V or lesser elemental into an object as described in Section 4.4.

40. Tap Element IV – Allows caster to enchant an item with an embedded element such that the item provides a +20 bonus to RRs and DB against all of the physical elements, a +25 bonus to all maneuvers and SCRs dealing directly with the element of the embedded elemental (including relevant magic rituals). The wielder of the item may cast up to 30 PP worth of spells from the Magician base list corresponding to the embedded elemental's element (as if the spells were embedded). If the item is a weapon it does an additional critical of the appropriate type of equal severity to the normal critical. Requires a Grade V or higher embedded elemental.

50. Bind Elemental VI – Allows caster to embed a Grade VI or lesser elemental into an object as described in Section 4.4.

60. Manifest Talent True – As *Manifest Talent I*, but there is no limit on the talent's DP cost.

75. Tap Element V – Allows caster to enchant an item with an embedded element such that the item provides a +25 bonus to RRs and DB against all of the physical elements, a +30 bonus to all maneuvers and SCRs dealing directly with the element of the embedded elemental (including relevant magic rituals). The wielder of the item may cast up to 50 PP worth of spells from the Magician base list corresponding to the embedded elemental's element (as if the spells were embedded). If the item is a weapon it does an additional critical of the appropriate type of one greater severity than the normal critical. Requires a Grade VI or higher embedded elemental.

90. Bind Elemental True – Allows caster to embed any elemental into an object as described in Section 4.4.

Note: Talents, spell lists, and skills manifest randomly from those the embedded entity possesses. However, talents will be chosen from among those between the DP limit of the *Manifest Talent* spell used and the limit of the next lower *Manifest Talent* spell, giving some control.

Adept Base

ENCHANTMENT MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Aura Analysis	caster	—	10'	I
2)	Casting Focus I	1 item	special	self	A
3)	Complex Aura	1 item	special	self	A
4)	Elemental Power I	1 item	special	self	A
5)	Spell Adder I	1 item	special	self	A
6)	Power Multiplier I	1 item	special	self	A
7)	Casting Focus II	1 item	special	self	A
8)	Elemental Power II	1 item	special	self	A
9)	Spell Adder II	1 item	special	self	A
10)	Concentration Anchor	1 item	special	self	A
11)	Casting Focus III	1 item	special	self	A
12)	Power Multiplier II	1 item	special	self	A
13)	Elemental Power III	1 item	special	self	A
14)	Spell Adder III	1 item	special	self	A
15)	Casting Focus IV	1 item	special	self	A
16)	Increase Power	1 item	special	self	A
17)	Power Multiplier III	1 item	special	self	A
18)	Elemental Power IV	1 item	special	self	A
19)	Spell Adder IV	1 item	special	self	A
20)	Casting Focus V	1 item	special	self	A
25)	Power Multiplier IV	1 item	special	self	A
30)	Spell Adder V	1 item	special	self	A
35)	Casting Focus VII	1 item	special	self	A
40)	Spell Adder VII	1 item	special	self	A
50)	Power Multiplier V	1 item	special	self	A
60)	Power Stabilization	1 item	special	self	A
75)	Power Multiplier VI	1 item	special	self	A
90)	Spell Adder X	1 item	special	self	A

1. Aura Analysis – Caster learns the race, level, and profession of the individual(s) attuned to the target item.
2. Casting Focus I – Allows caster to enchant an item which provides the bearer a +5 bonus to all Spell-Casting Rolls.
3. Complex Aura – Allows caster to enchant an item so that an additional person can be attuned to the item at a given time (i.e., if this capability is added twice, three individuals could be attuned to the item at one time). Multiple castings of this spell may be combined as a single item capability.
4. Elemental Power I – Allows caster to enchant an item which provides the bearer a +5 bonus to all Ball and Cone OBs.
5. Spell Adder I – Allows caster to enchant an item which is a +1 Spell Adder.
6. Power Multiplier I – Allows caster to enchant an item which is a x1.25 PP Multiplier.
7. Casting Focus II – Allows caster to enchant an item which provides the bearer a +10 bonus to all Spell-Casting Rolls.

8. Elemental Power II – Allows caster to enchant an item which provides the bearer a +10 bonus to all Ball and Cone OBs.
9. Spell Adder II – Allows caster to enchant an item which is a +2 Spell Adder.
10. Concentration Anchor – Allows caster to enchant an item that acts to improve the bearer's ability to concentrate on spells. This results in doubling the base duration of concentration (10 rounds in a stressful environment, 2 minutes in a calm environment, 10 minutes in a meditative trance) and even after that time, Endurance rolls need only be made at twice the normal interval.
11. Casting Focus III – Allows caster to enchant an item which provides the bearer a +15 bonus to all Spell-Casting Rolls.
12. Power Multiplier II – Allows caster to enchant an item which is a x1.5 PP Multiplier.
13. Elemental Power III – Allows caster to enchant an item which provides the bearer a +15 bonus to all Ball and Cone OBs.
14. Spell Adder III – Allows caster to enchant an item which is a +3 Spell Adder.
15. Casting Focus IV – Allows caster to enchant an item which provides the bearer a +20 bonus to all Spell-Casting Rolls.
16. Increase Power – Allows caster to enchant an item which provides the bearer with the ability to cast spells with a higher casting level than normal. The casting level of all spells cast by the bearer are increased by 5 levels; this effect may be increased by casting *Increase Power* multiple times per day during the enchantment, combining all of the castings into a single capability that increases the bearer's spells' casting levels by 5 per Increase Power spell cast daily. The cost in TUs may be reduced by limiting the application of the effect. If it applies only to a single Spell Type (e.g., Utility spells), the cost is halved. If it applies only to a single spell list (e.g., Spirit Mastery), the cost is one-eighth normal.
17. Power Multiplier III – Allows caster to enchant an item which is a x1.75 PP Multiplier.
18. Elemental Power IV – Allows caster to enchant an item which provides the bearer a +20 bonus to all Ball and Cone OBs.
19. Spell Adder IV – Allows caster to enchant an item which is a +4 Spell Adder.
20. Casting Focus V – Allows caster to enchant an item which provides the bearer a +25 bonus to all Spell-Casting Rolls.
25. Power Multiplier IV – Allows caster to enchant an item which is a x2 PP Multiplier.
30. Spell Adder V – Allows caster to enchant an item which is a +5 Spell Adder.
35. Casting Focus VII – Allows caster to enchant an item which provides the bearer a +35 bonus to all Spell-Casting Rolls.
40. Spell Adder VII – Allows caster to enchant an item which is a +7 Spell Adder. This spell may also be used to create a +6 Spell Adder in only 36 TUs.
50. Power Multiplier V – Allows caster to enchant an item which is a x2.5 PP Multiplier.
60. Power Stabilization – Allows caster to enchant an item such that it will negate 50% of spell failure effects (negation means that the wielder need not roll on the spell failure table, but the spell will still fail quietly and PP expended will be lost).
75. Power Multiplier VI – Allows caster to enchant an item which is a x3 PP Multiplier.
90. Spell Adder X – Allows caster to enchant an item which is a +10 Spell Adder. This spell may also be used to create a +9 Spell Adder in only 70 TUs or a +8 Spell Adder in 50 TUs.

Note: Normally the abilities granted by spells on this list apply to a particular Realm or to a particular Hybrid profession. An item that works for a single non-Hybrid profession will take only half the time for the enchantment (e.g., a +3 Bard Spell Adder will only take 7.5 TUs for the Spell Adder III spell). An item (excludes PP Multipliers) that applies only to a single list takes one-tenth the normal time (minimum of 1 TU). An item that only works for Evil spellcasters takes one-third the normal time. An item that works for two Realms (including any Hybrid using those realms) takes twice the normal time. A Universal item (works for any realm) takes triple the normal time. Note

that these time changes apply only to the spell(s) from this list affected by the non-standard scope. Note that *Increase Power* has its own defined cost reductions, which override this note when dealing with single spell lists, but may otherwise combine with the price alterations here.

Note: All of the above items must be held in one hand by default. If the item is being employed in the casting of a spell, that hand is considered to be a "free hand" for the purposes of *Spell Law* Table 4.1. If the item is to function when merely worn or carried on one's person, double the required TUs.

Adept Base

ESSENCE EMBEDDING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Logic Fork	1 item	special	self	A
2)	List Embedding	1 item	special	self	A
3)	Embed I	1 item	special	self	A
4)	Charge Wand	1 item	special	self	A
5)	Embed II	1 item	special	self	A
6)	Daily I	1 item	special	self	A
7)	Embed III	1 item	special	self	A
8)	Charge Rod	1 item	special	self	A
9)	Embed IV	1 item	special	self	A
10)	Daily III	1 item	special	self	A
11)	Embed V	1 item	special	self	A
12)	Charge Staff	1 item	special	self	A
13)	Embed VI	1 item	special	self	A
14)	Daily V	1 item	special	self	A
15)	Embed VII	1 item	special	self	A
16)	Charge Half-Bole	1 item	special	self	A
17)	Constant III	1 item	special	self	A
18)	Daily VII	1 item	special	self	A
19)	Embed X	1 item	special	self	A
20)	Charge Bole	1 item	special	self	A
25)	Daily X	1 item	special	self	A
30)	Embed XX	1 item	special	self	A
35)	Constant X	1 item	special	self	A
40)	Daily XX	1 item	special	self	A
50)	Embed True	1 item	special	self	A
60)	Daily XXX	1 item	special	self	A
75)	Daily L	1 item	special	self	A
90)	Constant True	1 item	special	self	A

1. Logic Fork – Allows caster to create an item with a single embedded ability that allows the user to freely choose among the spells embedded in that ability (e.g., a *Daily II* ability with two embedded first level spells would allow casting either of the spells twice in a day or both of them once).

2. List Embedding – Allows caster to use an *Embed #* spell to embed an Essence spell list up to the level of the *Embed* spell's #. Lower level spells from the embedded list are cast at the level of the highest level spell embedded as part of the same embedding.

3. Embed I – Allows caster to embed a 1st level Essence spell in an item.
4. Charge Wand – Allows caster to charge a wand containing (an) Essence spell(s).
5. Embed II – Allows caster to embed a 2nd level or lower level Essence spell in an item.
6. Daily I – Allows caster to embed a 1st level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
7. Embed III – Allows caster to embed a 3rd level or lower level Essence spell in an item.
8. Charge Rod – Allows caster to charge a rod containing (an) Essence spell(s).
9. Embed IV – Allows caster to embed a 4th level or lower level Essence spell in an item.
10. Daily III – Allows caster to embed a 3rd level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
11. Embed V – Allows caster to embed a 5th level or lower level Essence spell in an item.
12. Charge Staff – Allows caster to charge a staff containing (an) Essence spell(s).
13. Embed VI – Allows caster to embed a 6th level or lower level Essence spell in an item.
14. Daily V – Allows caster to embed a 5th level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
15. Embed VII – Allows caster to embed a 7th level or lower level Essence spell in an item.
16. Charge Half-Bole – Allows caster to charge a half-bole containing (an) Essence spell(s).
17. Constant III – Allows caster to embed an Essence spell of up to 3rd level (in conjunction with an *Embed* spell) that functions constantly (or "at will" or when triggered, see item enchantment rules for details).
18. Daily VII – Allows caster to embed a 7th level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
19. Embed X – Allows caster to embed a 10th level or lower level Essence spell in an item.
20. Charge Bole – Allows caster to charge a bole containing (an) Essence spell(s).
25. Daily X – Allows caster to embed a 10th level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
30. Embed XX – Allows caster to embed a 20th level or lower level Essence spell in an item.
35. Constant X – Allows caster to embed an Essence spell of up to 10th level (in conjunction with an *Embed* spell) that functions constantly (or "at will" or when triggered, see item enchantment rules for details).
40. Daily XX – Allows caster to embed a 20th level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
50. Embed True – Allows caster to embed an Essence spell of any level in an item.
60. Daily XXX – Allows caster to embed a 30th level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
75. Daily L – Allows caster to embed a 50th level Essence spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
90. Constant True – Allows caster to embed an Essence spell of any level (in conjunction with an *Embed* spell) that functions constantly (or "at will" or when triggered, see item enchantment rules for details).

Note: *Daily #* spells are rather flexible. In their basic use, they allow a total level of spells to be cast once per day. For example, a *Daily V* spell can allow a 5th level spell to be cast once per day **or** a 1st level spell to be cast five times per day **or** a 3rd level spell and a 2nd level spell to each be cast once per day **or** any other combination of total spell levels equal to five each day. The time required for both the *Daily* spell and all other spells involved in the creation of that same ability may be reduced by a reduction in the frequency with which the embedded spells may be used. In half the normal time, the spells may be embedded to be used once per week. In one-third of the normal time, the spells may be embedded to be used once per fortnight. In a quarter of the normal time, the spells may be embedded to be used once per month. Making usage less frequent may alternatively be used to embed a higher level spell with no time reduction in the enchantment process. This can only be done to embed a single higher level spell up to twice the normal level as a weekly spell, up to triple normal level as a fortnightly spell, or four times normal

level as a monthly spell. For example, *Daily V* can allow a 10th level spell to be cast once a week, a 15th level spell to be cast once a fortnight, or a 20th level spell to be cast once a month.

Adept Base

FLUID SKILLS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Work Mundane Liquid #	1 item	special	self	A
2)	Fluid Analysis	1 fluid	—	10'	I
3)	Make Potion III #	1 item	special	self	A
4)	Work Poison I #	1 item	special	self	A
5)	Work Mundane Gas #	1 item	special	self	A
6)	Distill Herb	1 item	special	self	A
7)	Distill Essence	1 item	special	self	A
8)	Powdered Potion #	1 item	special	self	A
9)	Make Potion VI #	1 item	special	self	A
10)	Work Poison II #	1 item	special	self	A
11)	Work Magical Liquid #	1 item	special	self	A
12)	Lotion Potion #	1 item	special	self	A
13)	Gaseous Potion #	1 item	special	self	A
14)	Distill Essence True	1 item	special	self	A
15)	Make Potion X #	1 item	special	self	A
16)	Work Poison III #	1 item	special	self	A
17)	Acidic Gas #	1 item	special	self	A
18)	Work Magical Gas #	1 item	special	self	A
19)	Poison Gas #	1 item	special	self	A
20)	Make Potion XX #	1 item	special	self	A
25)	Work Poison True #	1 item	special	self	A
30)	Make Potion True #	1 item	special	self	A
35)	Poison Gas Cloud #	1 item	special	self	A
40)	Toxic Gas Cloud #	1 item	special	self	A
50)	Concentrated Potion #	1 item	special	self	A
60)	Acidic Cloud #	1 item	special	self	A
75)	Elixir of Life	1 item	special	self	A
90)	Elixir of Immortality	1 item	special	self	A

1. Work Mundane Liquid # – Allows caster to work with non-magical, non-toxic liquids to create an enchanted item (normally a potion). All required tools and material must be present. Alternatively, this spell can be used to work on a non-magical liquid without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

2. Fluid Analysis – Caster learns the nature and origin of a natural liquid or gas, and when and how a worked liquid or gas was obtained and worked.

3. Make Potion III # – Allows caster to make one dose of a potion that can have a 3rd level or lower level spell embedded in it.

4. Work Poison I # – Allows caster to work with a poison of up to 5th level of potency to create an enchanted poison (usually done simply to prevent the poison from losing potency until used, although one could use a *Potion* spell to create a poison that also delivered a spell effect). All required tools and material must be present. Alternatively, this

spell can be used to work on a poison without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s). Use of this spell eliminates the risk of poisoning oneself while working with the poison.

5. *Work Mundane Gas #* – Allows caster to work with non-magical, non-toxic gasses to create an enchanted item (normally a potion). All required tools and material must be present. Alternatively, this spell can be used to work on a non-magical gas without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

6. *Distill Herb* – Allows caster to create a potion into which an herb is dissolved at the beginning of the enchanting process. The potion will provide the effects of the herb upon consumption and with no delay. If this is to be the only quality of the potion, the only other spell needed is a *Work* spell for the potion's base liquid (or gas).

7. *Distill Essence* – Allows caster to create a potion which will cause the imbiber to recover expended PPs (up to half his maximum PPs may be recovered) instantly, if the imbiber uses the Realm of Essence only.

8. *Powdered Potion #* – By casting this spell in conjunction with a *Make Potion* spell, the caster creates a powder that can later be reconstituted as a regular potion by mixing with a small amount of liquid. The amount of powder is quite small, about what you would get by pulverizing two aspirin.

9. *Make Potion VI #* – Allows caster to make one dose of a potion that can have a 6th level or lower level spell embedded in it.

10. *Work Poison II #* – As *Work Poison I*, except that the poison may be of up to 10th level potency.

11. *Work Magical Liquid #* – Allows caster to work with non-toxic magical liquids to create an enchanted item (normally a potion). All required tools and material must be present. Alternatively, this spell can be used to work on a magical liquid without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

12. *Lotion Potion #* – By casting this spell in conjunction with a *Make Potion* spell, the caster creates a cream, gel, or similar substance that can be rubbed onto the desired target of the embedded spell. Applying this lotion is a 4 AP action. It can also be used with other enchantments (without a *Make Potion* spell) to provide a temporary enchantment (e.g., an "armor polish" that provides the effect of *Armor II*). Such a temporary enchantment will last for 24 hours. The application of such a temporary enchantment must be specified to the level of skill specialization where applicable. *Weapon I* in a lotion must apply to a specified weapon type. *General I* would apply to a specified type of tool (e.g., carpentry tools or lock picks). Work starts with a liquid base, so *Work Liquid* is the correct *Work* spell.

13. *Gaseous Potion #* – By casting this spell in conjunction with a *Make Potion* spell, the caster creates a gaseous potion (which requires *Work Gas*). The area of effect of the gas is 1' radius per level of spell in the potion. Everyone in the area of effect around the point where the gas is released will be affected. Gas delivers spell by contact. The GM may rule that some spells are not suitable for this type of use. One casting with cover an entire batch.

14. *Distill Essence True* – Allows caster to create a potion which will cause the imbiber to recover expended PPs (up to half his maximum PPs may be recovered) instantly, with no restriction on imbiber's realm.

15. *Make Potion X #* – Allows caster to make one dose of a potion that can have a 10th level or lower level spell embedded in it.

16. *Work Poison III #* – As *Work Poison I*, except that the poison may be of up to 15th level potency.

17. *Acidic Gas #* – By casting this spell in conjunction with a *Work Liquid* spell, the caster can convert a normal acid into an acidic gas (which may be kept in a breakable container for later use as a missile). The acid will then form a cloud 1' per level of the potion when released, doing the equivalent of a splash with the acid to everyone caught within the cloud.

18. *Work Magical Gas #* – Allows caster to work with non-toxic magical gasses to create an enchanted item (normally a potion). All required tools and material must be present. Alternatively, this spell can be used to work on a magical gas without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

19. Poison Gas # – By casting this spell in conjunction with a *Work Poison* spell, the caster can convert a normal poison into a poisonous gas (which may be kept in a breakable container for later use as a missile). Poison will then work by inhalation (so unlike a gaseous potion, not breathing protects you). Radius of effect from point of release is 2' per level of the poison.
20. Make Potion XX # – Allows caster to make one dose of a potion that can have a 20th level or lower level spell embedded in it.
25. Work Poison True # – As *Work Poison I*, except that the poison may be of any potency.
30. Make Potion True # – Allows caster to make one dose of a potion that can have a spell of any level embedded in it.
35. Poison Gas Cloud # – By casting this spell in conjunction with a *Work Poison* spell, the caster can convert a normal poison into a poisonous gas (which may be kept in a breakable container for later use as a missile). Poison will then work by inhalation (so unlike a gaseous potion, not breathing protects you). Radius of effect from point of release is 5' per level of the poison.
40. Toxic Gas Cloud # – As *Poison Gas Cloud*, except that the gas remains effective for one round per level of the enchanted gas (not the level of the poison itself). The cloud can be moved as any other gas can.
50. Concentrated Potion # – By casting this spell in conjunction with a *Make Potion* spell, the caster creates a concentrated potion which requires only a single drop to have effect. The resulting potion will have one drop (dose) per every full 5 levels of the caster.
60. Acidic Cloud # – As *Acidic Gas*, except that the gas forms a 2' per level radius cloud and remains effective for one round per level. The cloud can be moved as any other gas can. If someone is inhaling the cloud (holding one's breath will postpone this), every round after the first, treat it as if that individual had ingested the acid.
75. Elixir of Life – Allows caster to create one dose of a potion that will heal all wounds, illness, or poisoning in the imbiber. Recovery takes but a single round.
90. Elixir of Immortality – Allows caster to create one dose of a potion that will stop aging in the imbiber.

Note: Normally a spell in a potion will treat the imbiber as the target. It can allow the imbiber to direct the spell towards a target (or targets), if the caster of the *Make Potion* spell so chooses.

Note: The *Make Potion* spell is sufficient to allow the embedding of a spell (of up to the level permitted). It does not require the use of an *Embed* spell in addition. Embedding multiple spells in a potion may be accomplished by using a *Make Potion* spell sufficient for the total number of levels in the spells to be embedded. If multiple spells are embedded with a single *Make Potion* spell, all embedded spells have a casting level equal to the highest spell level embedded.

Adept Base

GENERAL ENCHANTMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Warning	1 item	special	self	A
2)	Detection	1 item	special	self	A
3)	Multiform II	special	special	self	A
4)	Initiative Bonus	1 item	special	self	A
5)	Item Analysis	1 item	—	touch	I
6)	General I	1 item	special	self	A
7)	Multiform III	special	special	self	A
8)	Isolate Contents	1 item	special	self	A
9)	Graceful Exit	1 item	special	self	A
10)	General II	1 item	special	self	A
11)	Stat Bonus I	1 item	special	self	A
12)	Multiform IV	special	special	self	A
13)	Enhanced Portability	1 item	special	self	A
14)	Self-Organizing Storage	1 item	special	self	A
15)	General III	1 item	special	self	A
16)	Multiform V	special	special	self	A
17)	Dimensional Relativity	1 item	special	self	A
18)	Reduced Time I	1 item	special	self	A
19)	Stat Bonus II	1 item	special	self	A
20)	Multiform True	special	special	self	A
25)	Stat Bonus III	1 item	special	self	A
30)	General IV	1 item	special	self	A
35)	Stat Bonus IV	1 item	special	self	A
40)	Reduced Time II	1 item	special	self	A
50)	Stat Bonus V	1 item	special	self	A
60)	General V	1 item	special	self	A
75)	General VI	1 item	special	self	A
90)	General VII	1 item	special	self	A

1. Warning – Allows caster to enchant an item that will always provide the attuned bearer with a last second sense of peril when he would otherwise be caught flatfooted, leading him to merely be surprised instead.

2. Detection – Allows caster to enchant an item to detect the presence of one thing, be it a particular race, metal, stone, etc., such as Orcs, gold, or emeralds. When the thing is present within its detection radius, the item will glow, chime, or otherwise emit some set signal. Base detection radius is 5', but this spell may be cast at an effectively higher level in order to increase the radius by 5' per increase level (e.g., *Detection* could be cast as a 5th level spell, costing 5 PP per casting, and requiring a base 5 TUs for enchantment, to increase the detection radius to 20'). By doubling the TUs spent on this spell, detection can be of a broader category such as demons, precious metals, or gems.

3. Multiform II – Allows caster to enchant an item that has two different forms. Both of the forms must be created as separate items and are combined into a single object with multiple forms through this spell. Enchantments on the separate forms must be done for each individually and appropriate *Work* spells used on all objects to be combined. *Multiform* need only be cast once per day on the entire group to be combined. An individual "form" may be multiple

objects, so one can make a sword that can become two swords, but this would require *Work* spells for each of the three swords and any abilities to be added at this time would need to be cast on each sword independently, even if the powers were the same. Abilities of each item are independent and for purposes of TU requirements, *Multiform* is treated as the last (highest multiplier) capability of the item with the most capabilities.

4. Initiative Bonus – Allows caster to enchant an item such that it provides a +1 bonus to Initiative. This bonus may be increased by casting this spell multiple times, with the result counting as a single ability (e.g., a +3 bonus requires casting *Initiative Bonus* three times a day, and produces a 12th level ability). This bonus normally applies only when using of the item itself (useful mainly for weapons). By doubling the TUs spent on this enchantment, the bonus may apply to all actions.

5. Item Analysis – The caster gains complete information on the item's magical abilities and any non-magical bonuses.

6. General I – Allows caster to enchant an item such that it provides a +5 bonus to one unspecialized skill or skill specialization **or** provides a +5 bonus to one type of RR (one realm, Physical, or Fear) **or** adds 2 ranks to an unspecialized skill or one skill specialization for uses of that skill that use the number of skill ranks only (i.e., this does not add to the skill bonus).

7. Multiform III – As *Multiform II*, except that the item can assume three different forms.

8. Isolate Contents – Allows caster to enchant one container so that the contents will suffer no ill effects from any exterior force so long as the container is intact. For example, a chest enchanted with this spell could tumble down a staircase and glassware within would not only not be broken, it would not even have become disorganized.

9. Graceful Exit – Allows caster to enchant an item such that it turns 50% of Absolute Failure results by the bearer in a given skill category into ordinary failures.

10. General II – As *General I*, except bonus is +10 for skills and RRs, while 4 ranks may be added for skill rank purposes.

11. Stat Bonus I – Allows caster to enchant an item that provides a +1 increase to the stat bonus of one stat.

12. Multiform IV – As *Multiform II*, except that the item can assume four different forms.

13. Enhance Portability – Allows caster to enchant one container so that the contents will have half their normal weight. This ability may be given to an item more than once in a single capability. For example, a backpack which had been enchanted with *Enhance Portability* twice and contained 60 pounds of loot would weigh as if it was carrying only one-quarter that amount (15 pounds). This would have a base cost of 26 TUs.

14. Self-Organizing Storage – Allows caster to enchant one container so that the attuned user can always take out the item he is looking for immediately (it is a 1 AP action to retrieve any item from the container).

15. General III – As *General I*, except bonus is +15 for skills and RRs, while 6 ranks may be added for skill rank purposes.

16. Multiform V – As *Multiform II*, except that the item can assume five different forms.

17. Dimensional Relativity – Allows caster to enchant one container so that the interior dimensions are twice those of the exterior dimensions. This allows a 2' x 2' x 3' chest to hold 4' x 4' x 6' of contents. This ability may be given to an item more than once, doubling each interior dimension each time. This spell is applicable to "containers" of people, so can produce a deceptively spacious hovel, tent, etc.

18. Reduced Time I – Allows caster to enchant an item such that the maximum cost for its use is reduced by one AP. The minimum cost remains the same, but penalties are calculated based on the altered maximum. For example a sword with *Reduced Time I* would only require 3 AP for a full melee attack and would only attack at -25 (rather than the usual -50) if only 2 AP were used to attack with it.

19. Stat Bonus II – Allows caster to enchant an item that provides a +2 increase to the stat bonus of one stat.

20. Multiform True – As *Multiform II*, except that the item can assume up to as many different forms as the caster's level divided by three (round down).

25. Stat Bonus III – Allows caster to enchant an item that provides a +3 increase to the stat bonus of one stat.

30. General IV – As *General I*, except bonus is +20 for skills and RRs, while 8 ranks may be added for skill rank purposes.

35. Stat Bonus IV – Allows caster to enchant an item that provides a +4 increase to the stat bonus of one stat.

40. Reduced Time II – As *Reduced Time I*, except that reduction is by two AP.

50. Stat Bonus V – Allows caster to enchant an item that provides a +5 increase to the stat bonus of one stat.

60. General V – As *General I*, except bonus is +25 for skills and RRs, while 10 ranks may be added for skill rank purposes.

75. General VI – As *General I*, except bonus is +30 for skills and RRs, while 12 ranks may be added for skill rank purposes.

90. General VII – As *General I*, except bonus is +35 for skills and RRs, while 14 ranks may be added for skill rank purposes.

Note: When creating *Multiform* items, one must actually *Work* all of the items that will constitute the various forms of the item, even if they are not being otherwise enchanted.

Note: The skill bonus from a *General* spell may be applied to all specializations of a specialized skill at double TU cost. All skills within a single skill category can receive the bonus for four times the TU cost.

Note: RR bonuses from *General* spells apply to a single Realm of magic, Physical, or Fear RRs. The TU cost of the *General* spell may be reduced to half normal by restricting the applicability of the bonus (e.g., poisons or Evil Channeling). By default, the RR bonus applies to the item itself and to the wearer/wielder/bearer as well. Reducing the bonus by 5 allows extending the bonus to a 5' radius effect. The radius may be increased by 5' for each further reduction of the bonus by 5. Thus a *General V* spell could produce a +25 bonus against Essence for the item and its user, a +20 bonus in a 5' radius, a +15 bonus in a 10' radius, a +10 bonus in a 15' radius, or a +5 bonus in a 20' radius.

Note: The GM is the final arbitrator as to what skills a *General* enchantment can provide to an item for any given item. GMs may wish to limit such enchantments to those skills that relate to the items normal use. Disallowed skill/item combinations can still be achieved through use of the Sanctifier's *Sacred Skill* spells, and similar enchantments are possible through the Psychographer's lists. The market value of such items will generally assume *General* enchantment, even when this is not the case.

Adept Base

INORGANIC SKILLS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Metal Analysis	caster	—	10'	I
2)	Stone Analysis	caster	—	10'	I
3)	Work Mundane Stone #	1 item	special	self	A
4)	Create Alloy #	1 item	special	self	A
5)	Work Lesser Metals #	1 item	special	self	A
6)	Metallic Wand #	1 item	special	self	A
7)	Work Mundane Metal I #	1 item	special	self	A
8)	Work Mundane Gemstone #	1 item	special	self	A
9)	Work Mundane Metal II #	1 item	special	self	A
10)	Work Stone #	1 item	special	self	A
11)	Work Metal I #	1 item	special	self	A
12)	Work Mundane Metal III #	1 item	special	self	A
13)	Work Inorganic #	1 item	special	self	A
14)	Work Metal II #	1 item	special	self	A
15)	Work Mundane Metal IV #	1 item	special	self	A
16)	Size Reduction Inorganic #	1 item	special	self	A
17)	Work Gemstone #	1 item	special	self	A
18)	Work Mundane Metal True #	1 item	special	self	A
19)	Work Metal III #	1 item	special	self	A
20)	Work Inorganic True #	1 item	special	self	A
25)	Work Metal IV #	1 item	special	self	A
30)	Mutual Aura I	1 item	special	self	A
35)	Work Metal V #	1 item	special	self	A
40)	Mutual Aura II	1 item	special	self	A
50)	Work Metal VI #	1 item	special	self	A
60)	Mutual Aura III	1 item	special	self	A
75)	Work Metal True #	1 item	special	self	A
90)	Unbreakable Work	1 item	special	self	A

1. Metal Analysis – Gives nature and origin of natural metal, and when and how worked metal was obtained and worked.

2. Stone Analysis – Gives nature and origin of natural stone, and when and how worked stone was obtained and worked.

3. Work Mundane Stone # – Allows caster to work with non-magical non-precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical non-precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

4. Create Alloy # – Allows caster a +50 bonus to any maneuvers to produce an alloy. This spell is advised when creating an item which is made from the components of an alloy rather than beginning with alloyed metal.

5. Work Lesser Metals # – Allows caster to work with non-magical metals with a bonus of no better than +0 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

6. **Metallic Wand #** – Allows caster to create a charged item of inorganic materials (the name of the spell being something of a misnomer, as one could create a staff of glass if one chose), when used in conjunction with the appropriate *Make* spell (see Organic Skills list).
7. **Work Mundane Metal I #** – Allows caster to work with non-magical metals with a bonus of no better than +5 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
8. **Work Mundane Gemstone #** – Allows caster to work with non-magical precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
9. **Work Mundane Metal II #** – Allows caster to work with non-magical metals with a bonus of no better than +10 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
10. **Work Stone #** – Allows caster to work with any non-precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any non-precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
11. **Work Metal I #** – Allows caster to work with any metals with a bonus of no better than +5 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
12. **Work Mundane Metal III #** – Allows caster to work with non-magical metals with a bonus of no better than +15 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
13. **Work Inorganic #** – Allows caster to work with non-magical non-metallic inorganic materials (e.g., glass) to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
14. **Work Metal II #** – Allows caster to work with any metals with a bonus of no better than +10 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
15. **Work Mundane Metal IV #** – Allows caster to work with non-magical metals with a bonus of no better than +20 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
16. **Size Reduction Inorganic #** – Allows the caster to create an inorganic magic item that is reduced from its normal size. For example a "rod" could be made wand-sized. To make a "staff" wand-sized would require that this spell be cast twice each day during item creation: once to convert the "staff" to rod-sized and then a second reduction to move from rod-sized to wand-sized.
17. **Work Gemstone #** – Allows caster to work with any precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

18. Work Mundane Metal True # – Allows caster to work with any non-magical metals to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
19. Work Metal III # – Allows caster to work with any metals with a bonus of no better than +15 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
20. Work Inorganic True # – Allows caster to work with any non-metallic inorganic materials (e.g., laen) to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
25. Work Metal IV # – Allows caster to work with any metals with a bonus of no better than +20 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
30. Mutual Aura I – Allows caster to enchant an item such that it turns the usual protection of items by the bearer's aura somewhat into reverse, offering some of the strength of its aura to protect the bearer. This allows the bearer to make all RRs against magic as if he were of at least 20th level. If the bearer is actually of 20th or higher level, he receives no benefit.
35. Work Metal V # – Allows caster to work with any metals with a bonus of no better than +25 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
40. Mutual Aura II – *As Mutual Aura I*, except minimum level is 30th.
50. Work Metal VI # – Allows caster to work with any metals with a bonus of no better than +30 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metals without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
60. Mutual Aura III – *As Mutual Aura I*, except minimum level is 50th.
75. Work Metal True # – Allows caster to work with any metals to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
90. Unbreakable Work – Allows caster to create an item that is nigh-indestructible. This is considered an item capability, not base item creation, and is subject to the usual time multiplication for creating such abilities. This item will never fail a breakage check and gains a second RR against any spell that would destroy or break it. If this power is given twice, the item will become almost impossible to destroy, requiring some special method be employed, which must be specified at the time of casting. This ability can only be given to an item during the creation of the base item (i.e., it cannot be added to an existing item).

Adept Base

MECHANICAL MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Machine Analysis	caster	—	10'	I
2)	Integrate Device	1 item	special	self	A
3)	Artificial Intelligence I	1 item	special	self	A
4)	Improved Communication	1 item	special	self	A
5)	Sensory Enhancement	1 item	special	self	A
6)	Artificial Intelligence II	1 item	special	self	A
7)	Mend Mechanism	1 machine	P	touch	U
8)	Spellcaster	1 item	special	self	A
9)	Artificial Intelligence III	1 item	special	self	A
10)	Improved Speed	1 item	special	self	A
11)	Additional Skills	1 item	special	self	A
12)	Selfwinding	1 item	special	self	A
13)	Animate Construct	1 item	special	self	A
14)	Bottomless Reservoir	1 item	special	self	A
15)	Artificial Intelligence IV	1 item	special	self	A
16)	Hand-Key	1 item	special	self	A
17)	Architectural Wonder	1 item	special	self	A
18)	Perpetual Motion	1 item	special	self	A
19)	Voice-Key	1 item	special	self	A
20)	Artificial Intelligence V	1 item	special	self	A
25)	Mend Mechanism True	1 machine	P	touch	U
30)	Automated Vehicle	1 vehicle	special	self	A
35)	Artificial Intelligence VI	1 item	special	self	A
40)	Overclocking	1 item	special	self	A
50)	Emergency Shutdown	1 machine	—	50'	F
60)	Automated Workshop	1 workshop	special	self	A
75)	Artificial Intelligence VII	1 item	special	self	A
90)	Programmable Vehicle	1 vehicle	special	self	A

1. Machine Analysis – Caster learns the general purpose of a target machine, as well as the approximate time and place of manufacture, the skills (and spell lists, if any) that were needed to make it, and its readiness (or lack thereof) for operation. The caster gains a +10 bonus for any subsequent maneuvers working with or on this machine.
2. Integrate Device – Allows caster to include a mechanical device in the body of a construct, which the construct is then able to use.
3. Artificial Intelligence I – Allows caster to enchant an item with Dim Intelligence.
4. Improved Communication – Allows caster to enchant an intelligent item such that it can communicate by touch telepathy. If the TUs spent are doubled to 8, the item may have the power of speech instead. For triple the TUs, the item may communicate through ranged telepathy.
5. Sensory Enhancement – Allows caster to enchant a construct, golem, or intelligent item such that it possesses an additional sense, one of the senses it has is extended in some way (e.g., extend sight into infrared), **or** in the case of a construct or item with a suitable location (e.g., a sword with an eye in the pommel) to make one sense record what

it senses for later playback (requiring a Medium Mechanics: Operation maneuver). Only the last 24 hours will be available for playback.

6. Artificial Intelligence II – Allows caster to enchant an item with Low Intelligence.

7. Mend Mechanism – Allows caster to instantly repair to full working order one mechanical device (e.g., a clock or a dart thrower). While damage may be extensive, no more than 10% of material may be missing, or this spell will fail.

8. Spellcaster – Allows caster to enchant an item possessed of an artificial intelligence to cast spells. This spell may be cast multiple times per day to increase the effect of this enchantment. One spell provides the item with access to the Open lists of a single Realm of magic. Doubling up the spell (and taking a base 16 TUs) will add access to the Closed lists of the same Realm. Tripling up the spell (24 TUs) will add access to all other lists available to a caster of that Realm (Base, Evil, and Arcane). Adding another casting of this spell each day (and adding another 8 TUs to the capability) can be done to give access to an additional Realm, to create an item with Hybrid spellcasting abilities. This also provides the item with the Power Development skill.

9. Artificial Intelligence III – Allows caster to enchant an item with Medium Intelligence.

10. Improved Speed – Allows caster to enchant a mechanical device so as to cut the time to operate it in half for one specific operation. For example, this is typically used to reduce the time to raise a portcullis or to reduce the time to reset the firing mechanism on a crossbow or siege engine. This ability may be added multiple times (e.g., twice for one-quarter the usual operation time), but each time counts as a separate enchantment.

11. Additional Skills – Allows caster to enchant an item with artificial intelligence so that it can learn additional skills, as described in Section 4.4.

12. Selfwinder – Allows caster to enchant a mechanical device such that upon use, it will reset itself into a ready state. This takes the normal amount of time, but the item's parts move on their own. This allows traps to reset themselves, crossbows and siege engines to wind themselves (though reloading ammunition will still need to be accomplished manually without a mechanical reloading device and ammunition reservoir), and clockwork toys and timepieces to keep themselves wound.

13. Animate Construct – Allows caster to animate a construct, as described in Section 4.5.

14. Bottomless Reservoir – Allows caster to enchant a container such that it never runs empty. An initial supply must be in place when the item receives this enchantment. All *Work* spells for the substance or item that is to be kept eternally renewed must be cast again as part of this ability (i.e., they are cast as part of ability-creation, separate from casting as part of base item creation). By default, this can only be done with mundane items and substances (regular arrows, but not magical arrows). If the GM allows magical reserves to be created, all spells required to enchant the item to be eternally supplied must be included in this capability as well.

15. Artificial Intelligence IV – Allows caster to enchant an item with High Intelligence.

16. Hand-Key – Allows caster to enchant a mechanism such that its operation is tied to a hand-shaped depression. When the hand of an authorized individual is placed in the depression, the mechanism will operate (or not operate, in the case of a trap), while the reverse is otherwise true. Shape-changing can fool this device or a very detailed forgery of a hand, down to body warmth and fingerprints. Any authorized person may authorize another, so long as an Easy attunement maneuver is made by both.

17. Architectural Wonder – Allows caster to create a large piece of architectural/engineering work with twice the normal strength. A bridge could support twice the normal weight, a fortress wall endure twice the destructive force, etc.

18. Perpetual Motion – Allows caster to create a clockwork device that will work forever without winding. While especially useful for clocks, various toys and gadgets may be powered in this way as well.

19. Voice-Key – As *Hand-Key*, except operation is tied to the sound of an authorized person's voice, which must speak the correct words. This requires both mimicking an authorized voice and discovering the correct phrase to defeat.

20. Artificial Intelligence V – Allows caster to enchant an item with Superior Intelligence.

25. Mend Mechanism True – Allows caster to restore a complex machine with many working parts to full working order. While damage may be extensive, no more than 10% of material may be missing, or this spell will fail. For each ton of machinery, it requires one hour for repairs to become complete.

30. Automated Vehicle – Allows caster to enchant a vehicle so that it will operate itself. This might be a carriage that rolls along without a horse, a siege tower that advances on its own, a sailing ship that performs its functions without a crew, etc. This can substitute for up to fifty men or a dozen horses. This ability can be added multiple times if needed to replace a larger work force. The vehicle cannot direct itself and will require a pilot.

35. Artificial Intelligence VI – Allows caster to enchant an item with Genius Intelligence.

40. Overclocking – Allows caster to enchant a construct such that it has an extra 2 AP each round. This will make the mechanisms somewhat less stable. Any Impact or Unbalancing critical suffered by the construct will count as Slaying I. This cannot be combined with an embedded intelligence of any kind, as the excessive speed would disorientate the embedded intelligence.

50. Emergency Shutdown – Target machine immediately ceases its operations, freezing in its current position. This can be any single mechanism, a system of mechanisms working closely together (as in a series of pistons or the gears running different hands of a clock), or a more complex machine unified through enchantment (as a construct or one of the self-mobile vehicles created with this list). Something like a sailing ship, with many different simple machines working more or less independently, cannot be so shut down except when magically enhanced as a machine.

60. Automated Workshop – Allows caster to convert a workshop to one with multiple self-operating tools and other simple devices that will work in accordance with the user's needs. Where applicable, this constitutes the equivalent of a full set of assistants. In any case, all work will be done in two-thirds the normal time, with a +30 to all maneuvers. These are cumulative with the benefits of a *Work* spell.

75. Artificial Intelligence VII – Allows caster to enchant an item with Transcendent Intelligence.

90. Programmable Vehicle – As *Automated Vehicle*, except that the vehicle can steer itself. This requires that the course be set, which will require both a Navigation or Region Lore maneuver and a Mechanics: Operation maneuver. Difficulty for Navigation/Region Lore should be the same as conventional travel, while the Mechanics maneuver starts at Very Hard and complex tasks, such as navigating a winding mountain road, will increase the difficulty.

Adept Base

ORGANIC SKILLS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Work Mundane Paper #	1 item	special	self	A
2)	Work Mundane Cloth #	1 item	special	self	A
3)	Work Mundane Leather #	1 item	special	self	A
4)	Work Mundane Wood #	1 item	special	self	A
5)	Make Rune Paper #	1 item	special	self	A
6)	Work Organic #	1 item	special	self	A
7)	Make Wand #	1 item	special	self	A
8)	Recyclable Runes	1 item	special	self	A
9)	Triggered Item	1 item	special	self	A
10)	Make Rod #	1 item	special	self	A
11)	Augmented Casting #	1 item	special	self	A
12)	Organic Rune #	1 item	special	self	A
13)	Size Reduction #	1 item	special	self	A
14)	Make Staff #	1 item	special	self	A
15)	Work Paper #	1 item	special	self	A
16)	Work Cloth #	1 item	special	self	A
17)	Work Leather #	1 item	special	self	A
18)	Work Wood #	1 item	special	self	A
19)	Make Half-Bole #	1 item	special	self	A
20)	Work Organic True #	1 item	special	self	A
25)	Make Bole #	1 item	special	self	A
30)	Lesser Transformation	1 item	special	self	A
35)	Living Rune #	1 item	special	self	A
40)	Transformation	1 item	special	self	A
50)	Greater Transformation	1 item	special	self	A
60)	Work Plant #	1 item	special	self	A
75)	Work Beast #	1 item	special	self	A
90)	Work Living #	1 item	special	self	A

1. Work Mundane Paper # – Allows caster to work with non-magical paper to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical paper without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

2. Work Mundane Cloth # – Allows caster to work with non-magical fabric to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical fabric without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

3. Work Mundane Leather # – Allows caster to work with non-magical leather or hide to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical leather or hide without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

4. Work Mundane Wood # – Allows caster to work with non-magical wood to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical wood without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
5. Make Rune Paper # – Allows caster to make a sheet of paper or parchment (vellum, etc.) which will hold a rune as described in the Open Essence spell list Rune Mastery (or the Sanctifier spell list Sacred Runes).
6. Work Organic # – Allows caster to work with non-magical organic materials to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical organic material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
7. Make Wand # – Allows the caster to make a "wand" which may have spells embedded in it.
8. Recyclable Runes – Allows the caster to create a piece of rune paper that will allow the rune to be used twice before it vanishes. The first use of the rune will cause it to fade a bit, so it is easy to tell if the rune has one or two uses left, but not so much as to make it difficult to read.
9. Triggered Item – Allows the caster to make an item with a non-"constant" embedded spell that does not require attunement, but is instead activated by a given "trigger" (e.g., the holder speaking a certain word, a certain species comes within range of the embedded spell, a certain part of the item is twisted clockwise, or the item is touched to someone with a bleeding wound). Note that because the action is automatic, the user has no ability to perform target-selection or the like. The conditions set for the trigger must include any necessary target selection or other choices that would normally fall on the caster of the embedded spell.
10. Make Rod # – Allows the caster to make a "rod" which may have spells embedded in it.
11. Augmented Casting # – Allows a caster to create an item which casts any embedded spells at a level greater than the level of the embedded spell. The spell will be cast at the lower of the level of the item itself or the level of caster providing the embedded spell.
12. Organic Rune # – When cast immediately before a *Make Rune Paper* spell, this allows any non-living organic material to be made capable of holding a rune (e.g., a rune could then be inscribed on a wooden chair or a hide shield). The object must be at least 3" by 3" in size.
13. Size Reduction # – Allows the caster to create an organic magic item that is reduced from its normal size. For example a "rod" could be made wand-sized. To make a "staff" wand-sized would require that this spell be cast twice each day during item creation: once to convert the "staff" to rod-sized and then a second reduction to move from rod-sized to wand-sized.
14. Make Staff # – Allows the caster to make a "staff" which may have spells embedded in it.
15. Work Paper # – Allows caster to work with any paper to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any paper without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
16. Work Cloth # – Allows caster to work with any fabric to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any fabric without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
17. Work Leather # – Allows caster to work with any leather or hide to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any leather or hide without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
18. Work Wood # – Allows caster to work with any wood to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any wood without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

19. Make Half-Bole # – Allows the caster to make a "half-bole" which may have spells embedded in it.
20. Work Organic True # – Allows caster to work with any organic materials to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any organic materials without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
25. Make Bole # – Allows the caster to make a "bole" which may have spells embedded in it.
30. Lesser Transformation – Allows the caster to enchant an item that will transform any living organic being into a "non-dangerous" animal form (e.g., swan, sheep, rabbit) when worn. This requires something from an animal of this type (typically a feather or bit of hair). The creature into which the wearer transforms must be selected at the time of the item's enchantment, as must whether the wearer's worn and carried possessions other than the transformation item (which always transforms with the wearer) merge into wearer's altered form or fall to the ground when the wearer transforms. Transformed gear cannot be used unless it has a magical effect when simply carried, but the transformation item may normally be taken off while in beast form at any time. This effect can be made "at will" (allowing the wearing of the item in human form or the ability to transform into more than one creature using a single item) by doubling the TUs spent on this spell.
35. Living Rune # – When cast immediately before a *Make Rune Paper* spell, this allows a living organic being to be made capable of holding a rune. The rune will take the appearance of a tattoo, brand, or painted/dyed skin or fur. This spell ends when the creature dies.
40. Transformation – As *Lesser Transformation*, except that the wearer transforms into a dangerous animal (e.g., tiger, cobra, hippo).
50. Greater Transformation – As *Lesser Transformation*, except that the wearer transforms into a magical living creature (e.g., gryphon, unicorn, wyvern). This excludes all races, undead, demons, elementals, and artificial creatures. While the wearer of the transformation item gains all innate abilities of the being into which he transforms, no skill is automatically granted for magical abilities (i.e., flight with wings would "come naturally", but a breath weapon would need to be learned in order to develop OB).
60. Work Plant # – Allows caster to work with any plant to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any plant without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant maneuver(s).
75. Work Beast # – Allows caster to work with any normal beast to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any normal beast without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant maneuver(s).
90. Work Living # – Allows caster to work with any organic living being to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any organic living being without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant maneuver(s).

Adept Base

OTHER REALM EMBEDDING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Logic Fork	1 item	special	self	A
2)	Hybrid Embedding	1 item	special	self	A
3)	Embed I	1 item	special	self	A
4)	List Embedding	1 item	special	self	A
5)	Charge Wand	1 item	special	self	A
6)	Embed II	1 item	special	self	A
7)	Daily I	1 item	special	self	A
8)	Embed III	1 item	special	self	A
9)	Daily II	1 item	special	self	A
10)	Charge Rod	1 item	special	self	A
11)	Daily III	1 item	special	self	A
12)	Embed IV	1 item	special	self	A
13)	Daily IV	1 item	special	self	A
14)	Embed V	1 item	special	self	A
15)	Charge Staff	1 item	special	self	A
16)	Daily V	1 item	special	self	A
17)	Embed VII	1 item	special	self	A
18)	Constant III	1 item	special	self	A
19)	Charge Half-Bole	1 item	special	self	A
20)	Embed X	1 item	special	self	A
25)	Daily X	1 item	special	self	A
30)	Charge Bole	1 item	special	self	A
35)	Embed XX	1 item	special	self	A
40)	Constant X	1 item	special	self	A
50)	Daily XX	1 item	special	self	A
60)	Embed True	1 item	special	self	A
75)	Daily XL	1 item	special	self	A
90)	Constant XX	1 item	special	self	A

1. Logic Fork – Allows caster to create an item with a single embedded ability that allows the user to freely choose among the spells embedded in that ability (e.g., a *Daily II* ability with two embedded first level spells would allow casting either of the spells twice in a day or both of them once each).
2. Hybrid Embedding – Allows the caster to use the spells on this list to embed Hybrid Base list spells.
3. Embed I – Allows caster to embed a 1st level Channeling or Mentalism spell in an item.
4. List Embedding – Allows caster to use an *Embed #* spell to embed a Channeling or Mentalism spell list up to the level of the *Embed* spell's #. Lower level spells from the embedded list are cast at the level of the highest level spell embedded as part of the same embedding.
5. Charge Wand – Allows caster to charge a wand containing (a) Channeling, Mentalism, or Hybrid spell(s).
6. Embed II – Allows caster to embed a 2nd level or lower level Channeling or Mentalism spell in an item.
7. Daily I – Allows caster to embed a 1st level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
8. Embed III – Allows caster to embed a 3rd level or lower level Channeling or Mentalism spell in an item.

9. Daily II – Allows caster to embed a 2nd level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
10. Charge Rod – Allows caster to charge a rod containing (a) Channeling, Mentalism, or Hybrid spell(s).
11. Daily III – Allows caster to embed a 3rd level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
12. Embed IV – Allows caster to embed a 4th level or lower level Channeling or Mentalism spell in an item.
13. Daily IV – Allows caster to embed a 4th level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
14. Embed V – Allows caster to embed a 5th level or lower level Channeling or Mentalism spell in an item.
15. Charge Staff – Allows caster to charge a staff containing (a) Channeling, Mentalism, or Hybrid spell(s).
16. Daily V – Allows caster to embed a 5th level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
17. Embed VII – Allows caster to embed a 7th level or lower level Channeling or Mentalism spell in an item.
18. Constant III – Allows caster to embed a Channeling or Mentalism spell of up to 3rd level (in conjunction with an *Embed* spell) that functions constantly (or "at will" or when triggered, see item enchantment rules for details).
19. Charge Half-Bole – Allows caster to charge a half-bole containing (a) Channeling, Mentalism, or Hybrid spell(s).
20. Embed X – Allows caster to embed a 10th level or lower level Channeling or Mentalism spell in an item.
25. Daily X – Allows caster to embed a 10th level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
30. Charge Bole – Allows caster to charge a bole containing (a) Channeling, Mentalism, or Hybrid spell(s).
35. Embed XX – Allows caster to embed a 20th level or lower level Channeling or Mentalism spell in an item.
40. Constant X – Allows caster to embed a Channeling or Mentalism spell of up to 10th level (in conjunction with an *Embed* spell) that functions constantly (or "at will" or when triggered, see item enchantment rules for details).
50. Daily XX – Allows caster to embed a 20th level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
60. Embed True – Allows caster to embed a Channeling or Mentalism spell of any level in an item.
75. Daily XL – Allows caster to embed a 40th level Channeling or Mentalism spell (in conjunction with an *Embed* spell) that can be cast once per day. See note below for other options available when using a *Daily* spell.
90. Constant XX – Allows caster to embed a Channeling or Mentalism spell of up to 20th level (in conjunction with an *Embed* spell) that functions constantly (or "at will" or when triggered, see item enchantment rules for details).

Note: *Daily #* spells are rather flexible. In their basic use, they allow a total level of spells to be cast once per day. For example, a *Daily V* spell can allow a 5th level spell to be cast once per day **or** a 1st level spell to be cast five times per day **or** a 3rd level spell and a 2nd level spell to each be cast once per day **or** any other combination of total spell levels equal to five each day. The time required for both the *Daily* spell and the individual associated spells to be embedded may be reduced by a reduction in the frequency with which the spells may be used. In half the normal time, the spells may be embedded to be used once per week. In one-third of the normal time, the spells may be embedded to be used once per fortnight. In a quarter of the normal time, the spells may be embedded to be used once per month. Making usage less frequent may alternatively be used to embed a higher level spell with no time reduction in the enchantment process. This can only be done to embed a single higher level spell up to twice the normal level as a weekly spell, up to triple normal level as a fortnightly spell, or four times normal level as a monthly spell. For example, *Daily V* can allow a 10th level spell to be cast once a week, a 15th level spell to be cast once a fortnight, or a 20th level spell to be cast once a month.

Adept Base

SHOE ENCHANTMENTS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Footwear Analysis	1 target	—	10'	I
2)	Work Mundane Organic Material #	1 item	special	self	A
3)	Magic Shoes #	1 item	special	self	A
4)	Bonus I	1 item	special	self	A
5)	Walking Shoes	1 item	special	self	A
6)	Work Mundane Inorganic Material #	1 item	special	self	A
7)	Bonus II	1 item	special	self	A
8)	All Sizes #	1 item	special	self	A
9)	Running Shoes	1 item	special	self	A
10)	Work Any Material #	1 item	special	self	A
11)	Lightfoot Shoes	1 item	special	self	A
12)	Bonus III	1 item	special	self	A
13)	Boots of Kicking	1 item	special	self	A
14)	Traveling Shoes	1 item	special	self	A
15)	Winged Shoes	1 item	special	self	A
16)	Tough Boots	1 item	special	self	A
17)	Marvelous Soles	1 item	special	self	A
18)	Combat Boots	1 item	special	self	A
19)	Boots of Speed	1 item	special	self	A
20)	Bonus IV	1 item	special	self	A
25)	Seven-League Boots	1 item	special	self	A
30)	Guardian Boots	1 item	special	self	A
35)	Bonus V	1 item	special	self	A
40)	Lucky Shoes	1 item	special	self	A
50)	Bonus VI	1 item	special	self	A
60)	Invincible Boots	1 item	special	self	A
75)	Bonus VIII	1 item	special	self	A
90)	Dimension Striders	1 item	special	self	A

1. Footwear Analysis – Caster learns the origin and characteristics of one pair of footwear, including the materials and processes used in their creation (including spells), a general idea of who made them, and their size.

2. Work Mundane Organic Material # – Allows caster to work with non-magical organic materials to create an enchanted pair of footwear. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical organic materials without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

3. Magic Shoes # – Allows caster to create an enchanted pair of footwear that will fit any humanoid foot of a correctly Sized individual comfortably. This also prevents foot odor and provides a +50 RR bonus against any fungal or other parasitic attack on the feet. If worn during recovery from a foot or ankle injury, the time needed for recovery is halved.

4. Bonus I – Allows caster to create an enchanted pair of footwear that provides a +5 bonus to one appropriate skill: Jumping, Running, Skating (if a pair of skates), Stalking, or other skills that the GM deems suitably foot-related.

5. Walking Shoes – Allows caster to create an enchanted pair of footwear that provides a permanent effect identical to one "Walking" spell (e.g., *Waterwalking*).
6. Work Mundane Inorganic Material # – Allows caster to work with non-magical, inorganic materials to create an enchanted pair of footwear. All required tools and material must be present. Alternatively, this spell can be used to work on such material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
7. Bonus II – As *Bonus I*, except bonus is +10.
8. All Sizes # – Allows caster to create an enchanted pair of footwear that will adapt to fit any humanoid feet, regardless of Size.
9. Running Shoes – Allows caster to create an enchanted pair of footwear that provides a permanent effect identical to one "Running" spell (e.g., *Waterrunning*).
10. Work Any Material # – Allows caster to work with any materials to create an enchanted pair of footwear. All required tools and material must be present. Alternatively, this spell can be used to work on such material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
11. Lightfoot Shoes – Allows caster to create an enchanted pair of footwear that gives the wearer the abilities of a *Leaping* and *Landing* spell (each once per round).
12. Bonus III – As *Bonus I*, except bonus is +15.
13. Boots of Kicking – Allows caster to create an enchanted pair of footwear that provide a +15 OB bonus when used for Martial Arts Strikes.
14. Traveling Shoes – Allows caster to create an enchanted pair of footwear that prevents the wearer from suffering fatigue from ground-based movement.
15. Winged Shoes – Allows caster to create an enchanted pair of footwear that allow the wearer to fly at his normal movement rate, subject to the normal rules regarding flight. Most such items do have little wings, but this is not actually required.
16. Tough Boots – Allows caster to create an enchanted pair of footwear that negates 25% of leg criticals.
17. Marvelous Soles – Allows caster to create an enchanted pair of footwear that allow the wearer to move on any surface without penalty and negate 50% of all criticals suffered due to the failure of a Movement maneuver. The shoes will also be able to slip freely out of any material, so the wearer will not be caught in mud, glue, etc., unless he falls in deeper than his footwear.
18. Combat Boots – Allows caster to create an enchanted pair of footwear that allows the wearer to make attacks while moving on foot with no penalties to OB due to movement.
19. Boots of Speed – Allows caster to create an enchanted pair of footwear that doubles the base movement rate of the wearer.
20. Bonus IV – As *Bonus I*, except bonus is +20.
25. Seven-League Boots – Allows caster to create an enchanted pair of footwear that allows the wearer to take a single step and travel up to seven leagues (21 miles) in a single round. Any attempt to do this more than once per day requires an Absurd Fatigue Check. This is not a teleport effect, but a magically swift leap; it will not allow passage through barriers that the wearer could not normally go through, but it does automatically avoid collisions with birds and such. This effect requires Attunement to use.
30. Guardian Boots – Allows caster to create an enchanted pair of footwear that negates 50% of leg criticals.
35. Bonus V – As *Bonus I*, except bonus is +25.
40. Lucky Shoes – Allows caster to create an enchanted pair of footwear that provide a +7 DB bonus and allows the wearer unusual luck, defined in game terms as the ability to reroll any roll made by the character or force a reroll of any roll affecting only the wearer (this could not apply to a Fire Ball attack that included others, but could apply to the critical taken by the wearer) up to seven times each day.
50. Bonus VI – As *Bonus I*, except bonus is +30.
60. Invincible Boots – Allows caster to create an enchanted pair of footwear that negates 75% of leg criticals.

75. Bonus VII – As *Bonus I*, except bonus is +35.

90. Dimension Striders – Allows caster to create an enchanted pair of footwear that allow the wearer to "step through the walls of the world" and travel to other planes of existence. Note that this does not provide protection from the conditions to be found on these other planes (e.g., the wearer will gain no resistance to fire by using these to reach the elemental plane of fire). Use of this ability requires Attunement and control of one's destination may be based on an appropriate Lore (or Science) skill, at the GM's option.

Note: Regardless of spell name, all spells on this list apply to all forms of footwear: boots, shoes, slippers, sandals, etc.

Adept Base

WEAPON ENCHANTMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Weapon Analysis	caster	—	10'	I
2)	Stable Weapon	1 item	special	self	A
3)	Racial Weapon	1 item	special	self	A
4)	Weapon I	1 item	special	self	A
5)	Returning Weapon	1 item	special	self	A
6)	Range Improvement I	1 item	special	self	A
7)	Additional Crit I	1 item	special	self	A
8)	Weapon II	1 item	special	self	A
9)	Returning Weapon True	1 item	special	self	A
10)	Doorcleaver	1 item	special	self	A
11)	Range Improvement II	1 item	special	self	A
12)	Shield Breaker	1 item	special	self	A
13)	Weapon III	1 item	special	self	A
14)	Additional Crit II	1 item	special	self	A
15)	Slaying I	1 item	special	self	A
16)	Vampiric Weapon	1 item	special	self	A
17)	Range Improvement III	1 item	special	self	A
18)	Armor Breaker	1 item	special	self	A
19)	Additional Crit III	1 item	special	self	A
20)	Slaying II	1 item	special	self	A
25)	Weapon IV	1 item	special	self	A
30)	Increased Size	1 item	special	self	A
35)	Weapon Breaker	1 item	special	self	A
40)	Slaying III	1 item	special	self	A
50)	Weapon V	1 item	special	self	A
60)	Slaying IV	1 item	special	self	A
75)	Weapon VI	1 item	special	self	A
90)	Increased Size True	1 item	special	self	A

1. Weapon Analysis – Caster learns the materials of which a target weapon is made, what bonuses it has to OB and breakage rolls, the approximate time and place of manufacture, and whether the weapon has any additional magical properties.

2. Stable Weapon – Allows caster to enchant a weapon which negates 50% of fumbles made with the weapon.

3. Racial Weapon – Allows caster to enchant a weapon which gains an additional +5 OB when wielded by a member of a specific race (e.g., human, Elf, or Orc).
4. Weapon I – Allows caster to enchant a weapon with a +5 OB bonus or with an additional +5 OB bonus against a specific Type of creature (see note below regarding *Slaying* for costs for more or less restrictive bonuses).
5. Returning Weapon – Allows caster to enchant a weapon (or missile) that when thrown or launched, will return to the user after the attack via flight (with a speed a 100'/round). It will come to the user's hand, if the user chooses to catch it; otherwise, it will settle at the user's feet.
6. Range Improvement I – Allows caster to enchant a weapon with an improved range. Any melee weapon that cannot normally be thrown will be given a thrown range increment of 10'. A normally thrown weapon will have its range increment increased by 5'. A missile weapon will have its range increment increased by 10', as will any elemental spell to which this is applied. A siege weapon will have its range increment increased by 50'.
7. Additional Crit I – Allows caster to enchant a weapon so that whenever it delivers a critical, it will also deliver a second critical of two degrees of severity less than the primary critical (e.g., if the weapon does a C critical, it will also do an A critical of the additional type). The type of extra critical delivered is determined at the time of enchantment.
8. Weapon II – Allows caster to enchant a weapon with a +10 OB bonus or with an additional +10 OB bonus against a specific Type of creature (see note below regarding *Slaying* for costs for more or less restrictive bonuses).
9. Returning Weapon True – As *Returning Weapon*, except that the weapon returns instantly via a teleport effect (one mile range limit).
10. Doorcleaver – Allows caster to enchant a weapon that can be used to cause most objects other than armor, weapons, and shields to make a breakage check or be smashed, cut through, or whatever effect is most appropriate for the weapon. Any weapon bonuses are applied as a penalty to this breakage check. One item may be "cleaved" each round.
11. Range Improvement II – Allows caster to enchant a weapon with an improved range. Any melee weapon that cannot normally be thrown will be given a thrown range increment of 15'. A normally thrown weapon will have its range increment increased by 10'. A missile weapon will have its range increment increased by 25', as will any elemental spell to which this is applied. A siege weapon will have its range increment increased by 100'.
12. Shield Breaker – Allows caster to enchant a weapon such that every round it is used in combat against an opponent using a shield, that shield must make a breakage check.
13. Weapon III – Allows caster to enchant a weapon with a +15 OB bonus or with an additional +15 OB bonus against a specific Type of creature (see note below regarding *Slaying* for costs for more or less restrictive bonuses).
14. Additional Crit II – Allows caster to enchant a weapon so that whenever it delivers a critical, it will also deliver a second critical of one degree of severity less than the primary critical (e.g., if the weapon does a B critical, it will also do an A critical of the additional type). The type of extra critical delivered is determined at the time of enchantment.
15. Slaying I – Allows caster to enchant a weapon that has a Slaying I effect (adds +5 to all criticals) when used against one kind of target.
16. Vampiric Weapon – Allows caster to enchant a weapon with a Vampiric Effect (see below).
17. Range Improvement III – Allows caster to enchant a weapon with an improved range. Any melee weapon that cannot normally be thrown will be given a thrown range increment of 20'. A normally thrown weapon will have its range increment increased by 15'. A missile weapon will have its range increment increased by 50', as will any elemental spell to which this is applied. A siege weapon will have its range increment increased by 200'.
18. Armor Breaker – Allows caster to enchant a weapon such that every time it delivers a critical to an armored area, the armor must make a breakage check. If the critical already indicates possible breakage, roll both checks.
19. Additional Crit III – Allows caster to enchant a weapon so that whenever it delivers a critical, it will also deliver a second critical of the same degree of severity as the primary critical (e.g., if the weapon does an A critical, it will also do an A critical of the additional type). The type of extra critical delivered is determined at the time of enchantment.

20. Slaying II – Allows caster to enchant a weapon that has a Slaying II effect (adds +10 to all criticals) when used against one kind of target.

25. Weapon IV – Allows caster to enchant a weapon with a +20 OB bonus or with an additional +20 OB bonus against a specific Type of creature (see note below regarding *Slaying* for costs for more or less restrictive bonuses).

30. Increased Size – Allows caster to enchant a weapon which attacks as if it were one Size larger than actual. (E.g., a human-sized longsword could be enchanted to attack as a Big creature's longsword, doing Large rather than Big attacks.)

35. Weapon Breaker – Allows caster to enchant a melee weapon such that when the weapon is used in combat against an armed foe, the foe's weapon(s) must make a breakage check each round.

40. Slaying III – Allows caster to enchant a weapon that has a Slaying III effect (adds +15 to all criticals) when used against one kind of target.

50. Weapon V – Allows caster to enchant a weapon with a +25 OB bonus or with an additional +25 OB bonus against a specific Type of creature (see note below regarding *Slaying* for costs for more or less restrictive bonuses).

60. Slaying IV – Allows caster to enchant a weapon that has a Slaying IV effect (adds +20 to all criticals) when used against one kind of target.

75. Weapon VI – Allows caster to enchant a weapon with a +30 OB bonus or with an additional +30 OB bonus against a specific Type of creature (see note below regarding *Slaying* for costs for more or less restrictive bonuses).

90. Increased Size True – Allows caster to enchant a weapon which attacks as if it were two Sizes larger than actual. (E.g., a human-sized longsword could be enchanted to attack as a Large creature's longsword, doing Huge rather than Big attacks.)

Note: *Weapon* and *Slaying* spells can be applied to items that cast spells using the Directed Spells skill at double the TU cost (e.g., *Weapon II* can be used to give a Wand of Shock Bolts a +10 OB, but adds 16 TUs to the creation time).

Note: *Slaying* applies to a single creature Variety or a single profession or Evil spellcasters by default. For triple TUs, it can apply to a creature Type or to Pure Spellcasters of a given Realm, Semi Spellcasters of a given Realm, Hybrid Spellcasters, or Arms Professions. For five times the normal TUs, it can apply to an entire creature Category. Cost can be reduced to half TUs by applying to a select subgroup (female Titans, spell-casting Trolls, Evil elves, etc.) The subgroup should not be more than about half the population (no reduction for female Medusae). For *Weapon* spells used to create an additional bonus, the bonus applies to a Type by default. Cut the cost in TUs in half if it applies only to a Variety; double the TUs if it applies to a Category. Use the same equivalents for profession types as for *Slaying*.

Vampiric Effects: The *Vampiric Weapon* spell can bestow one of the following properties. Multiple *Vampiric Weapon* spells can provide multiple properties.

1. Weapon does Life Drain imposing a -1 Co penalty per severity of the critical (e.g., a C critical imposes a -3 penalty). RR versus Essence applies unless this ability is added twice (as one power with doubled TU costs).

2. Weapon can heal the wielder of minor injuries and weariness. For every concussion hit that the weapon inflicts, the wielder may recover 1 concussion hit or remove -1 in fatigue penalties.

3. Weapon can drain Power Points from those it harms and transfer them in part to the wielder or to itself. The weapon drains 3 PP per severity of the critical (e.g., 3 PP for an A crit or 12 PP for a D crit). These PP then are added to the weapon or its wielder to the limit of normal maximum PP. RR versus Essence applies unless this ability is added twice.

4. Weapon feeds on the souls of those it kills. When it delivers a lethal blow, once the foe is dead, the weapon absorbs some of the life energy of the soul. For each level of the slain, a concussion hit can be recovered by the wielder, a -1 penalty due to breakage on the weapon may be repaired, or 1 PP may be recovered by the weapon or its wielder. This ability may be increased by adding it multiple times to a maximum of five times (for 5 hits, -5 breakage recovery, or 5 PP per level of slain), at which point it acts as a *Dark Absolution*, destroying the soul of the slain.

5. Weapon can convert hits of damage done to power. For every three concussion hits of damage delivered, the weapon or its wielder may recover 1 PP (up to normal maximum).

6. Weapon enhances bleeding. For any result of bleeding X hits/round, this is increased to X+1 hits/round. This ability may be added multiple times for increased effect.

Psychographer Base
CRAFTS MASTERY

Level	Spell	Area of Effect	Duration	Range	Type
1)	Work Mundane Liquid #	1 item	special	self	A
2)	Work Mundane Cloth #	1 item	special	self	A
3)	Work Mundane Leather #	1 item	special	self	A
4)	Work Mundane Wood #	1 item	special	self	A
5)	Work Mundane Stone #	1 item	special	self	A
6)	Work Precious Metals #	1 item	special	self	A
7)	Work Organic #	1 item	special	self	A
8)	Work Common Metals #	1 item	special	self	A
9)	Work Mundane Gemstone #	1 item	special	self	A
10)	Work Mundane Metal I #	1 item	special	self	A
11)	Work Stone #	1 item	special	self	A
12)	Work Mundane Metal II #	1 item	special	self	A
13)	Work Metal I #	1 item	special	self	A
14)	Work Mundane Metal III #	1 item	special	self	A
15)	Work Inorganic #	1 item	special	self	A
16)	Work Metal II #	1 item	special	self	A
17)	Work Cloth #	1 item	special	self	A
18)	Work Mundane Metal IV #	1 item	special	self	A
19)	Work Gemstone #	1 item	special	self	A
20)	Work Organic True #	1 item	special	self	A
25)	Master of Crafts	caster	24 hrs	self	U
30)	Work Mundane Metal True #	1 item	special	self	A
35)	Work Inorganic True #	1 item	special	self	A
40)	Work Metal IV #	1 item	special	self	A
50)	Work Metal V #	1 item	special	self	A
60)	Work Metal VI #	1 item	special	self	A
75)	Work Metal True #	1 item	special	self	A
90)	Unbreakable Work	1 item	special	self	A

1. Work Mundane Liquid # – Allows caster to work with non-magical, non-toxic liquids to create an enchanted item (normally a potion). All required tools and material must be present. Alternatively, this spell can be used to work on a non-magical liquid without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

2. Work Mundane Cloth # – Allows caster to work with non-magical fabric to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical fabric without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

3. Work Mundane Leather # – Allows caster to work with non-magical leather or hide to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical leather or hide without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
4. Work Mundane Wood # – Allows caster to work with non-magical wood to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical wood without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
5. Work Mundane Stone # – Allows caster to work with non-magical non-precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical non-precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
6. Work Precious Metals # – Allows caster to work with non-magical, precious metals with a bonus of no better than +0 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
7. Work Organic # – Allows caster to work with non-magical organic materials to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical organic materials without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
8. Work Common Metals # – Allows caster to work with non-magical, non-precious metals with a bonus of no better than +0 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
9. Work Mundane Gemstone # – Allows caster to work with non-magical precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
10. Work Mundane Metal I # – Allows caster to work with non-magical metals with a bonus of no better than +5 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
11. Work Stone # – Allows caster to work with any non-precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any non-precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
12. Work Mundane Metal II # – Allows caster to work with non-magical metals with a bonus of no better than +10 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
13. Work Metal I # – Allows caster to work with any metals with a bonus of no better than +5 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
14. Work Mundane Metal III # – Allows caster to work with non-magical metals with a bonus of no better than +15 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

15. Work Inorganic # – Allows caster to work with non-magical non-metallic inorganic materials (e.g., glass) to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
16. Work Metal II # – Allows caster to work with any metals with a bonus of no better than +10 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
17. Work Cloth # – Allows caster to work with any fabric to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on any fabric without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
18. Work Mundane Metal IV # – Allows caster to work with non-magical metals with a bonus of no better than +20 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
19. Work Gemstone # – Allows caster to work with any precious stone to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on precious stone without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
20. Work Organic True # – Allows caster to work with any organic materials to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work any organic material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
25. Master of Crafts – Allows caster to use his skill bonus for this list as his skill bonus for any one Crafting skill.
30. Work Mundane Metal True # – Allows caster to work with any non-magical metals to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
35. Work Inorganic True # – Allows caster to work with any non-metallic inorganic materials (e.g., laen) to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such material without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
40. Work Metal IV # – Allows caster to work with any metals with a bonus of no better than +20 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
50. Work Metal V # – Allows caster to work with any metals with a bonus of no better than +25 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metal without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
60. Work Metal VI # – Allows caster to work with any metals with a bonus of no better than +30 to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on such metals without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).
75. Work Metal True # – Allows caster to work with any metals to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on metal without enchanting it, in which case

the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

90. Unbreakable Work – Allows caster to create an item that is nigh-indestructible. This is considered an item capability, not base item creation, and is subject to the usual time multiplication for creating such abilities. This item will never fail a breakage check and gains a second RR against any spell that would destroy or break it. If this power is given twice, the item will become almost impossible to destroy, requiring some special method be employed, which must be specified at the time of casting. This ability can only be given to an item during the creation of the base item (i.e., it cannot be added to an existing item).

Psychographer Base

DEEP IMPRESSIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Enchanting Elixir I	1 item	special	self	A
2)	Fixed Bonus I	1 item	special	self	A
3)	Enchanting Elixir II	1 item	special	self	A
4)	Maintain Spell	1 item	special	self	A
5)	Spell Storage I	1 item	special	self	A
6)	Spell Discipline I	1 item	special	self	A
7)	Fixed Bonus II	1 item	special	self	A
8)	Deepen Storage I	1 item	special	self	A
9)	Enchanting Elixir III	1 item	special	self	A
10)	Spell Storage II	1 item	special	self	A
11)	Deepen Storage II	1 item	special	self	A
12)	Spell Discipline II	1 item	special	self	A
13)	Fixed Bonus III	1 item	special	self	A
14)	Spell Storage III	1 item	special	self	A
15)	Deepen Storage III	1 item	special	self	A
16)	Remote Operation	1 item	special	self	A
17)	Spell Storage IV	1 item	special	self	A
18)	Spell Discipline III	1 item	special	self	A
19)	Spell Storage V	1 item	special	self	A
20)	Fixed Bonus IV	1 item	special	self	A
25)	Spell Storage VII	caster	24 hrs	self	U
30)	Spell Discipline IV	1 item	special	self	A
35)	Fixed Bonus V	1 item	special	self	A
40)	Station Keeping	1 item	special	self	A
50)	Deepen Storage True	1 item	special	self	A
60)	Remote Mission	1 item	special	self	A
75)	Spellcatcher	1 item	special	self	A
90)	Spell Discipline True	1 item	special	self	A

1. Enchanting Elixir I – Allows caster to create a potion granting an enchantment that can apply to an imbiber for a duration of 15 minutes.

2. Fixed Bonus I – Allows caster to enchant an item such that it grants a bonus to a stat of +0. If the wielder of the item has a lower stat bonus (i.e., a negative bonus), then it is raised to +0.

3. Enchanting Elixir II – As *Enchanting Elixir I*, except the effect of the potion will last for an hour.
4. Maintain Spell – Allows caster to enchant an item such that the item can keep a spell requiring Concentration going on its own (though it cannot make adjustments to the spell effect unless intelligent). If the spell is a constant one, this can be maintained indefinitely. For individual castings of the spell, the item can maintain concentration for 1 round per item level. This spell becomes part of the same item capacity as the spell it maintains. This can only allow the item to concentrate on spells provided by the item.
5. Spell Storage I – Allows caster to create an item such that he can store a spell within it. The spell may be of no more than 5th level, and it is stored by casting the spell normally, except that it is targeted "for storage" and goes into the item. Later, the wielder may cast the spell as if casting from an item, except that the spell is cast at its normal casting level and is cast as an instantaneous spell.
6. Spell Discipline I – Allows caster to enchant an item such that it will negate 10% of spell failure effects (negation means that the wielder need not roll on the spell failure table, but the spell will still fail quietly and PP expended will be lost).
7. Fixed Bonus II – Allows caster to enchant an item such that it grants a bonus to a stat of up to +5. If the wielder of the item has a lower stat bonus, then it is raised to the bonus granted. The bonus requires a "template" with the bonus to be granted. If this template is not the caster himself, then the *Template Link* spell from the Power Impression spell list must be cast at the start of the enchantment process.
8. Deepen Storage I – Allows caster to create an item with *Spell Storage* such that the spell(s) stored may be of up to level 10.
9. Enchanting Elixir III – As *Enchanting Elixir I*, except the effect of the potion will last for a day (24 hours).
10. Spell Storage II – As *Spell Storage I*, except that item can store up to two spells at once.
11. Deepen Storage II – Allows caster to create an item with *Spell Storage* such that the spell(s) stored may be of up to level 15.
12. Spell Discipline II – Allows caster to enchant an item such that it will negate 20% of spell failure effects (negation means that the wielder need not roll on the spell failure table, but the spell will still fail quietly and PP expended will be lost).
13. Fixed Bonus III – As *Fixed Bonus II*, except maximum bonus is +10.
14. Spell Storage III – As *Spell Storage I*, except that item can store up to three spells at once.
15. Deepen Storage III – Allows caster to create an item with *Spell Storage* such that the spell(s) stored may be of up to level 20.
16. Remote Operation – Allows caster to create an item such that an attuned wielder can use the item for its basic function (picking locks with a lock pick, fighting with a sword, etc.) at a distance of up to 2' per level of the item. The wielder must concentrate to do so, and the item will operate with the wielder's normal skill (unless the item itself possesses the necessary skill, in which case that may be used instead). This allows the item to levitate and move about through a form of telekinesis, at up to the wielder's normal walking speed. The wielder maintains any normal benefits from wielding the item while using it in this manner.
17. Spell Storage IV – As *Spell Storage I*, except that item can store up to four spells at once.
18. Spell Discipline III – Allows caster to enchant an item such that it will negate 30% of spell failure effects (negation means that the wielder need not roll on the spell failure table, but the spell will still fail quietly and PP expended will be lost).
19. Spell Storage V – As *Spell Storage I*, except that item can store up to five spells at once.
20. Fixed Bonus IV – As *Fixed Bonus II*, except maximum bonus is +15.
25. Spell Storage VII – As *Spell Storage I*, except that item can store up to seven spells at once.
30. Spell Discipline IV – Allows caster to enchant an item such that it will negate 40% of spell failure effects (negation means that the wielder need not roll on the spell failure table, but the spell will still fail quietly and PP expended will be lost).
35. Fixed Bonus True – As *Fixed Bonus II*, except there is no limit on the bonus that may be granted, other than the need to find a template with the desired bonus.

40. Station Keeping – Allows caster to create an item that can continue to operate without the wielder's assistance. This is usually used to create a weapon that will defend its wielder when the wielder is incapable of self-defense. It will even guard its wielder's corpse. It can distinguish attack from aid, in this case, even if not intelligent otherwise. The item will operate with the wielder's normal skill (unless the item itself possesses the necessary skill, in which case that may be used instead). This can also be used to create, for example, a shield that will float in the air near the wielder, defending him without the need for a hand to hold the shield.

50. Deepen Storage True – Allows caster to create an item with *Spell Storage* such that the spell(s) stored may be of any level.

60. Remote Mission – Allows caster to create an item that can operate semi-autonomously, working like *Remote Operation*, but without the need to concentrate and with a range of up to 10' per item level. Item is given an order ("Kill all orcs in the area" or "Mend this torn shirt", depending on the item type), which it will follow, then return to the wielder when it is done or its time is up. The item can operate in this fashion for no more than one minute per level of the wielder, needing a "charge" from the wielder's aura to empower its operations. If the item is intelligent, it can be given a more complex mission or allowed more judgment, and it can use all of its abilities in the pursuit of that mission.

75. Spellcatcher – Allows caster to enchant an item with *Spell Storage* such that so long as it has an "open slot" for storing a spell within, the wielder can concentrate to use the item to attempt to catch an incoming spell and store it within the item, both preventing the spell from having effect in the present and allowing the wielder to use the spell himself later. The incoming spell is allowed an RR against the item's magic, and if it succeeds, it will go off normally instead.

90. Spell Discipline True – Allows caster to enchant an item such that it will negate 90% of spell failure effects (negation means that the wielder need not roll on the spell failure table, but the spell will still fail quietly and PP expended will be lost).

Note: Items animated through *Remote Operation*, *Station Keeping* or *Remote Mission* abilities may come under attack, especially weapons. The item will have an AT (10 for hard metal items like swords) and a DB (use the wielder's Quickness bonus, although an item with a Quickness bonus can use that instead, and add any bonus for material). If successfully attacked, many results should be ignored: stuns, bleeding, etc. An attack that knocks the target down immediately defeats the item and it loses its animation. Otherwise, the item can absorb 25 hits per level of the item before deanimating. Breakage results from criticals are applied to the item, and the item will suffer normally.

Psychographer Base

EMPOWERING PLACES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Location Analysis	caster	—	100'	I
2)	Cleanse Location	1 location	P	self	F
3)	Work Location II #	20'*	special	self	A
4)	Magical Aura I	1 location	special	self	A
5)	Welcoming Mood	1 location	special	self	A
6)	Welcoming Spell	1 location	special	self	A
7)	Work Location V #	50'*	special	self	A
8)	Lesser Enchanted Locale	1 location	special	self	A
9)	Magical Aura II	1 location	special	self	A
10)	Work Location VIII #	80'*	special	self	A
11)	Abiding Mood	1 location	special	self	A
12)	Confine Spirit	1 location	special	self	A
13)	Work Location X #	100'*	special	self	A
14)	Magical Aura III	1 location	special	self	A
15)	Enchanted Locale	1 location	special	self	A
16)	Triggered Spell	1 location	special	self	A
17)	Work Location XV #	150'*	special	self	A
18)	Cloak Location	1 location	special	self	A
19)	Magical Aura IV	1 location	special	self	A
20)	Work Location XX #	200'*	special	self	A
25)	Spirit Trap	1 location	special	self	A
30)	Greater Enchanted Locale	1 location	special	self	A
35)	Work Location XXX #	300'*	special	self	A
40)	Magical Aura V	1 location	special	self	A
50)	Work Location L #	500'*	special	self	A
60)	Lord Magical Aura	1 location	special	self	A
75)	Spirit Home	1 location	special	self	A
90)	Work Location C #	1000'*	special	self	A

1. Location Analysis – Caster learns of any permanent enchantments or any influences such as resident spirits or other supernatural features of the location. This does not reveal spells that do not have a lasting magical effect or any supernatural features not tied to the location (it would not indicate a possessed individual or demon-powered sword that happened to be on the site, unless it were a strong enough influence to interfere with enchanting the site, though this spell would reveal if a ghost resided there, though that might not interfere with a desired enchantment).

2. Cleanse Location – Removes contrary influences from a location. This is required prior to any enchantment of a location using this list. If there are no extraordinary influences (such as revealed by *Location Analysis*), this should be automatically successful. Normal psychic residue is cleared up without a problem; a conflicting magical effect would be entitled to an RR. If a location is enchanted in a contrary way, this spell can be used as a counter-enchantment. In that case, it becomes a Type "A" spell and must be cast once/day for as many days as the level of the existing enchantment. At that point, the existing enchantment gets an RR. If it succeeds, the effort was wasted. If it fails, the old enchantment is broken and the caster can proceed to enchant the location. Channeling enchantments

on a place may have a bonus of up to +50, if the enchanted location is in some way inherently sacred to the faith of the one[s] who enchanted it.

3. Work Location II # – The area of effect for *Work Location* spells is given in feet. If the location is a defined space with borders, this indicates the maximum length of any side of an enclosing cube. If the location has no defined borders, this is a diameter (not radius) around the central point. The place enchanted must have a conceptual unity. Destroying the unifying concept (burning down the building, paving over the garden, etc.) will destroy the enchantment. This spell allows the caster to enchant a location in conjunction with other spells on this list.

4. Magical Aura I – Allows caster to enchant a location so that those within the area recover 1 power point every 4 hours spent within the location (in addition to any normal recovery) **or** allows the caster to enchant a location so that it has power to cast an Emplaced or Embedded spell of 1st level.

5. Welcoming Mood – Allows caster to enchant a location so that anyone entering the location must make an RR or be affected by a mood (from the Mood Impressions list) so long as he remains in the enchanted location.

6. Welcoming Spell – Allows caster to enchant a location so that anyone entering the place will have a spell cast upon him (no more often than once per day). This spell may be included in the enchantment through either an *Emplace Spell* or an *Embed* spell, plus (in either case) a *Magical Aura* spell of sufficient power.

7. Work Location V # – As *Work Location II*, except for size of location it can affect.

8. Lesser Enchanted Locale – Allows caster to enchant a location with up to a 10th level spell from the Skill Impressions list or a *Talent Embedding* spell of no more than 10th level. All within the location gain the benefit of this effect.

9. Magical Aura II – As *Magical Aura I*, except recovery rate is 1 power point every 2 hours **or** the Emplaced or Embedded spell may be of up to 3rd level.

10. Work Location VIII # – As *Work Location II*, except for size of location it can affect.

11. Abiding Mood – Allows caster to enchant a location so that anyone in the location must make an RR every hour or be affected by a mood (from the Mood Impressions list) so long as he remains in the enchanted location.

12. Confine Spirit – Allows caster to enchant a location so that a spirit within the location will be constrained to remain within that location. The spirit must be within the location when the caster completes the enchantment (he can all but finish the enchantment process and complete it upon the spirit being brought into the location in a single 4 AP spell-casting action). Spirit does not get an RR, except to recognize that the location is a trap. Spirit need not be free at the time of confinement (e.g., it could be trapped in an object that is placed in the location, which would also prevent the object from being removed from the location so long as the enchantment lasts and the spirit remains within).

13. Work Location X # – As *Work Location II*, except for size of location it can affect.

14. Magical Aura III – As *Magical Aura I*, except recovery rate is 1 power point per hour **or** the Emplaced or Embedded spell may be of up to 5th level.

15. Enchanted Locale – As *Lesser Enchanted Locale*, except that up to a 20th level spell may be used.

16. Triggered Spell – As *Welcoming Spell*, except that the spell does not affect a target upon the target entering the location, but upon performing some triggering action or having some triggering quality (e.g., starting a fire or being an Orc or having a bleeding wound). Spell may only be triggered once per day per individual.

17. Work Location XV # – As *Work Location II*, except for size of location it can affect.

18. Cloak Location – Allows caster to enchant a location so that anyone who would otherwise observe it must make an RR or suffer a mental "blind spot" so that he does not notice the location is there. This does not make the location invisible; it prevents those failing the RR from acknowledging that the place is there, though they will go around it without being aware that they are making such an effort. If someone is attacked from the location, he immediately ceases to be subject to the effect.

19. Magical Aura IV – As *Magical Aura I*, except recovery rate is 2 power points per hour **or** the Emplaced or Embedded spell may be of up to 7th level.

20. Work Location XX # – As *Work Location II*, except for size of location it can affect.

- 25. Spirit Trap – Allows caster to enchant a location so that any spirit entering the location must make an RR. If it fails, it will be confined to the location so long as the enchantment lasts.
- 30. Greater Enchanted Locale – As *Lesser Enchanted Locale*, except that there is no level limit on the spell included in the enchantment.
- 35. Work Location XXX # – As *Work Location II*, except for size of location it can affect.
- 40. Magical Aura V – As *Magical Aura I*, except recovery rate is 3 power points per hour **or** the Emplaced or Embedded spell may be of up to 12th level.
- 50. Work Location L # – As *Work Location II*, except for size of location it can affect.
- 60. Lord Magical Aura – As *Magical Aura I*, except recovery rate is 4 power points per hour **or** the Emplaced or Embedded spell may be of up to 20th level.
- 75. Spirit Home – Allows caster to enchant a location through the use of Spirit Binding, Demon Binding, or Elemental Binding spell lists, creating a location-sized entity-powered enchantment. The entity will be able to make its abilities manifest anywhere within the location.
- 90. Work Location C # – As *Work Location II*, except for size of location it can affect.

Psychographer Base

MAGICAL WEAVES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Polymorphic Cloth	1 item	special	self	A
2)	Work Weave I #	1 item	special	self	A
3)	Flying Carpet I	1 item	special	self	A
4)	Armoring Cloth I	1 item	special	self	A
5)	Visionary Tapestry	1 item	special	self	A
6)	Work Weave II #	1 item	special	self	A
7)	Flying Carpet II	1 item	special	self	A
8)	Armoring Cloth II	1 item	special	self	A
9)	Loyal Carpet	1 item	special	self	A
10)	Weavesdropping	1 item	special	self	A
11)	Flying Carpet III	1 item	special	self	A
12)	Work Weave III #	1 item	special	self	A
13)	Armoring Cloth III	1 item	special	self	A
14)	Memory Thread	1 item	special	self	A
15)	Flying Carpet IV	1 item	special	self	A
16)	Trapping	1 item	special	self	A
17)	Work Weave IV #	1 item	special	self	A
18)	Armoring Cloth IV	1 item	special	self	A
19)	Unwelcoming Mat	1 item	special	self	A
20)	Flying Carpet VI	1 item	special	self	A
25)	Work Weave V #	1 item	special	self	A
30)	Flying Carpet VIII	1 item	special	self	A
35)	Complex Weave	1 item	special	self	A
40)	Work Weave VI #	1 item	special	self	A
50)	Flying Carpet XII	1 item	special	self	A
60)	Armoring Cloth V	1 item	special	self	A
75)	Dimensional Weave	1 item	special	self	A
90)	Lord Flying Carpet	1 item	special	self	A

1. Polymorphic Cloth – Allows caster to enchant a cloth item that will change its appearance (color, pattern, texture) as desired by the (attuned) wearer.

2. Work Weave I # – Allows caster to enchant a piece of weaving up to 2' by 3' in size.

3. Flying Carpet I – Allows caster to enchant a carpet (requires *Work Weave*) that can fly at a rate of up to 50' per round. Controller of the carpet must be on the carpet and attuned to it. Piloting the carpet may be done for up to four hours at a time. For every five minutes beyond that, an Endurance roll is required. After four hours of doing something else, piloting may be resumed without penalty. The carpet can support up to 100 pounds per square foot of carpet (seating space can also be a limiting factor).

4. Armoring Cloth I – Allows caster to enchant regular cloth or cloth armor to be more protective (requires *Work Weave*). This will allow regular cloth to offer the protection of AT 2 or cloth armor to provide AT 3.

5. Visionary Tapestry – Allows caster to enchant a tapestry (requires *Work Weave*) so that it will portray the current state of the place depicted. Note that this is done with animated stitching and always appears as a tapestry; it is not a photorealistic depiction. Discernable detail depends on the size of the tapestry and area depicted. The range at which

the tapestry can update itself is 1 mile per square foot of tapestry. If taken beyond this range, it will portray the area as it was the moment the tapestry moved out of range. If brought back within range, it will resume depicting the current situation.

6. Work Weave II # – Allows caster to enchant a piece of weaving up to 3' by 5' in size.
7. Flying Carpet II – As *Flying Carpet I*, but carpet's maximum speed is 100' per round.
8. Armoring Cloth II – As *Armoring Cloth I*, except regular cloth will provide AT 3, cloth armor AT 4.
9. Loyal Carpet – Allows caster to enchant a carpet also enchanted with a *Flying Carpet* spell to be summoned. One attuned to the carpet can then concentrate and the carpet will come to him at full speed. If it is physically barred, it will circle, looking for an opening, but it cannot apply intelligence to this search based on this enchantment. Range of this summons is 200' per level of the carpet.
10. Weavesdropping – Allows caster to enhance a *Visionary Tapestry* with sound. Any sounds produced beyond the area portrayed will not be heard, even if they would be quite loud from any of the points pictured.
11. Flying Carpet III – As *Flying Carpet I*, but carpet's maximum speed is 150' per round.
12. Work Weave III # – Allows caster to enchant a piece of weaving up to 4' by 6' in size.
13. Armoring Cloth III – As *Armoring Cloth I*, except regular cloth will provide AT 4, cloth armor AT 5.
14. Memory Thread – Allows caster to enhance a *Visionary Tapestry* with the ability to show anything from the history it has portrayed, at the command of someone attuned to it. In order to search for events whose time is only vaguely known, the depiction can be sped up to as much as 20 times actual time (so that an hour's events would fly through in but three minutes).
15. Flying Carpet IV – As *Flying Carpet I*, but carpet's maximum speed is 200' per round.
16. Trapping – Allows caster to enchant a rope, carpet, rug, or curtain such that at a range of up to 5' per level of the item, an attuned user may mentally command the item (as an instantaneous action) to seize the nearest target. A rope can attack as a Medium Grapple, a carpet as a Big Grapple. OB is determined by item level, treated as ranks in attack, so a 16th level item would have a +68 OB. Treat escape from any successful grapple as a Very Hard maneuver.
17. Work Weave IV # – Allows caster to enchant a piece of weaving up to 5' by 7' in size.
18. Armoring Cloth IV – As *Armoring Cloth I*, except regular cloth will provide AT 5, cloth armor AT 7.
19. Unwelcoming Mat – Allows caster to enchant a carpet or rug (requires *Work Weave*) such that any attempt to cross it is a Nigh Impossible maneuver (usually Running) unless one is attuned to it; add any penalties for pace modifiers as well. Footing is extremely slippery and the carpet may seem to move under one's feet.
20. Flying Carpet VI – As *Flying Carpet I*, but carpet's maximum speed is 300' per round.
25. Work Weave V # – Allows caster to enchant a piece of weaving up to 6' by 8' in size.
30. Flying Carpet VIII – As *Flying Carpet I*, but carpet's maximum speed is 400' per round.
35. Complex Weave – Allows caster to enhance a *Visionary Tapestry* so that an attuned user may change the location portrayed. It can only be moved at a rate of 50' per round, starting from the current portrayed location or, if the previous view is now out of the tapestry's range, from the location of the tapestry itself.
40. Work Weave VI # – Allows caster to enchant a piece of weaving up to 6' by 10' in size.
50. Flying Carpet XII – As *Flying Carpet I*, but carpet's maximum speed is 600' per round.
60. Armoring Cloth V – As *Armoring Cloth I*, except regular cloth will provide AT 7, cloth armor AT 8.
75. Dimensional Weave – Allows caster to enhance a *Visionary Tapestry* to look into other worlds. This is effective only with respect to worlds that have "parallel locations" with the plane containing the tapestry. Thus the utility of this power depends on the cosmology of the game setting. The view will be in the same place (relatively speaking) regardless of which plane is observed.
90. Lord Flying Carpet – As *Flying Carpet I*, but carpet's maximum speed is 1000' per round.

Psychographer Base

MOOD IMPRESSIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Gauge Mood	1 target/rnd	C	50'	I
2)	Internal Mood	1 item	special	self	A
3)	Lingering Mood	1 item	special	self	A
4)	Conditional Mood	1 item	special	self	A
5)	Infuse Mood I	1 item	special	self	A
6)	Shared Mood I	1 item	special	self	A
7)	Projected Mood I	1 item	special	self	A
8)	Frightfulness	1 item	special	self	A
9)	Projected Mood II	1 item	special	self	A
10)	Shared Mood II	1 item	special	self	A
11)	Infuse Mood II	1 item	special	self	A
12)	Projected Mood III	1 item	special	self	A
13)	Selective Mood	1 item	special	self	A
14)	Aura of Dread	1 item	special	self	A
15)	Shared Mood III	1 item	special	self	A
16)	Projected Mood IV	1 item	special	self	A
17)	Infuse Mood III	1 item	special	self	A
18)	Coveted Item	1 item	special	self	A
19)	Shared Mood IV	1 item	special	self	A
20)	Emotional Manipulation	1 item	special	self	A
25)	Infuse Mood IV	1 item	special	self	A
30)	Emotional Manipulation True	1 item	special	self	A
35)	Infuse Mood V	1 item	special	self	A
40)	Projected Mood X	1 item	special	self	A
50)	Shared Mood X	1 item	special	self	A
60)	Terrorization	1 item	special	self	A
75)	Lord Projected Mood	1 item	special	self	A
90)	Infuse Mood VI	1 item	special	self	A

1. Gauge Mood – Reveals any mood on an item or experienced by a being, including the type of mood and its area of influence. This includes natural moods where applicable (individuals are usually not in a particular mood, but may be).

2. Internal Mood – Allows caster to apply an *Infuse Mood* spell effect to any entity bound into the item (or any magical intelligence of the item itself), rather than to the bearer of the item.

3. Lingering Mood – Allows caster to cause the effect from an *Infuse Mood* spell to have a lingering effect, such that the mood will continue to affect a target of the effect after that target has left the area of effect for 1 minute per point by which he failed his RR.

4. Conditional Mood – Allows caster to modify the effect of an *Infuse Mood* spell so that the mood is not present all the time. Some trigger is set to bring on the mood and a second trigger may cancel the mood or it may be allowed to time out (1 hour per level of the *Infuse Mood* spell is the longest a conditional mood may last, although this counts from the last time the trigger occurred, so someone frequently triggering the mood may keep it going indefinitely).

5. Infuse Mood I – Allows caster to impress a specific mood into an item, which will then normally apply to anyone bearing the object (although certain spells on this list may alter this). Any attempt to act contrary to the mood will require an RR modified as for Fear (i.e., using SD), but being simply successful or not. If unsuccessful, the individual influenced by the mood will not act contrary to the mood, but in accord with the mood. This RR is made against the level of the *Infuse Mood* spell, and it is not necessary if circumstances force the action (e.g., someone in a Friendly Mood would have to make an RR to initiate combat, but not to fight if attacked). In any case, actions taken which are in tune with the mood gain a +5 modifier, while any action taken counter to the mood suffers a -5 modifier.
6. Shared Mood I – Modifies an *Infuse Mood* spell so that it affects not only the bearer of the item, but anyone within 10' of the item.
7. Projected Mood I – Modifies an *Infuse Mood* spell so that it affects everyone within 5' of the item, except for the bearer.
8. Frightfulness – Allows the caster to enchant an item such that it has a fear effect that may be triggered once per day. On most items, it will have an effect in a 50' radius. On missiles or thrown weapons, it will have an effect in a 10' radius all along the weapon's path of flight. The wielder is immune to this effect. The item will produce a magically-terrifying noise, requiring a Mentalism RR against the item's level. Treat the result of failures of this RR as if it were a failed Fear RR.
9. Projected Mood II – As *Projected Mood I*, except radius is 10'.
10. Shared Mood II – As *Shared Mood I*, except radius is 20'
11. Infuse Mood II – As *Infuse Mood I*, except modifier is +10 for acting in tune with the mood and -10 against the mood.
12. Projected Mood III – As *Projected Mood I*, except radius is 15'.
13. Selective Mood – Modifies an *Infuse Mood* spell so that the mood will only apply to some specified type of being. This can be any natural category: a species, a larger biological group (e.g., mammals or felines), males, females, Essence users, etc. It cannot be an artificial category like a nationality or members of a secret society.
14. Aura of Dread – Allows caster to enchant an item such that the attuned wielder can cause it to have a 20' radius fear effect like that described for *Frightfulness*. This need not have an associated noise.
15. Shared Mood III – As *Shared Mood I*, except radius is 30'
16. Projected Mood IV – As *Projected Mood I*, except radius is 20'.
17. Infuse Mood III – As *Infuse Mood I*, except modifier is +15 for acting in tune with the mood and -15 against the mood.
18. Coveted Item – Allows caster to enchant an item so that it will inspire desire in one who falls under its enchantment to possess and keep the item. The item will seem highly desirable to those under its influence and they will act accordingly. Two castings of this spell per day of enchantment create a compulsion to use the item. Three castings create temptations to take the item by stealth or force even among those who normally would not seek to do so in the circumstances. RR is against Mentalism, with the effect starting at 1st level and increasing 1 level each time one uses the item or spends a week in its proximity, up to the item's own level. Normally, this will affect the bearer of the item only or someone who actually touches it. A *Shared Mood* will allow this effect to influence anyone in the radius who sees the item. RRs need be made generally only initially and upon perceived need for the item or attempts to be rid of it. Once failed, an RR to shrug off the effect temporarily may be made once/week.
19. Shared Mood IV – As *Shared Mood I*, except radius is 40'
20. Emotional Manipulation – Allows the caster to create an item that will cause someone to feel a lasting emotion (e.g., love, hate, fear, disgust, or pity) for the next person seen after failing an RR against this effect. This can be triggered only once per person and cannot be triggered from more than 20' away. This effect is usually put into a potion. The emotion will last for 1 week for every 5 by which the RR was failed.
25. Infuse Mood IV – As *Infuse Mood I*, except modifier is +20 for acting in tune with the mood and -20 against the mood.

30. Emotional Manipulation True – As *Emotional Manipulation*, but the effect is permanent. It is subject to normal emotional changes, but it will hold at least for one full year.
35. Infuse Mood V – As *Infuse Mood I*, except modifier is +25 for acting in tune with the mood and -25 against the mood.
40. Projected Mood X – As *Projected Mood I*, except radius is 50'.
50. Shared Mood X – As *Shared Mood I*, except radius is 100'
60. Terrorization – As *Aura of Dread*, except that the fear effect covers a 100' radius per level of the attuned wielder and it affects that wielder's foes only.
75. Lord Projected Mood – As *Projected Mood I*, except radius is 100'.
90. Infuse Mood VI – As *Infuse Mood I*, except modifier is +30 for acting in tune with the mood and -30 against the mood.

Note: The effects of this list require more GM judgment than most to adjudicate. For this reason, some GMs may wish to not include this list in their worlds. The effects can be both subtle and powerful, with any mood being something of a double-edged sword. Possible moods may include calm, happiness, harmony, friendliness, optimism, pessimism, discord, hatefulness, fear, anxiety, anger, grief, awe, despair, hope, rationality, doubt, certainty, nostalgia, curiosity, lust, revulsion, weariness, perkiness, excitement, and apathy. Certainly, other moods are possible and some of those suggested might be undesirable in a given game. It is the GM's call as to whether any given mood may be used or not. GMs who allow grammatical moods are to be saluted for creativity if they can make it work, but you are on your own.

Psychographer Base

PERSONAL EMPOWERMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Item Link #	1 item	special	self	A
2)	Item Calling I	1 item	special	self	A
3)	Grafting #	1 item	special	self	A
4)	Vulnerability I	1 item	special	self	A
5)	Creator Immunity	1 item	special	self	A
6)	Item Calling II	1 item	special	self	A
7)	Remote Sensing	1 item	special	self	A
8)	Vulnerability II	1 item	special	self	A
9)	Symmetrical Linkage	1 item	special	self	A
10)	Longevity	1 item	special	self	A
11)	Remote Access	1 item	special	self	A
12)	Item Calling II	1 item	special	self	A
13)	Vulnerability III	1 item	special	self	A
14)	Remote Influence	1 item	special	self	A
15)	Aura Augmentation I	1 item	special	self	A
16)	Hit Multiplier	1 item	special	self	A
17)	Targeting Link	1 item	special	self	A
18)	Vulnerability IV	1 item	special	self	A
19)	Remote Contact	1 item	special	self	A
20)	Aura Augmentation II	1 item	special	self	A
25)	Vulnerability V	1 item	special	self	A
30)	Eternity	1 item	special	self	A
35)	Lesser Shadow Soul	1 item	special	self	A
40)	Vulnerability VII	1 item	special	self	A
50)	Aura Augmentation True	1 item	special	self	A
60)	Vulnerability True	1 item	special	self	A
75)	Shadow Soul	1 item	special	self	A
90)	Externalize Lifeforce	1 item	special	self	A

1. Item Link # – Allows caster to enchant an item so as to link it to himself. He will then always be considered to be attuned to the item, although this does not prevent another from attuning to the item. This spell is required for any of the other enchantments on this list.

2. Item Calling I – Allows caster to create an item such that it can be summoned from up to 10' per level away (use higher of item or caller level) by himself or another attuned user. Item will fly to its summoner at 100%/round. If two attempt to summon it at the same time, it will go to whichever is higher level (or its creator if levels are equal).

3. Grafting # – Allows caster to create an item such that it will automatically attune itself and attach itself immovably when placed on a potential user correctly (e.g., a ring would be worn on a finger or a glass eye placed in an empty socket). This grants a +20 bonus to SCRs made using powers from the item, as well as joining the auras of item and wielder so completely that the wielder may use the item's level for RRs if the item's level is the higher one.

4. Vulnerability I – Allows caster to enchant an item so that the bearer has a -10 to RRs against the caster's spells or other abilities. This does not take effect until the bearer attunes to the item or uses it in some way (e.g., if the item is a weapon, using it in combat would activate this effect). This will be a hidden ability.

5. Creator Immunity – Allows caster to enchant an item so as render any of its magical effects non-effective when employed against himself. This generally can apply only to direct effects of the item's powers, not any secondary effects from the item's activity on other things. So, the caster could not be hurt by a *Fire Ball* from the item, but if he were standing next to a tank of gasoline which the *Fire Ball* caused to explode, he could be hurt by the secondary explosion. Likewise, the caster could not be influenced by a mind-control power of the item, but someone else could be made to attack him.
6. Item Calling II – As *Item Calling I*, except item will teleport when called from up to 100'/level away.
7. Remote Sensing – Allows caster to create an item such that the caster can, by concentrating, sense things as if he were at the item's location, so long as the item is bourn by an attuned user. This is a hidden ability. Range is 10 miles per level of the item. Alternatively, the caster may enchant a pair of items as an unusual set, allowing one of the items to allow remotely spying on the location of the other as described above. In this case, the ability is hidden only in the "receiver" item.
8. Vulnerability II – As *Vulnerability I*, but the penalty is -20.
9. Symmetrical Linkage – Allows caster to enchant a pair of identical items such that what is done to one is done to the other as well. This does mean that there is twice the risk of breakage, but allows for remotely playing an instrument or writing on a chalk board or similar methods. This allows communication over unlimited distances, for there is no range restriction on this link.
10. Longevity – Allows caster to enchant an item such that so long as it endures, the caster will age at but one-tenth the normal rate. If another becomes attuned to the item, that person will age at one-fifth the normal rate.
11. Remote Access – Allows caster to enchant an item such that the caster need not wear/wield the item in order to use its spell abilities. The range at which these abilities are available is 500' per level of the item.
12. Item Calling III – As *Item Calling I*, except item will teleport when called from up to 1 mile/level away.
13. Vulnerability III – As *Vulnerability I*, but the penalty is -30.
14. Remote Influence – Allows caster to enchant an item such that he can influence another individual attuned to the item. If that individual is in the service of the caster, then his morale/loyalty receives a +50 bonus. Otherwise, the individual will have to make an RR against a 5th level mental influence (treat as a Fear RR) in order to act contrary to the caster's interests. This will be a hidden ability.
15. Aura Augmentation I – Allows caster to enchant an item so as to place some of his own levels within. The item then grants those levels, plus an additional level for every two levels so transferred, to its wielder. Thus, a caster of 20th level who placed six of his levels into such an item would become 14th level for all purposes, including RRs and the casting levels of his spells, but the item would grant nine levels to its wielder, so if the caster kept the item, he would be treated as (14 + 9) 23rd level. If the item is lost or destroyed, the levels are gone forever.
16. Hit Multiplier – Allows caster to enchant an item such that the wielder's hits are multiplied by x1.5. This multiplication is done after applying all other modifiers. Thus, someone who normally would have 100 hits would have 150 instead.
17. Targeting Link – Allows caster to create a set of items such that some or all of the items, which must be ranged attack items (e.g., arrows or a wand of *Shock Bolts*) gain a homing ability when the other items are active. This homing ability must be chosen at creation time and might be complete lack of range penalties **or** the ability of the attack to make corners like a Magician's "Following" bolt spells **or** a straight +25 OB bonus. A target item might be always active or it might be triggered, as with a set of arrows where the first to hit will lead further arrows to the same target.
18. Vulnerability IV – As *Vulnerability I*, but the penalty is -40.
19. Remote Contact – Allows caster to enchant an item such that he can always cast a mental spell (one of subtype 'm') on the individual bearing the item regardless of range (at no range penalty if the individual is attuned to the item; at -30 if he is not). This will be a hidden ability. The caster may also enchant a pair of items as an unusual set, allowing one of the items to allow remotely casting mental spells on the location of the other as described above. In this case, the ability is hidden only in the "receiver" item.

20. *Aura Augmentation II* – As *Aura Augmentation I*, except that the levels transferred to the item are doubled (e.g., transferring six caster levels would provide twelve levels from the item).
25. *Vulnerability V* – As *Vulnerability I*, but the penalty is -50.
30. *Eternity* – Allows caster to enchant an item such that so long as he retains possession of it, he will not age. If another gains possession of the item, the caster will age at one-hundredth the normal rate. Anyone other than the caster attuned to the item will age at one-twentieth the normal rate.
35. *Lesser Shadow Soul* – Allows caster to enchant an item such that it possesses a limited copy of his own will and intelligence. It has psychic stat bonuses based on those of the caster, but with the bonus reduced by 1d10 for each stat, as well as his ethics, purposes, and much of his personality (unless spell failure dictates otherwise). It will possess half the ranks of its creator's Lore and Science skills. The item will have touch telepathy.
40. *Vulnerability VII* – As *Vulnerability I*, but the penalty is -70.
50. *Aura Augmentation True* – As *Aura Augmentation I*, except that the levels transferred to the item are tripled (e.g., transferring six caster levels would provide eighteen levels from the item).
60. *Vulnerability True* – As *Vulnerability I*, but the penalty is -100.
75. *Shadow Soul* – Allows caster to enchant an item such that it possesses a copy of his own will and intelligence. It has the same psychic stat bonuses as the caster, as well as his ethics, purposes, and much of his personality (unless spell failure dictates otherwise). It will possess all of its creator's Lore and Science skills. The item will have ranged telepathy.
90. *Externalize Lifeforce* – Allows caster to enchant an item such that if the caster is killed, but the item survives, the caster's spirit will restore itself in a new body, identical to the current one, in 1-100 years. This body will appear within 1-100 miles of the site where the caster died. The caster's soul must not have been destroyed or captured, though his tie to the item will grant a +50 RR bonus against such effects.

Psychographer Base

POWER IMPRESSIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Template Link	1 target	special	10'	U
2)	Emplace Spell I	1 item	special	self	A
3)	Complex Aura	1 item	special	self	A
4)	Implant Power I	1 item	special	self	A
5)	Emplace Spell III	1 item	special	self	A
6)	Talent Embedding I	1 item	special	self	A
7)	Adaptive Power	1 item	special	self	A
8)	Emplace List III	1 item	special	self	A
9)	Emplace Spell V	1 item	special	self	A
10)	Talent Embedding II	1 item	special	self	A
11)	Implant Power II	1 item	special	self	A
12)	Emplace Spell VIII	1 item	special	self	A
13)	Emplace List V	1 item	special	self	A
14)	Talent Embedding III	1 item	special	self	A
15)	Emplace Spell X	1 item	special	self	A
16)	Omnipower	1 item	special	self	A
17)	Implant Power III	1 item	special	self	A
18)	Emplace List VII	1 item	special	self	A
19)	Talent Embedding IV	1 item	special	self	A
20)	Emplace Spell XV	1 item	special	self	A
25)	Emplace List X	1 item	special	self	A
30)	Lord Emplace Spell	1 item	special	self	A
35)	Talent Embedding VI	1 item	special	self	A
40)	Implant Power IV	1 item	special	self	A
50)	Lord Emplace List	1 item	special	self	A
60)	Emplace Spell True	1 item	special	self	A
75)	Talent Embedding True	1 item	special	self	A
90)	Emplace List True	1 item	special	self	A

1. Template Link – Allows caster to create a link between himself and another individual so that the other may be used as a template in enchanting items. The spell need only be cast once at the beginning of the process, but the template must be within 100' of the caster during item creation and the link is broken at the end of the creation of the item. To use that template again, this spell must be recast. However, any number of abilities from the template may be impressed into the item based on this link. The caster may link to multiple templates in order to access all desired abilities. If access to a template is lost (the template goes away, dies, etc.), the process of impression fails, although any enchantments that do not involve the template may still be completed.

2. Emplace Spell I – Allows caster to enchant an item with a 1st level spell known to the template emplaced in it.

3. Complex Aura – Allows caster to enchant an item so that an additional person can be attuned to the item at a given time (i.e., if this capability is added twice, three individuals could be attuned to the item at one time). Multiple castings of this spell may be combined as a single item capability.

4. Implant Power I – Allows caster to enchant an item so that it contains 1 PP for every two ranks which the template has in Power Development. PP may be used to power spells emplaced in the item or an attuned user may

use the PP himself, so long as the user and the template have a Realm in common (or the item has *Omnipower*). The item's PP will regenerate at the same time as an attuned user within 10' of the item recovers his PP.

5. Emplace Spell III – Allows caster to enchant an item with a spell, of up to 3rd level, known to the template emplaced in it.
6. Talent Embedding I – Allows caster to enchant an item that grants its user a Talent possessed by the template with a value of no more than 5 DP. This excludes any innate casting abilities, which must be handled as other spells.
7. Adaptive Power – Allows caster to enchant an item that can use PP from any realm to power any emplaced spells.
8. Emplace List III – Allows caster to enchant an item with the spells in a single list known to the template, up to 3rd level, to be emplaced in the item.
9. Emplace Spell V – Allows caster to enchant an item with a spell, of up to 5th level, known to the template emplaced in it.
10. Talent Embedding II – As *Talent Embedding I*, except limit is 10 DP.
11. Implant Power II – As *Implant Power I*, except that the item will have 1 PP per template rank in Power Development.
12. Emplace Spell VIII – Allows caster to enchant an item with a spell, of up to 8th level, known to the template emplaced in it.
13. Emplace List V – Allows caster to enchant an item with the spells in a single list known to the template, up to 5th level, to be emplaced in the item.
14. Talent Embedding III – As *Talent Embedding I*, except limit is 15 DP.
15. Emplace Spell X – Allows caster to enchant an item with a spell, of up to 10th level, known to the template emplaced in it.
16. Omnipower – Allows caster to enchant an item such that implanted PP may be used to cast spells from any realm.
17. Implant Power III – As *Implant Power I*, except that the item will have 3 PP per every two template ranks in Power Development.
18. Emplace List VII – Allows caster to enchant an item with the spells in a single list known to the template, up to 7th level, to be emplaced in the item.
19. Talent Embedding IV – As *Talent Embedding I*, except limit is 20 DP.
20. Emplace Spell XV – Allows caster to enchant an item with a spell, of up to 15th level, known to the template emplaced in it.
25. Emplace List X – Allows caster to enchant an item with the spells in a single list known to the template, up to 10th level, to be emplaced in the item.
30. Lord Emplace Spell – Allows caster to enchant an item with a spell, of up to 20th level, known to the template emplaced in it.
35. Talent Embedding VI – As *Talent Embedding I*, except limit is 30 DP.
40. Implant Power IV – As *Implant Power I*, except that the item will have 2 PPs per template rank in Power Development.
50. Lord Emplace List – Allows caster to enchant an item with the spells in a single list known to the template, up to 20th level, to be emplaced in the item.
60. Emplace Spell True – Allows caster to enchant an item with a spell, of any level, known to the template emplaced in it.
75. Talent Embedding True – As *Talent Embedding I*, except limit is DP equal to the caster's level.
90. Emplace List True – Allows caster to enchant an item with the spells in a single list known to the template to be emplaced in the item.

Note: Emplaced spells are available to be cast like embedded spells, but emplacement does not provide power for the spells. Thus no *Charge*, *Daily*, or similar spells need be employed in the item's creation, but when the spell is used the necessary PP must come from either the user or the item. The spell is then cast at the level of the user,

unless the item is intelligent, in which case the item's level may be used instead. If the user provides the PP, the user must be of the right Realm, or the item must have the *Adaptive Power* ability.

Note: The "template" is a being that has the attribute to be implanted. If the template is not the caster, then the *Template Link* spell must be cast at the start of the enchantment process.

Note: The GM may determine that any given talent is unsuitable for emplacement in an item or may place certain restrictions on it, as not all of the many creature talents may be suitable as item powers in a given setting.

Psychographer Base

SKILL IMPRESSIONS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Practical Skill I	1 item	special	self	A
2)	Subtle Skill I	1 item	special	self	A
3)	Internal Skill I	1 item	special	self	A
4)	Mystical Skill I	1 item	special	self	A
5)	Physical Skill I	1 item	special	self	A
6)	Professional Bonus	1 item	special	self	A
7)	Practical Skill II	1 item	special	self	A
8)	Subtle Skill II	1 item	special	self	A
9)	Internal Skill II	1 item	special	self	A
10)	Mystical Skill II	1 item	special	self	A
11)	Physical Skill II	1 item	special	self	A
12)	Knack	1 item	special	self	A
13)	Practical Skill III	1 item	special	self	A
14)	Subtle Skill III	1 item	special	self	A
15)	Internal Skill III	1 item	special	self	A
16)	Mystical Skill III	1 item	special	self	A
17)	Physical Skill III	1 item	special	self	A
18)	Rank Impression	1 item	special	self	A
19)	Practical Skill IV	1 item	special	self	A
20)	Subtle Skill IV	1 item	special	self	A
25)	Internal Skill IV	1 item	special	self	A
30)	Mystical Skill IV	1 item	special	self	A
35)	Physical Skill IV	1 item	special	self	A
40)	Practical Skill V	1 item	special	self	A
50)	Subtle Skill V	1 item	special	self	A
60)	Internal Skill V	1 item	special	self	A
75)	Mystical Skill V	1 item	special	self	A
90)	Physical Skill V	1 item	special	self	A

1. Practical Skill I – Allows caster to enchant an item implanted with a skill bonus for a Practical Skill equal to one-fifth that of the template.

2. Subtle Skill I – Allows caster to enchant an item implanted with a skill bonus for a Subtle Skill equal to one-fifth that of the template.

3. Internal Skill I – Allows caster to enchant an item implanted with a skill bonus for an Internal Skill equal to one-fifth that of the template.

4. Mystical Skill I – Allows caster to enchant an item implanted with a skill bonus for a Mystical Skill equal to one-fifth that of the template.
5. Physical Skill I – Allows caster to enchant an item implanted with a skill bonus for a Physical Skill equal to one-fifth that of the template.
6. Professional Bonus – Allows caster to enchant an item which allows the item's bearer to benefit from a single Professional Bonus. This has no effect if the bearer already has a Professional Bonus for the skill in question. The caster must have a template that possesses the desired Professional Bonus.
7. Practical Skill II – Allows caster to enchant an item implanted with a skill bonus for a Practical Skill equal to one-fourth that of the template.
8. Subtle Skill II – Allows caster to enchant an item implanted with a skill bonus for a Subtle Skill equal to one-fourth that of the template.
9. Internal Skill II – Allows caster to enchant an item implanted with a skill bonus for an Internal Skill equal to one-fourth that of the template.
10. Mystical Skill II – Allows caster to enchant an item implanted with a skill bonus for a Mystical Skill equal to one-fourth that of the template.
11. Physical Skill II – Allows caster to enchant an item implanted with a skill bonus for a Physical Skill equal to one-fourth that of the template.
12. Knack – Allows caster to enchant an item which allows the item's bearer to benefit from a Knack. This may replace the bearer's own Knack for the skill in question, if the item bestows a higher bonus Knack than is possessed by the bearer, but the two Knacks are not cumulative. The caster must have a template that possesses the desired Knack. If the Knack so added is greater than +5, then another TU must be spent on this capability per +1 above +5.
13. Practical Skill III – Allows caster to enchant an item implanted with a skill bonus for a Practical Skill equal to one-third that of the template.
14. Subtle Skill III – Allows caster to enchant an item implanted with a skill bonus for a Subtle Skill equal to one-third that of the template.
15. Internal Skill III – Allows caster to enchant an item implanted with a skill bonus for an Internal Skill equal to one-third that of the template.
16. Mystical Skill III – Allows caster to enchant an item implanted with a skill bonus for a Mystical Skill equal to one-third that of the template.
17. Physical Skill III – Allows caster to enchant an item implanted with a skill bonus for a Physical Skill equal to one-third that of the template.
18. Rank Impressions – Allows caster to enchant an item implanted with a bonus for number of skill ranks equal to that of the template for a single skill (specialized for skills with specializations). This does not change the skill bonus of the bearer, but is useful for skills where the skill rank is applied for certain purposes, such as the Shield skill, Ambush skill, and the use of Spell List ranks in the SCR.
19. Practical Skill IV – Allows caster to enchant an item implanted with a skill bonus for a Practical Skill equal to one-half that of the template.
20. Subtle Skill IV – Allows caster to enchant an item implanted with a skill bonus for a Subtle Skill equal to one-half that of the template.
25. Internal Skill IV – Allows caster to enchant an item implanted with a skill bonus for an Internal Skill equal to one-half that of the template.
30. Mystical Skill IV – Allows caster to enchant an item implanted with a skill bonus for a Mystical Skill equal to one-half that of the template.
35. Physical Skill IV – Allows caster to enchant an item implanted with a skill bonus for a Physical Skill equal to one-half that of the template.
40. Practical Skill V – Allows caster to enchant an item implanted with a skill bonus for a Practical Skill equal to that of the template.

50. Subtle Skill V – Allows caster to enchant an item implanted with a skill bonus for a Subtle Skill equal to that of the template.

60. Internal Skill V – Allows caster to enchant an item implanted with a skill bonus for an Internal Skill equal to that of the template.

75. Mystical Skill V – Allows caster to enchant an item implanted with a skill bonus for a Mystical Skill equal to that of the template.

90. Physical Skill V – Allows caster to enchant an item implanted with a skill bonus for a Physical skill equal to that of the template.

Note: The skill bonuses implanted by the various *Skill* spells may be used in place of the item-wielder's own skill bonus; it does not add to the existing bonus. The bonus that is implanted is the bonus from skill ranks only and it replaces bonus from skill ranks only. This only affects skill bonus, not skill ranks. In order to get an effect of increased skill ranks, *Rank Impression* must be used. If the skill is specialized, the bonus will be for a specialization.

Note: Practical Skills are skills from the Animal, Crafting, Environmental, or Vocation skill groups. Subtle Skills are skills from the Awareness, Performance Art, Social, Subterfuge, or Technical skill groups. Internal Skills are skills from the Body Discipline, Composition, Lore, Medical, Mental Discipline, and Science skill groups. Mystical Skills are skills from the Delving, Magical Expertise, Power Manipulation, and Spellcasting skill groups. Physical Skills are skills from the Brawn, Combat Expertise, Combat Training, Gymnastic, and Movement skill groups.

Note: The "template" is a being that has the attribute to be implanted. If the template is not the caster, then the *Template Link* spell from the Power Impressions spell list must be cast at the start of the enchantment process.

Psychographer Base
SPIRIT BINDING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Spirit	caster	C	50'	I
2)	Bind Vegetable Spirit	1 item	special	self	A
3)	Improved Communication	1 item	special	self	A
4)	Manifest Talent I	1 item	special	self	A
5)	Bind Animal Spirit	1 item	special	self	A
6)	Manifest Open List	1 item	special	self	A
7)	Manifest Internal Skill	1 item	special	self	A
8)	Empathy with Kind	1 item	special	self	A
9)	Manifest Power	1 item	special	self	A
10)	Bind Rational Spirit	1 item	special	self	A
11)	Manifest Closed List	1 item	special	self	A
12)	Manifest Talent II	1 item	special	self	A
13)	Share Psychic Load	1 item	special	self	A
14)	Manifest Stat	1 item	special	self	A
15)	Bind Monstrous Spirit	1 item	special	self	A
16)	Manifest External Skill	1 item	special	self	A
17)	Manifest Greater List	1 item	special	self	A
18)	Manifest Talent III	1 item	special	self	A
19)	Soul Gem	1 item	special	self	A
20)	Bind Restless Spirit	1 item	special	self	A
25)	Manifest General	1 item	special	self	A
30)	Manifest Talent IV	1 item	special	self	A
35)	Bind Other Spirit	1 item	special	self	A
40)	Spiritform	1 item	special	self	A
50)	Compelling Spirit	1 item	special	self	A
60)	Manifest Talent True	1 item	special	self	A
75)	Spiritwalk	1 item	special	self	A
90)	Soul Trapper	1 item	special	self	A

1. Analyze Spirit – Each round, the caster may learn one of the following about a single spirit: level, element (usually obvious), one talent, one flaw, one spell list, one skill bonus. Skill bonuses are learned from largest on down to (eventually) smallest, talents and flaws from most DP involved to least (ignoring negative nature of flaw "cost"), and otherwise in random order within the chosen category.
2. Bind Vegetable Spirit – Allows caster to embed a plant spirit into an object as described in Section 4.4. In many settings, this will have very limited use, but in others plants with useful spirits may be more common and there may be more powerful plant and animal spirits than those residing within living plants and animals.
3. Improved Communication – Cast once per day, this spell allows the caster to give an intelligent item the power of touch telepathy or the power of speech. Cast twice per day (double TU cost), it can provide the power of ranged telepathy.
4. Manifest Talent I – Allows caster to provide access to one of an embedded spirit's talents up to a limit of 5 DP value.
5. Bind Vegetable Spirit – Allows caster to embed an animal spirit into an object as described in Section 4.4.

6. Manifest Open List – Allows caster to provide access to one of an embedded spirit's Open spell lists.
7. Manifest Internal Skill – Allows caster to provide access to three of an embedded spirit's skills for purposes of the item's own use or the direct use of the item.
8. Empathy with Kind – Allows caster to make an item with an embedded spirit such that the item will allow communication with the embedded spirit's kindred. Even if such are non-speaking creatures, the wielder will be able to communicate as effectively as with speech. All interactions with such kindred creatures are at +20, with relevant Lore maneuvers gain a +15 bonus, and relevant Science maneuvers gain +10.
9. Manifest Power – Allows caster to provide access to an embedded spirit's normal PP total, for use in casting spells from its list.
10. Bind Rational Spirit – Allows caster to embed the spirit of someone belonging to a species classified as a "Race" into an object as described in Section 4.4.
11. Manifest Closed List – Allows caster to provide access to one of an embedded spirit's Closed spell lists.
12. Manifest Talent III – As *Manifest Talent I*, but limit is 20 DP.
13. Share Psychic Load – Allows caster to enchant an item with an embedded spirit such that the spirit within can be mentally "handed" one of the wielder's spells, allowing the item spirit to maintain and adjust spells requiring concentration for the wielder.
14. Manifest Stat – Allows caster to make one of an embedded spirit's stat bonuses available to the wielder or to make one of the embedded spirit's physical stat bonuses (Ag, Co, Qu, St) available for the item's use.
15. Bind Monstrous Spirit – Allows caster to embed the spirit of any living creature that is not classified as a plant, animal, or race into an object as described in Section 4.4.
16. Manifest External Skill – Allows caster to provide access to three of an embedded spirit's skills for all purposes.
17. Manifest Greater List – Allows caster to provide access to one of an embedded spirit's spell lists which is neither an Open nor a Closed list (Base, Evil, or Arcane).
18. Manifest Talent III – As *Manifest Talent I*, but limit is 40 DP.
19. Soul Gem – Allows caster to enchant gemstone (must be at least 10 carets) so that it can hold a spirit within for later embedding. This allows for the capture of spirits in the field, with a suitable permanent housing to be found later. The gem need merely be touched to a willing individual, and the individual's spirit is transferred into the gem. It can later be removed by binding it into an item, if *Lifegiving* is applied to the body, or if the gem is destroyed (in which case the spirit goes wherever such houseless spirits go).
20. Bind Restless Spirit – Allows caster to embed an undead spirit into an object as described in Section 4.4.
25. Manifest General – Allows caster to provide access to general traits of an embedded spirit, such as its level for purposes of the bearer's RRs.
30. Manifest Talent IV – As *Manifest Talent I*, but limit is 75 DP.
35. Bind Other Spirit – Allows caster to embed any spirit that does not fall into the previously listed categories into an object as described in Section 4.4.
40. Spiritform – Allows caster to enchant an item with an embedded spirit such that the wielder may choose to take on the mental or physical appearance (or both) of the spirit. Transformation is at will and takes 1 AP. Physical change gives the wielder the form of the spirit's previous existence (but no powers not otherwise granted). Mental change makes the wielder and the item detect as a single mind with the characteristics of the spirit.
50. Compelling Spirit – Allows caster to enchant an item with an embedded spirit such that RRs against the wielder's spells that summon, control, influence, or deceive have an RR penalty when the target is of the same kind as the embedded spirit. The penalty is equal to the embedded spirit's level if the target belongs to the same Category as the spirit. The penalty is twice the embedded spirit's level if the target is of the same Type, and it is triple the embedded spirit's level if the target is of the same Variety.
60. Manifest Talent True – As *Manifest Talent I*, but there is no limit on the talent's DP cost.
75. Spiritwalk – Allows caster to enchant an item with an embedded spirit such that the wielder may journey incorporeally, as described in the spell *Conveyance* on the Delving Ways list, except that there is no time limit (though the body is still left vulnerable). This requires no spellcasting or SCR, just a round of relaxation and the

decision to depart the body. The wielder may also journey to any suitable spirit realms, dream lands, etc. that exist in the setting and with which the embedded spirit would have some connection.

90. Soul Trapper – Allows caster to create an item that can draw in and imprison unwilling spirits. The item may be used by a wielder or created with a trigger (such as looking into a mirror). Any creature with a spirit must make an RR against the effect or be drawn into the item (leaving behind the body, if applicable). An attuned user can communicate with trapped spirits and may release them at will. Each item will have a limited number of spaces available for trapped spirits (roll 2-20 randomly upon item creation) and any new spirits trapped beyond that limit result in the release of a previously trapped spirit on a first in, first out basis. Note that unless it has a body to return to somewhere, a released spirit is just another dead soul and will go where such souls go. Those which were already bodiless spirits (including undead) when trapped will return to their previous condition.

Note: Talents, spell lists, and skills manifest randomly from those the embedded entity possesses. However, talents will be chosen from among those between the DP limit of the *Manifest Talent* spell used and the limit of the next lower *Manifest Talent* spell, giving some control.

Sanctifier Base

CHARM CREATION

Level	Spell	Area of Effect	Duration	Range	Type
1)	Charm of Bravery	1 item	special	self	A
2)	Lesser Charm of Health	1 item	special	self	A
3)	Spell Charm	1 item	special	self	A
4)	Lesser Countertoxic Charm	1 item	special	self	A
5)	Particular Periapt	1 item	special	self	A
6)	Warning Talisman	1 item	special	self	A
7)	Charm of Focused Protection	1 item	special	self	A
8)	Spell List Charm	1 item	special	self	A
9)	Survival Talisman	1 item	special	self	A
10)	Greater Charm of Health	1 item	special	self	A
11)	Specific Periapt	1 item	special	self	A
12)	Greater Countertoxic Charm	1 item	special	self	A
13)	Protective Talisman	1 item	special	self	A
14)	Typed Periapt	1 item	special	self	A
15)	Realm Charm	1 item	special	self	A
16)	Periapt of Battle	1 item	special	self	A
17)	Accessory Charm	1 item	special	self	A
18)	Enchanter's Talisman	1 item	special	self	A
19)	Generic Periapt	1 item	special	self	A
20)	Magic Charm	1 item	special	self	A
25)	Healing Periapt	1 item	special	self	A
30)	Essential Periapt	1 item	special	self	A
35)	Assassin's Talisman	1 item	special	self	A
40)	General Talisman	1 item	special	self	A
50)	Univeral Periapt	1 item	special	self	A
60)	Killer's Talisman	1 item	special	self	A
75)	Guardian Talisman	1 item	special	self	A
90)	Soulkeeper	1 item	special	self	A

Charms: This spell list allows for the creation of magical items with an indefinite duration. They are made from an assortment of bits and pieces of mostly organic materials (feathers, hair, bits of bone, etc.) and frequently worn about the neck, though they may be carried anywhere on one's person while remaining effective. Normally, these charms are created for an individual and work only for that individual. Some token of that individual is included in the charm. A "token" may be some part of that person: a bit of hair, a fingernail, or perhaps a drop of blood; it may also be a part of something with a long or close association with the person, such as a shred of a scarf worn for months or a ring gifted by a loved one. Because of this process, charms (including "periapts", "talismans", and the "Soulkeeper") are generally relatively cheap to make: 1 sp per day for materials, rather than 2 sp. Furthermore, if the user is to be the caster, the TU requirement is halved. A charm can be made that anyone can use, but this requires stronger magic and the cost of materials is normal. Charms do not require *Make* or *Work* spells.

1. Charm of Bravery – Allows caster to create a charm such that whenever the bearer of this charm fails an RR against Fear, he may make a second RR and use the better result. The charm loses its power when the bearer fails the second RR, but he may still benefit from a reduced result if he fails by less than his first RR roll.

2. Lesser Charm of Health – As *Charm of Bravery*, except that it applies to RRs against a specific disease.
3. Spell Charm – As *Charm of Bravery*, except that it applies to RRs against a specific spell (different version numbers, "Lord", "Mass", and "True" versions are all affected so long as the name is otherwise the same).
4. Lesser Countertoxic Charm – As *Charm of Bravery*, except that it applies to RRs against a specific poison or venom.
5. Particular Periapt – Allows caster to create a charm such that when the bearer receives a critical as a result of an attack from a particular individual, the bearer may have that critical rerolled and suffer the preferred result. A token of the individual to be protected from must be included in the charm. The periapt loses its power when the reroll is the same number as the original roll.
6. Warning Talisman – Allows caster to create a charm such that when the bearer makes a maneuver to perceive danger, the bearer gains a bonus equal to the ranks that the caster has in this list, reduced by one for each time that the talisman has changed the result of a maneuver. When the bonus becomes zero, the enchantment ends.
7. Charm of Focused Protection – As *Charm of Bravery*, except that it applies to RRs against anything caused by a particular individual. Some token of this individual must be included in the charm.
8. Spell List Charm – As *Charm of Bravery*, except that it applies to RRs against all spells from a given spell list.
9. Survival Talisman – As *Warning Talisman*, except that the bonus applies to maneuvers made involving physical risks (e.g., jumping across a chasm or juggling swords).
10. Greater Charm of Health – As *Charm of Bravery*, except that it applies to RRs against all diseases.
11. Specific Periapt – As *Particular Periapt*, except protection applies to criticals due to attacks from a given species (and a token from a member of that species must be included in the charm).
12. Greater Countertoxic Charm – As *Charm of Bravery*, except that it applies to RRs against all venoms and poisons.
13. Protective Talisman – As *Warning Talisman*, except that the bonus applies to RRs against diseases or against poison or against one Realm of magic.
14. Typed Periapt – As *Particular Periapt*, except protection applies to criticals of a given type (e.g., Cold or Slash) and no token is needed.
15. Realm Charm – As *Charm of Bravery*, except that it applies to RRs against all spells from a given Realm.
16. Periapt of Battle – Allows caster to create a charm such that when the bearer fumbles an attack roll, the fumble result may be rerolled and the bearer suffers the preferred result of the two rolls. The periapt loses its power when the reroll is the same number as the original roll.
17. Accessory Charm – As *Charm of Bravery*, except that it applies to any breakage checks by equipment on the bearer's person instead of to RRs.
18. Enchanter's Talisman – As *Warning Talisman*, except that the bonus applies to SCRs.
19. Generic Periapt – As *Particular Periapt*, except protection applies to criticals from a general creature type (e.g. Dragons or Golems) and a token from a creature of that type must be included in the charm.
20. Magic Charm – As *Charm of Bravery*, except that it applies to RRs against all spells.
25. Healing Periapt – Allows caster to create a charm such that when the bearer suffers an injury, he may reroll the recovery roll and use the better of the two rolls. The periapt loses its power when the reroll is the same number as the original roll.
30. Essential Periapt – Allows caster to create a charm such that when the bearer suffers spell failure, he may reroll the spell failure result and take the preferred of the two rolls. The periapt loses its power when the reroll is the same number as the original roll.
35. Assassin's Talisman – As *Warning Talisman*, except that the bonus applies to attack rolls against a given target. A token of the target must be part of the charm.
40. General Talisman – As *Warning Talisman*, except that the bonus may be applied to any maneuver (no attack rolls or SCRs).
50. Universal Periapt – As *Particular Periapt*, except protection applies to all criticals and no special token is required (bearer's token is still needed if this is a single-user charm).

60. Killer's Talisman – As *Warning Talisman*, except that the bonus applies to attack rolls against a given species. A token from a member of that species must be part of the charm.

75. Guardian Talisman - As *Warning Talisman*, except that the bonus applies to DB (each attack that has the result changed reduces the bonus).

90. Soulkeeper – Allows caster to create a special charm called a "Soulkeeper". If the bearer of the Soulkeeper dies, the soul of the bearer is kept within the Soulkeeper. With this in hand, the bearer can be restored by *Lifegiving* in the absence of the body... the body will be regenerated by the Soulkeeper to rehouse the soul. If the body is still present, then normal *Lifegiving* may take place, and the stat penalties due to resurrection will be only -5 each. The kept soul might also be embedded in an item using the Spirit Embedding list. This charm will only function once. The soul will also flee into the Soulkeeper in case of *Absolution*, allowing the soul to return to the body after 24 hours (or a week in the case of *Absolution Pure*). If the bearer is subjected to *Dark Absolution*, the soul receives a second RR, with success allowing the soul to escape destruction by sheltering in the Soulkeeper, resulting in an *Absolution Pure* result.

Sanctifier Base

DEMONIC BINDING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Analyze Demon	caster	C	50'	I
2)	Express Demonic Nature	1 item	special	self	A
3)	Improved Communication	1 item	special	self	A
4)	Manifest Talent I	1 item	special	self	A
5)	Bind Demon I	special	P	50'	F
6)	Manifest Open List	1 item	special	self	A
7)	Manifest Internal Skill	1 item	special	self	A
8)	Slayer of Kind I	1 item	special	self	A
9)	Manifest Power	1 item	special	self	A
10)	Bind Demon II	special	P	50'	F
11)	Manifest Closed List	1 item	special	self	A
12)	Manifest Talent II	1 item	special	self	A
13)	Slayer of Kind II	1 item	special	self	A
14)	Manifest Stat	1 item	special	self	A
15)	Bind Demon III	special	P	50'	F
16)	Manifest External Skill	1 item	special	self	A
17)	Manifest Greater List	1 item	special	self	A
18)	Manifest Talent III	1 item	special	self	A
19)	Slayer of Kind III	1 item	special	self	A
20)	Bind Demon IV	special	P	50'	F
25)	Manifest General	1 item	special	self	A
30)	Manifest Talent IV	1 item	special	self	A
35)	Bind Demon V	special	P	50'	F
40)	Slayer of Kind IV	1 item	special	self	A
50)	Bind Demon VI	special	P	50'	F
60)	Manifest Talent True	1 item	special	self	A
75)	Planewalker	1 item	special	self	A
90)	Bind Demon True	special	P	50'	F

1. Analyze Demon – Each round, the caster may learn one of the following about a single demon: level, plane of origin, one talent, one flaw, one spell list, one skill bonus. Skill bonuses are learned from largest on down to (eventually) smallest, talents and flaws from most DP involved to least (ignoring negative nature of flaw "cost"), and otherwise in random order within the chosen category.
2. Express Demonic Nature – Allows caster to bring out the demonic nature of an item into which a demon has been embedded. This will have cosmetic effects, transforming the appearance of the item to reflect the nature of the embedded demon. It will also give the attuned bearer of the item a bonus equal to that of the level of the embedded demon (**not** the level of the item) to Racial Lore: Demon maneuvers and SCRs casting spells dealing with demons.
3. Improved Communication – Cast once per day, this spell allows the caster to give an intelligent item the power of touch telepathy or the power of speech. Cast twice per day (double TU cost), it can provide the power of ranged telepathy.
4. Manifest Talent I – Allows caster to provide access to one of an embedded demon's talents up to a limit of 5 DP value.

5. Bind Demon I – Allows caster to embed a Type I demon into an object as described in Section 4.4.
6. Manifest Open List – Allows caster to provide access to one of an embedded demon's Open spell lists.
7. Manifest Internal Skill – Allows caster to provide access to three of an embedded demon's skills for purposes of the items own use or the direct use of the item.
8. Slayer of Kind I – There are few things as good at killing a demon as another demon. This spell allows the caster to turn a weapon containing an embedded demon into one which gains +10 OB when fighting Extra Planar Creatures, is Slaying II against one Variety of demon and Slaying I against all demons of the same Type as that Variety. The embedded demon must be at least Type II for this enchantment.
9. Manifest Power – Allows caster to provide access to an embedded demon's normal PP total, for use in casting spells from its list.
10. Bind Demon II – Allows caster to embed a Type II or lesser demon into an object as described in Section 4.4.
11. Manifest Closed List – Allows caster to provide access to one of an embedded demon's Closed spell lists.
12. Manifest Talent III – As *Manifest Talent I*, but limit is 20 DP.
13. Slayer of Kind II – This spell allows the caster to turn a weapon containing an embedded demon into one which gains +15 OB when fighting Extra Planar Creatures, is Slaying III against one Variety of demon and Slaying II against all demons of the same Type as that Variety and Slaying I against other Extra Planar Creatures. The embedded demon must be at least Type III for this enchantment.
14. Manifest Stat – Allows caster to make one of an embedded demon's stat bonuses available to the wielder or to make one of the embedded demon's physical stat bonuses (Ag, Co, Qu, St) available for the item's use.
15. Bind Demon III – Allows caster to embed a Type III or lesser demon into an object as described in Section 4.4.
16. Manifest External Skill – Allows caster to provide access to three of an embedded demon's skills for all purposes.
17. Manifest Greater List – Allows caster to provide access to one of an embedded demon's spell lists which is neither an Open nor a Closed list (Base, Evil, or Arcane).
18. Manifest Talent III – As *Manifest Talent I*, but limit is 40 DP.
19. Slayer of Kind III – This spell allows the caster to turn a weapon containing an embedded demon into one which gains +20 OB when fighting Extra Planar Creatures, is Slaying IV against one Variety of demon and Slaying III against all demons of the same Type as that Variety and Slaying II against other Extra Planar Creatures. The embedded demon must be at least Type IV for this enchantment.
20. Bind Demon IV – Allows caster to embed a Type IV or lesser demon into an object as described in Section 4.4.
25. Manifest General – Allows caster to provide access to general traits of an embedded demon, such as its level for purposes of the bearer's RRs, a full set of senses (without talents) in item form, etc.
30. Manifest Talent IV – As *Manifest Talent I*, but limit is 75 DP.
35. Bind Demon V – Allows caster to embed a Type V or lesser demon into an object as described in Section 4.4.
40. Slayer of Kind IV – This spell allows the caster to turn a weapon containing an embedded demon into one which gains +25 OB when fighting Extra Planar Creatures, is Slaying IV against one Type of demon and Slaying III against other Extra Planar Creatures. The embedded demon must be at least Type V for this enchantment.
50. Bind Demon VI – Allows caster to embed a Type VI or lesser demon into an object as described in Section 4.4.
60. Manifest Talent True – As *Manifest Talent I*, but there is no limit on the talent's DP cost.
75. Planewalker – Allows caster to empower an item containing an embedded demon of at least Type V to grant the power to travel between the mortal and demonic spheres, as well as between one demon plane and another. If the embedded demon is only Type V, it can only offer access to the demonic planes of its own general type (e.g., a Demon of the Pales would grant transport to and from the various Pales), while a more powerful demon allows access all the demon planes. The item's bearer will be acclimated to the ambient conditions of the plane travelled to. The transfer between planes can be used no more often than once per day and requires a full minute of concentration to achieve.

90. Bind Demon True – Allows caster to embed any demon into an object as described in Section 4.4. The embedding of demons beyond Type VI is generally a task best left to gods or god-like beings, but strange things can happen.

Note: Talents, spell lists, and skills manifest randomly from those the embedded entity possesses. However, talents will be chosen from among those between the DP limit of the *Manifest Talent* spell used and the limit of the next lower *Manifest Talent* spell, giving some control.

Sanctifier Base

DISENCHANTMENTS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Item Negation I	1 item	C	100'	F
2)	Capability Negation I	1 item	1 min/lvl	100'	F
3)	Power Negation I	1 target	C	100'	F
4)	Charge Dispersion I	1 target	P	100'	F
5)	Area Negation I	5' R	C	100'	F
6)	Item Negation II	1 item	1 min/lvl	100'	F
7)	Capability Negation II	1 item	1 hr/lvl	100'	F
8)	Charge Dispersion III	1 target	P	100'	F
9)	Power Negation II	1 target	1 min/lvl	100'	F
10)	Deattunement	1 target	P	100'	F
11)	Item Negation III	1 item	1 hr/lvl	100'	F
12)	Capability Negation III	1 item	1 day/lvl	100'	F
13)	Charge Dispersion V	1 target	P	100'	F
14)	Area Negation II	10' R	1 min/lvl	100'	F
15)	Power Negation III	1 target	1 hr/lvl	100'	F
16)	Item Negation IV	1 item	1 day/lvl	100'	F
17)	Null Area I	1 target	1 min/lvl	100'	F
18)	Charge Dispersion X	1 target	P	100'	F
19)	Area Negation III	15' R	1 hr/lvl	100'	F
20)	Power Negation IV	1 target	1 day/lvl	100'	F
25)	Null Area II	1 target	1 hr/lvl	100'	F
30)	Charge Dispersion True	1 target	P	100'	F
35)	Entity Release	1 item	P	100'	F
40)	Area Negation IV	20' R	1 day/lvl	100'	F
50)	Limited Disenchantment	1 item	P	50'	F
60)	Null Area III	1 target	1 day/lvl	100'	F
75)	Disenchantment	1 item	P	50'	F
90)	Disenchantment True	1 target	P	50'	F

1. Item Negation I – All magical abilities of target item cease to function for the duration of this spell. This does not remove the basic benefits of a magical item (e.g., it still gets an RR if targeted by a spell that allows for one).

2. Capability Negation I – One magical ability of target item ceases to function for the duration of this spell. The ability is determined at random unless the caster makes a Very Hard Spell Mastery maneuver in order to select which ability is negated.

3. Power Negation I – All items on the target lose their magical abilities as in *Item Negation* while caster Concentrates.
4. Charge Dispersion I – One charge from a charged item (or an empowered item) is expended, as if it had been used. A charged item cannot be reduced below zero charges; an empowered item may have its uses reduced to none for the current time span of its operations (e.g., an item that casts a spell three times daily may have the three uses for the current day dispersed, while an item that casts a spell once a week could have the current weekly use dispersed).
5. Area Negation I – All items within the area of effect have their magical abilities negated as in *Item Negation I*.
6. Item Negation II – All magical abilities of target item cease to function for the duration of this spell. This does not remove the basic benefits of a magical item (e.g., it still gets an RR if targeted by a spell that allows for one).
7. Capability Negation II – One magical ability of target item ceases to function for the duration of this spell. The ability is determined at random unless the caster makes a Very Hard Spell Mastery maneuver in order to select which ability is negated.
8. Charge Dispersion III – As *Charge Dispersion I*, except three charges are dispersed.
9. Power Negation II – All items on the target lose their magical abilities as in *Item Negation* for 1 minute/level.
10. Deattunement – Target loses all of his attunements to items, whether those items are present or not. (He may have one chance to reattune to a given item without having to develop his Attunement skill. If this attempt fails, he must then develop Attunement before trying again.)
11. Item Negation III – All magical abilities of target item cease to function for the duration of this spell. This does not remove the basic benefits of a magical item (e.g., it still gets an RR if targeted by a spell that allows for one).
12. Capability Negation III – One magical ability of target item ceases to function for the duration of this spell. The ability is determined at random unless the caster makes a Very Hard Spell Mastery maneuver in order to select which ability is negated.
13. Charge Dispersion V – As *Charge Dispersion I*, except five charges are dispersed.
14. Area Negation II – All items within the area of effect have their magical abilities negated as in *Item Negation II*.
15. Power Negation III – All items on the target lose their magical abilities as in *Item Negation* for 1 hour/level.
16. Item Negation IV – All magical abilities of target item cease to function for the duration of this spell. This does not remove the basic benefits of a magical item (e.g., it still gets an RR if targeted by a spell that allows for one).
17. Null Area I – This spell may be cast on the caster or on another animate or inanimate target. The target is then surrounded by a 10' radius within which any magical item must make an RR with a -25 penalty or cease to function magically while within the radius. This includes the target's own items.
18. Charge Dispersion X – As *Charge Dispersion I*, except ten charges are dispersed.
19. Area Negation III – All items within the area of effect have their magical abilities negated as in *Item Negation III*.
20. Power Negation IV – All items on the target lose their magical abilities as in *Item Negation* for 1 day/level.
25. Null Area II – As *Null Area I*, except for duration and that the radius of effect is 20'.
30. Charge Dispersion True – As *Charge Dispersion I*, except a number of charges up to the caster's level are dispersed.
35. Entity Release – An item with an entity bound into it (using the Demonic Binding, Elemental Binding, or Spirit Binding lists) has that entity freed from the item. The item loses all abilities based on the entity. The entity's fate and reactions will depend upon its type. A sense of gratitude for its release is far from guaranteed.
40. Area Negation IV – All items within the area of effect have their magical abilities negated as in *Item Negation IV*.
50. Limited Disenchantment – One power is permanently removed from the target item. The caster may make an Extremely Hard Spell Mastery maneuver in order to choose a known power to remove. Otherwise the power lost is determined at random. If this spell is cast upon an item with the doubled *Unbreakable Work* capability, it will not harm the item, but will reveal the method by which it might be destroyed (if the target fails its.RR).
60. Null Area III – As *Null Area I*, except for duration and that the radius of effect is 30'.

75. Disenchantment – As *Limited Disenchantment*, except removes all magical properties from the target item. The item is no longer magical, but retains any non-magical bonuses.

90. Disenchantment True – As *Disenchantment*, except affects all items on the target (each item makes a separate RR).

Note: The core rule is to roll a single RR for all items in an individual's aura (though items with a higher level than their bearer may still resist while others succumb), except in the case of *Disenchantment True*. If magical items are not too plentiful, a GM may wish to give each item its own RR in all cases.

Note: Items empowered by the caster's own faith (i.e., works of a Sanctifier of the same religion or gifts from his god) are immune to all effects of this list.

Note: Autonomous "Items" (i.e., any enchanted item that functions without a "user" - golems, magical traps and machines, Symbols, etc.) resist at twice their level.

Note: Enchanted locations are not affected by this list at all.

Sanctifier Base
DIVINE TOUCH

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sacred Analysis	caster	—	10'	I
2)	Sacred Tongue	1 item	special	self	A
3)	Sacred Weapon I	1 item	special	self	A
4)	Sacred Skill I	1 item	special	self	A
5)	Sacred Spell II	1 item	special	self	A
6)	Sacred Script	1 item	special	self	A
7)	Sacred Weapon II	1 item	special	self	A
8)	Sacred Skill II	1 item	special	self	A
9)	Sacred Protections II	1 item	special	self	A
10)	Sacred Spell IV	1 item	special	self	A
11)	Sacred Weapon III	1 item	special	self	A
12)	Sacred Skill III	1 item	special	self	A
13)	Divine Language	1 item	special	self	A
14)	Sacred Protections IV	1 item	special	self	A
15)	Sacred Spell VI	1 item	special	self	A
16)	Sacred Summons	1 item	special	self	A
17)	Sacred Protections V	1 item	special	self	A
18)	Sacred Weapon IV	1 item	special	self	A
19)	Sacred Skill IV	1 item	special	self	A
20)	Sacred Spell X	1 item	special	self	A
25)	Sacred Skill V	1 item	special	self	A
30)	Sacred Weapon V	1 item	special	self	A
35)	Sacred Skill VI	1 item	special	self	A
40)	Sacred Weapon VI	1 item	special	self	A
50)	Sacred Skill VII	1 item	special	self	A
60)	Sacred Weapon VII	1 item	special	self	A
75)	Sacred Spell True	1 item	special	self	A
90)	Sacred Weapon VIII	1 item	special	self	A

1. Sacred Analysis – Caster learns origin, history, and powers of one item, insofar as these relate directly to the central concerns of his power source (e.g., a Sanctifier of a sea god would learn about time an item spent on a ship or under the sea, but not the history of the item in the mountains; he would learn that the item gives a bonus to Survival: Ocean or that it Slays Mermaids, but would not learn the item's OB or that it casts a Fire Bolt once per day).

2. Sacred Tongue – Allows caster to enchant an item which allows the bearer to speak (and understand in spoken form) the "holy language" of his faith as if the bearer had 5 ranks in the language. This will grant an intelligent item the power of speech (including use of all its existing language skills).

3. Sacred Weapon I – Allows caster to enchant a weapon closely associated with his faith with a +5 bonus to the weapon's OB.

4. Sacred Skill I – Allows caster to enchant an item associated with his faith such that it grants a +5 bonus to one skill specialization, or one skill that cannot be specialized, which is associated with his faith. Alternatively, the item may grant a bonus of +2 to the number of ranks for purposes using the number of ranks rather than the skill bonus.

5. Sacred Spell II – Allows caster to embed a spell of up to second level, which must be closely associated with his faith, into an item associated with his faith. The spell may then be used once per day (as if an appropriate *Embed* and *Daily* spell had been used to enchant the item).
6. Sacred Script – Allows caster to enchant an item which allows the bearer to read and write the "holy language" of his faith as if the bearer had 5 ranks in the language.
7. Sacred Weapon II – Allows caster to enchant a weapon closely associated with his faith with a +10 bonus to the weapon's OB.
8. Sacred Skill II – Allows caster to enchant an item associated with his faith such that it grants a +10 bonus to one skill specialization, or one skill that cannot be specialized, which is associated with his faith. Alternatively, the item may grant a bonus of +4 to the number of ranks for purposes using the number of ranks rather than the skill bonus.
9. Sacred Protections II – Allows caster to enchant an item associated with his faith so that it provides a +10 bonus to either RRs or DB against some hazard which his deity opposes or rules. It may also act to counter some penalty which the deity opposes or rules (e.g., a god of night could negate a penalty for darkness).
10. Sacred Spell IV – Allows caster to embed a spell of up to fourth level, which must be closely associated with his faith, into an item associated with his faith. The spell may then be used once per day (as if an appropriate *Embed* and *Daily* spell had been used to enchant the item).
11. Sacred Weapon III – Allows caster to enchant a weapon closely associated with his faith with a +15 bonus to the weapon's OB.
12. Sacred Skill III – Allows caster to enchant an item associated with his faith such that it grants a +15 bonus to one skill specialization, or one skill that cannot be specialized, which is associated with his faith. Alternatively, the item may grant a bonus of +6 to the number of ranks for purposes using the number of ranks rather than the skill bonus.
13. Divine Language – Allows caster to enchant an item which allows the bearer to speak, write, sign, and understand (i.e., to have two-way communication in all forms of the language) the "holy language" of his faith as if the bearer had 10 ranks in the language.
14. Sacred Protections IV – Allows caster to enchant an item associated with his faith so that it provides a +20 bonus to either RRs or DB against some hazard which his deity opposes or rules. It may also act to counter some penalty which the deity opposes or rules (e.g., a god of night could negate a penalty for darkness).
15. Sacred Spell VI – Allows caster to embed a spell of up to sixth level, which must be closely associated with his faith, into an item associated with his faith. The spell may then be used once per day (as if an appropriate *Embed* and *Daily* spell had been used to enchant the item).
16. Sacred Summons – Allows caster to enchant an item associated with his faith so that it allows its bearer to summon a specific kind of creature associated with his faith. These will appear the round after the summons is made and will provide such aid as they are able, within a span of up to eight hours if not required to fight (or an hour of battle). The total levels that may be summoned are equal to the TUs spent on this power (i.e., a minimum of 16, but the caster may increase the number of TUs to increase the levels summoned). If any of the summoned creatures dies, the ability to summon is reduced for a period of one year (i.e., it takes a year to replace any killed creature).
17. Sacred Protections V – Allows caster to enchant an item associated with his faith so that it provides a +25 bonus to either RRs or DB against some hazard which his deity opposes or rules. It may also act to counter some penalty which the deity opposes or rules (e.g., a god of night could negate a penalty for darkness).
18. Sacred Weapon IV – Allows caster to enchant a weapon closely associated with his faith with a +20 bonus to the weapon's OB.
19. Sacred Skill IV – Allows caster to enchant an item associated with his faith such that it grants a +20 bonus to one skill specialization, or one skill that cannot be specialized, which is associated with his faith. Alternatively, the item may grant a bonus of +8 to the number of ranks for purposes using the number of ranks rather than the skill bonus.
20. Sacred Spell X – Allows caster to embed a spell of up to tenth level, which must be closely associated with his faith, into an item associated with his faith. The spell may then be used once per day (as if an appropriate *Embed* and *Daily* spell had been used to enchant the item).

25. Sacred Skill V – Allows caster to enchant an item associated with his faith such that it grants a +25 bonus to one skill specialization, or one skill that cannot be specialized, which is associated with his faith. Alternatively, the item may grant a bonus of +10 to the number of ranks for purposes using the number of ranks rather than the skill bonus.

30. Sacred Weapon V – Allows caster to enchant a weapon closely associated with his faith with a +25 bonus to the weapon's OB.

35. Sacred Skill VI – Allows caster to enchant an item associated with his faith such that it grants a +30 bonus to one skill specialization, or one skill that cannot be specialized, which is associated with his faith. Alternatively, the item may grant a bonus of +12 to the number of ranks for purposes using the number of ranks rather than the skill bonus.

40. Sacred Weapon VI – Allows caster to enchant a weapon closely associated with his faith with a +30 bonus to the weapon's OB.

50. Sacred Skill VII – Allows caster to enchant an item associated with his faith such that it grants a +35 bonus to one skill specialization, or one skill that cannot be specialized, which is associated with his faith. Alternatively, the item may grant a bonus of +14 to the number of ranks for purposes using the number of ranks rather than the skill bonus.

60. Sacred Weapon VII – Allows caster to enchant a weapon closely associated with his faith with a +35 bonus to the weapon's OB.

75. Sacred Spell True – Allows caster to embed a spell of any level, which must be closely associated with his faith, into an item associated with his faith. The spell may then be used once per day (as if an appropriate *Embed* and *Daily* spell had been used to enchant the item).

90. Sacred Weapon VIII – Allows caster to enchant a weapon closely associated with his faith with a +40 bonus to the weapon's OB.

Note: The use of these spells does not require a *Work* or *Make* spell, instead requiring merely the *Consecration* spell (Sacred Purpose list), but the item to be enchanted must meet the requirements of association with the religion of the caster and any requirements of the religion for materials, ritual purification, or other standards (e.g., the God of Justice might reject an item that incorporates a "blood diamond"). Furthermore, the GM must limit what abilities may be allowed for a given a religion. This list is quite powerful, with narrowness of scope as the primary balancing tool. When in doubt, rule it out. Only those abilities and objects with a clear mythological or theological link to the caster's power source should be allowed.

Note: While *Sacred Spell* combines the effects of the Adept's *Embed* and *Daily* spells, the spell to be embedded is still required to be cast each day of the enchantment process and does add to the required TUs. Also note that this process does not have the flexibility of the Adept's process. A spell can only be made to be cast once per day.

Sanctifier Base

GOLEM MAKING

Level	Spell	Area of Effect	Duration	Range	Type
1)	Diminutive Golem	1 golem	special	self	A
2)	Diminutive Metal Golem	1 golem	special	self	A
3)	Diminutive Magic Golem	1 golem	special	self	A
4)	Transfer Mastery	1 golem	P	50'	E
5)	Tiny Golem	1 golem	special	self	A
6)	Tiny Metal Golem	1 golem	special	self	A
7)	Tiny Magic Golem	1 golem	special	self	A
8)	Programmed Function	1 golem	P	100'	E
9)	Small Golem	1 golem	special	self	A
10)	Small Metal Golem	1 golem	special	self	A
11)	Small Magic Golem	1 golem	special	self	A
12)	Create Command Item	1 item	special	self	A
13)	Medium Golem	1 golem	special	self	A
14)	Medium Metal Golem	1 golem	special	self	A
15)	Medium Magic Golem	1 golem	special	self	A
16)	Grow Nonmetallic Seed	1 golem	special	self	A
17)	Big Golem	1 golem	special	self	A
18)	Big Metal Golem	1 golem	special	self	A
19)	Big Magic Golem	1 golem	special	self	A
20)	Grow Metallic Seed	1 golem	special	self	A
25)	Large Golem	1 golem	special	self	A
30)	Large Metal Golem	1 golem	special	self	A
35)	Large Magic Golem	1 golem	special	self	A
40)	Assign Loyalty	1 golem	P	100'	E
50)	Enduring Vengeance	1 golem	P	100'	E
60)	Huge Golem	1 golem	special	self	A
75)	Huge Metal Golem	1 golem	special	self	A
90)	Huge Magic Golem	1 golem	special	self	A

1. Diminutive Golem – Allows caster to animate a golem of Diminutive size and non-magical, non-metallic substance.
2. Diminutive Metal Golem – Allows caster to animate a golem of Diminutive size and non-magical, metallic substance.
3. Diminutive Magic Golem – Allows caster to animate a golem of Diminutive size and magical substance.
4. Transfer Mastery – Allows caster to transfer mastery of a golem from himself to someone else. Both the golem and the new master must be within range of this spell.
5. Tiny Golem – As *Diminutive Golem*, except animates a golem of Tiny size.
6. Tiny Metal Golem – As *Diminutive Metal Golem*, except animates a golem of Tiny size.
7. Tiny Magic Golem – As *Diminutive Magic Golem*, except animates a golem of Tiny size.
8. Programmed Function – Allows caster to assign an on-going task to a golem under his control. The golem will continue to perform this task so long as it is able and it receives no contrary instruction from its master. This task

may involve a single conditional element (e.g., "Destroy anyone who touches this treasure, unless he first speaks the words 'Mexlar the Magnificent is the greatest golem maker in the world.'").

9. Small Golem – As *Diminutive Golem*, except animates a golem of Small size.
10. Small Metal Golem – As *Diminutive Metal Golem*, except animates a golem of Small size.
11. Small Magic Golem – As *Diminutive Magic Golem*, except animates a golem of Small size.
12. Create Command Item – Allows caster to enchant an item, giving its bearer the ability to command a golem that he is creating or commands at the time of this enchantment. This is the only spell required for this enchantment, though this ability may be incorporated into an item with other powers.
13. Medium Golem – As *Diminutive Golem*, except animates a golem of Medium size.
14. Medium Metal Golem – As *Diminutive Metal Golem*, except animates a golem of Medium size.
15. Medium Magic Golem – As *Diminutive Magic Golem*, except animates a golem of Medium size.
16. Grow Nonmetallic Seed – Allows caster to grow a golem figure in a mold from a "seed" of nonmetallic material.
17. Big Golem – As *Diminutive Golem*, except animates a golem of Big size.
18. Big Metal Golem – As *Diminutive Metal Golem*, except animates a golem of Big size.
19. Big Magic Golem – As *Diminutive Magic Golem*, except animates a golem of Big size.
20. Grow Metallic Seed – Allows caster to grow a golem figure in a mold from a "seed" of metallic material.
25. Large Golem – As *Diminutive Golem*, except animates a golem of Large size.
30. Large Metal Golem – As *Diminutive Metal Golem*, except animates a golem of Large size.
35. Large Magic Golem – As *Diminutive Magic Golem*, except animates a golem of Large size.
40. Assign Loyalty – Allows caster to make a golem in his command loyal to some group, protecting and accepting commands from all rulers of a certain dynasty or nation, all members of a clergy (or just one position in the church, like the Archbishop of Tweedle), the eldest female in a family, or the like.
50. Enduring Vengeance – Allows caster to program a golem under his control to relentlessly search out and destroy one target type, against which its attacks become Slaying II. This may happen immediately, or it may be kept as a default state in case the golem otherwise goes out of control.
60. Huge Golem – As *Diminutive Golem*, except animates a golem of Huge size. In the event that the caster wishes to make a golem of greater than Huge size, this spell may be cast an additional time each day (increasing TUs required as well) for each size category greater than Huge to be achieved.
75. Huge Metal Golem – As *Diminutive Metal Golem*, except animates a golem of Huge size. In the event that the caster wishes to make a golem of greater than Huge size, this spell may be cast an additional time each day (increasing TUs required as well) for each size category greater than Huge to be achieved.
90. Huge Magic Golem – As *Diminutive Magic Golem*, except animates a golem of Huge size. In the event that the caster wishes to make a golem of greater than Huge size, this spell may be cast an additional time each day (increasing TUs required as well) for each size category greater than Huge to be achieved.

Note: See Section 4.5 for details on the creation and management of golems.

Sanctifier Base
SACRED LAND

Level	Spell	Area of Effect	Duration	Range	Type
1)	Location Analysis	caster	—	100'	I
2)	Aura of Sanctity	1 location	special	self	A
3)	Consecrate I #	1 location	special	self	A
4)	Living Symbol	1 living thing	special	self	A
5)	Blessed Fertility	1 location	special	self	A
6)	Crunching Earth	1 location	special	self	A
7)	Channel Nexus	1 location	special	self	A
8)	Consecrate II #	1 location	special	self	A
9)	Blessed Vitality	1 location	special	self	A
10)	Desecration	1 location	special	self	A
11)	Blessed Casting I	1 location	special	self	A
12)	Lesser Auspicious Location	1 location	special	self	A
13)	Blessed Rest	1 location	special	self	A
14)	Blessed Casting II	1 location	special	self	A
15)	Consecrate III #	1 location	special	self	A
16)	Blessed Longevity	1 location	special	self	A
17)	Blessed Casting III	1 location	special	self	A
18)	Minor Auspicious Location	1 location	special	self	A
19)	Peaceful Garden	1 location	special	self	A
20)	Blessed Casting IV	1 location	special	self	A
25)	Major Auspicious Location	1 location	special	self	A
30)	Miraculous Garden	1 location	special	self	A
35)	Blessed Casting V	1 location	special	self	A
40)	Greater Auspicious Location	1 location	special	self	A
50)	Blessed Casting VI	1 location	special	self	A
60)	Rainbow Bridge	1 location	special	self	A
75)	Supreme Auspicious Location	1 location	special	self	A
90)	Living Presence	1 location	special	self	A

1. Location Analysis – Caster learns if a given location is sacred ground and, if so, to which religion it is dedicated. Caster also learns if the area is enchanted in any other way, whether the magic is "natural" or the work of spellcasting, and the general nature and purpose of the enchantment. Caster also learns if the area is suitable for dedication to his own religion and any specific problems barring such use.

2. Aura of Sanctity – Allows caster to provide the natural aspects of a consecrated area with a general feel and cosmetic enhancements suitable to the deity to which it is dedicated. Generally dewdrops sparkle, flowers bloom unusually large and bright, streams babble musically, etc., though this may vary based on the religion in question. The sacred pool of the death god would be bare and still. The place will evoke awe or dread or whatever feeling is most appropriate (the grove of a god of peace might evoke calm, that of a goddess of love might stir passions, etc.)

3. Consecrate I # – Allows caster to enchant a small area so as to make it sacred ground. This must be an outdoor area or natural feature dedicated to a religious purpose. This could be a standing stone, a natural spring, a tree, a small cave, etc.

4. Living Symbol – Allows caster to enchant an immobile living thing (usually a tree) on sacred ground such that it can contain a Symbol. This counts as an enchantment of the sacred site. The *Symbol* spell must be cast by a member of the faith to which the site is dedicated. The living thing must be at least twenty years old and weigh at least fifty pounds.
5. Blessed Fertility – Allows caster to enchant an area of sacred ground such that the growth of desired species is promoted and suitable animals are drawn to the area. Harvests from this area will be 50% greater than normal.
6. Crunching Earth – Allows caster to enchant an area of sacred ground where anyone not of the faith to which the area is dedicated will have difficulty being stealthy. Leaves will crackle, floors creak, twigs snap, birds be disturbed, etc. leading to a -50 penalty to all such Stalking attempts.
7. Channel Nexus – Allows caster to enchant an area of sacred ground such that it promotes the flow of magical energies to and from members of the faith to which it is dedicated. All such individuals within the site gain a +25 bonus to all Channeling maneuvers. Enemies of the faith are hindered, suffering a -25 penalty to any Channeling maneuvers. (This does not affect Channeling spellcasting, just use of the Channeling skill.)
8. Consecrate II # – Allows caster to enchant a medium-sized area so as to make it sacred ground. This must be an outdoor area or natural feature dedicated to a religious purpose. This could be a stone circle, a pond, a grove, a large cave, etc.
9. Blessed Vitality – Allows caster to enchant an area of sacred ground such that members of the faith to which the site is dedicated will recover from injury or fatigue at three times the normal rate, while others not hostile to the faith will recover at twice the normal rate.
10. Desecration – Allows caster to undo the enchantments which render an outdoor area or natural feature sacred ground. This requires TUs equal to this spell's level (10) plus the level of the area to be affected. This process must be completed before any sacred ground may be rededicated as sacred ground to another faith. If a place is "naturally" sacred rather than being made so by the work of a Sanctifier, then double the level of the area when determining the time required.
11. Blessed Casting I – Allows caster to enchant an area of sacred ground such that Channeling spells cast by those dedicated to the deity to which the area is sacred have a +5 bonus to their SCRs and a -10 modification to any spell failure roll resulting from the failure of such a spell. Hybrid casters that channel the power of the same deity may apply this bonus to their base list spells, but not to their spells from their non-Channeling realm.
12. Lesser Auspicious Location – Allows caster to enchant an area of sacred ground such that it is conducive to ritual magic conducted by members of the faith to which it is dedicated. If all participants in a magic ritual are members of the faith, then the site is considered to be an auspicious location worth at least a +5 bonus (any superior bonus the site would normally give is used instead when such applies to the given ritual).
13. Blessed Rest – Allows caster to enchant an area of sacred ground such that the need for sleep is reduced by 25% for all those not hostile to the faith to which it is dedicated (i.e., 3 hours of sleep count as 4). Channelers of the faith who make the area their permanent residence will only need 50% normal sleep. Those hostile to the faith or under penalty from the god of the faith will need an extra 25% sleep (i.e., 5 hours of sleep count as 4).
14. Blessed Casting II – As *Blessed Casting I*, but the modifiers are +10 to SCRs and -20 to spell failure rolls.
15. Consecrate III # – Allows caster to enchant a large area so as to make it sacred ground. This must be an outdoor area or natural feature dedicated to a religious purpose. This could be a mountain, a lake, a wood, a cavern complex, etc.
16. Blessed Longevity – Allows caster to enchant an area of sacred ground such that any living thing with a multiyear lifespan will age at one-tenth speed while within the area, so long as it has reaching maturity.
17. Blessed Casting III – As *Blessed Casting I*, but the modifiers are +15 to SCRs and -30 to spell failure rolls.
18. Minor Auspicious Location – As *Lesser Auspicious Location*, except that the minimum bonus for rituals is +10.
19. Peaceful Garden – Allows caster to enchant an area of sacred ground such that natural creatures within the area are non-hostile (+50 to all Animal Handling attempts), sleep is nightmare-free and resting (ignore any negative sleeping conditions, including flaws, while here), and accidents are less dangerous, providing a reduction in any

critical due to accident by three severities (e.g, D becomes A, C or less is ignored) and providing a +50 bonus to breakage rolls due to accident (not deliberate breakage). Dropped bread will land buttered-side up.

20. Blessed Casting IV – As *Blessed Casting I*, but the modifiers are +20 to SCRs and -40 to spell failure rolls.

25. Major Auspicious Location – As *Lesser Auspicious Location*, except that the minimum bonus for rituals is +15.

30. Miraculous Garden – Allows caster to enchant an area of sacred ground such that it becomes a suitable growing site for magical herbs. This will not allow the herbs to thrive outside of their normal biome, but it will allow the cultivation of any magical herbs that do grow in the location's general conditions.

35. Blessed Casting V – As *Blessed Casting I*, but the modifiers are +25 to SCRs and -50 to spell failure rolls.

40. Greater Auspicious Location – As *Lesser Auspicious Location*, except that the minimum bonus for rituals is +20.

50. Blessed Casting VI – As *Blessed Casting I*, but the modifiers are +30 to SCRs and -60 to spell failure rolls.

60. Rainbow Bridge – Allows caster to enchant an area of sacred ground such that it has a physical connection to the site's patron's home plane or region. On certain holy days (depending on religion, but usually no fewer than four and no more than thirteen days in a year), this connection opens. This spell is named after one prominent manifestation of such a connection, a rainbow bridge up which the faithful may walk up into the "heavenly realm", but the appearance can vary greatly. It might be a set of steps down into the earth in a pit that opens suddenly, or it might be that a door or waterfall always present allows transportation at the chosen times. Members of the site's religion may pass through the connection into the divine realm (or some intermediate location chosen for mortals and immortals to mingle), receive such advice, blessing, judgment, or other treatment as the higher powers choose to give, and then return again to the mortal realm. No being from the other side can pass through, nor can any who are not of the site's religion. In an emergency, it can be used as an escape route to evacuate the sacred site, with transportation back to mortal realm provided by divine power rather than a return through the "rainbow bridge".

75. Supreme Auspicious Location – As *Lesser Auspicious Location*, except that the minimum bonus for rituals is +25, and only the primary caster need be a member of the faith.

90. Living Presence – Allows caster to enchant an area of sacred ground such that an immanent sense of the caster's god permeates the area. This produces enhanced effects similar to *Aura of Sanctity* or *Splendor*, provides a +25 bonus to all divinatory spells cast using the god's power, and requires anyone attempting to act in opposition to the will of the god to make a Fear RR (against the level of the site).

Note: The features of sacred ground as such are dependant on the setting and possibly the religion/deity to which the sacred ground is dedicated. However, this note defines the default values and the GM may work from there to make whatever adjustments are required by the setting. Firstly, there are several spell failure results in Channeling that can require time on sacred ground for recovery. Secondly, those entering sacred ground with hostile intent are discomforted; if an attempt is made to carry out hostile intent, the individual in question must make a Fear check (although only against a level 1 fear source, so powerful and/or determined enemies will probably succeed). Evil magic suffers a -10 to SCRs. Reverse this to +10 SCRs for evil magic if the site is "unholy". Other variations are possible: a war god's sacred ground may hamper calm, charm, and other peace-making spells and aid strife-fomenting spells, while the sacred ground of a fire god may aid fire and hamper cold and ice.

Note: When the site is free-standing, like a lone-standing stone or a sacred tree, the effects of the site enchantments will cover an area within a 1 yard radius (beyond the radius of the site itself) per level of the site.

Sanctifier Base

SACRED PURPOSE

Level	Spell	Area of Effect	Duration	Range	Type
1)	Determine Religion	caster	—	10'	I
2)	Consecration #	1 item	special	self	A
3)	Chosen Kind	1 item	special	self	A
4)	Sacred Adder I	1 item	special	self	A
5)	Blessed Weapon I	1 item	special	self	A
6)	Shielded Spirit	1 item	special	self	A
7)	Sacred Adder II	1 item	special	self	A
8)	Spellcaster	1 item	special	self	A
9)	Blessed Thoughts I	1 item	special	self	A
10)	Blessed Weapon II	1 item	special	self	A
11)	Sacred Adder III	1 item	special	self	A
12)	Additional Skills	1 item	special	self	A
13)	Taboo I	1 item	special	self	A
14)	Blessed Thoughts II	1 item	special	self	A
15)	Sacred Adder IV	1 item	special	self	A
16)	Blessed Weapon III	1 item	special	self	A
17)	Taboo II	1 item	special	self	A
18)	Lesser Holy Weapon	1 item	special	self	A
19)	Sacred Adder V	1 item	special	self	A
20)	Blessed Thoughts III	1 item	special	self	A
25)	Holy Weapon	1 item	special	self	A
30)	Sacred Adder VII	1 item	special	self	A
35)	Blessed Thoughts IV	1 item	special	self	A
40)	Purification	1 item	special	self	A
50)	Greater Holy Weapon	1 item	special	self	A
60)	Sacred Adder X	1 item	special	self	A
75)	Blessed Thoughts V	1 item	special	self	A
90)	Eternal Service	1 item	special	self	A

1. Determine Religion – Caster learns if one target item is associated with a religion and, if so, which one and whether the item actively serves the religion (as an intelligent/willed item) or is simply dedicated to that religion through enchantment or manufacture.
2. Consecration # – Allows caster to enchant an item so that it is suitable for further enchantments from this list or Divine Touch or Golem Making. If only spells from these lists are used, this spell is the only enchantment needed for the base item. The item must meet all applicable standards of the caster's religion.
3. Chosen Kind – Allows caster to enchant an item which has a spell ability that can only be used by those who are members of a certain Race (or set of Races) or of a certain Profession (or set of Professions).
4. Sacred Adder I – Allows caster to enchant an item which is a +1 Spell Adder which can only be used to cast a kind of spell which is appropriate for the caster's deity (e.g., fire spells).
5. Blessed Weapon I – Allows caster to enchant an item such that it gains an additional +5 OB when it attacks any creature of darkness (See *SL* Section 10.8 for definition).

6. Shielded Spirit – Allows caster to enchant an item such that the item's wielder is immune to curses, magical diseases, magical mind diseases, etc. (i.e., any magical effect that requires a specialized spell to remove, rather than a normal *Dispel*) and to *Black Channels*. The wielder gains a +50 to RRs against all forms of *Absolution*.
7. Sacred Adder II – Allows caster to enchant an item which is a +2 Spell Adder which can only be used to cast a kind of spell which is appropriate for the caster's deity (e.g., fire spells).
8. Spellcaster – Allows caster to enchant an item possessed of an artificial intelligence to cast spells. This spell may be cast multiple times per day to increase the effect of this enchantment. One spell provides the item with access to the Open lists of a single Realm of magic. Doubling up the spell (and taking a base 16 TUs) will add access to the Closed lists of the same Realm. Tripling up the spell (24 TUs) will add access to all other lists available to a caster of that Realm (Base, Evil, and Arcane). Adding another casting of this spell each day (and adding another 8 TUs to the capability) can be done to give access to an additional Realm, to create an item with Hybrid spellcasting abilities. This also provides the item with the Power Development skill.
9. Blessed Thoughts I – Allows caster to enchant an item such that it possesses Medium Intelligence.
10. Blessed Weapon II – Allows caster to enchant an item such that it gains an additional +10 OB when it attacks any creature of darkness (See *SL* Section 10.8 for definition).
11. Sacred Adder III – Allows caster to enchant an item which is a +3 Spell Adder which can only be used to cast a kind of spell which is appropriate for the caster's deity (e.g., fire spells).
12. Additional Skills – Allows caster to enchant an item with artificial intelligence so that it can learn additional skills, as described in Section 4.4.
13. Taboo I – Allows caster to enchant an item such that it will deliver a B critical to any unauthorized person touching it. At the time of enchanting, the item may be set to permit contact by Channeling users of the caster's religion, any member of the caster's religion, or those who are not Evil (or are Evil).
14. Blessed Thoughts II – Allows caster to enchant an item such that it possesses High Intelligence.
15. Sacred Adder IV – Allows caster to enchant an item which is a +4 Spell Adder which can only be used to cast a kind of spell which is appropriate for the caster's deity (e.g., fire spells).
16. Blessed Weapon III – Allows caster to enchant an item such that it gains an additional +15 OB when it attacks any creature of darkness (See *SL* Section 10.8 for definition).
17. Taboo II – As *Taboo I*, except that a D critical is delivered.
18. Lesser Holy Weapon – This weapon will strike as if one Size larger when used against Evil entities (demons, undead, anyone with an Evil spell list, etc.). If such an Evil creature directly touches the weapon, that creature will take an A Holy critical (no adjustment for Size). If intelligent, it gains a +10 bonus to Will.
19. Sacred Adder V – Allows caster to enchant an item which is a +5 Spell Adder which can only be used to cast a kind of spell which is appropriate for the caster's deity (e.g., fire spells).
20. Blessed Thoughts III – Allows caster to enchant an item such that it possesses Superior Intelligence.
25. Holy Weapon – This weapon will strike as if one Size larger when used against Evil entities (demons, undead, anyone with an Evil spell list, etc.) and do an additional Holy critical two severities less than the regular critical. If such an Evil creature directly touches the weapon, that creature will take an B Holy critical (no adjustment for Size). Against demons or undead of a larger Size than the weapon's wielder, it is Slaying I. If intelligent, it gains a +15 bonus to Will.
30. Sacred Adder VII – Allows caster to enchant an item which is a +7 Spell Adder which can only be used to cast a kind of spell which is appropriate for the caster's deity (e.g., fire spells). This spell can also produce a +6 Spell Adder for a cost of 25 TUs.
35. Blessed Thoughts IV – Allows caster to enchant an item such that it possesses Genius Intelligence.
40. Purification – Allows caster to create an item that will gradually convert its wielder (and his close associates) to the item's religion, ethics, and purposes. Each use of the item or week spent in its proximity requires an RR against Channeling magic of the item's level. Each failure is 1% influence. Anything short of 100% can be reversed, reducing the influence by 1% per week spent on opposing sacred ground. When ethical conflicts arise, the % of influence is the chance that an RR must be made for the influenced individual to act according to his old code.

Failure indicates that he will do things the item's way. Modifiers may be applied to the RR for extreme cases. At 100% influence, conversion is complete, and the character has a new outlook and allegiance.

50. Greater Holy Weapon – This weapon will strike as if two Sizes larger when used against Evil entities (demons, undead, anyone with an Evil spell list, etc.) and do an additional Holy critical one severity less than the regular critical. If such an Evil creature directly touches the weapon, that creature will take an C Holy critical (no adjustment for Size). Against demons or undead, it is Slaying I. If intelligent, it gains a +20 bonus to Will.

60. Sacred Adder X – Allows caster to enchant an item which is a +10 Spell Adder which can only be used to cast a kind of spell which is appropriate for the caster's deity (e.g., fire spells). This spell can also produce a +9 Spell Adder for a cost of 50 TUs or a +8 Spell Adder in 40 TUs.

75. Blessed Thoughts V – Allows caster to enchant an item such that it possesses Transcendent Intelligence.

90. Eternal Service – Allows caster to enchant an individual such that the individual become the alternative form of an item. The item will resemble the individual it becomes in some way, usually as a direct representation. An attuned user (or one employing the proper trigger set at creation) can cause the item to transform into the individual (takes one round). Likewise, an attuned individual can order the individual back into item form. Unless the purpose of the individual is to provide some on-going magical effect, it will have a time limit of one hour before returning to item form. If the individual is killed, it will revert to item form. The individual is immortal so long as the item survives. After returning to item form, the individual can not be called forth again for 24 hours, during which time all damage short of death is healed. Death will require 1 day per level of the individual to recover from, at which time the item becomes normally usable again. The individual will perform as instructed by the person whom summoned it forth, or it can be assigned a set function during enchantment.

Note: *Blessed Weapon* can be reversed to *Unblessed Weapon* to create a bonus against creatures of light. *Holy Weapon* can be reversed to *Unholy Weapon*, providing bonuses against Good entities (includes anyone Channeling power from a Good source, Champions, and various others according to setting). Slaying works on Champions, other non-Evil Extra Planar creatures, and non-Evil members of species classified as Races in *CrL*. Other variations may be possible in worlds with grand conflicts other than good versus evil. *Purification* is already *Corruption* from the point-of-view of victims.

Sanctifier Base
SACRED RUNES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Sacred Runes	1 rune	varies	self	U
2)	Rune I	1 spell	varies	self	U
3)	Work Writing Surface #	1 item	special	self	A
4)	Rune II	1 spell	varies	self	U
5)	Make Rune Paper #	1 item	special	self	A
6)	Rune III	1 spell	varies	self	U
7)	Secret Script	1 text	special	self	A
8)	Rune IV	1 spell	varies	self	U
9)	Complex Rune I	multiple spells	varies	self	U
10)	Rune V	1 spell	varies	self	U
11)	Hermetic Rune	special	varies	self	U
12)	Rune VI	1 spell	varies	self	U
13)	Complex Rune II	multiple spells	varies	self	U
14)	Rune VII	1 spell	varies	self	U
15)	Scriptures I	1 text	special	self	A
16)	Rune VIII	1 spell	varies	self	U
17)	Secret Illustration	1 message	special	self	A
18)	Rune IX	1 spell	varies	self	U
19)	Complex Rune III	multiple spells	varies	self	U
20)	Rune X	1 spell	varies	self	U
25)	Lord Rune	1 spell	varies	self	U
30)	Scriptures II	1 text	special	self	A
35)	Rune True	1 spell	varies	self	U
40)	Complex Rune IV	multiple spells	varies	self	U
50)	Scriptures III	1 text	special	self	A
60)	Complex Rune V	multiple spells	varies	self	U
75)	Scriptures True	1 text	special	self	A
90)	Complex Rune True	multiple spells	varies	self	U

1. Sacred Runes – By casting this spell within a minute after the creation of a magical rune, the caster attunes it to his own religious faith. Anyone not of the caster's religion will suffer a -100 to any Runes maneuver attempted on the affected rune.

2. Rune I – This spell inscribes another spell on a specially prepared piece of paper. The rune can then be used to cast the inscribed spell once (although the paper can be reused). The spell to be inscribed must be cast within one minute after the *Rune* spell is cast. *Rune I* can only inscribe 1st level spells. The rune can be set to affect the reader.

3. Work Writing Surface # – Allows caster to work with non-magical paper or parchment (vellum, etc.) or bound books or other writing formats (e.g., clay tablets) appropriate to his religion to create an enchanted item. All required tools and material must be present. Alternatively, this spell can be used to work on non-magical material as listed above without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

4. Rune II – As *Rune I*, except caster can inscribe 1st-2nd level spells.

5. Make Rune Paper # – Allows caster to make a sheet of paper or parchment (vellum, etc.) which will hold a rune as described in the Open Essence spell list Rune Mastery and as appear on this list as well.
6. Rune III – As *Rune I*, except caster can inscribe 1st-3rd level spells.
7. Secret Script – Allows caster to enchant a text so that the writing is visible only when specific circumstances are met (e.g., when viewed in the light of a full moon). This writing may be mundane or magical in nature. If this is the only magical feature of the text, this spell is sufficient for the enchantment (i.e., no *Work* spell is needed).
8. Rune IV – As *Rune I*, except caster can inscribe 1st-4th level spells.
9. Complex Rune I – Allows caster to combine two spells into a single rune, which are then cast together as a single spell. This spell is cast and then the necessary *Rune* spells may be cast (each spell to be included in the rune requires its own *Rune* spell), followed by the spells to be combined in the rune. There can be no more than one minute between each spell cast in this process, but the overall time taken does not matter if that condition is met. When casting the rune, treat as if the spell were equal to the highest level spell plus two levels for each additional spell for SCR purposes. Casting level for all spells is equal to the highest spell level included.
10. Rune V – As *Rune I*, except caster can inscribe 1st-5th level spells.
11. Hermetic Rune – When cast before a *Rune* spell, allows caster to cast a Magic Ritual as the spell to be placed in a rune. So long as the ritual is begun within one minute of the casting of the *Rune* spell and the *Rune* spell is cast within a minute of the casting of this spell, the process can continue as long as caster cares to take on the ritual. This allows placing enhanced versions of a spell in a rune. The rune is then treated as if the spell were normal for purposes of casting and Runes maneuvers.
12. Rune VI – As *Rune I*, except caster can inscribe 1st-6th level spells.
13. Complex Rune II – As *Complex Rune I*, except up to three spells may be combined into a single rune.
14. Rune VII – As *Rune I*, except caster can inscribe 1st-7th level spells.
15. Scriptures I – Allows caster to enchant a copy of sacred texts such that it may be used in a magic ritual and count as a 100 gp tool relevant to any ritual where all participants are of the caster's religion. The bonus from this text may be enhanced for appropriateness as usual (e.g., if the caster worships a storm god, it would be broadly appropriate for weather magic and specifically appropriate to raising a storm).
16. Rune VIII – As *Rune I*, except caster can inscribe 1st-8th level spells.
17. Secret Illustration – As *Secret Script*, except material concealed can include illustrations (drawings, paintings, etc.) and maps, in addition to text.
18. Rune IX – As *Rune I*, except caster may inscribe 1st-9th level spells.
19. Complex Rune III – As *Complex Rune I*, except up to four spells may be combined into a single rune.
20. Rune X – As *Rune I*, except caster can inscribe 1st-10th level spells.
25. Lord Rune – As *Rune I*, except caster can inscribe 1st-20th level spells.
30. Scriptures II – As *Scriptures I*, but text is treated as having a 10,000 gp value.
35. Rune True – As *Rune I*, except caster can inscribe a spell of any level.
40. Complex Rune IV – As *Complex Rune I*, except up to five spells may be combined into a single rune.
50. Scriptures III – As *Scriptures I*, but text is treated as having a 1,000,000 gp value.
60. Complex Rune V – As *Complex Rune I*, except up to six spells may be combined into a single rune.
75. Scriptures True – As *Scriptures III*, but only the primary caster of the ritual need be of the caster's religion.
90. Complex Rune True – As *Complex Rune I*, except multiple spells may be combined into a single rune, up to a maximum of one spell per every ten levels of the caster.

Sanctifier Base

SACRED STRUCTURES

Level	Spell	Area of Effect	Duration	Range	Type
1)	Structure Analysis	caster	—	100'	I
2)	Splendor	1 location	special	self	A
3)	Consecrate Structure #	1 location	special	self	A
4)	Grace	1 location	special	self	A
5)	Supernatural Alarm	1 location	special	self	A
6)	Spell Barrier	1 location	special	self	A
7)	Lesser Entry Barrier	1 location	special	self	A
8)	Consecrate Grounds #	1 location	special	self	A
9)	Blessed Productivity	1 location	special	self	A
10)	Desecrate Structure	1 location	special	self	A
11)	List Barrier	1 location	special	self	A
12)	Universal Alarm	1 location	special	self	A
13)	Holy Font	1 location	special	self	A
14)	Blessed Altar	1 location	special	self	A
15)	Greater Entry Barrier	1 location	special	self	A
16)	Symbol Synergy	1 location	special	self	A
17)	Heavenly Sound	1 location	special	self	A
18)	Type Barrier	1 location	special	self	A
19)	Sacred Flame	1 location	special	self	A
20)	Internal Barrier	1 location	special	self	A
25)	Major Entry Barrier	1 location	special	self	A
30)	Realm Barrier	1 location	special	self	A
35)	Unidirectional Barrier	1 location	special	self	A
40)	Universal Barrier	1 location	special	self	A
50)	Grand Entry Barrier	1 location	special	self	A
60)	Citadel of Faith	1 location	special	self	A
75)	Symbolic Power	1 location	special	self	A
90)	Impossible Architecture	1 location	special	self	A

1. Structure Analysis – Caster learns the purpose for which a structure was designed and built (not necessarily the current use), who built it in general terms (race/culture), when it was built, and its current condition.
2. Splendor – Allows caster to provide the artificial aspects of a consecrated area with a general feel and cosmetic enhancements suitable to the deity to which it is dedicated. Generally metals gleam, surfaces stay dusted and polished, light streams majestically through stained glass windows, etc., though this may vary based on the religion in question. The temple of the spider-god would have an abundance of cobwebs due to a *Splendor* spell. The place will evoke awe or dread or whatever feeling is most appropriate (the temple of a god of peace might evoke calm, that of a goddess of love might stir passions, etc.)
3. Consecrate Structure # – Allows caster to enchant a single structure so as to make it sacred ground. This must be a structure created or rededicated to a religious purpose.
4. Grace – Allows caster to provide an area of sacred ground with protection from a specific natural threat appropriate to the deity to which it is dedicated. For example, a temple of Poseidon might be protected from

earthquakes. A second *Grace* spell (treated as an additional enchanted ability) might protect that same temple from tsunamis.

5. Supernatural Alarm – Allows caster to provide an alarm to an area of sacred ground that will sound when any hostile supernatural being enters the area. This will usually sound the alarm by ringing bells, sounding horns, or otherwise employing the site's sound-producing equipment. It can, however, take other forms, like lighting candles or changing the color of a sacred flame.

6. Spell Barrier – Allows caster to create a barrier at the boundary of sacred ground that prevents a given spell from crossing. This spell need not actually be cast during enchantment, as during embedding a spell. Variants differing only in roman numeral or the appearance of the word "True" or "Lord" are considered the same spell. The spell may make an RR against the level of the site to overcome the barrier. If the spell is active on someone crossing the barrier, it will be subject to dispelling (again with an RR against the level of the site allowed).

7. Lesser Entry Barrier – Allows caster to create a barrier at the boundary of sacred ground that prevents entry by **either** a specific creature variety **or** the followers of a particular god. An RR against the level of the site is allowed, but if the individual fails the RR, he cannot try again to enter until a number of days passes equal to the amount by which the RR failed.

8. Consecrate Grounds # – Allows caster to enchant a walled area so as to make it sacred ground. This area must be completely enclosed in a permanent wall and dedicated to a religious purpose. This allows covering church or monastery grounds or consecrating an area like a cemetery.

9. Blessed Productivity – Allows caster to enchant an area of sacred ground such that crafting appropriate to the faith has work time cut in half.

10. Desecrate Structure – Allows caster to undo the enchantments which render a structure or walled area sacred ground. This requires TUs equal to this spell's level (10) plus the level of the area to be affected. This process must be completed before any sacred ground may be rededicated as sacred ground to another faith. If a place is "naturally" sacred rather than being made so by the work of a Sanctifier, then double the level of the area when determining the time required.

11. List Barrier – Allows caster to create a barrier at the boundary of sacred ground that functions as a *Spell Barrier*, but blocks spells for a single spell list (e.g., *Light Law*). Spells that appear on this list are not blocked if cast from a different list.

12. Universal Alarm – As *Supernatural Alarm*, except that the alarm will sound upon the entry of any hostile intruder.

13. Holy Font – Allows caster to enchant a body of water on sacred ground (a pool, pond, font, fountain, bath, spring, etc.) such that all of its water is holy water so long as it remains on the holy site. If removed from the sacred grounds, it will become normal water, but may be used in any way that the religion's holy water is used while it remains within the boundaries of the sacred ground.

14. Blessed Altar – Allows the caster to enchant an altar that is part of an area of sacred ground such that anyone who prays there (to the god or gods to whom the site is dedicated) will receive the blessing of the site. In game terms, this is an attempt by the site to remove any curse, heal any mental illness, and exorcise any possessing spirit or mental invader which may be plaguing the praying individual. This may be attempted only once per particular instance of a condition (i.e., if the condition makes its RR against Channeling at the site's level, more prayer will not work, but if a demonic spirit keeps possessing the same individual repeatedly, each possession may be prayed against once).

15. Greater Entry Barrier – Allows caster to create a barrier at the boundary of sacred ground that functions as a *Lesser Entry Barrier*, but will bar either a creature type or a single profession.

16. Symbol Synergy – Allows caster to enchant an area of sacred ground such that all Symbols on that sacred ground cast their spells at the higher of their normal level or the level of the sacred site.

17. Heavenly Sound – Allows caster to create an area of sacred ground where one instrument or set of instruments (e.g., an organ, a set of bells, or drum) may be sounded in order to frighten hostile creatures. This may be done once

per day and uses the level of the sounder. All hostiles within half a mile must make an immediate Fear check if they can hear the sound (so loud instruments are preferred).

18. Type Barrier – Allows caster to create a barrier at the boundary of sacred ground that functions as a *Spell Barrier*, but blocks a given type of spell (e.g., fire magic, teleportation, detections, scrying, influence, or curses).

19. Sacred Flame – Allows the caster to enchant a fire source on sacred ground such that when someone who uses Channeling spells from the power to which the site is dedicated gazes into the flames, he may look upon a location up to one mile away per PP he expends on the effort, the image lasting for 1-10 minutes.

20. Internal Barrier – Cast in conjunction with *Spell Barrier*, *List Barrier*, *Type Barrier*, *Realm Barrier*, or *Universal Barrier*, this spell causes the effect to cover the entire sacred grounds, so any attempt to cast such spells as are defended against within the grounds must make an RR against the level of the site or fail to take effect.

25. Major Entry Barrier – Allows caster to create a barrier at the boundary of sacred ground that functions as a *Lesser Entry Barrier*, but will bar a broad category from entering. This may be a creature category, such as undead or demons, but might also be a category like "men" or "weapon-bearers".

30. Realm Barrier – Allows caster to create a barrier at the boundary of sacred ground that functions as a *Spell Barrier*, but blocks all spells from a given realm (including hybrid spells that include that realm).

35. Unidirectional Barrier – Cast in conjunction with *Spell Barrier*, *List Barrier*, *Type Barrier*, *Realm Barrier*, or *Universal Barrier*, this spell causes the effect to only apply to spell effects attempting to cross into the sacred grounds, not to those leaving the sacred grounds.

40. Universal Barrier – Allows caster to create a barrier at the boundary of sacred ground that functions as a *Spell Barrier*, but blocks all spells.

50. Grand Entry Barrier – Allows caster to create a barrier at the boundary of sacred ground that functions as a *Lesser Entry Barrier*, but will bar anyone other than followers of the faith to which the site is dedicated.

60. Citadel of Faith – Allows caster to enchant an area of sacred ground such that the OBs, SCRs, and morale of those on that ground are modified as follows: +20 to any Channeling realm member of the site's faith, +10 to other members of the faith, -20 to any Channeling realm enemy of the site's faith, and -10 to other enemies.

75. Symbolic Power – Allows caster to enchant an area of sacred ground such that Symbols on that ground will recharge after one hour, rather than being limited to daily use.

90. Impossible Architecture – Allows caster to enchant an area of sacred ground such that a building, statue, or similar structure may be erected such that it defies physics (e.g., impossibly slender support, an interior larger than the exterior, or non-Euclidean internal geometries). This enchantment must be done as the impossible structure is being constructed.

Note: The features of sacred ground as such are dependant on the setting and possibly the religion/deity to which the sacred ground is dedicated. However, this note defines the default values and the GM may work from there to make whatever adjustments are required by the setting. Firstly, there are several spell failure results in Channeling that can require time on sacred ground for recovery. Secondly, those entering sacred ground with hostile intent are discomforted; if an attempt is made to carry out hostile intent, the individual in question must make a Fear check (although only against a level 1 fear source, so powerful and/or determined enemies will probably succeed). Evil magic suffers a -10 to SCRs. Reverse this to +10 SCRs for evil magic if the site is "unholy". Other variations are possible: a war god's sacred ground may hamper calm, charm, and other peace-making spells and aid strife-fomenting spells, while the sacred ground of a fire god may aid fire and hamper cold and ice.

Sanctifier Base

SKIN ENCHANTMENT

Level	Spell	Area of Effect	Duration	Range	Type
1)	Work Skin #	1 creature	special	self	A
2)	Work Covering #	1 creature	special	self	A
3)	Make Tattoo I #	1 creature	special	self	A
4)	Embed Spell	1 creature	special	self	A
5)	Animate Tattoo #	1 creature	special	self	A
6)	Make Tattoo II #	1 creature	special	self	A
7)	Protective Tattoo I	1 creature	special	self	A
8)	Tattoo Removal	1 tattoo	P	touch	F
9)	Make Tattoo III #	1 creature	special	self	A
10)	Embed List	1 creature	special	self	A
11)	Mystical Tattoo I	1 creature	special	self	A
12)	Make Tattoo IV #	1 creature	special	self	A
13)	Beast Tattoo	1 creature	special	self	A
14)	Efficient Tattoo	1 creature	special	self	A
15)	Make Tattoo V #	1 creature	special	self	A
16)	Protective Tattoo II	1 creature	special	self	A
17)	Mystical Tattoo II	1 creature	special	self	A
18)	Make Tattoo VI #	1 creature	special	self	A
19)	Prison Tattoo	1 creature	special	self	A
20)	Make Tattoo VIII #	1 creature	special	self	A
25)	Make Tattoo X #	1 creature	special	self	A
30)	Protective Tattoo III	1 creature	special	self	A
35)	Make Tattoo XV #	1 creature	special	self	A
40)	Lord Mystical Tattoo	1 creature	special	self	A
50)	Lord Make Tattoo #	1 creature	special	self	A
60)	Armoring Tattoo	1 creature	special	self	A
75)	Make Tattoo True #	1 creature	special	self	A
90)	Dragon Tattoo	1 creature	special	self	A

1. Work Skin # – Allows caster to work with living skin to create an enchanted tattoo. All required tools and material must be present. Alternatively, this spell can be used to create a normal tattoo without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s).

2. Work Covering # – Allows caster to work with living organic exterior surfaces such as scales or fur to create an enchanted tattoo. All required tools and material must be present. Alternatively, this spell can be used to create a normal "tattoo" without enchanting it, in which case the caster can do the work in half the normal time. In either case, the caster gains a +50 bonus to his relevant Crafting maneuver(s). This does allow the caster to permanently mark creatures whose surfaces would not normally take a permanent marking.

3. Make Tattoo I # – Allows caster to use *Embed Spell* to create a tattoo that will allow the tattooed being to cast an embedded 1st level spell, using the tattooed beings own PP, but allowing the spell to be cast instantaneously. Normal casting penalties for lack of free hands, silence, etc. do not apply, but there is a -10 SCR penalty if the tattoo is partially covered, -30 if it is completely covered.

4. Embed Spell – Allows caster to embed a single spell into a tattoo. Requires 10% of tattooable surface area.
5. Animate Tattoo # – Allows caster to create a tattoo that can move in place (e.g., dancing girl actually dances) or even move around the skin, provided that the areas moved through have no other tattoos (e.g., the "Mom" tattoo on the arm travels down to the leg). Such movement can be programmed by the caster, or the tattooed individual can control it by Concentration.
6. Make Tattoo II # – As *Make Tattoo I*, except allows embedding a 2nd level spell or, by using *Embed List*, a list of spells up to second level.
7. Protective Tattoo I – Allows caster to create a tattoo that will, once per day, completely negate one fumble or spell failure by the tattooed individual or one critical suffered by him. This covers 15% of tattooable surface area.
8. Tattoo Removal – Allows caster to completely and painlessly remove non-magical tattoos in a one hour process. Caster may also remove magical tattoos, but this requires one hour per level of the tattoo. Tattoo gets an RR at the higher of its own level or the tattooed individual's level. If the RR is made, caster must gain another rank in this list before trying again.
9. Make Tattoo III # – As *Make Tattoo II*, except spells may be up to 3rd level.
10. Embed List – Allows caster to embed a series of spells from the same list into a tattoo. Requires 20% of tattooable surface area.
11. Mystical Tattoo I – Allows caster to create a tattoo in which the tattooed may store a spell of up to 5th level, to be later released as an instantaneous spell. Requires 10% of tattooable surface area.
12. Make Tattoo IV # – As *Make Tattoo II*, except spells may be up to 4th level.
13. Beast Tattoo – Allows caster to enchant a tattoo depicting an animal. This tattoo will grant a +10 to all maneuvers when interacting with the depicted animal type, grant a +10 OB when fighting that animal type, and allow speech with that animal type by Concentrating.
14. Efficient Tattoo – Modifies a tattoo made with *Embed Spell* or *Embed List* so that only half the normal PP (round up) are required to cast the spell(s) embedded.
15. Make Tattoo V # – As *Make Tattoo II*, except spells may be up to 5th level.
16. Protective Tattoo II – As *Protective Tattoo I*, except the tattoo can function twice a day.
17. Mystical Tattoo II – Allows caster to create a tattoo in which the tattooed may store a spell of up to 10th level, to be later released as an instantaneous spell. Requires 10% of tattooable surface area.
18. Make Tattoo VI # – As *Make Tattoo II*, except spells may be up to 6th level.
19. Prison Tattoo – Allows caster to create a tattoo into which the bearer can confine any demon, elemental, or similar supernatural creature. The bearer of the tattoo or an ally must first control the entity to be imprisoned in order to command it into the tattoo. Thereafter, the bearer of the tattoo may release the confined being at any time. When this happens, the confined being must make an RR at -50 or be under the command of the tattoo-bearer for the duration of one combat or simple task. Rarely will an entity risk reconfinement by turning on the tattoo-bearer after finishing the task, preferring to flee home. This tattoo requires 20% of tattooable surface area.
20. Make Tattoo VIII # – As *Make Tattoo II*, except spells may be up to 8th level.
25. Make Tattoo X # – As *Make Tattoo II*, except spells may be up to 10th level.
30. Protective Tattoo III – As *Protective Tattoo I*, except the tattoo can function three times a day.
35. Make Tattoo XV # – As *Make Tattoo II*, except spells may be up to 15th level.
40. Lord Mystical Tattoo – Allows caster to create a tattoo in which the tattooed may store a spell of up to 20th level, to be later released as an instantaneous spell. Requires 10% of tattooable surface area.
50. Lord Make Tattoo # – As *Make Tattoo II*, except spells may be up to 20th level.
60. Armoring Tattoo – Allows caster to create a tattoo which provides AT 6 (to the whole body, not just the part covered by the tattoo) to the bearer. This tattoo requires 20% of tattooable surface area.
75. Make Tattoo True # – As *Make Tattoo II*, except spells may be of any level.
90. Dragon Tattoo – Allows caster to create the fabled Dragon Tattoo. This grants the bearer an extra 100 Power Points, increases the Size of his elemental attacks by one, allows the bearer to make Unarmed attacks that are considered magical and have a Slaying III power against one race determined at the time of tattooing, and with

Concentration, allows the bearer to speak any language, gaining a +20 bonus to Influence skills in the process. This tattoo takes 25% of tattooable surface area.

Note: The "tattoo" may actually be any form of permanent marking, whether genuine tattoos, branding, ritual scarring, or special treatments that permanently dye fur. Depending on the technique, some plucking/shearing may be required in order to reach a markable surface.

Note: Each magical tattoo requires an amount of the body surface area available for tattooing. This is expressed as a percentage and the percentage used may never exceed 100%.

Note: These tattoos create what are essentially innate powers, by enchanting the living target. They are powered by the tattoo-bearer's own aura. They also cause the tattooed to always be considered to radiate active Channeling magic for detection purposes.

Note: Like other spell-embedding processes, those on this list require that the spell(s) to be embedded be cast daily as part of the enchantment process.

Sanctifier Base

STANDING CHANNELS

Level	Spell	Area of Effect	Duration	Range	Type
1)	Locate Focus	10' R/lvl	—	self	I
2)	Create Focus	1 item	special	self	A
3)	Offset Focus I	1 focus	P	touch	E
4)	Augment Channel I	1 spell	P	self	U
5)	Standing Channel I	1 spell	P	50'	U
6)	Exotic Channel	1 spell	P	self	U
7)	Offset Focus V	1 focus	P	touch	E
8)	Standing Channel II	1 spell	P	50'	U
9)	Controlling Focus	1 item	special	self	A
10)	Standing Channel III	1 spell	P	50'	U
11)	Offset Focus X	1 focus	P	touch	E
12)	Standing Channel IV	1 spell	P	50'	U
13)	Hardened Channel I	1 item	special	self	A
14)	Standing Channel V	1 spell	P	50'	U
15)	Offset Focus XX	1 focus	P	touch	E
16)	Standing Channel VI	1 spell	P	50'	U
17)	Augment Channel II	1 spell	P	self	U
18)	Standing Channel VII	1 spell	P	50'	U
19)	Offset Focus XXX	1 focus	P	touch	E
20)	Standing Channel VIII	1 spell	P	50'	U
25)	Standing Channel X	1 spell	P	50'	U
30)	Hardened Channel II	1 item	special	self	A
35)	Standing Channel XV	1 spell	P	50'	U
40)	Augment Channel III	1 spell	P	self	U
50)	Lord Standing Channel	1 spell	P	50'	U
60)	Hardened Channel III	1 item	special	self	A
75)	Offset Focus True	1 focus	P	touch	E
90)	Standing Channel True	1 spell	P	50'	U

A **Standing Channel** is a spell that has been made to have a Permanent duration by being bound to an object called a Focus. By default, the Focus is located at the *Standing Channel's* focal point, the place where the caster of the spell is considered to be for purposes of locating the spell effect (e.g., a spell with a range of Touch can only take effect on a target in contact with the focal point, while a spell with a radius of 50' and range of Self will radiate out 50' from the focal point, and a spell with a range of 100' may have its effects located anywhere within 100' of the focal point). *Offset Focus* spells allow the Focus to be moved some distance away from the focal point. If the Focus is ever moved beyond that distance, the *Standing Channel* is dispelled. If the Focus is destroyed or broken, the *Standing Channel* will also be dispelled. If the *Standing Channel* is dispelled normally, but the Focus is left in place (or at least intact and within range of the focal point), then the *Standing Channel* will regenerate itself one day after being dispelled.

1. Locate Focus – Caster learns the location of the Focus for a given *Standing Channel* if it is within 10' per level of the caster. Caster must be aware of a specific *Standing Channel* in order to cast this spell.

2. Create Focus – An object is prepared to become the Focus for a *Standing Channel*. This spell must be cast on the item as a regular enchantment prior to creating the *Standing Channel*. However, no *Make* or other additional spells must be cast in order to make the item into a Focus. However, if an already enchanted item is chosen for the Focus, this spell will suffer the normal multiplication effect as an additional item capability.
3. Offset Focus I – Cast on the prepared Focus before the casting of a *Standing Channel*, this spell allows the Focus to be located up to 10' from the focal point of the *Standing Channel*.
4. Augment Channel I – Once this spell is cast, the caster has one minute to cast a *Standing Channel* spell which will have a special -10 RR modifier applied to the spell placed into the *Standing Channel*. This is cumulative with any RR modifier which that spell normally has.
5. Standing Channel I – When this spell is cast, a 1st level Channeling spell cast by the caster or a cooperating member of the same religion will be made permanent as a *Standing Channel* as explained above. The spell to be placed into the *Standing Channel* must be cast within one minute of casting this spell and the caster of that spell must be within 50' of the caster of this spell.
6. Exotic Channel – Once this spell is cast, the caster has one minute to cast a *Standing Channel* spell which will be capable of having a spell which is not a Channeling spell placed within it (e.g., a Sorcerer Base spell or an Open Mentalism spell could be placed into the exotic *Standing Channel*).
7. Offset Focus V – Cast on the prepared Focus before the casting of a *Standing Channel*, this spell allows the Focus to be located up to 50' from the focal point of the *Standing Channel*.
8. Standing Channel II – As *Standing Channel I*, except spell may be up to 2nd level.
9. Controlling Focus – As *Create Focus*, except that it allows caster to enchant a Focus that may be used to turn the *Standing Channel* on and off. Control may take one of two forms. The Focus may be programmed to make the change according to its condition. For example, the Focus could be a switch that is thrown to change the state of the *Standing Channel*, or it could be a bucket that must be filled with water in order to turn off the *Standing Channel*, turning it back on when the water level lowers below a certain point (or the bucket is simply emptied). The other option is to require that the Focus be touched by the individual attuned to it, in which case a thought will suffice for changing the state of the *Standing Channel*. Difficulty of attunement is Easy for the caster, Medium for other Channelers of his faith, Hard for non-Channelers of his faith, Very Hard for those not of his faith, and Absurd for those hostile to his faith. This spell can even be used to make a *Standing Channel* that allows a Permanent spell to be turned on and off, such as an *Icwall* that can be made to appear and disappear by manipulating the Focus.
10. Standing Channel III – As *Standing Channel I*, except spell may be up to 3rd level.
11. Offset Focus X – Cast on the prepared Focus before the casting of a *Standing Channel*, this spell allows the Focus to be located up to 100' from the focal point of the *Standing Channel*.
12. Standing Channel IV – As *Standing Channel I*, except spell may be up to 4th level.
13. Hardened Channel I – Allows caster to enchant a Focus such that it will make the *Standing Channel* harder to dispel by allowing it a second RR against any attempt to dispel it. This requires that *Create Focus* or *Controlling Focus* be simultaneously or previously used to enchant the focus, but otherwise requires no additional spells to function. If done simultaneously, count this spell as part of the same capability as the *Create Focus* or *Controlling Focus* spell. Also, treat these as a single capability if the focus receives future enchantments (or if subjected to an effect from the Disenchantments list).
14. Standing Channel V – As *Standing Channel I*, except spell may be up to 5th level.
15. Offset Focus XX – Cast on the prepared Focus before the casting of a *Standing Channel*, this spell allows the Focus to be located up to 200' from the focal point of the *Standing Channel*.
16. Standing Channel VI – As *Standing Channel I*, except spell may be up to 6th level.
17. Augment Channel II – As *Augment Channel I*, except that the modifier is -20.
18. Standing Channel VII – As *Standing Channel I*, except spell may be up to 7th level.
19. Offset Focus XXX – Cast on the prepared Focus before the casting of a *Standing Channel*, this spell allows the Focus to be located up to 300' from the focal point of the *Standing Channel*.
20. Standing Channel VIII – As *Standing Channel I*, except spell may be up to 8th level.

- 25. Standing Channel X – As *Standing Channel I*, except spell may be up to 10th level.
- 30. Hardened Channel II – As *Hardened Channel I*, except two extra RRs are given.
- 35. Standing Channel XV – As *Standing Channel I*, except spell may be up to 15th level.
- 40. Augment Channel III – As *Augment Channel I*, except that the modifier is -30.
- 50. Lord Standing Channel – As *Standing Channel I*, except spell may be up to 20th level.
- 60. Hardened Channel III – As *Hardened Channel I*, except three extra RRs are given.
- 75. Offset Focus True – Cast on the prepared Focus before the casting of a *Standing Channel*, this spell allows the Focus to be located up to 50'/level from the focal point of the *Standing Channel*.
- 90. Standing Channel True – As *Standing Channel I*, except spell may be of any level.

5. Magic Item Descriptions & Creation Examples

This section includes a listing of magical items, with the item levels and required Time Units shown, as well as the Market Cost for a setting using a Market Multiple of five (or three for single-use items such as potions) and Superior Power Level for Alchemy.

5.1. "Standard" Items

This section provides a summary of basic magic items that have a single enchantment typical for that type of item. All prices are listed in silver pieces (sp).

Rune Paper requires two spells to enchant: *Work Mundane Paper* (level 1) and *Make Rune Paper* (level 5). Therefore, it takes 6 TUs to create a sheet, or a batch, of Rune Paper, with a market value of 600 sp were it not for batch creation. To make a parchment *Rune Paper*, *Work Mundane Paper* is replaced by *Work Mundane Leather*, a 3rd level spell, raising the time to 8 TUs and basic cost to 800 sp. However, Rune Paper may be made in batches, so we assume the largest batch that can be made by the minimal level Adept to avoid overcasting, allowing for development of two ranks of Power Development each level and the recovery of two four-hour rest periods worth of PP per day, allowing for four times the caster's level in PP available for regular daily use. For a 5th level Adept, that is 10 ranks for 20 PP per day, allowing 3 sheets of Rune Paper on paper, or 2 sheets on parchment. Dividing the single item costs by the number of items created in a batch, we find that Rune Paper is 200 sp per sheet and "Rune Parchment" is 400 sp per sheet.

Paper			Parchment		
TUs	Level	Market Cost	TUs	Level	Market Cost
6	5	200	8	5	400

A standard potion is liquid and contains a single spell. The listed cost does not include the base item cost, but the base of the actual potion is water (plus other ingredients included in the materials costs). This does assume that a cheap container is provided at negligible costs. Superior potion containers may result in somewhat higher prices. All pricing is based on batch creation by the lowest level Adept that can create the potion without overcasting. Gaseous potions are made with a gaseous base, but otherwise the same assumptions are used.

This is standard pricing for potions circulating on the general market. Potions may be offered for less by higher-level Adepts who can create larger batches, but only as special deals to friends, since they have no reason to drive general prices down and deprive lower level colleagues of their business. Of course, dealing directly with the creator is usually the best way to keep your costs down in any case. Middlemen provide convenience, but at a price.

Potion of Nightvision: This potion provides *Nightvision* (from the Physical Enhancement list, level 4) cast at 4th level and therefore lasting 40 minutes.

The spells required are *Work Mundane Liquid* (from the Fluid Skills list, level 1), *Make Potion VI* (also from the Fluid Skills list, level 9), and *Nightvision*. Combining the base item enchantment spells (marked with # in the spell lists) gives 10 spell levels and 10 TUs required. There is a single capability, needing only the *Nightvision* spell (level 4, requiring 4 TUs) and costing one times the normal cost as it is the first capability. Enchanting this potion, or a whole batch of it, will take 14 TUs. Since the market multiplier for potions is 3, the cost is $14 \times 60 = 840$ sp. It is a 9th level item (from the highest level spell used), meaning that we assume a 9th level Adept created it, having $9 \times 4 = 36$ PP per day to work with. Subtracting the 4 PP for *Nightvision* to cover the whole batch, there are 32 PP to make each potion with. Each potion needs a *Work* and a *Make* spell for 10 PP each. Thus the batch will be 3 potions, and the individual cost is 840 sp divided by three, or 280 sp. This is written more compactly as follows:

Work Mundane Liquid (1), Make Potion VI (9), Nightvision (4). TUs: $10 + (4 \times 1) = 14$ TUs. 840 sp per batch. Batch: $36 - 4 = 32$. $32/10 = 3$ potions per batch. $840/3 = 280$ sp each. Level 9 item.

Gaseous Potion of Sleep VII: When this potion is released, it will put anyone within a 3' radius to sleep if an RR against 3rd level Essence magic is failed (as *Sleep VII* on the Spirit Mastery list).

Note that *Gaseous Potion* is required once for the batch, like *Sleep VII*, while the *Make* and *Work* spells must be cast on each potion individually.

Work Mundane Gas (5), Make Potion III (3), Gaseous Potion (13), Sleep VII (3). TUs: $21 + (3 \times 1) = 24$ TUs. 1440 sp per batch. Batch: $52 - 16 = 36$. $36/8 = 4$ potions per batch. $1440/4 = 360$ sp each. Level 13 item.

Spell Level	Normal Potion Cost	Gaseous Potion Cost
1	150	330
2	180	345
3	210	360
4	280	930
5	300	960
6	320	990
7	460	1200
8	480	2460
9	500	2520
10	520	2580
11	640	1470
12	660	1500
13	680	1530
14	700	1560
15	720	1590
16	740	1620
17	760	1650
18	1170	3360
19	1200	3420
20	1230	3480
25	1120	2190
30	1830	2340
35	1320	2490
40	1420	1760
50	1215	1960

Standard charged items cast a single spell and are made of wood. For wands, rods, and staves, we may assume plain wood with negligible cost. If rare or otherwise expensive wood is used, there may be additional expense. Generally, a "staff" will be a walking staff design, not a weapon. In the case of boles and half-boles, the large pieces (in good condition) required will not be so common and their cost must be taken into account. This will depend on the type of wood used and its local availability. An alchemist living in the middle of a great forest where large trees are common will need to charge less than one in a desert. Table 5-3 lists some typical weights and costs for the various base types of magical stick. The half-bole and bole prices for dask have been doubled over what they would otherwise be due to the rarity of dask trees capable of producing such sizes.

Type	Ash		Oak		Hickory		Ironwood		Dask		Vaal	
	Wt.	Price	Wt.	Price	Wt.	Price	Wt.	Price	Wt.	Price	Wt.	Price
wand	0.1	0.01	0.1	0.01	0.1	0.02	0.2	0.02	0.1	0.01	0.2	0.26
rod	0.9	0.03	0.9	0.04	1.0	0.05	1.5	0.06	0.9	0.05	1.6	1.65
staff	3.3	0.05	3.3	0.07	3.4	0.08	5.3	0.11	3.2	0.13	5.6	5.67
half-bole	332	0.5	332	0.82	339	1.14	530	2.01	325	16.01	566	562.74
bole	369	0.7	369	1.09	377	1.50	589	2.51	361	18.08	628	625.14

The base strength of these items is 25 for a wand, 35 for a rod, 55 for a staff, 80 for a bole, and 85 for a half-bole. Metallic versions will have a base strength 20 higher.

Bole of Transport: casts *Mass Teleport* (level 30 on the Lofty Bridge spell list). It requires *Work Mundane Wood* (level 4) and *Make Bole* (level 25) to create the base item, *Mass Teleport* itself, and *Embed True* (level 50) to actually embed the spell. Thus the Adept creating it must expend 109 PP per day (79 if someone else casts the *Mass Teleport*) over 109 TUs in order to create this item. It will cost the Adept 1090 sp (plus cost of the bole itself, assume oak for 1 sp) in materials alone, while the market value of the bole will be 10,900 sp (plus twice the bole cost, 2 sp). If the bole was made of dask, the value would be 10,936 sp, but increasingly expensive as one got further from the dask forests.

Spell Level	Essence			Chan./Ment.			Hybrid		
	TUs	Level	Market Cost	TUs	Level	Market Cost	TUs	Level	Market Cost
1	15	7	1500	15	7	1500	17	7	1700
2	18	7	1800	19	7	1900	21	7	2100

Spell Level	Essence			Chan./Ment.			Hybrid		
	TUs	Level	Market Cost	TUs	Level	Market Cost	TUs	Level	Market Cost
1	18	10	1800	18	10	1800	20	10	2000
2	21	10	2100	22	10	2200	24	10	2400
3	24	10	2400	25	10	2500	27	10	2700
4	27	10	2700	30	12	3000	32	12	3200
5	30	11	3000	33	14	3300	35	14	3500

Spell Level	Essence			Chan./Ment.			Hybrid		
	TUs	Level	Market Cost	TUs	Level	Market Cost	TUs	Level	Market Cost
1	22	14	2200	22	14	2200	24	14	2400
2	25	14	2500	26	14	2600	28	14	2800
3	28	14	2800	29	14	2900	31	14	3100
4	31	14	3100	34	14	3400	36	14	3600
5	34	14	3400	37	14	3700	39	14	3900
6	37	14	3700	41	17	4100	43	17	4300
7	40	15	4000	42	17	4200	44	17	4400
8	45	19	4500	46	20	4600	48	20	4800
9	46	19	4600	47	20	4700	49	20	4900
10	47	19	4700	48	20	4800	50	20	5000

Table 5-7: Half-Boles											
Spell Level	Essence			Chan./Ment.				Embed-H	Hybrid		
	TUs	Level	Market Cost	TUs	Level	Market Cost	TUs		Level	Market Cost	
1	27	19	2700	27	19	2700	5	29	19	2900	
2	30	19	3000	31	19	3100	8	33	19	3300	
3	33	19	3300	34	19	3400	10	36	19	3600	
4	36	19	3600	39	19	3900	14	41	19	4100	
5	39	19	3900	42	19	4200	16	44	19	4400	
6	42	19	4200	46	19	4600	19	48	19	4800	
7	45	19	4500	47	19	4700	19	49	19	4900	
8	50	19	5000	51	20	5100	22	53	20	5300	
9	51	19	5100	52	20	5200	22	54	20	5400	
10	52	19	5200	53	20	5300	22	55	20	5500	
11	64	30	6400	69	35	6900	37	71	35	7100	
12	65	30	6500	70	35	7000	37	72	35	7200	
13	66	30	6600	71	35	7100	37	73	35	7300	
14	67	30	6700	72	35	7200	37	74	35	7400	
15	68	30	6800	73	35	7300	37	75	35	7500	
16	69	30	6900	74	35	7400	37	76	35	7600	
17	70	30	7000	75	35	7500	37	77	35	7700	
18	71	30	7100	76	35	7600	37	78	35	7800	
19	72	30	7200	77	35	7700	37	79	35	7900	
20	73	30	7300	78	35	7800	37	80	35	8000	

Table 5-8: Boles											
Spell Level	Essence				Chan./Ment.				Hybrid		
	TUs	Level	Market	Cost	TUs	Level	Market	Cost	TUs	Level	Market Cost
1	33	25		3300	33	25		3300	35	25	3500
2	36	25		3600	37	25		3700	39	25	3900
3	39	25		3900	40	25		4000	42	25	4200
4	42	25		4200	45	25		4500	47	25	4700
5	45	25		4500	48	25		4800	50	25	5000
6	48	25		4800	52	25		5200	54	25	5400
7	51	25		5100	53	25		5300	55	25	5500
8	56	25		5600	57	25		5700	59	25	5900
9	57	25		5700	58	25		5800	60	25	6000
10	58	25		5800	59	25		5900	61	25	6100
11	70	30		7000	75	35		7500	77	35	7700
12	71	30		7100	76	35		7600	78	35	7800
13	72	30		7200	77	35		7700	79	35	7900
14	73	30		7300	78	35		7800	80	35	8000
15	74	30		7400	79	35		7900	81	35	8100
16	75	30		7500	80	35		8000	82	35	8200
17	76	30		7600	81	35		8100	83	35	8300
18	77	30		7700	82	35		8200	84	35	8400
19	78	30		7800	83	35		8300	85	35	8500
20	79	30		7900	84	35		8400	86	35	8600
25	104	50		10400	114	60		11400	116	60	11600
30	109	50		10900	119	60		11900	121	60	12100
35	114	50		11400	124	60		12400	126	60	12600
40	119	50		11900	129	60		12900	131	60	13100
50	129	50		12900	139	60		13900	141	60	14100

Standard Daily items cast a single spell once per day, are made of wood, and are staff-sized. Assumes plain wood with negligible cost. If rare or otherwise expensive wood is used, there may be additional expense. There are many possible permutations of Daily items in terms of both base items and abilities, far too many to list here.

Runemaker's Desk: This wooden desk allows the (attuned) user to cast *Rune I* (Rune Mastery) once each day.

Rune I is an Essence spell, so the Daily and Embed spells used come from the Essence Embedding list.

Work Mundane Wood (4), Daily III (10), Embed III (7), Rune I (3). TUs: $4 + ([10+7+3] \times 1) = 24$ TUs. $2400 + (2 \times 5) = 2410$ sp. Level 10 item.

Staff of Fasting: This walking staff allows its (attuned) bearer to cast *Sustain Self* (Creations) on a daily basis.

Sustain Self is a Channeling spell, so the Daily and Embed spells used come from the Other Realm Embedding list. The staff itself will cost less than a silver piece if made from any non-magical wood, so we can ignore that expense.

Work Mundane Wood (4), Daily II (9), Embed II (6), Sustain Self (2). TUs: $4 + ([9+6+2] \times 1) = 21$ TUs. 2100 sp. Level 9 item.

Spell Level	Essence			Chan./Ment.			Hybrid		
	TUs	Level	Market Cost	TUs	Level	Market Cost	TUs	Level	Market Cost
1	14	6	1400	15	7	1500	17	7	1700
2	21	10	2100	21	9	2100	23	9	2300
3	24	10	2400	26	11	2600	28	11	2800
4	31	14	3100	33	13	3300	35	13	3500
5	34	14	3400	39	16	3900	41	16	4100
6	41	18	4100	52	25	5200	54	25	5400
7	44	18	4400	53	25	5300	55	25	5500
8	56	25	5600	57	25	5700	59	25	5900
9	57	25	5700	58	25	5800	60	25	6000
10	58	25	5800	59	25	5900	61	25	6100
11	85	40	8500	100	50	10000	102	50	10200
12	86	40	8600	101	50	10100	103	50	10300
13	87	40	8700	102	50	10200	104	50	10400
14	88	40	8800	103	50	10300	105	50	10500
15	89	40	8900	104	50	10400	106	50	10600
16	90	40	9000	105	50	10500	107	50	10700
17	91	40	9100	106	50	10600	108	50	10800
18	92	40	9200	107	50	10700	109	50	10900
19	93	40	9300	108	50	10800	110	50	11000
20	94	40	9400	109	50	10900	111	50	11100
25	139	60	13900	164	75	16400	166	75	16600
30	144	60	14400	169	75	16900	171	75	17100
35	164	75	16400	174	75	17400	176	75	17600
40	169	75	16900	179	75	17900	181	75	18100
50	179	75	17900	n/a	n/a		n/a	n/a	

Standard Power Enhancement items may be wielded organic items (wooden staff, rod, or wand form is assumed), worn organic items (assumed to be cloth, such as a cloak or scarf), iron (+0) wielded items (generally a weapon dual-purposed for spell-casting) or wearable precious metal (amulet or ring). The listed price is for enchantment only, and double the value of the base item should be added to this price. The value of the base item can be low, but many items are more expensive, as a cheap wand does little to impress the masses, much less potential wealthy employers or one's peers. Worn metal is generally jewelry and can contribute significantly to the price. A Standard Power Enhancer works for either a single realm or for a single Hybrid profession.

Vestments of Divinity: These elaborate robes (3 sp value) act as a x1.5 PP Multiplier for users of Channeling.

Work Mundane Cloth (2), Power Multiplier II (12 x 2 wearable). TUs: $2 + (24 \times 1) = 26$ TUs. $2600 + (2 \times 3) = 2606$ sp. Level 12 item.

Golden Ring: This gold ring (75 sp value) is a +2 Spell Adder for the Realm of Essence.

Work Lesser Metals (5), Spell Adder II (9 x 2 wearable). TUs: $5 + (18 \times 1) = 23$ TUs. $2300 + (2 \times 75) = 2450$ sp. Level 9 item.

Effect	Wood/Held			Cloth/Worn			Iron/Held			Metal/Worn		
	TUs	Lvl	Cost	TUs	Lvl	Cost	TUs	Lvl	Cost	TUs	Lvl	Cost
Spell Adder +1	9	5	900	12	5	1200	10	5	1000	15	5	1500
Spell Adder +2	13	9	1300	20	9	2000	14	9	1400	23	9	2300
Spell Adder +3	18	14	1800	30	14	3000	19	14	1900	33	14	3300
Spell Adder +4	23	19	2300	40	19	4000	24	19	2400	43	19	4300
Spell Adder +5	34	30	3400	62	30	6200	35	30	3500	65	30	6500
Spell Adder +6	40	40	4000	74	40	7400	41	40	4100	77	40	7700
Spell Adder +7	44	40	4400	82	40	8200	45	40	4500	85	40	8500
Spell Adder +8	54	90	5400	102	90	10200	55	90	5500	105	90	10500
Spell Adder +9	74	90	7400	142	90	14200	75	90	7500	145	90	14500
Spell Adder +10	94	90	9400	182	90	18200	95	90	9500	185	90	18500
x1.25 PP Mult.	10	6	1000	14	6	1400	11	6	1100	17	6	1700
x1.5 PP Mult.	16	12	1600	26	12	2600	17	12	1700	29	12	2900
x1.75 PP Mult.	21	17	2100	36	17	3600	22	17	2200	39	17	3900
x2 PP Mult.	29	25	2900	52	25	5200	30	25	3000	55	25	5500
x2.5 PP Mult.	54	50	5400	102	50	10200	55	50	5500	105	50	10500
x3 PP Mult.	79	75	7900	152	75	15200	80	75	8000	155	75	15500

Magical weapons are assumed to be made from +0 materials, and the base item cost is not included in this price listing (add double the price of the actual weapon, dropping values less than 1 sp). In practice, the higher bonus weapons are normally more ornate than the basic weapon and command a higher price for the base item; those who can afford such weapons usually want one that displays that wealth. Often they will incorporate gems into the design, requiring further magic (*Work Gemstone*) to include these stones.

While individual weapons vary, the listed categories are assumed to include these weapons:

- **Wooden:** Blowpipe, Club, Fighting Stick, Large Club, Light Stick, Quarterstaff, Throwing Club
- **Leather:** Sling
- **Organic:** Composite Bow, Crossbow, Hand Crossbow, Large Net, Long Bow, Net, Short Bow, Slingshot, Small Net, Staff-sling, Whip
- **Wood & Metal:** Battle Axe, Flail, Glaive, Great Mace, Halberd, Hand Axe, Heavy Crossbow, Heavy Flail, Javelin, Light Flail, Light Mace, Long Axe, Long Spear, Mace, Poleaxe, Spear, War Hammer, War Mattock

- **Leather & Metal:** Arming Sword, Blackjack, Bola, Broadsword, Claymore, Dagger, Epee, Falchion, Great Falchion, Long Scimitar, Longsword, Machete, Rapier, Scimitar, Short Sword (list assumes all blades use a leather grip)

Small Blowpipe +10: The base price for a Small blowpipe is 0.03 sp. As it is less than a silver piece, it is ignored when calculating the price for an enchanted version.

Work Mundane Wood (4), Weapon II (8). TUs: $4 + (8 \times 1) = 12$ TUs. 1200 sp. Level 8 item.

Big Sling +5: The base price on a Big sling is 1.05 sp, rounded to 1 sp for calculating enchanted sling prices.

Work Mundane Leather (3), Weapon I (4). TUs: $3 + (4 \times 1) = 7$ TUs. $700 + (2 \times 1) = 702$ sp. Level 4 item.

Medium Crossbow +20

Work Organic (6), Weapon IV (25). TUs: $6 + (25 \times 1) = 31$ TUs. $3100 + (2 \times 11) = 3122$ sp. Level 25 item.

Medium Battle Axe +25

Work Mundane Wood (4), Work Lesser Metals (5), Weapon V (50). TUs: $9 + (50 \times 1) = 59$ TUs. $5900 + (2 \times 13) = 5926$ sp.

Small Rapier +15

Work Lesser Metals (5), Work Medium Leather (3), Weapon III (13). TUs: $8 + (13 \times 1) = 21$ TUs. $2100 + (2 \times 22) = 2144$ sp.

Bonus	Wooden			Leather			Organic			Wood & Metal			Leather & Metal		
	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost
0	4	4	400	3	3	300	6	6	600	9	5	900	8	5	800
+5	8	4	800	7	4	700	10	6	1000	13	5	1300	12	5	1200
+10	12	8	1200	11	8	1100	14	8	1400	17	8	1700	16	8	1600
+15	17	13	1700	16	13	1600	19	13	1900	22	13	2200	21	13	2100
+20	29	25	2900	28	25	2800	31	25	3100	34	25	3400	33	25	3300
+25	54	50	5400	53	50	5300	56	50	5600	59	50	5900	58	50	5800
+30	79	75	7900	78	75	7800	81	75	8100	84	75	8400	83	75	8300

Body armor and shields can both be enchanted with additional DB. Prices are again for enchantment only, multiply the normal cost of the torso armor or shield by two and add to get total price. Prices assume the following compositions: cloth (AT 2), leather (AT 3 & AT 6), mixed organic components (AT 4 & AT 5), metal with leather straps (AT 7, AT 8, AT 9, & AT 10), and mixed metal, wood, and leather (shields). Armor above AT 3 will require the use of cloth or other padding not included in this price (treat as AT 2 for costs).

Armor & Shields																							
		+0			+5			+10			+15			+20			+25			+30			
AT	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost	TUs	Lvl	Market Cost		
2	2	2	200	7	5	700	11	9	1100	16	14	1600	27	25	2700	52	50	5200	77	75	7700		
3	3	3	300	8	5	800	12	9	1200	17	14	1700	28	25	2800	53	50	5300	78	75	7800		
4	6	6	600	11	6	1100	15	9	1500	20	14	2000	31	25	3100	56	50	5600	81	75	8100		
5	6	6	600	11	6	1100	15	9	1500	20	14	2000	31	25	3100	56	50	5600	81	75	8100		
6	3	3	300	8	5	800	12	9	1200	17	14	1700	28	25	2800	53	50	5300	78	75	7800		
7	8	5	800	13	5	1300	17	9	1700	22	14	2200	33	25	3300	58	50	5800	83	75	8300		
8	8	5	800	13	5	1300	17	9	1700	22	14	2200	33	25	3300	58	50	5800	83	75	8300		
9	8	5	800	13	5	1300	17	9	1700	22	14	2200	33	25	3300	58	50	5800	83	75	8300		
10	8	5	800	13	5	1300	17	9	1700	22	14	2200	33	25	3300	58	50	5800	83	75	8300		
Shield	+0			+5			+10			+15			+20			+25			+30				
	11	6	1100	16	6	1600	20	9	2000	25	14	2500	36	25	3600	61	50	6100	86	75	8600		

5.2. Armor

This category includes all types of body armor and also shields.

Adamantine Helm: A heavy helm of adamant steel set with rubies (6000 sp), this beautiful head protection negates 75% of all head criticals without maneuver or perception penalty. It is "indestructible" and fits any Medium head.

Work Mundane Gemstone (8), Work Metal V (35), Work Organic (6), Automatic Sizing Inorganic (8), Crit Negation True (90), Unbreakable Work (90), Armor III (14), Armor II (9). TUs: $57 + (90 \times 1) + (90 \times 2) + (14 \times 3) + (9 \times 4) = 40,500 + (2 \times 6000) = 52,500$ sp. Level 90 item.

Adamantine Shield: This is a full shield of adamant steel (+25 DB), with the Autofocusing, Mobility, Resilience, and Weapon Bane abilities (see the Armor Enchantment list).

Base price for a metal full shield is 14 sp. Adamant steel is +25, adding +100% of that price for superior workshop requirements, and has a -40 workability, adding another 40% of the base price. Weight is 18 pounds, so the difference in price between adamant steel and iron ($640 - 0.01 = 639.99$ sp/lb.) must be multiplied by 18 to get the additional material cost. $(14 \times 2.4) + (639.99 \times 18) = 11,553$ sp.

Work Metal V (35), Weapon Bane (19), Autofocusing (16), Resilience (15), Mobility (11). TUs: $35 + (19 \times 1) + (16 \times 2) + (15 \times 3) + (11 \times 4) = 175$ TUs. $17,500 + (2 \times 11,553) = 40,606$ sp. Level 35 item.

Air Drake Armor: This is a full set of armor created from the hide of an old air drake (AT 8). In addition to the advantages of dragonskin armor, it provides various magical abilities. The wearer can cast *Fly III* (Lofty Bridge) in combination with *Extension IV* (Spell Enhancement) once a day (duration 44 minutes). Twice per day, the wearer can cast *Lightning Bolt I* (Light Law). Finally, the armor provides a constant *Lightarmor* (Elemental Shields).

Work Organic True (20), Daily XX (40), Embed XX (30), Embed X (19), Fly III (11), Extension IV (9). Daily XX (40), Embed X (19), Lightning Bolt I (10), Constant X (35), Embed X (19), Lightarmor (8). TUs: $20 + ([40+30+19+11+9] \times 1) + ([40+19+10] \times 2) + ([35+19+8] \times 3) = 453$ TUs. $45,300 + (2 \times 700) = 46,700$ sp. Level 40 item.

Armor of Golspre - This beautifully ornate High Steel plate armor (AT 10) with inlaid gold designs (base value: 1200 sp) has been enchanted to +30. It has also had its armor penalties reduced to -40 to maneuvers and -20 to missiles (and no Perception penalty). The helmet provides constant *Watervision* (Physical Enhancement), The vambraces provide *Waterlungs* (Physical Enhancement) that trigger whenever the wearer's head is underwater and cancels when above water. The greaves provide constant *Underwater Movement* (Movement Mastery). When the whole suit is present, it will size itself to any Medium humanoid, and wearing the entire suit provides constant *Lightarmor*, *Heatarmor*, and *Coldarmor* (Elemental Shields). Enchanted suit includes all padding and underarmor.

Helmet: Work Mundane Metal II (9), Work Organic (6), Armor II (9), Armor III (14), Watervision (7), Embed VII (15), Constant X (35). TUs: $15 + ([7+15+35] \times 1) + (14 \times 2) + (9 \times 3) = 127$ TUs. 12,700 sp. Penalties eliminated.

Vambraces: Work Mundane Metal II (9), Work Organic (6), Armor II (9), Armor II (9), Waterlungs (8), Embed X (19), Constant X (35 x 2 triggered = 70). TUs: $15 + ([8+19+70] \times 1) + (9 \times 2) + (9 \times 3) = 157$ TUs. 15,700 sp. Penalties reduced to -5 maneuvers and -20 missiles.

Greaves: Work Mundane Metal II (9), Work Organic (6), Armor IV (25), Underwater Movement (5), Embed V (11), Constant X (35). TUs: $15 + ([5+11+35] \times 1) + (25 \times 2) = 116$ TUs. 11,600 sp. Penalty eliminated.

Torso: Work Mundane Metal II (9), Work Organic (6), Armor VI (75 x 2/3 for +10 base = 50), Armor IV (25). TUs: $15 + (50 \times 1) + (25 \times 2) = 115$ TUs. 11,500 sp. Penalty reduced to -35 to maneuvers.

Set: Work Metal VI (50), Work Organic True (20), Automatic Sizing Inorganic (8), Constant True (90), Embed X (19), List Embedding (2), Lightarmor (8), Heatarmor (9), Coldarmor (10). TUs: $78 + ([90+19+2+8+9+10] \times 1) = 216$ TUs. 21,600 sp.

Total Cost: 12,700 sp + 15,700 sp + 11,600 sp + 11,500 sp + 21,600 sp = 73,100 sp + (2 x 1200 sp for the armor) = 75,500 sp. Level 90 item.

Armor of Slickness: This rigid leather armor (AT 6) is a complete set except for helmet. At need, it becomes slippery, adding +15 to Contortion maneuvers and reducing Grappling attacks by two Sizes. It also provides +10 to DB. It fits any Medium humanoid.

Work Organic (6), Automatic Sizing Organic (6), General III (15), Armor II (9), Defensive Size II (35 x 1/5 for single type = 7). TUs: $12 + (15 \times 1) + (9 \times 2) + (7 \times 3) = 66$ TUs. 6600 + (25 x 2) = 6,650 sp. Level 35 item.

Armor of the Rangers: This set of +15 rigid leather armor (AT 6) includes everything but a helm. In addition to the defensive bonus, the body armor provides a +10 bonus to Stalking maneuvers and Survival maneuvers. The vambraces have been enchanted to reduce the missile penalty to -10, while the maneuver penalty of the greaves has been reduced to -5. The entire set functions as a +3 Spell Adder for Rangers.

Greaves: Work Organic (6), Armor II (9). TUs: $6 + (9 \times 1) = 15$ TUs. 1500 sp.

Vambraces: Work Organic (6), Armor II (9). TUs: $6 + (9 \times 1) = 15$ TUs. 1500 sp.

Body armor: Work Organic (6), General II (10 x 2 for all specializations), Armor III (14), General II (10).
TUs: $6 + (20 \times 1) + (14 \times 2) + (10 \times 3) = 84$ TUs. 8400 sp.

Set: Work Organic True (20), Spell Adder III (14 x 1/2 for single profession x 2 wearable). TUs: $20 + (14 \times 1) = 34$ TUs. 3400 sp.

Total Cost: $1500 + 1500 + 8400 + 3400 + (2 \times 25 \text{ sp for the armor}) = 14,850$ sp. Level 20 item.

Bracers of Gorgax: These rigid leather (medium) vambraces are a +2 spell adder for Clerics and provide a +10 bonus to SCRs when casting spells from the Repulsions list.

Work Mundane Leather (3), Spell Adder II (9 x 1/2 for single profession x 2 for wearable), Casting Focus II (7 x 1/10 for single list x 2 for wearable). TUs: $3 + (9 \times 1) + (1.4 \times 2) = 15$ TUs. 1500 sp + (10 sp x 2) for vambraces = 1520 sp. Level 9 item.

Breastplate of Channeling: This body armor (AT 10) of high steel has been enchanted to provide a +15 DB, and it further provides a +15 bonus to both the Channeling and Transcendence skills.

Work Mundane Metal II (14), Work Organic (6), General III (15), General III (15), Armor III (14 x 2/3 for +10 base). TUs: $20 + (15 \times 1) + (15 \times 2) + (28/3 \times 3) = 93$ TUs. 9300 sp + (2 x 41) = 9,382 sp. Level 15 item.

Breastplate of Thonian: This +10 superior bronze breastplate is decorated with symbols of law and order. It negates fully 50% of torso criticals inflicted on the wearer. It also allows its wearer to cast *Fly II* (Lofty Bridge) and *Reverse Spell I* (Spell Reins) each once per day, at a 60th level of effect. It fits any Medium humanoid.

Superior bronze multiplies the base price of plate body armor (20 sp) by 1.25 (+20% for facilities to work +5 material, +5% for additional skill required to balance workability penalty) and 23.4 pounds of bronze at 7.2 sp/lb. are required. This gives a price of 193 sp.

Work Mundane Metal I (7), Augmented Casting (11), Automatic Sizing Inorganic (8), Work Organic (6), Crit Negation X (60), Reverse Spell I (10), Embed X (19), Daily X (25), Fly II (7), Embed VII (15), Daily VII (18), Armor II (9 x 1/2 for starting at +5). TUs: $32 + (60 \times 1) + ([10+19+25] \times 2) + ([7+15+18] \times 3) + (4.5 \times 4) = 338$ TUs. 33,800 + (2 x 193) = 34,186 sp. Level 60 item.

Channeling Shield: This normal shield is of oak, bound with Low Steel and wyvern leather and enchanted to +10 DB. It gives its bearer a +15 bonus to the Channeling skill.

Work Mundane Leather (3), Work Mundane Wood (4), Work Mundane Metal I (7), Armor II (9 x 1/2 for starting with +5 material), General III (15). TUs: $14 + (15 \times 1) + (9/2 \times 2) = 38$ TUs. 3800 + (2 x 8) = 3816 sp. Level 15 item.

Crushing Shield: This full shield of superior bronze (with leather grip and straps) bears the image of a clenched fist. It has a +10 DB bonus, and when used for a shield bash, it provides a +10 OB bonus and the Size of the shield bash attack is increased by one.

Base price for a metal full shield is 14 sp. Weight is 18 pounds. Superior bronze adds 25% to the base price, while 18 pounds of superior bronze at 7.2 sp/lb. add material cost. $(14 \times 1.25) + (18 \times 7.2) = 147$ sp. Technically, the multiplier for material is 7.19 sp/lb., since the 0.01 sp/lb. for iron in the base price is not being paid, but since we are rounding to the nearest sp, 0.18 sp does not change the result.

Work Mundane Leather (3), Work Mundane Metal I (7), Increased Size (30), Armor II (9 x 1/2 for starting from +5 material), Weapon II (8 x 1/2 for starting from +5 material). TUs: $10 + (30 \times 1) + (9/2 \times 2) + (4 \times 3) = 61$ TUs. $6100 + (2 \times 147) = 6,394$ sp. Level 30 item.

Darkling Leather: Intended to be the ultimate stealth armor, this leather jerkin (AT 6) grants a +30 bonus to Stalking, but due to a spell failure, this bonus only applies if the wearer is already getting a bonus to his maneuver due to poor lighting.

Work Mundane Leather (3), General VI (75). TUs: $3 + (75 \times 1) = 78$ TUs. 7,800 sp plus 10 sp for jerkin. Due to the limitation of the effect, the price drops to 6,600 sp. (It is not all that bad a limitation, as you want to sneak around in the dark anyway.) Level 75 item.

Dragonskin Armor, AT 5 (+10 DB): This is a full armor suit for a Medium wearer made from some suitable draconian being's hide and enchanted to provide a +10 bonus to the wearer's DB, in addition to the normal benefits of the material from which it is made (see Section 2.5).

Work Organic True (20), Armor II (9). TUs: $20 + (9 \times 1) = 29$ TUs. $2900 \text{ sp} + (360 \text{ sp} \times 2) = 3620$ sp.

Dragonskin Armor, AT 7 (+15 DB): This is a full armor suit for a Medium wearer made from some suitable draconian being's hide and enchanted to provide a +15 bonus to the wearer's DB, in addition to the normal benefits of the material from which it is made (see Section 2.5).

Work Organic True (20), Armor III (14). TUs: $20 + (14 \times 1) = 34$ TUs. $3400 \text{ sp} + (650 \text{ sp} \times 2) = 4700$ sp.

Dragonskin Armor, AT 8 (+15 DB): This is a full armor suit for a Medium wearer made from some suitable draconian being's hide and enchanted to provide a +15 bonus to the wearer's DB, in addition to the normal benefits of the material from which it is made (see Section 2.5).

Work Organic True (20), Armor III (14). TUs: $20 + (14 \times 1) = 34$ TUs. $3400 \text{ sp} + (700 \text{ sp} \times 2) = 4800$ sp.

Dragonskin Armor, AT 9 (+20 DB): This is a full armor suit for a Medium wearer made from some suitable draconian being's hide and enchanted to provide a +20 bonus to the wearer's DB, in addition to the normal benefits of the material from which it is made (see Section 2.5).

Work Organic True (20), Armor IV (25). TUs: $20 + (25 \times 1) = 45$ TUs. $4500 \text{ sp} + (650 \text{ sp} \times 2) = 5800$ sp.

Elven Mail: This is a quality full set of mail armor (AT 8) typically worn by elven soldiers of moderate status. This includes a mail shirt with full sleeves, mail leggings, and a mail coif protecting the head. Each component (the sleeves being enchanted separately) is enchanted to reduce maneuver penalties by 10, so the total maneuver bonus is -40, while the armor is made from Elven High Steel (+10 DB), reducing the weight to 15% of the wearer's own weight. Note that only the metal armor has been enchanted; regular underpadding must be worn as well.

AT 8 is 21% of body weight, but the padding is 6% of body weight, so the metal is 15% of body weight. Elven steel reduces this to $0.6 \times 15\% = 9\%$ of body weight. Adding the padding back in gives 15% body weight for the complete armor. The base price of AT 8 is 70 sp, which is multiplied by 1.9 (extra 40% of base price for +10 material and 20% for Elven for workshop facilities, plus 30% for additional skill to balance workability penalty). The weight of the metal is $180 \times 0.09 = 16.2$ pounds, which is multiplied by 1.5 sp/pound (0.5×3) to account for the cost of Elven high steel. Final cost is 157 sp.

Each of the four armor components: Work Mundane Metal II (9), Armor II (9). TUs: $9 + (9 \times 1) = 18$ TUs. $1800 \text{ sp} \times 4 = 7200 \text{ sp}$ for enchanting the whole set + $(2 \times 157) = 7514 \text{ sp}$ Level 9 item.

Elven Splinted Leather: This armor is a special Elven design, providing protection equivalent to laminar armor (AT 5) by reinforcing regular leather with hardwood pieces. A standard set includes vambraces and greaves. It functions as normal AT 5, except that it provides a non-magic bonus of +10 to Stalking in vegetation due to design. For this reason, the price of the base item is double normal (72 sp). To this has been added an enchantment to provide +10 DB.

Work Organic (6), Armor II (9). TUs: $6 + (9 \times 1) = 15$ TUs. $1500 \text{ sp} + (2 \times 72 \text{ sp}) = 1644 \text{ sp}$. Level 9 item.

Forester's Helm: This leather (light) helmet provides a +10 bonus to Tracking maneuvers when worn, as well as providing the ability to cast *Hues* (Nature's Guises list) three times per day.

Work Mundane Leather (3), Hues (1), Embed I (3), Daily III (11), General II (10). TUs: $3 + ([1+3+11] \times 1) + (10 \times 2) = 38$ TUs. $3800 \text{ sp} + (3 \text{ sp} \times 2) \text{ for helm} = 3806 \text{ sp}$. Level 11 item.

Gauntlets of Regal Adora: These gauntlets of basilisk hide (25 sp, 90 Str) allow the wearer to make Unarmed: Strikes attacks as if two Sizes larger and also do an additional Heat critical equal in severity to the normal critical. They also act as a x2 PP Multiplier for Monks. The wearer may use *Turn Missile* (Attack Avoidance) at will and gains a constant *Strength II* (Body Reins) effect.

Work Organic True (20), Constant X (40), Embed X (20), Strength II (8), Constant III (18×2 at will), Embed I (3), Turn Missile (1), Talent Embedding IV (19), Additional Crit III (19), Power Multiplier IV ($25 \times 1/2$ single profession). TUs: $20 + ([40+20+8] \times 1) + ([36+3+1] \times 2) + (19 \times 3) + (19 \times 4) + (12.5 \times 5) = 364$ TUs. $36,400 + (2 \times 25) = 36,450 \text{ sp}$. Level 40 item.

Helm of Sense Mastery: This medium helm allows its wearer to cast *Nightvision* once per day, *Scent* once per day, and *Sly Ears* twice per day. All spells are from the Senses list and are cast at third level.

Work Organic (6), Work Lesser Metals (5), Daily VII (18), Embed III (7), List Embedding (2), Sly Ears (1), Nightvision (2), Scent (3). TUs: $11 + ([18+7+2+1+2+3] \times 1) = 44$ TUs. $4400 + (2 \times 9) = 4418 \text{ sp}$. Level 18 item.

Helm of Sight: This visored (heavy) helm of Low Steel provides constant *Nightvision* and *Sidevision* when worn.

Work Mundane Metal I (7), Work Organic (6), Nightvision (2, Senses), Embed II (5), Constant III (17), Sidevision (5, Physical Enhancement), Embed V (11), Constant X (35). TUs: $13 + ([5+11+35] \times 1) + ([2+5+17] \times 2) = 112$ TUs. $11,200 + (2 \times 19) = 11,238$ sp. Level 35 item.

Helm of Stature: This is a low steel medium helmet that gives the wearer a +20 bonus to Leadership and a +10 bonus to Influence maneuvers. It does not penalize Perception.

Work Mundane Metal I (7), General IV (30), General II (10 x 2 for all specializations), Armor II (9). TUs: $7 + (30 \times 1) + (20 \times 2) + (9 \times 3) = 104$ TUs. $10,400 + (2 \times 11) = 10,422$ sp. Level 30 item.

Helm of the Weapon Master: This eog medium helm negates 50% of head criticals and provides both a +20 Knack for Melee and a +20 Prodigy (Melee) Tier IV bonus.

Work Metal VI (50), Work Organic (6), Crit Negation X (60), Talent Embedding VI (35), Knack (12 + 15 for increased bonus). TUs: $56 + (60 \times 1) + (35 \times 2) + (27 \times 3) = 267$ TUs. $26,700 + (2 \times 1984) = 30,668$ sp. Level 60 item.

Helm of Two Faces: This black alloy heavy helm is inlaid with jade and silver. A claw-like spike at the top holds a black pearl. Its most distinctive feature, however, is that the back of the helmet exactly matches the front, save that where the eye holes in the visor would be, it is filled in with silver "eyes" and jade "pupils". Unenchanted, it would be valued at 850 sp. When worn, the wearer gains the ability to see around himself in a full circle, as constant *Global Vision* (Physical Enhancement). He can also see invisible things, as constant *See Invisible I* (Invisible Ways). He also gains a +20 to Reverse Strike skill.

Work Mundane Gemstone (8), Work Mundane Metal IV (15), Constant True (90), Embed XX (30), Global Vision (17), Constant X (35), Embed X (19), See Invisible I (9), General IV (30). TUs: $23 + ([90+30+17] \times 1) + ([35+19+9] \times 2) + (30 \times 3) = 376$ TUs. $37,600 + (2 \times 850) = 39,300$ sp. Level 90 item.

Helm of Uncleaving: This black alloy full (heavy) helm negates 50% of criticals to the wearer's head. It will fit any Medium-sized head.

Work Organic (6), Work Mundane Metal IV (15), Automatic Sizing Inorganic (8), Crit Negation X (60). TUs: $29 + (60 \times 1) = 89$ TUs. $8,900 + (2 \times 45) = 8,990$ sp. Level 60 item.

Mighty Gauntlets: These mail gauntlets (1.6 lbs., 10 sp, Str 75) add +5 to the wearer's Strength bonus and are +10 weapons when used for Unarmed: Strikes attacks. Once per day, they provide a *Bladeturn I* (Shield Mastery).

Work Lesser Metals (5), Work Mundane Cloth (2), Stat Bonus V (50), Daily X (25), Embed VII (15), Bladeturn I (7), Weapon II (8). TUs: $7 + (50 \times 1) + ([25+15+7] \times 2) + (8 \times 3) = 175$ TUs. $17,500 + (2 \times 10) = 17,520$ sp. Level 50 item.

Overlord Shield: This is a wall shield of adamant steel (+25) which grants the wielder +20 to Leadership skill and +8 Leadership ranks. Once per day, the wielder may cast *Heal True* (Surface Ways) on himself.

Base price for a metal wall shield is 18 sp, weight is 36 pounds. Adamant steel multiplies base price by 2.4 and costs 639.99 sp/lb. more than iron, so value is $(18 \times 2.4) + (36 \times 639.99) = 23,083$ sp.

Work Metal V (35), Daily XL (75), Hybrid Embedding (2), Embed True (60), Heal True (25), General IV (30), General IV (30). TUs: $35 + ([75+2+60+25] \times 1) + (30 \times 2) + (30 \times 3) = 347$ TUs. $34,700 + (2 \times 23,083) = 80,866$ sp. Level 75 item.

Paladin Shield: This all-metal normal shield is made of White Alloy and is a gleaming silver in color. It has a +20 DB bonus and is a x2 Power Point Multiplier for Paladins.

The base price of a metal normal shield is 11 sp, and the weight is 9 pounds. White alloy adds 80% to the base price (+60% for workshop capable of working +15 material, +20% for skill to handle -20 workability material) and white alloy costs 0.99 sp/lb. more than iron. $(11 \times 1.8) + (9 \times 0.99) = 29$ sp.

Work Mundane Metal III (12), Power Multiplier IV (25 x 1/2 for single Profession), Armor IV (25 x 1/4 for starting from +15 material). TUs: $12 + (25/2 \times 1) + (25/4 \times 2) = 37$ TUs. $3700 + (2 \times 29) = 3,758$ sp. Level 25 item.

Plate Armor of the Dwarves: This is a complete suit of plate armor (AT 10) made from zataak and enchanted to +50 DB. Decorated with amber, gold, and topazes, this would easily be worth 50,000 sp unenchanted. While it will fit itself to any Medium humanoid, it is regarded as a sacred relic by the Dwarves, and they will demand it back from any non-Dwarf found with it, while any Dwarf recovering this armor would be greatly honored.

Work Metal I (11), Work Mundane Gemstones (8), Work Organic (6), Automatic Sizing Inorganic (8), Armor V (50). TUs: $33 + (50 \times 1) = 83$ TUs. $8300 + (2 \times 50,000) = 108,300$ sp. Level 50 item.

Portal Shield: This +10 normal shield bears the emblem of a gateway. Once per day, the bearer can cast *Portal* (Lofty Bridge).

Work Lesser Metals (5), Work Organic (6), Portal (6), Embed VI (13), Daily VII (18), Armor II (9). TUs: $11 + ([6+13+18] \times 1) + (9 \times 2) = 66$ TUs. $6,600 + (6 \times 2) = 6,612$ sp. Level 18 item.

Red Shield of Diff-Marash: This normal shield is ash reinforced with iron and painted a solid red. It has a +10 DB bonus and negates 25% of criticals to the shield arm and 10% of other criticals by attackers against which it is defending. It also casts *Deflections I* (from the Shield Mastery list) once per day.

Work Organic (6), Work Lesser Metals (5), Deflections I (5), Embed V (11), Daily V (14), Crit Negation V (20), Armor II (9). TUs: $11 + ([5+11+14] \times 1) + (20 \times 2) + (9 \times 3) = 108$ TUs. $10,800 + (2 \times 6) = 10,812$ sp. Level 20 item.

Rhino Armor: This armor is a full suit of AT 5, made from rhinoceros hide (valued at 50 sp for exotic hide). The horn is placed on the wearer's forehead and may be used to make a (Medium) Horn attack. The wearer benefits from a +10 DB enchantment and the wearer's movement penalties (to OB or maneuver) due to pace are reduced by 10 when charging. It will fit any Medium humanoid.

Work Organic (6), Consecration (2), Automatic Sizing Organic (6), Armor II (9), Sacred Protections II (9), Talent Embedding I (6). TUs: $14 + (9 \times 1) + (9 \times 2) + (6 \times 3) = 59$ TUs. $5900 + (2 \times 50) = 6000$ sp. Level 9 item.

Robe of Protection: These fine robes are light clothing, but provide protection as AT 4 with a +10 DB and a constant *Protection I* (Spell Wall) effect on the wearer.

Work Mundane Cloth (2), Work Weave III (12), Armoring Cloth III (13), Armor II (9), Constant III (17), Embed I (3), Protection I (1). TUs: $14 + ([17+3+1] \times 1) + (13 \times 2) + (9 \times 3) = 88$ TUs. $8800 + (2 \times 2) = 8804$ sp. Level 17 item.

Robes of Illusion: These blue robes are AT-1, but do provide a +10 DB and are a +1 Spell Adder for Illusionists.

Work Mundane Cloth (2), Armor II (9), Spell Adder I (5 x 1/2 single profession). TUs: $2 + (9 \times 1) + (5/2 \times 2) = 16$ TUs. $1600 \text{ sp} + (2 \text{ sp} \times 2)$ for a fine robe = 1604 sp total. Level 9 item.

Rune Shield: This +10 shield (constructed of hickory and high steel) may have its back side (conveniently facing the bearer) act as a sheet of rune paper.

Work Mundane Metal II (9), Work Organic (6), Organic Rune (12), Make Rune Paper (5). TUs: 32. $3200 \text{ sp} + \text{shield cost}$. It costs 3212 sp for a target shield, 3220 sp for a normal shield, 3226 sp for a full shield, and 3234 sp for a wall shield. Level 12 item.

Shield of Arn: This normal shield is of a simple appearance, but it is a +10 shield and it also grants its bearer a +10 bonus to RRs against all magic.

Work Organic (6), Work Lesser Metals (5), Armor II (9), General II (10) x 3. TUs: $11 + (10 \times 1) + (10 \times 2) + (10 \times 3) + (9 \times 4) = 107$ TUs. $10,700 + (2 \times 6) = 10,712$ sp. Level 15 item.

Shield of Camouflage: The bearer of this +10 full shield is affected by a constant *Hues* (Nature's Guises) effect. It also provides a +10 bonus to Shield skill.

Work Organic (6), Work Lesser Metals (5), Hues (1), Embed I (3), Constant III (18), General II (10), Armor II (9). TUs: $11 + ([1+3+18] \times 1) + (10 \times 2) + (9 \times 3) = 80$ TUs. $8000 \text{ sp} + (7 \text{ sp} \times 2)$ for the shield = 8014 sp total. Level 19 item.

Shield of Death: This +15 full shield is shaped and painted to resemble an oversized human skull. It is of low steel construction with a bone handgrip. Five times per day, the bearer can cast *Major Pain* (Mind Destruction). It also serves as a +2 spell adder for any Evil spellcaster.

Base cost for a metal full shield is 14 sp, while weight is 18 pounds. Low steel multiplies the base cost by 1.25, while low steel costs 0.09 sp/lb. more than iron. $(14 \times 1.25) + (0.09 \times 18) = 19$ sp.

Work Mundane Metal I (7), Work Organic (6), Major Pain (7), Embed VII (17), Daily XL (75), Hybrid Embedding (2), Spell Adder II (10), Armor III (14 x 2/3 for +5 base). TUs: $13 + ([7+17+75+2] \times 1) + (10 \times 2) + (28/3 \times 3) = 162$ TUs. $16,200 + (2 \times 19) = 16,238$ sp. Level 75 item.

Shield of Flows: This hickory (+10) full shield is effectively weightless due to a constant *Staying III* (Telekinesis) set to oppose gravity. In liquids, it will support its bearer, lightening him by up to 380 pounds, allowing even a heavy man to float like a cork. This is achieved through a *Staying True*

(Telekinesis) spell triggered by immersion. Once per day, the bearer can *Command Current* (Water Law), using the shield as his "boat" if desired.

Work Organic (6), Work Mundane Metal II (9), Constant XX (90 x 2 triggered), Embed XX (35), Staying True (19), Daily XX (40), Embed XX (30), Command Current (17), Constant X (40), Embed IV (12), Staying III (4). TUs: $15 + ([180+35+19] \times 1) + ([40+30+17] \times 2) + ([40+12+4] \times 3) = 591$ TUs. $59,100 + (2 \times 13) = 59,126$ sp. Level 90 item.

Shield of the Gate: The +20 vaal full shield allows the bearer to cast *Demonic Gate III* (Summons) once each day.

Work Mundane Metal IV (15), Work Organic True (20), Demonic Gate III (20), Embed XX (35), Daily XX (50). TUs: $35 + ([20+35+50] \times 1) = 140$ TUs. $14,000 + (2 \times 43) = 14,086$ sp. Level 50 item.

Shield of the Green Woods: This is a normal shield made of oak (+5), and it allows its bearer to cast *Hues* (Nature's Protection) once per day. If damaged, it will grow back to full strength the next round, due to a constant *Repair* (Earth Law) effect..

Work Organic (6), Work Mundane Metal I (7), Constant X (35), Embed VI (13), Repair (6), Daily III (11), Embed III (8), Hues (3). TUs: $13 + ([35+13+6] \times 1) + ([11+8+3] \times 2) = 111$ TUs. $11,100 + (2 \times 8) = 11,116$ sp. Level 35 item.

Shield of Troll Skin: This wall shield of +10 hardened troll hide has been enchanted to +20, and its bearer also gains the natural (unencumbering) armor of a troll (AT 4). There is no knowing how a troll will react to this shield. Some find it highly offensive, while others think it is rather clever and possibly even funny.

Base cost for a hard leather/hide shield is 6.75 sp. The weight is 36 pounds. +10 hard leather adds 50% to the base price and costs 0.09 sp/lb. more than non-bonus hard leather. $(6.75 \times 1.5) + (36 \times 0.09) = 13$ sp.

TUs: Work Organic (6), Talent Embedding III (14), Armor IV (25 x 1/2 for +10 base). TUs: $6 + (14 \times 1) + (25/2 \times 2) = 45$ TUs. $4,500 + (2 \times 13) = 4,526$ sp. Level 25 item.

Shield/Rod: This curious device has three forms: the first is a 4' long High Steel rod of 1" diameter, the second is a 10' pole of vaal wood (3" diameter), and the third is a +15 wall shield of leather, ash, and iron.

Manufacturing costs for a rod or pole are below the silver piece mark, but let us check the material cost. Rods and poles are cylinders, so the formula for volume is $V = h\pi r^2$. Use feet as units and multiply by density to weight and multiply by cost per pound to get total cost. Rod: $(4)\pi(1/24)^2$ times 489 times 0.5 = 5 sp. Pole: $(10)\pi(1/8)^2$ times 80 times 1 = 39 sp.

Rod: Work Mundane Metal II (9), Pole: Work Wood (18), Shield: Work Organic (6), Work Lesser Metals (5), Armor III (14). All: Multiform III (7). TUs: $9 + 18 + 11 + (14 \times 1) + (7 \times 2) = 66$ TUs. $6,600$ sp + $(2 \times 5) + (2 \times 39) + (2 \times 9) = 6,706$ sp. Level 18 item.

Tunic of Essence: This linen tunic is a x2 PP Multiplier for Essence. It provides a +15 bonus to RRs against Essence, protects as AT 3 (covering chest, groin, and legs), and provides +10 DB. It fits perfectly on any Medium humanoid.

Work Mundane Cloth (2), Work Weave III (12), Automatic Sizing Organic (6), Power Multiplier IV (25 x 2 wearable), General III (15), Armor II (9), Armoring Cloth II (8). TUs: $20 + (50 \times 1) + (15 \times 2) + (9 \times 3) + (8 \times 4) = 159$ TUs. 15,900 sp. Level 25 item.

Vambraces of Power: Made of Low Steel, with straps of red leather, these medium vambraces negate 25% of arm criticals and cast *Strength II* (off the Body Reins list) once per day.

Work Mundane Leather (3), Work Mundane Metal I (7), Crit Negation V (20), Strength II (8), Embed X (20), Daily X (25). TUs: $10 + ([8+20+25] \times 1) + (20 \times 2) = 103$ TUs. $10,300 + (2 \times 13) = 10,326$ sp. Level 25 item.

Vanishing Shield: This full shield can become invisible once per day. It is useful for bringing a shield into a place without being obvious that you are planning to fight. It also has a +10 bonus.

Work Organic (6), Work Lesser Metals (5), Armor II (9), Unseen I (2), Embed II (5), Daily III (10). TUs: $11 + ([2+5+10] \times 1) + (9 \times 2) = 46$ TUs. 4600 sp plus 14 sp for shield = 4614 sp. Level 10 item.

5.3. Jewelry

Here you will find a variety of bodily ornaments that are more than they reveal to the eye.

Amulet of Beastform: An Amulet of Beastform is a silver figurine of an animal, usually kept on a silver chain and worn as a necklace (200 sp). The wearer can transform at will into the depicted animal, though his possessions (other than the necklace) will not transform. These are not the work of any mortal alchemy, being gifts from the beast-gods to their mortal servants long ago. Two values are calculated, the value depending on whether or not the animal into which the wearer may transform is dangerous or not.

Work Lesser Metals (5), Lesser Transformation (30 x 2). TUs: $5 + (60 \times 1) = 65$ TUs. $6500 + (2 \times 200) = 6,900$ sp. Level 30 item.

Work Lesser Metals (5), Transformation (40 x 2). TUs: $5 + (80 \times 1) = 85$ TUs. $8500 + (2 \times 200) = 8,900$ sp. Level 40 item.

Choker of Azrak: This bejeweled gold choker has a jewelry value of 300 sp. It is "indestructible", negates 50% of head criticals, and is a universal x3 PP Multiplier.

Work Lesser Metals (5), Work Mundane Gemstone (8), Power Multiplier VI (75 x 3 universal x 2 wearable), Unbreakable Work (90), Crit Negation X (60). TUs: $13 + (450 \times 1) + (90 \times 2) + (60 \times 3) = 823$ TUs. $82,300 + (2 \times 300) = 82,900$ sp. Level 90 item.

Choker of Whispers: This is a coral bead choker set with a large topaz (value: 310 sp). Both coral and stone are pink. It is a +2 Spell Adder for Bards, and it allows the use of *Long Whisper I* (Sound Projection) five times per day.

Work Mundane Gemstone (8), Work Organic (6), Daily V (14), Embed I (3), Long Whisper I (1), Spell Adder II (9 x 1/2 for single profession x 2 for wearable). TUs: $14 + ([14+3+1] \times 1) + (9 \times 2) = 50$ TUs. $5000 \text{ sp} + (2 \times 310 \text{ sp}) = 5,620 \text{ sp}$. Level 14 item.

Circlet of Mentalism: This silver circlet (60 sp) is worn on the head, where it protects as a light helm and serves as a x1.25 PP Multiplier for Mentalism. It provides a +10 bonus to RRs against Mentalism as well.

Work Lesser Metals (5), Power Multiplier I (6 x 2 wearable), General II (10), Increase Armor Type (4). TUs: $5 + (12 \times 1) + (10 \times 2) + (4 \times 3) = 49$ TUs. $4900 + (2 \times 60) = 5020 \text{ sp}$.

Crucifix of Warding: This silver cross on a silver chain (95 sp) allows casting *Repel Undead IX* (Repulsions) at will and provides a +15 bonus to SCRs when casting spells from the Repulsions list.

Work Lesser Metals (5), Constant X (40 x 2 at will), Embed VII (17), Repel Undead IX (6), Casting Focus III (11 x 1/10 for single list x 2 wearable). TUs: $5 + ([80+17+6] \times 1) + (2.2 \times 2) = 113$ TUs. $11,300 + (2 \times 95) = 11,490 \text{ sp}$. Level 40 item.

Death Crown: This is a crown of bright silver with black gems, which would be worth 5000 sp as jewelry alone (the gems are very exotic, believed to be from one of the demonic planes). It is a x2 Essence PP Multiplier, as well as acting as a +7 Spell Adder for the Necromancy Mastery list and as a +7 Spell Adder for the Necromatic Ways list. Furthermore, the (attuned) wearer may cast *Army of the Dead True* once per month.

Work Lesser Metals (5), Work Mundane Gemstone (8), Army of the Dead True (40), Embed True (50), Daily X (25), Power Multiplier IV (25 x 2 wearable), Spell Adder VII (40 x 1/10 for single list x 2 wearable), Spell Adder VII (40 x 1/10 for single list x 2 wearable). TUs: $13 + ([40+50+25] \times 1) + (50 \times 2) + (8 \times 3) + (8 \times 4) = 284$ TUs. $28,400\text{sp} + 10,000 \text{ sp}$ for the crown = 38,400 sp. Level 50 item.

Dog-ring: This is a silver ring which will fit any Small or Medium finger. Crushed sapphires appear in the design of four paw-prints (ring value: 175 sp). The wearer gains a +20 bonus to Animal Handling: Canines, as well as the sensory gifts of a dog (the talents Hearing: Dog, Smell: dog, and Nose: Uncanny Tracking Tier III from *Creature Law*).

Work Lesser Metals (5), Work Mundane Gemstone (8), Multisize (12), Talent Embedding VI (35), General IV (30), Talent Embedding IV (19), Talent Embedding III (14). TUs: $25 + (35 \times 1) + (30 \times 2) + (19 \times 3) + (14 \times 4) = 233$ TUs. $23,300 + (2 \times 175) = 23,650 \text{ sp}$. Level 35 item.

Marlor's Crown: A silver crown set with diamonds, rubies, and aquamarines, this object would be worth 12,500 sp even without enchantment. It provides a constant *True Aura* (Brilliance) to its wearer, and it allows the wearer to cast *Strength II* (Body Reins) and *Haste II* (Rapid Ways) on a daily basis. It provides a +35 bonus to Body Development and grants Tier IV Prodigy (Body Development) talent, for a total +55 bonus for most wearers.

Work Lesser Metals (5), Work Mundane Gemstone (8), Daily XX (50), Embed XX (35), Haste II (15), General VII (90), Constant X (40), Embed X (20), True Aura (8), Daily X (25), Embed X (20), Strength

II (8), Talent Embedding VI (35). TUs: $13 + ([50+35+15] \times 1) + (90 \times 2) + ([40+20+8] \times 3) + ([25+20+8] \times 4) + (35 \times 5) = 884$ TUs. $88,400 + (2 \times 12,500) = 113,400$ sp. Level 90 item.

Medallion of the Myrmidon: This is a gold medallion depicting an armored warrior (250 sp), with a loop through which a ribbon or chain may be put in order to wear it. When worn around the neck, it provides a +20 to Maneuvering in Armor skill and raises the wearer's Strength bonus to +15 if it is lower.

Work Lesser Metals (5), General IV (30), Fixed Bonus IV (20). TUs: $5 + (30 \times 1) + (20 \times 2) = 75$ TUs. $7500 + (2 \times 250) = 8000$ sp. Level 30 item.

Mentalists' Crown: This silver diadem (400 sp) is a +1 Mentalism spell adder that provides a constant *Aura* (Brilliance list) when worn by a user of the Realm of Mentalism.

Work Lesser Metals (5), Aura (4), Embed IV (12), Constant X (40), Spell Adder I (5 x 2 wearable). TUs: $5 + ([40+12+4] \times 1) + (10 \times 2) = 81$ TUs. $8100 \text{ sp} + 800 \text{ sp for the crown} = 8900 \text{ sp}$. Limitation to Mentalism users will restrict utility so that it may be harder to find a buyer, but is not a real limitation for the right user (and the restriction is broad enough such folk are common). It also has a secondary utility as an identifier of Mentalism users, which balances the restriction out as well. Level 40 item.

Necklace of Vanity: These necklaces are made in whatever current style suits the intended wearer, though their charms can keep them popular long after styles change, for this necklace not only adorns the wearer, it enhances the wearer's own appearance. They will be quality jewelry or better.

Work Lesser Metals (5), Work Mundane Gemstone (8), Beautify (2, Living Change), Embed II (5), Constant III (17). TUs: $13 + ([2+5+17] \times 1) = 37$ TUs. 3700 sp without the (considerable) cost of the necklace. Level 17 item.

Opal Necklace: This large (90 carat) black opal (2550 sp) is set in a gold necklace, adding another 1200 sp value. Only the opal is enchanted, but it offers considerable power. It is a universal +4 Spell Adder and provides a constant *Aura* (Light's Way) on the wearer. Once each day, the wearer may invoke a *Lightning Bolt I* (Light Law) and an *Illusions III* (Lesser Illusions).

Work Mundane Gemstone (8), Spell Adder IV (19 x 2 wearable x 3 universal), Daily X (25), Embed X (19), Lightning Bolt I (10), Daily X (25), Embed X (19) Illusions III (8), Constant III (18), Embed III (8), Aura (3). TUs: $8 + (114 \times 1) + ([25+19+10] \times 2) + ([25+19+8] \times 3) + ([18+8+3] \times 4) = 502$ TUs. $50,200 + (2 \times 3750) = 57,700$ sp. Level 25 item.

Pendant of Potency: This silver necklace bears a golden talon holding a large white pearl (1,250 sp total value). It is a +5 Spell Adder and a x1.75 PP multiplier, and it increases the casting level of all spells by five for purposes of determining their effects, but not for casting difficulty.

Work Lesser Metals (5), Work Mundane Gemstone (8), Spell Adder V (30 x 3 universal x 2 wearable), Power Multiplier III (17 x 3 universal x 2 wearable), Increase Power (16 x 3 universal x 2 wearable). TUs: $13 + (180 \times 1) + (102 \times 2) + (96 \times 3) = 685$ TUs. $68,500 + (2 \times 1250) = 71,000$ sp. Level 30 item.

Ring of Endless Shock Bolts: This silver ring (5 sp) will fit to any Medium-sized hand, but otherwise has but a single power: the (attuned) wearer may throw a *Shock Bolt* every round.

Work Lesser Metals (5), Constant III (17, doubled for "at will" power), Embed II (5), Shock Bolt I (2), Automatic Sizing Inorganic (8). TUs: $5 + ([38+5+2] \times 1) + (8 \times 2) = 66$ TUs. 6600 sp + 10 sp = 6610 sp. Level 17 item.

Ring of Invisibility: This is a copper ring (0.1 sp value) enchanted with a constant *Invisibility I* (Invisible Ways) effect. If the invisibility is negated for any reason, the wearer will remain visible for the entirety of the next round, then become invisible again on his initiative on the round after that.

Work Lesser Metals (5), Constant X (35), Embed IV (9), Invisibility I (4). TUs: $5 + ([35+9+4] \times 1) = 53$ TUs. 5300 sp. Level 35 item.

Ring of Kaylaikas: This adamantese ring is adorned with a 30 carat colorless diamond (total value 6000 sp). It is a x3 universal PP Multiplier and grants constant *Nightvision*, *Sly Ears* (Senses), and *Fly II* (Lofty Bridge) when worn. Finally, it negates 40% of spell failure results by the wearer.

Work Metal I (11), Work Mundane Gemstone (8), Power Multiplier VI (75 x 3 universal x 2 wearable), Constant X (35), Embed VII (15), Fly II (7), Spell Discipline IV (30), Constant III (17), Embed II (5), Nightvision (2), Constant III (17), Embed I (3), Sly Ears (1). TUs: $19 + (450 \times 1) + ([35+15+7] \times 2) + (30 \times 3) + ([17+5+2] \times 4) + ([17+3+1] \times 5) = 874$ TUs. 87,400 + (2 x 6000) = 99,400 sp. Level 75 item.

Ring of Lammoth: The wearer of this silver ring set with an emerald (85 sp) is under the effect of a constant *Cancel Essence* (Spell Wall), *Cancel Channeling* (Spell Defense), and *Cancel Mentalism* (Spell Resistance) without the need to concentrate.

Work Inorganic (13), Cancel Channeling (2), Embed II (6), Constant III (19), Maintain Spell (4), Cancel Mentalism (2), Embed II (6), Constant III (19), Maintain Spell (4), Cancel Essence (2), Embed II (5), Constant III (17), Maintain Spell (4). TUs: $13 + ([2+6+19+4] \times 1) + ([2+6+19+4] \times 2) + ([2+5+17+4] \times 3) = 190$ TUs. 19,000 sp + (2 x 85) = 19,170 sp. Level 19 item.

Ring of Long Spells: This plain gold ring (40 sp) doubles the duration of all spells cast by the wearer (unless otherwise extended). It will fit any Medium-sized hand.

Work Lesser Metals (5), Automatic Sizing Inorganic (8), Extension II (2, Spell Enhancement), Embed II (5), Constant III (17). TUs: $13 + ([2+5+17] \times 1) = 37$ TUs. 3700 sp + 80 sp = 3780 sp. Level 17 item.

Ruby Ring: This ring of gold is set with a ruby (220 sp) and acts as a +1 Spell Adder for anyone.

Work Inorganic (13), Spell Adder I (5 x 3 for universal x 2 for wearable). TUs: $13 + (30 \times 1) = 43$ TUs. 4300 sp + 440 sp = 4740 sp. Level 16 item.

Shaman's Mask: This ironwood mask weighs three pounds and is valued at 12 sp as an art object. It is a x1.5 PP Multiplier for Druids and a +3 Spell Adder for spells dealing with animals. It provides the wearer with a +20 bonus to Animal Handling maneuvers.

Work Mundane Wood (4), Consecration (2), General IV (30 x 2 for all specializations), Sacred Adder III (11), Power Multiplier II (12 x 1/2 for single profession x 2 wearable). TUs: $6 + (60 \times 1) + (11 \times 2) + (12 \times 3) = 124$ TUs. 12,400 + (2 x 12) = 12,424 sp. Level 30 item.

Thiru's Ring of Shouting: The wearer of this simple loop of green glass (0.05 sp) may raise his voice (by concentrating) to carry up to a mile away without loss of volume. He may also use its power to cast *Sudden Sound* (Sound Control) four times per day by shouting.

Work Inorganic (13), Sounding True (14, Sound Projection), Embed XX (30), Constant True (90), Sudden Sound (7), Embed VII (15), Daily XXX (60). TUs: $13 + ([14+30+90] \times 1) + ([7+15+60] \times 2) = 311$ TUs. 31,100 sp. Level 90 item.

Tracker's Ring: A silver ring (6 sp value) engraved with various foot and paw prints, this item is a x1.5 PP multiplier for Rangers, provides a +20 bonus to Tracking maneuvers, and allows the casting of *Path Tale* (Pathmastery) once per day.

Work Lesser Metals (5), General IV (30), Daily IV (13), Embed IV (12), Path Tale (4), Power Multiplier II (12 x 1/2 for single profession x 2 wearable). TUs: $5 + (30 \times 1) + ([13+12+4] \times 2) + (12 \times 3) = 129$ TUs. 12,900 + (6 x 2) = 12,912 sp. Level 30 item.

Veils of Tanu: Three gauzy veils glittering with tiny diamonds (300 sp), this item allows the wearer to cast *Face Shifting True* (Mystical Change) five times per day and provides a constant *Beautify* (Living Change) effect so long as the veils cover the wearer's face.

Work Mundane Gemstone (8), Work Mundane Cloth (2), Face Shifting True (2), Hybrid Embedding (2), Embed II (6), Daily X (25), Beautify (2), Embed II (5), Constant III (17). TUs: $10 + ([2+2+6+25] \times 1) + ([2+5+17] \times 2) = 93$ TUs. 9300 sp + 600 sp = 9900 sp. Level 25 item.

5.4. Locations

The Winking Mermaid: This large inn and tavern has an excellent reputation. It is difficult not to catch the cheerful mood (± 10 effect) about the place, and a *Calm* (Mind Control) spell on anyone who draws a weapon helps to prevent unfortunate incidents.

Work Location X (13), Magical Aura III (14), Emplace Spell V (9), Calm (4), Abiding Mood (11), Infuse Mood II (11). TUs: $13 + ([14+9+4] \times 1) + ([11+11] \times 2) = 84$ TUs. 8400 sp. Also, if the Winking Mermaid were ever to be sold, the building itself would be sold at twice the normal value. Level 14 location.

The Wayside Shrine: These small worship areas (typically 40' in diameter and 14' high) are dedicated to Galhena, Goddess of Roads, Canals, and Travelers. Each has a *Lesser Entry Barrier* against the most common local predator. Designed to double as a resting place, the shrine offers excellent sleep for the friendly wanderer, but should a hostile being intrude on the shrine, a bell located above the statue of Galhena will sound an alarm.

Consecrate Structure (3), Blessed Rest (13), Universal Alarm (12), Lesser Entry Barrier (7). TUs: $3 + (13 \times 1) + (12 \times 2) + (7 \times 3) = 61$ TUs. The commercial value of such enchantment would be 6100 sp, but it would require unusual circumstances for a Sanctifier to insist on such payment (perhaps if a noble wanted a new shrine placed in his territory, a "donation" might be worked out).

5.5. Melee Weapons

The following describe weapons for Medium combatants unless otherwise indicated.

Abrol, the Elf-Drinker: This broadsword of Inferior Bronze appears worn and tarnished when first found, and has the expected +0 OB bonus. However, once it slays an Elf, the corrosion will drop away and the blade gleam as if newly forged. If it should go a year without slaying an Elf, the tarnished look will return. When it slays an Elf, it feeds off the soul, and for each level of the slain Elf, the wielder may heal a concussion hit, a -1 of breakage penalty may be removed from the blade, or the wielder may recover 1 PP. Furthermore, for every level of the Elf slain, Abrol gains +1 to its OB, up to a maximum of +25. This bonus fades at a loss of +1 for each day that passes since Abrol has killed an Elf. A rare combination of extreme serendipity (extra OB when serial-killing Elves) and a flaw (it only feeds on Elvish souls), Abrol is notorious among Elves and celebrated by their enemies. Either might pay more than it is worth in order to wield or destroy this unique weapon.

The base price for a broadsword is 10 sp, and its weight is 4 pounds. Inferior bronze does not add to the base price, but as a material it is 6.39 sp per pound more expensive than iron, resulting in a value of $10 + (4 \times 6.39) = 36$ sp (rounding to the nearest silver).

Work Lesser Metals (5), Vampiric Weapon (16) - Option 4. TUs: $5 + (16 \times 1) = 21$ TUs. $2100 + (2 \times 36) = 2,172$ sp. Level 16 item.

Armor-Slaying Sword: This +10 claymore is made of Low Steel with a plain leather grip. The blade is inscribed "Let metal eat metal". It has the Armor Breaker and Shield Breaker abilities.

Work Mundane Metal I (7), Work Mundane Leather (3). Armor Breaker (18), Shield Breaker (12), Weapon II (8 x 1/2 for use of +5 material). TUs: $10 + (18 \times 1) + (12 \times 2) + (4 \times 3) = 64$ TUs. $6400 + (2 \times 27) = 6,454$ sp. Level 18 item.

Assassin Slayer: This high steel (+10) arming sword is Slaying III against Magents and Slaying II against Thieves. It provides a +20 bonus to Reverse Strike skill.

Work Mundane Metal II (9), Work Mundane Leather (3), Slaying III (40), General IV (30), Slaying II (20). TUs: $12 + (40 \times 1) + (30 \times 2) + (20 \times 3) = 172$ TUs. $17,200 + (2 \times 28) = 17,256$ sp. Level 40 item.

Axe of Foul Summons: This +10 long axe has a head of High Steel etched with the design of a summoning circle. The oaken haft of this weapon is stained with irregular dark blotches. Once per day, the wielder may cast *Summon Demon IV*, with a 90% chance that *Control Demon V* will be cast at the same time.

Work Mundane Metal II (9), Work Mundane Wood (4), Embed XX (35), Daily XX (50), Control Demon V (20), Embed XX (35), Daily XX (50), Summon Demon IV (15). TUs: $13 + (35 + 50 + 20) \times 1 + (35 + 50 + 15) \times 2 = 318$ TUs. 7 Would be 31,800 sp for enchantment, but unreliability of *Control Demon* casting reduces marketability. Value is 25,000 sp. Level 50 item.

Axe of Orc Slaying: Made from Dwarven High Steel and stout hickory, this battle axe has a +15 bonus except against Orcs. Against Orcs it is +25 and Slaying I.

A battle axe has a 13 sp base cost and weighs 3 pounds, one of which is wood, while the other two are metal. Dwarven high steel adds 100% to the base price (+20% Dwarven & +40% high steel special facility costs, plus +40% for skill to handle -40 workability modifier), while hickory adds another 20% (for workability modifier). Hickory costs 0.001 sp/lb. more than ash, which will disappear with rounding. Dwarven high steel is worth $2 \times 0.5 = 1$ sp/lb., which is 0.99 sp/lb. more than iron. Cost is $(13 \times 2.2) + (0.99 \times 2) = 31$ sp.

Work Mundane Wood (4), Work Mundane Metal II (9), Slaying I (15), Weapon III (13; $\times 1/3$ for starting from +10 material), Weapon II (8 $\times 1/2$ Variety). TUs: $13 + (15 \times 1) + (13/3 \times 2) + (4 \times 3) = 49$ TUs. $4900 + (2 \times 31) = 4,962$ sp. Level 15 item.

Beamgaurd's Staff: This hickory (+10) quarterstaff allows its wielder to cast *Fire Ball* (Fire Law) once per week, spellmastered to exclude the wielder from the area of effect, allowing it to be used at close range. It also provides a +20 Grace bonus for both the Fire Law and Luminous Elements lists.

Work Mundane Wood (4), General IV (30), General IV (30), Daily X (25), Embed X (19), Fire Ball (8). TUs: $4 + (30 \times 1) + (30 \times 2) + [(25+19+8) \times 1/2 \text{ for weekly} \times 3] = 172$ TUs. 17,200 sp. Level 30 item.

Blade of Crevice-fighting: This high steel (+10) epee has a grip of blue cloth. In confined spaces, it will vary its length in response to the wielder's desires, granting a +30 bonus to Restricted Quarters skill with this weapon.

Work Mundane Metal II (9), Work Mundane Cloth (2), General VI (75). TUs: $11 + (75 \times 1) = 86$ TUs. $8600 + (2 \times 25) = 8,650$ sp. Level 75 item.

Blade of Flame: This blade is of Low Steel, with a grip made from the skin of a desert snake. It comes in two versions: the Lesser and the Greater Blade of Flame. The Lesser Blade is a +10 weapon that does an extra Heat crit of one less severity than the normal critical and casts *Fire Bolt I* once a day. The Greater Blade is a +15 weapon doing an extra Heat crit equal in severity to the normal critical and casting *Fire Ball* once per day. Both have flames running along the blade when drawn. Any sword type may be found with this enchantment.

Lesser: Work Mundane Metal I (7), Work Mundane Leather (3), Weapon II (8 $\times 1/2$ for starting from +5 material), Additional Crit II (14), Fire Bolt I (6), Embed VI (13), Daily VII (18). TUs: $10 + [(6+13+18) \times 1] + (14 \times 2) + (4 \times 3) = 87$ TUs. 8700 sp without including cost of blade. Level 18 item.

Greater: Work Mundane Metal I (7), Work Mundane Leather (3), Weapon III (13 $\times 2/3$ for starting from +5 material), Additional Crit III (19), Fire Ball (8), Embed X (19), Daily X (25). TUs: $10 + [(8+19+25) \times 1] + (19 \times 2) + (26/3 \times 3) = 126$ TUs. 12,600 sp without including cost of blade. Level 25 item.

Blade of Frost: This blade is of Low Steel, with a grip made of furry snow hare hide. It comes in two versions: the Lesser and the Greater Blade of Frost. The Lesser Blade is a +10 weapon that does an extra Cold crit of one less severity than the normal critical and casts *Ice Bolt I* once a day. The Greater Blade is a +15 weapon doing an extra Cold crit equal in severity to the normal critical and casting *Cold Ball II* once per day. Both have frost spreading across the blade when drawn. Any sword type may be found with this enchantment.

Lesser: Work Mundane Metal I (7), Work Mundane Leather (3), Weapon II (8 x 1/2 for starting from +5 material), Additional Crit II (14), Ice Bolt I (6), Embed VI (13), Daily VII (18). TUs: $10 + ([6+13+18] \times 1) + (14 \times 2) + (4 \times 3) = 87$ TUs. 8700 sp without including cost of blade. Level 18 item.

Greater: Work Mundane Metal I (7), Work Mundane Leather (3), Weapon III (13 x 2/3 for starting from +5 material), Additional Crit III (19), Cold Ball II (7), Embed VII (15), Daily VII (18). TUs: $10 + ([7+15+18] \times 1) + (19 \times 2) + (26/3 \times 3) = 114$ TUs. 11,400 sp without including cost of blade. Level 19 item.

Blade of Warning: These high steel (+10) blades have an extra +5 OB against any creature of darkness and an extra +10 OB against orcs and trolls (these bonuses are cumulative). The blade will glow when "evil" is within 100'. This enchantment is normally found on an arming sword, a broadsword, a dagger, a falchion, a longsword, or a short sword.

Work Mundane Metal II (9), Work Mundane Leather (3), Consecration (2), Detection (21 x 2 broad category), Weapon II (8), Blessed Weapon I (5), Weapon II (8 x 1/2 Variety). TUs: $14 + (42 \times 1) + (8 \times 2) + (5 \times 3) + (4 \times 4) = 103$ TUs. 10,300 sp + sword cost. Level 21 item.

Bonebane: This iron-headed, oak-hafted mace is a +10 weapon, but the power for which it is named is the delivery of a *Break Limb* (Flesh Destruction list) spell with every critical inflicted.

The oak haft adds 30% to the base price, so the mace is valued at 8 sp.

Work Lesser Metals (5), Work Mundane Wood (4), Constant X (40 x 2 for triggered effect), Embed V (14), Hybrid Embedding (2), Break Limb (5), Weapon II (8). TUs: $9 + ([80+14+2+5] \times 1) + (8 \times 2) = 126$ TUs. $12,600 + (2 \times 8) = 12,616$ sp. Level 50 item.

Claw Hand Gloves: Commonly found in Small or Medium sizes, these gloves (15 sp base value) have long been favored by scouts, bandits, assassins, and spies who wish to make their kills look like animal attacks. They may be used as Unarmed: Strikes weapons, granting +10 OB and an additional Slash critical one severity less than the primary critical, or they may be used to make an Unarmed: Claw attack (at the wearer's Size).

Work Organic (6), Work Lesser Metals (5), Additional Crit II (14), Weapon II (8), Talent Embedding I (6). TUs: $11 + (14 \times 1) + (8 \times 2) + (6 \times 3) = 59$ TUs. $5900 + (2 \times 15) = 5930$ sp. Level 14 item.

Crowga's Quarterstaff: This oak (+5) quarterstaff will cast a spell on any target it strikes when wielded by a Sorcerer. If the crit is on a limb, a *Break Limb* (Flesh Destruction) spell is cast, otherwise a *Touch of Disruption* (Flesh Destruction) is cast.

Work Mundane Wood (4), Consecration (2), Constant X (40 x 2 for trigger), Hybrid Embedding (2), Embed V (14), Break Limb (5), Chosen Kind (3), Constant III (18 x 2 for trigger), Hybrid Embedding (2), Embed III (8), Touch of Disruption (3), Chosen Kind (3). TUs: $6 + ([80+2+14+5+3] \times 1) + ([36+2+8+3+3] \times 2) = 226$ TUs. 22,600 sp. Level 40 item. Note that since it is only of value to a Sorcerer who fights with a staff, finding a buyer may be quite difficult.

Crystal Knife: This unique dagger has a blade made of a slender rock crystal that glistens with rainbow colors, but has the strength of steel (+10 Strength for breakage checks). The gripping end is wrapped in elephant leather as a simple handle. It is a +10 weapon and a +3 Spell Adder for non-Evil Channeling. It provides a +20 bonus to DB against Directed Spells. It is said to be a gift from a god of earth and stone, made from one of his own teeth. Because of its unique nature and attractive blade, this item is estimated at 200 sp unenchanted.

Work Stone (10), Work Mundane Leather (3), Consecration (2), Spell Adder III (14), Sacred Protections IV (14), Sacred Weapon II (7). TUs: $15 + (14 \times 1) + (14 \times 2) + (7 \times 3) = 78$ TUs. $7800 + (2 \times 200) = 8,200$ sp. Level 14 item.

Dagger of Assassination: This iron dagger has a pommel in the shape of a skull and the grip is wrapped in black linen. The metal itself has been stained black, almost eliminating the gleam of the metal. When this +10 weapon is drawn, its wielder gains a +10 bonus to Stalking, a +10 bonus to Ambush: Melee Weapons, and most notably, an extra 10 ranks of Ambush: Melee Weapons.

Work Lesser Metals (5), Work Mundane Cloth (2), General V (60), General II (10), General II (10), Weapon II (8). TUs: $7 + (60 \times 1) + (10 \times 2) + (10 \times 3) + (8 \times 4) = 149$ TUs. $14,900 \text{ sp} + 6 \text{ sp} = 14,906 \text{ sp}$. Level 60 item.

Demonslayer: This high steel arming sword is enchanted to +20, with an additional +15 against all beings of darkness. It is a Holy Weapon, and against Extra Planar Creatures it is Slaying II and does an additional Cold critical of equal severity to the normal critical.

Work Mundane Metal II (9) Work Mundane Leather (3), Consecration (2), Slaying II (20 x 5 Category), Holy Weapon (25), Additional Crit III (19), Blessed Weapon III (16), Weapon IV (25 x 1/2 for +10 base). TUs: $14 + (100 \times 1) + (25 \times 2) + (19 \times 3) + (16 \times 4) + (25/2 \times 5) = 348$ TUs. $34,800 \text{ sp} + (2 \times 28) = 34,856 \text{ sp}$. Level 25 item.

Dragonslayer: This low steel (+5) long spear gains an additional +20 OB (+25 total) and is Slaying II against Great Drakes.

Work Mundane Metal I (7), Work Mundane Wood (4), Slaying II (20 x 3 Type), Weapon IV (25). TUs: $11 + (60 \times 1) + (25 \times 2) = 121$ TUs. $12,100 + (2 \times 2) = 12,104 \text{ sp}$. Level 25 item.

Fang of the Long Sleep: This long bow arrow is tipped with eog (+30 OB) and has a vaal shaft. It is enchanted to strike as if it were one Size greater.

Work Organic True (20), Work Metal VI (50), Increased Size (30). TUs: $70 + (30 \times 1) = 100$ TUs. $10,000 + (2 \times 14) = 10,028 \text{ sp}$. Level 50 item.

Flail of Fire and Ice: This mighty +10 heavy flail has two heads. Both are of iron and on iron chains, one of which is darkened as if smudged with smoke, while the other shows a smattering of rust. In combat, the first head bursts into blue fire, while the second grows a covering of ice. Anyone struck takes both an extra Heat and an extra Cold critical of equal severity to the normal critical. On the hickory haft of the weapon is the inscription, "In diversity, strength."

Work Mundane Wood (4), Work Lesser Metals (5), Additional Crit III (19), Additional Crit III (19), Weapon II (8). TUs: $9 + (19 \times 1) + (19 \times 2) + (8 \times 3) = 90$ TUs. $9000 \text{ sp} + (19 \text{ sp} \times 2) = 9038 \text{ sp}$. Level 19 item.

Great Axe of the Dwarves: This is a long axe of Dwarven white alloy steel (+15) with an ironwood haft. It is enchanted to +20, and it gains an additional +5 when wielded by a Dwarf and an additional +10 when used against an Orc. It increases the wielder's Constitution bonus by 3.

A long axe has a base price of 17 sp and a weight of 6 pounds, 4 of which is metal and 2 wood. Dwarven white alloy adds 80% to the base price for require facilities and 50% more for workability penalty, while ironwood adds an additional 30% workability mark-up. Materials are 1.99 sp/lb. more expensive than iron and 0.002 sp/lb. more expensive than ash. $(17 \times 2.6) + (4 \times 1.99) + (2 \times 0.002) = 52 \text{ sp}$.

Work Mundane Metal III (12), Work Mundane Wood (4), Stat Bonus III (25), Weapon IV (25 x 1/4 for +15 base), Weapon II (8 x 1/2 Variety), Racial Weapon (3). TUs: $16 + (25 \times 1) + (6.25 \times 2) + (4 \times 3) + (3 \times 4) = 78$ TUs. $7800 + (2 \times 52) = 7,904 \text{ sp}$. Level 25 item.

Great Elven Blade: This is a +20 high steel longsword with a grip of silk. It is a Lesser Holy Weapon that provides a +10 RR bonus against Evil spells, as well as constant *Resist Heat* and *Resist Cold* (Elemental Shields). The wielder may *Detect Undead* (Holy War) at will.

Work Mundane Metal II (9), Work Mundane Cloth (2), Consecration (2), Constant III (18 x 2 at will), Embed I (3), Detect Undead (1), Constant III (17), Embed III (7), Resist Cold (3), Constant III (17), Embed II (5), Resist Heat (2), Lesser Holy Weapon (18), Weapon IV (25 x 1/2 for +10 base), Sacred Protections II (9). TUs: $13 + ([36+3+1] \times 1) + ([17+7+3] \times 2) + ([17+5+2] \times 3) + (18 \times 4) + (25/2 \times 5) + (9 \times 6) = 368$ TUs. $36,800 + (2 \times 36) = 36,872 \text{ sp}$. Level 25 item.

Great Falchion of the Yreck: This starfall (+15) great falchion is Slaying I and +25 against Elves.

A great falchion has a base price of 25 sp and weighs 7 pounds. Starfall adds 75% to the base price and costs 2.2 sp/lb. $(25 \times 1.75) + (2.2 \times 7) = 59 \text{ sp}$.

Work Metal III (19), Work Mundane Leather (3), Slaying I (15), Weapon II (8 x 1/2 Variety). TUs: $22 + (15 \times 1) + (4 \times 2) = 45$ TUs. $4500 + (2 \times 59) = 4,618 \text{ sp}$. Level 19 item.

Great Sword of Vrak Tanuk: This longsword is lighter than expected (3.6 pounds), due to its construction from Elven High Steel. The grip is of mastodon ivory, carved with the images of peculiar birds. It is a +25 weapon with increased Size, attacking on the Arming Sword table as a Large attack. It can be thrown with a range increment of 20'.

A long sword has a base price of 22 sp and weighs 6 pounds. Elven high steel adds 90% to the base price and cost 1.5 sp/lb., but reduces the weight to 3.6 pounds, so the difference in material cost includes a change in weight as well as price per pound. $(22 \times 1.9) + (3.6 \times 1.5) - (6 \times 0.01) = 47 \text{ sp}$. The grip brings the value up to 100 sp.

Work Mundane Metal II (9), Work Organic (6), Weapon V (50 x 3/5 for +10 base = 30 TU), Increased Size (30), Range Improvement III (17). TUs: $15 + (30 \times 1) + (30 \times 2) + (17 \times 3) = 156$ TUs. $15,600 + (2 \times 100) = 15,800$ sp. Level 50 item.

Great Mace of Tung: A great mace of adamant steel with a vaal haft, this weapon has a +25 OB, attacks at increased Size, and does an additional Unbalancing critical at one severity less than the normal critical. It also allows the casting of *Light I* (Luminous Elements) once per day.

Work Wood (18), Work Metal V (35), Increased Size (30), Daily V (14), Embed IV (9), Light I (4), Additional Crit II (14). TUs: $53 + (30 \times 1) + [(14+9+4) \times 2] + (14 \times 3) = 179$ TUs. $17,900 + (2 \times 3,467) = 24,834$ sp. Level 35 item.

Hammer of Frost: This +15 war hammer also acts as a magical staff of *Cold Ball II* (Ice Law).

Work Lesser Metals (5), Work Mundane Wood (4), Metallic Wand (6), Size Reduction Inorganic (16), Make Staff (14), Cold Ball II (7), Embed VII (15), Weapon III (13). TUs: $45 + ([7+15] \times 1) + (13 \times 2) = 93$ TUs. $9300 \text{ sp} + (15 \text{ sp} \times 2) = 9330$ sp. Level 16 item.

Hammer of the Hills: This war hammer has a hickory haft and a head of High Steel. It is a +10 weapon against most foes, but a +25 weapon against Goblinoids.

Work Mundane Metal II (9), Work Mundane Wood (4), Weapon III (13). TUs: $13 + (13 \times 1) = 26$ TUs. $2600 + (2 \times 27) = 2,654$ sp. Level 13 item.

Holy Morning Star: This spiked light flail is a +10 Holy Weapon with a constant *Smite Undead II* (Holy War) effect.

Work Lesser Metals (5), Work Mundane Wood (4), Consecration (2), Constant X (40), Embed VII (17), Smite Undead II (7), Holy Weapon (25), Weapon II (8). TUs: $11 + ([40+17+7] \times 1) + (25 \times 2) + (8 \times 3) = 149$ TUs. $14,900 + (2 \times 7) = 14,914$ sp. Level 40 item.

Irgaak Stone: This is a blue quartz crystal (sapphire quartz) of around 80 carets and valued at 7.5 sp, convenient for inconspicuous carrying, but it has a second form, becoming a +10 low steel claymore that is Slaying III against Giants.

Sword: Work Mundane Metal I (7), Work M. Leather (3), Slaying III (40 x 3 for Type), Weapon II (8 x 1/2 for +5 base), Multiform II (3). Stone: Work Mundane Gemstone (8). TUs: $10 + (120 \times 1) + (4 \times 2) + (3 \times 3) + 8 = 155$ TUs. $15,500 + (2 \times 8) + (2 \times 27) = 15,570$ sp. Level 40 item.

Korin's Hammer: This is a common iron and ash war hammer that does an additional Unbalancing critical of one level severity less than the regular critical. It is a +15 weapon, and it will raise the total Strength bonus of the wielder to +10, if it is otherwise lower.

Work Lesser Metals (5), Work Mundane Wood (4), Additional Crit II (14), Weapon III (13), Fixed Bonus III (13). TUs: $9 + (14 \times 1) + (13 \times 2) + (13 \times 3) = 88$ TUs. $8800 + (2 \times 15) = 8830$ sp. Level 14 item.

Lathe of the Moak: This item is most commonly found as a laen dagger with a hilt of adamant steel, enchanted to +30, with its thrown range increment increased by 15', and possessing the ability to return to its thrower via teleportation. It possesses Genius Intelligence and speaks, knowing Elvish and human tongues. It will prefer an Elvish wielder, but will tolerate another who is friendly towards Elves. Its purpose is to protect Elvenkind. It provides its wielder with a constant *Strength III* (Body Reins) effect, tripling hits of damage done and adding another +15 OB. It provides *Detect Curse* (Lore), *Detect Evil* (Lore), *Detect Channeling* (Detection Mastery), *Detect Mentalism* (Detection), and *Detect Essence* (Detecting Ways) at will. It can transform into a laen and adamant steel arming sword, long sword, or short sword, keeping its powers in each form (having a 20' range increment when thrown in its non-dagger forms).

Laen and adamant steel add 165% to the base price of each item. For price calculation, the items are treated as pure laen at 1200 sp/lb. The dagger is $(3 \times 2.65) + (1200 \times 1) = 1208$ sp. The arming sword is $(18 \times 2.65) + (1200 \times 2.5) = 3048$ sp. The longsword is $(22 \times 2.65) + (1200 \times 6) = 7258$ sp. The short sword is $(7 \times 2.65) + (1200 \times 3) = 3619$ sp.

Each form: Work Inorganic True (20), Work Metal V (35), Constant XX (90), Embed XX (35), Strength III (12), Constant III (18 x 2 at will), Embed III (8), Detect Curse (3), Constant III (18 x 2 at will), Embed II (6), Detect Evil (2), Constant III (18 x 2), Embed I (3), Detect Channeling (1), Constant III (18 x 2), Embed I (3), Detect Mentalism (1), Constant III (17 x 2), Embed I (3), Detect Essence (1), Artificial Intelligence VI (35), Range Improvement III (17), Weapon VI (75 x 1/6 for +25 base), Returning Weapon True (9), Improved Communication (4 x 2 speech). TUs: $55 + ([90+35+12] \times 1) + ([36+8+3] \times 2) + ([36+6+2] \times 3) + ([36+3+1] \times 4) + ([36+3+1] \times 5) + ([34+3+1] \times 6) + (35 \times 7) + (17 \times 8) + (75/6 \times 9) + (9 \times 10) + (8 \times 11) = 1678$ TUs. 167,800 sp x 4 items = 671,200 sp.

Set: Multiform IV (12 x 12). TUs: 144. $14,400 + 671,200 = 685,600 + (2 \times 1208) + (2 \times 3048) + (2 \times 7258) + (2 \times 3619) = 715,866$ sp. Level 90 item.

Lesser Dagger of Assassination: This unassuming iron dagger has a dark blade and a black leather grip. It provides a +10 OB bonus and a +5 Stalking bonus when held and adds four to ranks of Ambush when modifying a crit through successful Ambush.

Work Lesser Metals (5), Work Mundane Leather (3), General II (10), Weapon II (8), General I (6). TUs: $8 + (10 \times 1) + (8 \times 2) + (6 \times 3) = 52$ TUs. 5,200 sp + (3 sp x 2) for dagger = 5206 sp. Level 10 item.

Lightning Lance: This long spear is of humble appearance, with an iron head and oaken shaft of plain design. There is, however, a six-inch section of the shaft behind the head which is wrapped with copper wire (total cost 2 sp). This is a +15 weapon, and it does an additional Electrical critical one severity less than the regular critical. Twice per day, the wielder may cast *Lightning Bolt I*.

Work Lesser Metals (5), Work Mundane Wood (4), Lightning Bolt I (10), Embed X (19), Daily XX (40), Additional Crit II (14), Weapon III (13). TUs: $9 + ([10+19+40] \times 1) + (14 \times 2) + (13 \times 3) = 145$ TUs. $14,500 + (2 \times 2) = 14,504$ sp. Level 40 item.

Mace of Crushing: This plain oak-hafted iron mace has a +25 OB bonus and does an extra Impact critical of equal severity to the normal critical. Even better, although it is a weapon for a Medium Size user, it strikes as a Big weapon.

Oak adds 30% to base price.

Work Lesser Metals (5), Work Mundane Wood (4), Weapon V (50), Additional Critical III (19), Increase Size (30). TUs: $9 + (50 \times 1) + (30 \times 2) + (19 \times 3) = 176$ TUs. $17,600 \text{ sp} + (8 \text{ sp} \times 2)$ for the mace itself = 17,616 sp. Level 50 item.

Muldek's Rapier: This rapier is made of Starfall (+15 OB) and can cast *Blur* (Shield Mastery list) once per day.

Starfall adds 75% to the base price of 22 sp. A rapier weighs 2 pounds, and starfall costs 2.2 sp/pound (2.19 more than iron). $(22 \times 1.75) + (2 \times 2.19) = 43$ sp.

Work Metal III (19), Blur (3), Embed III (7), Daily III (10). TUs: $19 + [(3+7+10) \times 1] = 39$ TUs. $3900 + (2 \times 43) = 3,986$ sp. Level 19 item.

Ny'Calubraithe, the Long Sword of the Elven Smiths: This +20 white alloy longsword with a grip of red fell beast leather has many powers. It does an extra Impact critical of the same severity as the normal critical inflicted. It is a Slaying I weapon against Elf-Demons, a Slaying II weapon against Orcs, a Slaying III weapon against Trolls, and a Slaying IV weapon against the Undead. It may be thrown with a 10' range increment. Once per day the bearer may cast *Spell Bending II* (Spell Reins), but only against electrical attacks (e.g., a Shock Bolt). Twice per day the bearer can cast *Stun Relief III* (Self Healing).

Work Mundane Metal III (12), Work Mundane Leather (3), Slaying IV (60 x 5), Slaying III (40 x 3), Stun Relief III (10), Embed X (20), Daily XX (50), Spell Bending II (8), Embed X (19), Daily X (25), Slaying I (15 x 3), Slaying II (20), Additional Crit III (19), Weapon IV (25 x 1/4 for +15 base), Range Improvement I (6). TUs: $15 + (300 \times 1) + (120 \times 2) + [(10+20+50) \times 3] + [(8+19+25) \times 4] + (45 \times 5) + (20 \times 6) + (19 \times 7) + (25/4 \times 8) + (6 \times 9) = 1585$ TUs. $158,500 + (2 \times 46) = 158,592$ sp. The limitation on the *Spell Bending* is quite narrow, on a power that accounts directly for over 200 TUs of enchantment, dropping the market value down to 125,000 sp. Level 60 item.

Off-Hand Dagger: This low steel (+5) dagger provides a +20 bonus to Multiple Attacks, but only when used in conjunction with another weapon. It also provides the Ambidextrous talent.

Work Mundane Metal I (7), Work Mundane Leather (3), General IV (30), Talent Embedding II (10). TUs: $10 + (30 \times 1) + (10 \times 2) = 60$ TUs. $6000 + (2 \times 4) = 6,008$ sp. Level 30 item.

Parrying Falchion: This low steel (+5) falchion allows its wielder to cast *Anticipate Attack* (Anticipations) five times each day.

Work Mundane Metal I (7), Daily V (16), Embed I (3), Anticipate Attack (1). TUs: $7 + [(16+3+1) \times 1] = 27$ TUs. $2700 + (2 \times 13) = 2,726$ sp. Level 16 item.

Prism Sword: This iron arming sword has a small prism as its pommel. It has no bonus to OB, but the wielder may cast *Shock Bolt I* (Light Law) at will. Unfortunately, it must draw the energy to do so from surrounding light, so the effect only works in at least torchlight, and each use causes a 5' radius magical darkness around the user for 10 rounds.

Work Lesser Metals (5), Work Mundane Stone (3), Work Mundane Leather (3), Constant III (17 x 2 at will), Embed II (5), Shock Bolt I (2). TUs: $11 + ([34+5+2] \times 1) = 52$ TUs. $5200 + (2 \times 18) = 5,236$ sp. Level 17 item.

Ranger's Blade: This high steel broadsword has been enchanted to +30 and does an additional Electric critical equal to the normal critical. It is a +8 Spell Adder for Rangers and provides a magical *Shield* (Shield Mastery) at will.

Work Mundane Metal II (9), Work Mundane Leather (3), Weapon VI (75 x 2/3 for +10 base), Constant III (17 x 2 at will), Embed II (5), Shield (2), Spell Adder X (50 x 1/2 single profession), Additional Crit III (19). TUs: $12 + (50 \times 1) + ([34+5+2] \times 2) + (25 \times 3) + (19 \times 4) = 295$ TUs. $29,500 + (2 \times 17) = 29,534$ sp. Level 90 item.

Red Glowing Axe: This +10 hand axe of iron and ash has its range increment increased by 5' when thrown. Additionally, it will glow red along the blade if within 10' of magic (active or waiting spell or an enchanted item) outside of the bearer's aura.

Work Lesser Metals (5), Work Mundane Wood (4), Weapon II (8), Detection (3[increased radius] x 2[broad category]), Range Improvement I (6). TUs: $9 + (8 \times 1) + (6 \times 2) + (6 \times 3) = 47$ TUs. $4700 \text{ sp} + 10 \text{ sp} = 4710$ sp. Level 8 item.

Red Spear of Diif-Marash: This spear has a high steel (+10) head and a shaft of ironwood painted red. It is a Slaying II weapon against Orcs and has a 20' range increment enhancement when thrown. Any bleeding results it inflicts are increased by 1 hit per round.

Work Mundane Metal II (9), Work Mundane Wood (4), Slaying II (20), Range Improvement III (17), Vampiric Weapon (16). TUs: $13 + (20 \times 1) + (17 \times 2) + (16 \times 3) = 115$ TUs. 11,500 sp, but we ignore the spear cost, since the unusually large range increase is a unique feature justifying a price of 12,000 sp. Level 20 item.

Scimitar of Throwing: This ordinary-looking scimitar of iron with a snakeskin grip has a +15 OB and may be thrown with a range increment of 20'.

Work Lesser Metals (5), Work Mundane Leather (3), Range Improvement III (17), Weapon III (13). TUs: $8 + (17 \times 1) + (13 \times 2) = 51$ TUs. $5100 + (2 \times 10) = 5,120$ sp. Level 17 item.

Shieldsplitter: This ordinary looking hand axe with an iron head is actually a +15 weapon with the Shield Breaker ability and great utility as a throwing weapon, having its range increment increased to (base + 10') and the ability to teleport back to the thrower after its attack.

Work Mundane Wood (4), Work Lesser Metals (5), Weapon III (13), Shield Breaker (12), Range Improvement II (11), Returning Weapon True (9). TUs: $9 + (13 \times 1) + (12 \times 2) + (11 \times 3) + (9 \times 4) = 115$ TUs. 11,500 sp + 10 sp for axe = 11,510 sp. Level 13 item.

Skorbaas, the Heart Seeker: This iron dagger has been enchanted to +15. It provides an extra 10 ranks of Ambush when used as a melee weapon and has the unique ability to make called shots against the torso (of Small, Medium or Big targets) at no penalty (Serendipitous spell failure result). It is a Slaying II weapon against Animals, Monsters, Races, and Vampires, but only against those which have hearts (limitation by spell failure).

Work Lesser Metals (5), Work Mundane Leather (3), Slaying II (20 x 5), Slaying II (20 x 5), Slaying II (20 x 5), Slaying II (20 x 3), General V (60), Weapon III (13). TUs: $8 + (100 \times 1) + (100 \times 2) + (100 \times 3) + (60 \times 4) + (60 \times 5) + (13 \times 6) = 1226$ TUs. 122,600 + (2 x 3) = 122,606 sp. Level 60 item.

Spear of Battle Spells: This is a +20 spear (black alloy and vaal) which is a +5 Spell Adder for spells that increase OB (including those doing so indirectly through something like boosting Strength) or melee damage. There is said to be one for each Semi Spellcaster profession, for which the correct spear acts as a x2 PP Multiplier.

Work Mundane Metal IV (15), Work Wood (18), Consecration (2), Sacred Adder V (19), Power Multiplier IV (25 x 1/2 single profession). TUs: $35 + (19 \times 1) + (25/2 \times 2) = 79$ TUs. 7900 + (2 x 16) = 7,932 sp. Level 25 item.

Spiritslayer: This low steel broadsword has been enchanted to +20, with an additional +10 OB against Extra Planar Creatures and Incorporeal Undead. It is Slaying II against Extra Planar Creatures and Slaying III against Incorporeal Undead. It has Medium Intelligence and is hostile to undead and demons, which it will note from their auras at up to 40'.

Work Mundane Metal I (7), Work Mundane Leather (3), Slaying III (40 x 3 Type), Slaying II (20 x 5 Category), Weapon IV (25 x 3/4 for +5 base), Weapon II (8 x 2 Category), Weapon II (8), Artificial Intelligence III (9). TUs: $10 + (120 \times 1) + (100 \times 2) + (75/4 \times 3) + (16 \times 4) + (8 \times 5) + (9 \times 6) = 545$ TUs. 54,500 + (2 x 13) = 54,526 sp. Level 40 item.

Staff of Cold: This ash quarterstaff provides a +5 OB and does an additional cold critical of one severity less than the normal critical. It also acts as a +3 Spell Adder usable only for cold spells.

Consecration (2), Work Mundane Wood (4), Additional Crit II (14), Sacred Adder III (11), Weapon I (4). TUs: $6 + (14 \times 1) + (11 \times 2) + (4 \times 3) = 54$ TUs. 5,400 sp. Level 14 item.

Staff of Flames: This ash quarterstaff provides a +5 OB and does an additional heat critical of one severity less than the normal critical. It also acts as a +3 Spell Adder usable only for fire spells.

Consecration (2), Work Mundane Wood (4), Additional Crit II (14), Sacred Adder III (11), Weapon I (4). TUs: $6 + (14 \times 1) + (11 \times 2) + (4 \times 3) = 54$ TUs. 5,400 sp. Level 14 item.

Staff of Ice: This is a staff of ice, with a grip of wolf's fur. A constant *Freezing Cold* focused on the item itself keeps it frozen. It has been made "indestructible" to allow the brittle material to endure. Pointed at

one end, the ice may be used to strike as a spear or as a quarterstaff, doing an additional Cold critical of equal severity to the normal critical. The bearer of this staff gains Tier I of the Slow Bleeder talent. The staff is a +5 Spell Adder for Ice Law spells only. It provides the bearer a constant *Heatarmor* (Elemental Shields) effect, and it can be used to *Freeze Liquid* (Liquid Manipulation) at will.

Work Inorganic (13), Work Organic (6), Unbreakable Work (90), Constant X (35), Embed X (19), Heatarmor (9), Constant III (18 x 2 at will), Embed II (6), Freeze Liquid (2), Talent Embedding VI (35), Constant III (17), Embed I (3), Freezing Cold (1), Additional Crit III (19), Spell Adder V (30 x 1/10 single list). TUs: $19 + (90 \times 1) + ([35+19+9] \times 2) + ([36+6+2] \times 3) + (35 \times 4) + ([17+3+1] \times 5) + (19 \times 6) + (3 \times 7) = 747$ TUs. 74,700 sp. Level 90 item.

Staff of Light: This quarterstaff is +10 to OB and does an additional Impact critical equal in severity to the normal critical. Furthermore, it is a magical staff allowing the casting of either *Lightning Bolt I* or *Shock Bolt III*.

Work Mundane Wood (4), Make Staff (14), Lightning Bolt I (10), Shock Bolt III (8), Logic Fork (1), Embed X (19), List Embedding (2), Additional Crit III (19), Weapon II (8). TUs: $18 + ([10+8+1+19+2] \times 1) + (19 \times 2) + (8 \times 3) = 120$ TUs. 12,000 sp. Level 19 item.

Swiftslayer: This zataak longsword has been enchanted to +40 and provides its bearer with a constant *Blur* (Shield Mastery). It attacks in 2 AP with no penalty, and casts *Haste III* (Rapid Ways) once per day.

A longsword has a base price of 22 sp and a weight of 6 pounds. Zataak adds 150% to the base price and costs 900 sp per pound. $(22 \times 2.5) + (6 \times 900) = 5,455$ sp.

Work Metal I (11), Work Mundane Leather (3), Daily XX (40), Embed XX (30), Haste III (20), Reduced Time II (40), Constant III (17), Embed III (7), Blur (3), Weapon IV (25). TUs: $14 + (90 \times 1) + (40 \times 2) + (27 \times 3) + (25 \times 4) = 365$ TUs. $36,500 + (2 \times 5455) = 47,410$ sp. Level 40 item.

Sword of Giant-Slaying: This high steel (+10) claymore has an additional +10 bonus (+20 total) and is Slaying I against Giants.

Work Mundane Metal II (9), Work Mundane Leather (3), Weapon II (8), Slaying I (15 x 3 for a Type). TUs: $12 + (45 \times 1) + (8 \times 2) = 73$ TUs. $7300 + (2 \times 35) = 7,370$ sp. Level 15 item.

Sword of Kalis Pathon: This appears to be a fairly normal white alloy arming sword until looked at edge-on. Then it can be seen to be ridiculously thin, practically invisible when looked at directly from the edge side. This is an "indestructible" weapon; if it were not magically so strengthened, the metal would never withstand the rigors of combat. It has been enchanted to +30 and it strikes as if it were a Size larger. It will always do Slash as its primary critical, regardless of what the attack chart says, due to its construction. It is a Doorcleaver, a Shield Breaker, an Armor Breaker, and a Weapon Breaker. The creation of the uniquely thin blade required exceptional workmanship and extra time, resulting in a base price of 120 sp.

Work Mundane Metal III (12), Work Mundane Leather (3), Unbreakable Work (90), Weapon VI (75 x 1/2 for +15 base), Weapon Breaker (35), Increased Size (30), Armor Breaker (18), Shield Breaker (12),

Doorcleaver (10). TUs: $15 + (90 \times 1) + (75/2 \times 2) + (35 \times 3) + (30 \times 4) + (18 \times 5) + (12 \times 6) + (10 \times 7) = 637$ TUs. $63,700 + (2 \times 120) = 63,940$ sp. Level 90 item.

Sword of Returning: A variety of sword types have been found in various Sizes with this enchantment. The weapon has a +10 bonus, a thrown range increment of 15', and will teleport back to the thrower's hand after a throwing attack.

Work Lesser Metals (5), Work Mundane Leather (3), Range Improvement II (11), Returning Weapon True (9), Weapon II (8). TUs: $8 + (11 \times 1) + (9 \times 2) + (8 \times 3) = 61$ TUs. 6,100 sp + weapon cost. Level 11 item.

Sword of the Dark Elf: There are two of these swords, twins made from the same meteorite, working both at the same time (one in the morning, one in the evening). Each is a great falchion of starfall with a grip of jackalope fur, crafted with unusual artistry and with a pommel stone of jet. Such a weapon would easily fetch 150 sp without further enhancement, but it is enchanted up to +20 and is both a Shield Breaker and an Armor Breaker. As for itself, if it fails a breakage check, it may reroll the result (once per day).

Work Metal III (19), Work Organic (6), Work Mundane Gemstone (8), Armor Breaker (18), Resilience (15), Shield Breaker (12), Weapon IV (25 x 1/4 for +15 base). TUs: $33 + (18 \times 1) + (15 \times 2) + (12 \times 3) + (25/4 \times 4) = 142$ TUs. $14,200 + (2 \times 150) = 14,500$ sp. Level 25 item.

Sword of the Golden Orb: This broadsword is made of Inferior Bronze, with a textured metal grip, decorated in solar imagery. When in direct sunlight, the power of this blade manifests, giving it a +15 bonus as it burns redly in the reflected sunlight. It will then also do an additional Heat critical equal in severity to the normal crit done.

The cost of the base item was already calculated for Abrol and comes to 36 sp.

Work Lesser Metals (5), Weapon III (13), Additional Crit III (19). TUs: $5 + (19 \times 1) + (13 \times 2) = 50$ TUs. $5000 + (2 \times 36) = 5,072$ sp, if not for the restricted nature of its powers. Estimated market value is 3000 sp, with nocturnal and underground types uninterested in buying at all.

Tarpan Dag: A dark long scimitar forged of Low Steel, with a black leather grip, Tarpan Dag is a Slaying III weapon against Elves. It is enchanted to +10. If the wielder of this weapon is an Orc, he gains a +5 increase to his Strength bonus. Close inspection of the blade will reveal that it is inscribed, though it may be harder to interpret the letters of archaic Orcish insults regarding Elves.

Work Mundane Leather (3), Work Mundane Metal I (7), Stat Bonus V (50), Slaying III (40), Weapon II (8 x 1/2 for +5 base). TUs: $10 + (50 \times 1) + (40 \times 2) + (8 \times 1/2 \times 3) = 152$ TUs. $30,400 + (2 \times 24) = 30,448$ sp. Level 50 item.

Tentacle Staff: This is a Big staff topped by a 10' squid tentacle. It can be used to attack as a Big Grappling attack, and if the user has less skill, it will do so with a +100 skill bonus.

Work Organic (7), Physical Skill V (90), Talent Embedding I (6). TUs: $7 + (90 \times 1) + (6 \times 2) = 109$ TUs. 10,900 sp. Level 90 item.

Thumper: Created for an Adept's Troll bodyguard, this large club of hickory is a weapon for a Big wielder (doing Large attacks). It has a +20 OB bonus and the wielder has a +2 bonus to Initiative when using it. It also is quite destructive to inanimate objects, possessing both the Doorcleaver and Shield Breaker abilities.

Work Mundane Wood (4), Weapon IV (25 x 1/2 for starting with +10 materials), Initiative Bonus (4 x 2 for +2 bonus), Doorcleaver (10), Shield Breaker (12). TUs: $4 + (12.5 \times 1) + (12 \times 2) + (10 \times 3) + (8 \times 4) = 103$ TUs. $10,300 + (2 \times 2) = 10,304$ sp. Level 25 item.

Truncheon of Command: This club of hickory is a +10 weapon which strikes as if it were one Size larger. The bearer of this weapon gains a +10 bonus to his Leadership skill. Furthermore, he may cast *Quest* once per fortnight and *True Quest* (both spells from the Spirit Mastery list) once per month.

Work Mundane Wood (4), Increased Size (30), Quest (11), Embed XX (30), Daily XX (40), True Quest (20), Embed XX (30), Daily XX (40), General II (10). TUs: $4 + (30 \times 1) + ([11+30+40] \times 1/3 \times 2) + ([20+30+40] \times 1/4 \times 3) + (10 \times 4) = 196$ TUs. 19,600 sp. (A version with the spells castable daily would take 506 TUs for a cost of 50,600 sp). Level 40 item.

Whip of Beast Mastery: This whip is a +5 weapon, grants a +5 bonus to Animal Handling, and is a +2 Spell Adder for spells that charm, control, influence, or communicate with animals. It has a mahogany handle carved with dozens of detailed animal forms (35 sp value).

Work Organic (6), Consecration (2), General I (6 x 2 all specializations), Sacred Adder II (7), Weapon I (4). TUs: $8 + (12 \times 1) + (7 \times 2) + (4 \times 3) = 46$ TUs. $4600 + (2 \times 35) = 4670$ sp. Level 12 item.

5.6. Missile Weapons

These are enchanted weapons, always a popular category of magic item.

Caprayi, the Eternal Wind: This white longbow is constructed of polished springwood with fittings of gold and adamantite (the bow would be worth 1000 sp even unenchanted). Utterly beautiful to behold, it is equally deadly. It is a +25 weapon and arrows fired from it strike with a +1 Size increase and do an additional Impact critical of equal severity. Against Large or larger creatures, it is also a Slaying II weapon. This was originally the weapon of the God of the East Wind, but he gave it to a mortal champion and it passed out of mythology and into history.

The Slaying power of this weapon is broader than allowed by mortal enchantments, but it has a limitation to creatures of great size, which are rarer, but more powerful. A multiplier of x10 is therefore used.

Work Organic True (20), Work Metal I (11), Slaying II (20 x 10 = 200), Increase Size (30), Additional Crit III (19), Weapon V (50 x 1/5 for +20 base = 10). TUs: $31 + (200 \times 1) + (30 \times 2) + (19 \times 3) + (10 \times 4) = 328$ TUs. $38,800 \text{ sp} + (2 \times 1000 \text{ sp}) = 40,800$ sp. Level 50 item.

Crossbow Wand: Misnamed by explorers who first encountered them, the name stuck as these magical blowpipes were exported. Enchanted to +20, they have an increased range (+25' range increment), and their darts strike as if a Size larger. They have been produced for both Small and Medium users.

Work Mundane Wood (4), Increased Size (30), Weapon IV (25), Range Improvement II (11). TUs: $4 + (30 \times 1) + (25 \times 2) + (11 \times 3) = 117$ TUs. 11,700 sp. Level 30 item.

Darts of Staying: These darts have a single-use enchantment. Upon first delivering a critical, one of these darts will also deliver a *Hold True* (Spirit Mastery) spell to the target.

Work Lesser Metals (5), Work Organic (6), Embed XX (30), Hold True (14). Batch creation by 30th level Adept results in $(120-44)/11 = 6$ darts. TUs: $11 + ([30+14] \times 1) = 55$ TUs. $3300/6 = 550$ sp per dart.

Dermik Dral's Omba: This curious throwing weapon is shaped like a cross, combined four hand axe blades at a total weight of 3 pounds (Str 80, 20 sp). This has been enchanted to a +20 OB and it strikes on the battle axe table at +1 Size. It possesses a 20' range increment as a thrown weapon, and is unsuitable for melee (treat as an Exotic weapon with poor design canceling out the magic OB bonus to +0 and a fumble number of 15 if someone insists on trying).

Work Lesser Metals (5), Increased Size True (90), Weapon IV (25), Range Improvement III (17). TUs: $5 + (90 \times 1) + (25 \times 2) + (17 \times 3) = 196$ TUs. $19,600 + (2 \times 20) = 19,640$ sp. Level 90 item.

Flare Arrow: These arrows are single use items. When fired, a flare arrow will launch a *Flare* (Light's Way) at the top of its trajectory. If fired upward, an arrow can reach half its maximum range. The added height given to the *Flare* allows it to illuminate a wider area and for a longer time.

Work Lesser Metals (5), Work Organic (6), Embed XX (35), Flare (11). TUs: $11 + ([35+11] \times 1) = 57$ TUs. 3420 sp. Batch: $140 - 46 = 94$. $94/11 = 8$ arrows per batch. $3420/8 = 428$ sp each. Level 35 item.

Grazjanni Sling Stone: Each of these stones is a +10 missile, growing spines once slung that allows it to do an additional Puncture critical of one severity less than the normal critical. Because of these spines, the stones are effective at delivering poisons and are often used with poison applied. The spines will fall off once the stone is removed from its target (or fails to hit) and will grow anew when slung again.

Work Mundane Stone (3), Additional Crit II (14), Weapon II (8). TUs: $3 + (14 \times 1) + (8 \times 2) = 33$ TUs. 3300 sp. Level 14 item.

Javelin of Lightning: This javelin will release a *Lightning Bolt I* (Light Law) upon doing a critical when thrown. This destroys the javelin, giving it the appearance of turning into a lightning bolt as it is shattered by the electrical force traveling through it. The damage from the javelin itself still occurs. While the skill of the attacker is irrelevant to the lightning strike, the target is restricted to DB from armor quality or other sources that are from damage-resistance (e.g., *Lightarmor*), not from avoiding being hit (e.g., *Blur* or *Quickness* bonus), since it has already been determined that the javelin has hit.

Work Lesser Metals (5), Work Mundane Wood (4), Embed X (19), Lightning Bolt I (10). TUs: $9 + ([19+10] \times 1) = 38$ TUs. 2280 sp. Batch size is $(19 \times 4) - 29$ for spell embedding = 47 PP divided by 9 PP/javelin = 5 javelins per batch. $2280/5 + (2 \times 3) = 462$ sp. Level 19 item.

Lariat of Honesty: This spider-silk rope may have its looped end thrown up to 50' in order to deliver a Medium Grapple attack with a +20 bonus. Anyone caught by the rope (any grapple % greater than zero) is affected by an *Honest Answer* spell.

Work Organic (6), Weapon IV (25), Constant III (18 x 2 for triggered), Honest Answer (1), Embed I (3).
TUs: $6 + ([36+1+3] \times 1) + (25 \times 2) = 96$ TUs. $9600 + (2 \times 6) = 9,612$ sp. Level 25 item.

Shoola: A shoola is a bluish glass orb 2" in diameter (0.25 sp value). When broken, it releases a *Cold Ball II* (Ice Law list), centered on the shoola. They may be thrown as rocks, or used in a sling with a -5 penalty.

Work Inorganic (13), Cold Ball II (7), Embed VII (15). TUs: $13 + ([7+15] \times 1) = 35$ TU for 2100 (market multiplier is 3 for single-use item). A 15th level Adept can create a batch of 2, leading to an individual cost of 1050 sp. Level 15 item.

White Bow: The fabled White Bow is a long bow of snow-white springwood enchanted to +30, doing Slaying II attacks on Fell Creatures and Demons. It provides constant *Blur* (Shield Mastery) and *Holy Attack III* (Holy Arms) effects so long as it is on one's person, and the bearer is protected by an additional +20 DB against arrows and makes RRs against magic as if he were at least 30th level. Note that the bow string is not enchanted.

Work Wood (18), Consecration (2), Slaying II (20 x 5 Category), Slaying II (20 x 5 Category), Constant X (40), Embed VII (17), Holy Attack III (7), Mutual Aura II (40), Constant III (17), Embed III (7), Blur (3), Weapon VI (75 x 1/3 for +20 base), Sacred Protection IV (14). TUs: $20 + (100 \times 1) + (100 \times 2) + ([40+17+7] \times 3) + (40 \times 4) + ([17+7+3] \times 5) + (25 \times 6) + (14 \times 7) = 1055$ TUs. $105,500 + (2 \times 12) = 105,524$ sp. Level 75 item.

Woodman's Bow of Good Aiming: This English yew (+10) longbow can be fired as a 1 AP action without penalty. Once per day, it allows the casting of *Aiming* (Essence Hand).

Work Organic (6), Daily X (25), Embed X (19), Aiming (10), Reduced Time II (40). TUs: $6 + ([25+19+10] \times 1) + (40 \times 2) = 140$ TUs. $14,000 + (2 \times 9) = 14,018$ sp. Level 40 item.

5.7. Potions

While the vast majority of potions are brewed in standardized batches embedding a single spell, there are more ambitious or simply alternative schemes followed less frequently.

Flenatir's Potion: This powerful potion allows the imbiber to take on a natural AT of 5 and fly on temporarily grown wings with a base speed twice his walking speed (see Foul Transformations list for more details). The effect lasts for somewhat over 12 hours (another 30 minutes for the armor, another 300 minutes for the wings, the *Greater Extension* in the combination lifting all spells to a casting level of 30). These expensive, but highly useful, potions frequently come in a bottle marked with a red minotaur. Flenatir trades them for various favors, and some few of these are traded on or captured.

Work Mundane Liquid (1), Make Potion True (30), Wings III (14, Foul Transformations), Greater Extension (30, Spell Enhancement), Armoring IV (11, Foul Transformations), Greater Extension (30). TUs: $31 + ([30+30+14+11] \times 1) = 116$ TUs. 6,960 sp. Level 30 item.

Potion of Power Restoration: This potion allows the imbiber to immediately recover up to half his maximum PP. It comes in two varieties. The lesser version will only restore the PP of a caster of the realm of Essence. The greater version will restore PP to anyone.

Lesser version: Work Mundane Liquid (1), Distill Essence (7). TUs: $1 + (7 \times 1) = 8$ TUs. 480 sp. Batch creation: $28/8 = 3$ potion batch. $480/3 = 160$ sp. Level 7 item.

Greater version: Work Mundane Liquid (1), Distill Essence True (14). TUs: $1 + (14 \times 1) = 15$ TUs. 900 sp. Batch creation: $56/15 = 3$ potion batch. $900/3 = 300$ sp. Level 14 item.

5.8. Sticks

This category covers wands, rods, staves, half-boles, and boles.

Akarak, Slayer of Fire Spirits: This oak rod casts *Water Bolt I* (Water Law) with the bolts enchanted to be Slaying I against fire elementals.

Work Mundane Wood (4), Make Rod (10), Slaying I (15 x 2 for elemental bolt x 3 for creature Type x 1/2 for subgroup), Embed IV (9), Water Bolt I (4). TUs: $14 + (45 \times 1) + ([9+4] \times 2) = 85$ TUs. 8,500 sp. Level 15 item.

Dragonwand: This is a wand of ebony (+25 to item Strength), carved to look like a dagger (though it has no edge and would make an ineffective weapon). It would be worth 15 sp as an art object, but its magical powers are of far greater worth. Merely bearing this item protects the bearer with a constant *True Armor* (Elemental Shields). The wand has the power of a staff, allowing the use of any of the following spells: *Fire Bolt I* (Fire Law), *Fire Ball* (Fire Law), *Lightning Bolt I* (Light Law), or *Fly II* (Lofty Bridge).

Work Mundane Wood (4), Make Staff (14), Size Reduction (13), Size Reduction (13), Constant True (90), Embed True (50), True Armor (50), Embed X (19), List Embedding (2), Fire Bolt I (6), Fire Ball (8), Embed X (19), Lightning Bolt I (10), Embed VII (15), Fly II (7), Logic Fork (1). TUs: $44 + ([90+50+50] \times 1) + ([19+2+6+8+19+10+15+7+1] \times 2) = 408$ TUs. $40,800 + (2 \times 15) = 40,830$ sp. Level 90 item.

Eye Staff: This staff is four feet of wood ending in two feet of tentacle tipped with a large eye (weight 3 lbs., Str 60). The tentacle was taken from an octopus, the eye from a sphinx. This bizarre design has been evaluated at 80 sp. This staff can be used to invoke a number of spells: *Lightning Bolt I* (Light Law), *See Invisible I* (Invisible Ways), *Long Eye I* (Essence's Perceptions) or *Darkvision* (Senses). The eye will sway on the tentacle when within 25' of a trap and glow when within 25' of a secret door.

Work Organic (6), Make Staff (14), Embed X (19), Lightning Bolt I (10), Embed X (19), See Invisible I (9), Embed VII (15), Long Eye I (7), Embed X (19), Darkvision (9), Logic Fork (1), Detection (6), Detection (6). TUs: $20 + ([19+10+19+9+15+7+19+9+1] \times 1) + (6 \times 2) + (6 \times 3) = 158$ TUs. $15,800 + (2 \times 80) = 15,960$ sp. Level 19 item.

Fireball Thrower: This is a bronze rod with the likeness of a small hand at one end, curved as if grasping a ball (10 lbs. of inferior bronze, 100 sp). Six times per day, it will fling a *Fire Ball* (Fire Law) from the

rod's "hand". It has a range of 200' thanks to a *Ranging I* constant effect on the item. An *Elemental Power IV* applied to the item gives the fire balls a +20 OB.

Work Lesser Metals (5), Daily L (75), Embed X (19), Fire Ball (8), Constant X (35), Embed V (19), Ranging I (8), Elemental Power IV (18). TUs: $5 + ([75+19+8] \times 1) + ([35+19+8] \times 2) + (18 \times 3) = 285$ TUs. $28,500 + (2 \times 100) = 28,700$ sp. Level 40 item.

Rod of Animating the Dead: This rod of ebony is capped with silver at both ends (20 sp). It casts *Animate Dead II* (Necromantic Ways). It also functions as a +3 Spell Adder for Evil spellcasters.

Work Mundane Wood (4), Work Lesser Metals (5), Make Rod (10), Animate Dead II (4), Embed IV (9), Spell Adder III (14 x 3 universal x 1/3 Evil only). TUs: $19 + (14 \times 1) + ([4+9] \times 2) = 59$ TUs. $5900 + (2 \times 20) = 5,940$ sp. Level 15 item.

Rod of Melting: The Rod of Melting is a 3' rod of dask wood carved with patterns of flame (worth 15 sp due to artistry). Each charge may be used to cast either *Heat Solid* or *Fire Bolt I* (Fire Law). Although rod-sized, it has the power of a staff (and will require *Charge Staff* to recharge). Because it is made of dask, it will have 150 charges at full capacity.

Work Wood (18), Make Staff (14), Size Reduction (13), List Embedding (2), Logic Fork (1), Embed VI (13), Fire Bolt I (6), Heat Solid (5). TUs: $45 + ([2+1+13+6+5] \times 1) = 72$ TUs. $7200 + (2 \times 15) = 7230$ sp. Level 18 item.

Staff of Healing: This staff of warm yellow wood (equivalent to oak is quite plain in appearance, but powerful. It is equivalent to a half-bole and two staves. The half-bole ability allows the use of either *Undisease* or *Unpoison* (Purifications), while the two staff abilities allows the use of *Sense Restoration* (Nerve and Organ Mastery) and *Heal V* (Concussion Mastery).

Work Mundane Wood (4), Make Half-Bole (19), Size Reduction (13), Make Staff (14), Make Staff (14), Embed XX (35), Embed XX (35), Unpoison (15), Undisease (14), Logic Fork (1), Embed VII (17), Heal V (7), Embed VII (17), Sense Restoration (6). TUs: $64 + ([35+35+15+14+1] \times 1) + ([17+7] \times 2) + ([17+6] \times 3) = 281$ TUs. 28,100 sp. Level 35 item.

Staff of Life: This 7' staff has an elaborate upped end in the form of a flattened representation of a great tree (Str 75, 6 lbs., 12 sp). It provides the bearer access to the Life Mastery list regardless of his own Realm and acts as a +7 Spell Adder for healing spells. Once each day, it may reroll a failed breakage roll.

Work Mundane Wood (4), Consecration (2), Emplace List True (90), Adaptive Power (7), Sacred Adder VII (30), Resilience (15). TUs: $6 + ([90+7] \times 1) + (30 \times 2) + (15 \times 3) = 208$ TUs. $20,800 + (2 \times 12) = 20,824$ sp. Level 90 item.

Staff of Light's Echoes: This is a walking staff of twisted ironwood. It is a +9 Spell Adder for both Channeling and Essence. Channeling and Essence users will also gain a +35 bonus to all SCRs. The user can cast *Word of Return* once a month, *Rereturning* once a fortnight, and *Store Sanctuary* (all Lofty Movements) once per week. It also allows the wielder to cast spells up to 20th level from the Spell Reins list, regardless of his Realm.

Work Mundane Wood (4), Daily XX (50), Embed True (60), Rereturning (50), Spell Adder X (70 x 2 two Realms), Casting Focus VII (35 x 2 two Realms), Lord Emplace List (50), Daily XL (75), Embed True (60), Word of Return (30), Daily X (25), Embed X (20), Store Sanctuary (8), Adaptive Power (7), . TUs = $4 + ([50+60+50] \times 1) + (140 \times 2) + (70 \times 3) + (50 \times 4) + ([75+60+30] \times 1/4 \text{ monthly} \times 5) + ([25+20+8] \times 1/2 \text{ weekly} \times 6) + (7 \times 7) = 1269$ TUs. 126,900 sp. Level 90 item.

Staff of Sorcery: This is a x2 PP Multiplier for Sorcerers and provides a +15 RR bonus against spells cast by Hybrid spellcasters. This oak staff is topped with a rock crystal sphere (40 sp). It is a walking staff, not balanced for fighting, and any attempt to use it for melee will be at -20.

Work Mundane Wood (4), Work Mundane Gemstone (9), Consecration (2), Power Multiplier IV (25), Sacred Protections IV (14). TUs: $15 + (25 \times 1) + (14 \times 2) = 68$ TUs. $6800 + (2 \times 40) = 6880$ sp. Spell failure reduced the RR bonus, so price drops to 6400 sp. Level 25 item.

Staff of the Coast Runners: This elm staff provides the power of a half-bole with the effect of either *Command Current* (Water Law) or *Reverse Wind* (Wind Law). Furthermore, the bearer is the target of a constant *Waterrunning* (Moving Ways) spell.

Work Mundane Wood (4), Make Half-Bole (19), Size Reduction (13), Embed XX (30), Embed XX (30), Reverse Winds (20), Command Current (17), Logic Fork (1), Constant X (40), Embed X (20), Waterrunning (9). TUs: $36 + [(30+30+20+17+1) \times 1] + ([40+20+9] \times 2) = 272$ TUs. 27,200 sp. Level 40 item.

Staff of the Winds: This vaal staff is beautifully carved with images of clouds, wind spirits, birds, and all manner of winged creatures. It would be worth 800 sp unenchanted. It provides the wielder with constant powers of *Levitation* (Lofty Bridge), *Fly I* (Lofty Bridge), and *Wind Control* (Fluid Elements). The wielder may also invoke *Slumber Mist* (Wind Law) six times per day and *Death Cloud I* (Wind Law) four times per day.

Work Wood (18), Constant True (90), Embed XX (30), Wind Control (18), Daily L (75), Embed XX (30), Death Cloud I (11), Constant X (35), Embed V (11), Fly I (5), Daily XX (40), Embed III (7), Slumber Mist (3), Constant X (35), Embed IV (9), Levitation (4). TUs: $18 + ([60+30+18] \times 1) + ([75+30+11] \times 2) + ([35+11+5] \times 3) + ([40+7+3] \times 4) + ([35+9+4] \times 5) = 981$ TUs. $98,100 + (2 \times 800) = 99,700$ sp. Level 90 item.

Wand of Fire Balls: This plain wand of ash wood has the power of a magical staff, reduced to a conveniently-carried and concealable size. This requires *Work Mundane Wood*, *Make Staff*, and two *Size Reduction* spells for the Base Item Enchanting. This requires 4 PP for *Work Mundane Wood*, 14 for *Make Staff* and 26 for the two *Size Reduction* spells, for a subtotal of 44 PP per day and 44 TUs. Additionally, to actually embed the single spell ability requires *Embed X* (19 PP/TUs), and *Fire Ball* (level 8 spell from Fire Law for 8 PP/TUs). These spells require the expenditure of 27 PP each day of enchantment and since it is the only ability, it require 27 TUs of enchantment. This comes to a combined cost of 71 PP (only 63 of which likely come from the Adept enchanting the item, as a Magician would normally supply the *Fire Ball*). At 71 TUs, the item will cost 7100 sp. Compare this to a regular staff of *Fire Balls*, which would only require 45 TUs and cost 4500 sp. The convenience of compact size has a considerable price. The

highest level spell required in either case is *Embed X*, so both the normal staff and the wand-sized version are both 19th level items.

Wand of +10 Shock Bolts: This is a wand of ash, forked at the business end. As one would guess from the name, it provides *Shock Bolt I*, with a +10 bonus to the OB.

Work Mundane Wood (4), Make Wand (7), Embed II (5), Shock Bolt I (2), Weapon II (8, doubled for Directed Spell weapon). TUs: $11 + (16 \times 1) + ([5+2] \times 2) = 41$ TUs. 4100 sp. Level 8 item.

5.9. Other

These are items that do not fit into the above categories.

Access Book: This appears as a slender, portable religious text, and it is. (Minimum value: 2 sp.) However, it is also a method of gaining a knowledge of passwords, countersigns, and the like. Any approach within 100' of a guard or checkpoint will trigger a *Commune True* (Communal Ways) which will cause the password (or similar information) for the guard/checkpoint to appear on a certain page. The word or phrase thus written will disappear once read.

Work Organic (6), Constant XX (90 x 2 triggered), Embed XX (35), Commune True (20). TUs: $6 + ([180+35+20] \times 1) = 241$ TUs. $24,100 + (2 \times 2) = 24,104$ sp. Level 90 item.

Anvil of Forging: This anvil provides significant benefits when incorporated into a metalcrafting workshop. It will provide up to 10 levels of spells per day from the Inorganic Skills list and is a +3 Spell Adder for Adapts.

Work Lesser Metals (5), Daily X (25), Embed X (19), List Embedding (2), Logic Fork (1), Metal Analysis (1), Stone Analysis (2), Work Mundane Stone (3), Create Alloy (4), Work Lesser Metals (5), Metallic Wand (6), Work Mundane Metal I (7), Work Mundane Gemstone (8), Work Mundane Metal II (9), Work Stone (10), Spell Adder III (14 x 1/2 single profession x 2 hands free). TUs: $5 + ([25+19+2+1+1+2+3+4+5+6+7+8+9+10] \times 1) + (14 \times 2) = 135$ TUs. $13,500 + (2 \times 15) = 13,530$ sp. Level 25 item.

Bands of Tumbling: This pair of bright cloth armbands add +10 to all Gymnastic maneuvers when worn and allow the wearer to cast *Landing* (Lofty Bridge) once a day.

Work Mundane Cloth (2), General II (10 x 4 for skill category), Daily III (10), Embed II (5), Landing (2). TUs: $2 + (40 \times 1) + ([10+5+2] \times 2) = 76$ TUs. 7,600 sp. Level 10 item.

Bell of Awe-Inspiring: This hand bell of silver (15 sp) is decorated with small, but elegant scenes of gods and goddesses performing acts of creation. The first time each day which this bell is rung, the ringer is provided with a *True Aura* (Light's Way list) and this is backed up with an hour (equal in duration to the *True Aura*) of producing a mood of awe (± 20 effect), as described in the Mood Impressions list, in all others within 20' of the bearer.

Work Lesser Metals (5), True Aura (6), Triggered Item (9), Embed VII (17), Daily X (25), Infuse Mood IV (25), Conditional Mood (4), Projected Mood IV (16). TUs: $5 + ([6+9+17+25] \times 1) + ([25+4+16] \times 2) = 152$ TUs. $15,200$ sp + 30 sp for bell = 15,230 sp. Level 25 item.

Bell of Healing: This small golden bell with a handle in the form of a rearing unicorn (80 sp) is a +3 Spell Adder for healing spell only. When rung, it creates a peaceful mood (± 10 effect) in a 20' radius.

Work Precious Metals (6), Consecration (2), Infuse Mood II (11), Conditional Mood (4), Projected Mood IV (16), Sacred Adder III (11). TUs: $8 + ([11+4+16] \times 1) + (11 \times 2) = 61$ TUs. $6100 + (2 \times 80) = 6,260$ sp. Level 16 item.

Bell of Stunning: This is a silver bell (20 sp) decorated with spiral designs. Up to five times each day, the wielder of this bell may cast *Stunning Song* (Controlling Songs), playing the bell as his performance.

Work Lesser Metals (5), Daily XX (40), Embed IV (9), Stunning Song (4). TUs: $5 + ([40+9+4] \times 1) = 58$ TUs. $5800 + (2 \times 20) = 5,840$ sp. Level 40 item.

Boots of Escape: These boots are commonly found in Small or Medium size, and will fit any humanoid of the correct Size. The wearer can cast a combined *Dash* and *Spider's Walk* (Movement Mastery) once each day.

Work Organic (6), Automatic Sizing Organic (6), Embed True (50), List Embedding (2), Daily L (75), Spider's Walk (12), Dash (35). TUs: $12 + ([50+2+75+12+35] \times 1) = 186$ TUs. $18,600 + (2 \times 1) = 18,602$ sp. Level 75 item.

Boots of Landing: The wearer of these green leather boots takes no damage from falls of up to 40' and reduces the effective height of falls from greater heights by 40'. They fit any feet of the right Size and have been found in Small, Medium, and Large.

Automatic Sizing Organic (6), Work Mundane Leather (3), Landing (2, Lofty Bridge), Embed II (5), Constant III (17). TUs: $9 + ([2+5+17] \times 1) = 33$ TUs. $3300 + (2 \times 1) = 3,302$ sp. Level 17 item.

Boots of Leaping: The wearer of these red leather boots may make a vertical leap of 20' or a lateral leap of 50' each round. They fit any feet of the right Size and have been found in Small, Medium, and Large.

Automatic Sizing Organic (6), Work Mundane Leather (3), Leaping (1, Lofty Bridge), Embed I (3), Constant III (17). TUs: $9 + ([1+3+17] \times 1) = 30$ TUs. $3000 + (2 \times 1) = 3,002$ sp. Level 17 item.

Boots of Light Feet: These blue leather boots fit any humanoid feet of the right Size (and they have been found in Small, Medium, and Large), allow the wearer to use *Leaping* or *Landing* (Lofty Bridge list) once each round, prevent foot odor, provide a +50 RR bonus against fungal or parasitic attacks on the feet. If worn while recovering from a foot or ankle injury, they halve the recovery time.

Work Mundane Organic Material (2), Magic Shoes (3), Lightfoot Shoes (11). TUs: $5 + (11 \times 1) = 16$ TUs. $1600 + (2 \times 1) = 1,602$ sp. Level 11 item.

Note: These boots demonstrate the power of specialization when compared to the Boots of Landing or Boots of Leaping above. These boots are superior to either at approximately half the cost. This also demonstrates that there are two possibilities once such specialization appears: (1) the generalists stop competing in the area of specialization, so the generalist items stop being made, or (2) the specialist

secrets are closely guarded, the items priced so as to leave consumer options (say, 10,000-12,000 for these boots), and a great profit to the specialists without entirely driving out the generalists.

Boots of Silence: These dark brown leather boots add +20 to the wearer's Stalking maneuvers and allow the casting of *Sphere of Silence I* (Sound Molding) thrice a day. They fit any Medium humanoid feet.

Work Mundane Leather (3), Automatic Sizing Organic (6), General IV (30), Daily VII (18), Embed II (5), Sphere of Silence I (2). TUs: $9 + (30 \times 1) + ([18+5+2] \times 2) = 89$ TUs. 8900 sp + 2 sp for boots = 8902 sp. Level 30 item.

Boots of Speed: These boots allow the wearer to cast up to 20 PP per day of spells from the Rapid Ways list up to 7th level. They will fit any humanoid feet of the right Size (and they have been found in Small, Medium, and Large).

Work Organic (6), Automatic Sizing Organic (6), Daily XX (40), Logic Fork (1), List Embedding (2), Embed VII (15), Swiftess II (7), Haste I (6), Instant Spell Prep (5), Swiftess I (4), Speed I (3), Rapid Steps (2), Ready Weapon (1). TUs: $12 + ([40+1+2+15+7+6+5+4+3+2+1] \times 1) = 98$ TUs. 9800 + 2 = 9,802 sp. Level 40 item.

Boots of Yark: These Medium-sized brown leather boots fit any wearer. In addition to all the powers of Boots of Light Feet, these boots also provide a constant *Sprint* spell (Movement Mastery list) and allow the casting of *Fly II* (Lofty Bridge) once per day.

Work Mundane Organic Material (2), Magic Shoes (3), Constant True (90), Embed XX (30), Sprint (18), Fly II (7), Embed VII (15), Daily VII (18), Lightfoot Shoes (11). TUs: $5 + ([90+30+18] \times 1) + ([7+15+18] \times 2) + (11 \times 3) = 256$ TUs. 25,600 sp plus 2 sp for boots = 25,602 sp. Level 90 item.

Cape of the Black Hand: This stylish dark grey cloak (1 sp) bears a life-sized silhouette of a right hand in black in the lower right corner. Once per day, the wearer may cast *Darkness I* (from Light Law) linked with *Darkvision* (from Physical Enhancement). This provides two hours of a 10' radius magical darkness around the wearer, through which he can see (as well as seeing through any other darkness to 10').

Work Mundane Cloth (2), Darkvision (12), Embed XX (30), Darkness I (6), Embed VI (13), Daily XX (40). TUs: $2 + ([12+30+6+13+40] \times 1) = 103$ TUs. 10,300 sp + 2 sp = 10,302 sp. Level 40 item.

Cloak of Cloaking: This cloak allows the wearer to cast *Cloaking I* twice per day and gives a +15 Stalking bonus.

Work Mundane Cloth (2), General III (15), Embed IV (12), Cloaking I (4, Cloaking), Daily X (25). TUs: $2 + ([4+12+25] \times 1) + (15 \times 2) = 73$ TUs. 7300 sp. Level 30 item.

Collar of Animal Speech: This adjustable collar will fit any animal of a given Size (roll randomly on 1d100: 1-5, Diminutive; 6-25, Tiny; 26-60, Small; 61-80, Medium; 81-90, Big; 91-97, Large; 98-00, Huge). The animal wearing the collar will be able to speak and understand the native language of a person attuned to the collar. This does not otherwise change the intelligence or personality of the animal. These items are produced by a sect of Sanctifiers that worship animal spirits and learn a variant Divine Touch

list where *Sacred Script* is replaced with a spell that produces this effect, called *Animal Speech*. The collars are decorative, with a minimum cost of 10 sp.

Consecration (2), Animal Speech (6). TUs: $2 + (6 \times 1) = 8$ TUs. $800 + (2 \times 10) = 820$ sp (or more). Level 6 item.

Collar of Unpain: A collar of eog (450 sp) that can be worn with any armor, this device will negate 30% of criticals to the head. Additionally, the wearer can cast *Unpain II* (Body Reins) once per day.

Work Metal VI (50), Unpain II (9), Embed X (20), Daily X (25), Crit Negation VI (30). TUs: $50 + [(25+20+9) \times 1] + (30 \times 2) = 164$ TUs. $16,400 \text{ sp} + 900 \text{ sp} = 17,300 \text{ sp}$. Level 50 item.

Daywalking Cloak: Usually a simple black, brown, or gray hooded cloak, these items are used by many important members of the sun-sensitive Races. It provides constant protection as the *Resist Light* spell (Elemental Shields list). They may be found in various Sizes, to fit the various Races that need such protection.

Work Mundane Cloth (2), Resist Light (1), Embed I (3), Constant III (17). TUs: $2 + [(1+3+17) \times 1] = 23$ TUs. 2300 sp. Level 17 item.

Delving Text of Yol: This large book (5 sp) serves as a magical reference on items. It allows casting each of the following spells once per week: *Armor Analysis* (Armor Enchantment), *Fluid Analysis* (Fluid Skills), *Item Analysis* (General Enchantment), *Metal Analysis* (Inorganic Skills), *Stone Analysis* (Inorganic Skills), *Machine Analysis* (Mechanical Mastery), *Weapon Analysis* (Weapon Enchantment).

Work Organic (6), Daily V (14), Embed V (11), Item Analysis (5), Daily III (10), Embed II (5), List Embedding (2), Metal Analysis (1), Stone Analysis (2), Daily III (10), Embed II (5), Fluid Analysis (2), Daily I (6), Embed I (3), Armor Analysis (1), Daily I (6), Embed I (3), Machine Analysis (1), Daily I (6), Embed I (3), Weapon Analysis (1). TUs: $6 + [(14+11+5) \times 1 \times 1/2 \text{ weekly}] + [(10+5+2+1+2) \times 2 \times 1/2 \text{ weekly}] + [(10+5+2) \times 3 \times 1/2 \text{ weekly}] + [(6+3+1) \times 4 \times 1/2 \text{ weekly}] + [(6+3+1) \times 5 \times 1/2 \text{ weekly}] + [(6+3+1) \times 6 \times 1/2 \text{ weekly}] = 142$ TUs. $14,200 + (2 \times 5) = 14,210$ sp. Level 14 item.

Dervish Drum: This small drum uses mastodon hide and ivory in its construction, as well as wood. It is painted with the symbols of a long-lost culture. (Value is 45 sp without considering historical significance.) It is a +25 instrument and a x 1.5 PP Multiplier for Monks. The attuned user can play the drum to produce a *Dancing Song* (Controlling Songs) up to three times each day.

Work Organic (6), General V (60), Daily X (25), Embed III (7), Dancing Song (3), Power Multiplier II (12 x 1/2 single profession). TUs: $6 + (60 \times 1) + (35 \times 2) + (6 \times 3) = 154$ TUs. $15,400 + (2 \times 45) = 15,490$ sp. Level 60 item.

Desert Suit: These desert robes have been enchanted to provide a constant *Hues* (Nature's Guises) effect. Unfortunately, this effect only works when in a desert environment, so its value will drop considerably outside of such areas.

Work Mundane Cloth (2), Constant III (18), Embed I (3), Hues (1). TUs: $2 + [(18+3+1) \times 1] = 24$ TUs. $2400 + (2 \times 1) = 2402$ sp. Level 18 item.

Eggs of Divination: These eggs are occasionally laid by sacred birds, usually those in the vicinity of an exceptionally devout follower of the faith associated with the bird. They are immediately distinguishable from ordinary eggs by their luminescent royal purple color. When cracked open, the egg releases a spirit, which will answer a single yes/no question, as a *Commune I* (Communal Ways) spell. This is a low-power example of a "fallen from heaven" type item which is easily given a price by calculating an Adept-produced version.

Work Organic (6), Embed XX (35), Commune I (12). TUs: $6 + ([35+12] \times 1) = 53$ TUs. 3180 sp. Batch creation: $140 - 47 = 93$ PP/6 PP per egg = 15 eggs per batch. $3180/15 = 212$ sp each.

Elven Cloak: An Elven Cloak is gray, hooded, and light. It provides constant *Resist Cold* (Elemental Shields list) and *Hues* (Nature's Guises list) when worn.

Work Mundane Cloth (2), Resist Cold (3), Embed III (7), Constant III (17), Hues (1), Embed I (3), Constant III (18). TUs: $2 + ([3+7+17] \times 1) + ([1+3+18] \times 2) = 73$ TUs. 7,300 sp. Level 18 item.

Flute of the Fair Elves: This +10 wooden flute is a +1 Spell Adder for Bards and its sound carries twice as far as a normal flute. Double all effects in the hands of an Elf (i.e., +20 bonus to maneuvers to play it, +2 Bard Spell Adder, sound carries four times as far).

Work Mundane Wood (4), Sounding II (2), Embed II (5), Constant III (17), General II (10), Spell Adder I ($5 \times 1/2$ for single Profession). TUs: $4 + ([2+5+17] \times 1) + (10 \times 2) + (5/2 \times 3) = 56$ TUs. 5,600 sp + 10 sp = 5,610 sp. Elves may pay half again as much for this item (8,415 sp). The doubled effects are the result of serendipitous spell failure. Level 17 item.

Forest Mask of the Wood Elves: This wooden mask with leather straps is a mix of various green hues and the irregular contours of its form give it an unearthly look. Regarded as an art piece alone, it is extraordinary and might fetch in the range of 80 sp. However, it also has two powers from the Nature's Guises list: a constant *Self Cloaking* when within 50' of a tree, plus the use of *Plant Façade* twice per day.

Work Organic (6), Daily XX (50), Embed X (20), Plant Façade (8), Constant X (40), Embed V (14), Self Cloaking (5). TUs: $6 + ([50+20+8] \times 1) + ([40+14+5] \times 2) = 202$ TUs. 20,200 sp + 160 sp = 20,360 sp. The limitation on *Self Cloaking* will affect utility when actually negotiating a price. In woodlands, this is not a serious restriction, but in a desert, this item is essentially a curiosity, not a practical device. Level 60 item.

Gauntlet of Healing: This beautiful azure and silver gauntlet (180 sp value) for the right hand is a +5 Spell Adder for healing spells only. It also provides a +10 bonuses to both Medicine and Herbalism maneuvers. Finally, it casts *Clotting True* (Blood Law) once per day. It is a holy relic of much renown, and unauthorized use is sure to draw attention.

Consecration (2), Sacred Spell True (75), Clotting True (15) Sacred Adder V (19), Sacred Skill II (8), Sacred Skill II (8). TUs: $2 + ([75+15] \times 1) + (19 \times 2) + (8 \times 3) + (8 \times 4) = 188$ TUs. 18,800 + (2 x 180) = 18,360 sp. Level 75 item.

Gloves of Unbarring Ways: These leather gloves allow the wearer to cast up to 20 levels of spells each day off of the Unbarring Ways list up to level 5.

Work Mundane Leather (3), Embed V (11), List Embedding (2), Daily XX (40), Logic Fork (1), Lock (1), Magic Lock (2), Locklore (3), Opening I (4), Traplore (5). TUs: $3 + ([11+2+40+1+1+2+3+4+5] \times 1) = 72$ TUs. 7,200 sp. Level 40 item.

Janik's Belt of Movement: This broad leather belt with a bold brass buckle (1 sp) allows the caster to cast *Leaping* three times per day and *Landing* and *Fly I* (all Lofty Bridge) once each per day, all cast at 5th level.

Work Lesser Metals (5), Work Mundane Leather (3), Leaping (1), Landing (2), Fly I (5), List Embedding (2), Embed V (11), Daily X (25). TUs: $8 + ([1+2+5+2+11+25] \times 1) = 54$ TUs. 5,400 sp + 2 sp = 5,402 sp. Level 25 item.

King's Flagon: This is a golden chalice finely worked with elaborately detailed scenes appropriate to the interests of the monarch or other notable for which it was made (typical value: 500 sp). Although a magnificent status symbol, it is also of practical value, with a constant *Sustenance Purification* (Purifications) effect on its contents. Furthermore, an attuned user may also control the temperature of the contents to his tastes due to a constant *Boil/Freeze Liquid* (Liquid Alteration) effect.

Work Lesser Metals (5), Boil/Freeze Liquid (1), Hybrid Embedding (2), Embed I (3), Constant III (18), Purification (1), Embed I (3), Constant III (18). TUs: $5 + ([1+2+3+18] \times 1) + ([1+3+18] \times 2) = 73$ TUs. 7,300 sp + 1,000 sp = 8,300 sp. Level 18 item.

Minstrel Cloak: This cloak is of fine silk (2.5 sp), silver-gray in color. It is said by some to have been discarded or lost by a god of music; others say it was a gift to the god's long-ago favorite. This cloak is a +2 spell adder for Bards, but more notably, it provides a constant *Music* (Sound Control) effect, except that the music automatically adjusts to be appropriate for whatever the wearer's situation (though the "sneaky-sneaky" music for stalking may be inconvenient). If the wearer sings or plays an instrument or simply hums, the cloak will join in harmony.

Work Mundane Cloth (2), Music (10), Embed X (19), Constant X (35), Spell Adder II (9 x 1/2 single profession x 2 wearable). TUs: $2 + ([10+19+35] \times 1) + (9 \times 2) = 84$ TUs. 8,400 sp + 5 sp = 8,405 sp. Level 35 item.

Montebanc Cape: This brilliant blue cape is a +3 Spell Adder for Dabblers and allows the wearer to *Long Door I* (Lofty Bridge) once per day.

Work Mundane Cloth (2), Daily X (25), Embed X (19), Long Door I (8), Spell Adder III (15 x 1/2 for single profession x 2 wearable). TUs: $2 + ([25+19+8] \times 1) + (15 \times 2) = 84$ TUs. 8,400 sp. Level 25 item.

Nerro's Displacer: This dark gray cloak provides a constant *Displacement II* (Guises) effect on the wearer. The wearer may also cast *Leaving I* (Lofty Bridge) three times per day.

Work Mundane Cloth (2), Displacement II (10), Embed X (19), Constant X (35), Leaving I (3), Embed III (7), Daily X (25). TUs: $2 + ([10+19+35] \times 1) + ([3+7+25] \times 2) = 136$ TUs. 13,600 sp. Level 35 item.

Pauper's Purse: This battered-looking leather purse always looks empty, whether examined from the outside or opened to peer within. It also sounds empty, never jingling with coins, no matter how many it may actually carry. It can carry quite a bit, as well, for it holds eight times the volume that its size would indicate and the weight of any contents are reduced to one-quarter actual weight.

Work Mundane Leather (3), Constant X (35), Embed VI (13), Sound Glamour (6, Sound Molding), Constant X (35), Embed VI (13), Light Glamour (6, Light Molding), Enhance Portability (13), Enhance Portability (13), Dimensional Relativity (17). TUs: $3 + ([35+13+6] \times 1) + ([35+13+6] \times 2) + ([13+13] \times 3) + (17 \times 4) = 311$ TUs. 31,100 sp. Level 35 item.

Pot of Battle Smoke: This small clay jar (1 pound weight) may be thrown with a range increment of 50'. When it breaks, it casts a *Thick Fog V* (Gas Manipulation) spell that has been spellmastered to billow and smell like smoke (although it is harmless). It is often effective in making an enemy believe a fire has started, adding confusion and possibly even panic to the cover provided by the fog.

Work Inorganic (13), Embed VII (17), Thick Fog V (7). TUs: $13 + ([17+7] \times 1) = 37$ TUs. 2220 sp. Batch creation: $68 \text{ PP} - 24 \text{ PP} = 44 \text{ PP}$; $44/13 = 3$ pots per batch. $2220/3 = 740$ sp each. Level 17 item.

Quill of Spell-Scribing: A fine feather quill typically from a goose (though showier choices have been made), this item can write one *Rune II* each day. Investing in a good supply of rune paper is advised for the owner of this implement.

Work Organic (6), Rune II (6, Rune Mastery), Embed VI (13), Daily VII (18). TUs: $6 + ([6+13+18] \times 1) = 43$ TUs. 4,300 sp.

Rod of Exchange: This mysterious device comes from another dimension. It is a 2' rod of an unknown red metal, weighing three pounds. As a curiosity, it would be valued at 500 sp. It has, however, practical application, because when two people both grip the rod, they can exchange power points (regardless of realm), hits, and thoughts. Normal maximums apply to hits and PP after exchange. This device can only be approximated with spells, but we can get close enough to provide a price. Exchanging thoughts and power points may be covered by *Mind Merge I* (Mind Merge). The range is reduced to touch, but the ability to exchange PP across realms can be useful. The exchange of hits is just a limited *Transference* effect from the Healer's Cleansing list. We will take this limitation to balance the advantageous PP exchange allowed for purposes of evaluating a price.

Work Lesser Metals (5), Constant X (40 x 2 "at will"), Embed VII (17), Mind Merge I (6), Constant III (18 x 2 "at will"), Embed II (6), Hybrid Embedding (2), Transference (2). TUs: $5 + ([80+17+6] \times 1) + ([36+6+2+2] \times 2) = 200$ TUs. $20,000 + (2 \times 500) = 21,000$ sp. Level 40 item.

Rope of Entanglement: This 60' length of spider-silk rope has a constant *Enchanted Rope* spell on it, and the attuned user can, at a range of up to 90', mentally command the rope to attack the nearest target as a +74 Medium Grapple.

Work Organic (6), Constant III (18), Embed I (3), Hybrid Embedding (2), Enchanted Rope (1), Increase Power (16), Trapping (16). TUs: $6 + ([18+3+2+1+16] \times 1) + (16 \times 2) = 78$ TUs. $7800 + (2 \times 6) = 7,812$ sp. Level 18 item.

Scarab of Absolution: This large topaz is carved in the form of a beetle, with a flat underside into which are scratched several strange runes (350 carats, 2100 sp value). Once per week, it can cast *Absolution* (Dark Channels), triggered by being touched by (or touched to) any vertebrate that is not an Evil Cleric. For an Evil Cleric, it serves as a x2 PP multiplier.

Work Mundane Gemstone (8), Absolution (13), Embed XX (35), Daily X (25), Triggered Item (9), Power Multiplier IV (25 x 1/2 single profession x 1/3 Evil only x 2 need only be kept on person). TUs: $8 + [(35+25+13+9) \times 1] + (25/3 \times 2) = 107$ TUs. 10,700 sp + 4,200 sp = 14,900 sp. Level 35 item.

Scarab of Poisons: Usually carved from yellow or green stone, these imitation beetles (typically about 0.6 sp value, though better work and materials are not unknown) provide the bearer with a +10 bonus to Poison Mastery maneuvers and a +5 bonus to RRs against poison. Finally, the bearer can cast *Work Poison II* (Fluid Skills) once per day.

Work Mundane Stone (3), Daily X (25), Embed X (19), Work Poison II (10), General II (10), General I (6 x 1/2 poison only). TUs: $3 + [(25+19+10) \times 1] + (10 \times 2) + (3 \times 3) = 86$ TUs. 8,600 sp. Level 25 item.

Scroll of Knowledge: This vellum scroll with ivory rollers (2.5 pounds, 120 sp value) is a +4 Spell Adder which can be used only for Informational spells. The scrolls are carved with the images of animals associated with memory and wisdom (e.g., elephants and owls).

Consecration (2), Sacred Adder IV (15). TUs: $2 + (15 \times 1) = 17$ TUs. 1700 + (2 x 120) = 1940 sp. Level 15 item.

Selkar's Girdle: This broad belt is of stained and worn brown leather, but possesses a large, bright gold buckle (400 sp). It grants a +5 Knack for Unarmed combat, the Enhanced Attack Tier I talent for Wrestling, and provides a +60 Wrestling skill if the wearer's own skill is less.

(Since all powers are from Psychographer lists, it is assumed to be pure Psychographer work and uses Psychographer *Work* spells.)

Work Mundane Leather (3), Work Precious Metals (6), Physical Skill IV (35), Knack (12), Talent Embedding II (10). TUs: $9 + (35 \times 1) + (12 \times 2) + (10 \times 3) = 98$ TUs. 9800 + (2 x 400) = 10,600 sp. Level 35 item.

Shimmering Cloak: This cloak shimmers and sparkles, making the image of the wearer unclear, acting as a constant *Blur* (Guises) effect. It is a x2 PP Multiplier for Sorcerers, and it allows the wearer to use *Reverse Spell I* (Spell Reins) once each day.

Work Mundane Cloth (2), Daily X (25), Embed X (19), Reverse Spell I (10), Power Multiplier IV (25 x 2 wearable), Constant III (17), Embed I (3), Blur (1). TUs: $2 + [(25+19+10) \times 1] + (50 \times 2) + [(17+3+1) \times 3] = 219$ TUs. 21,900 sp. Level 25 item.

Skull of Rie-talin: Rie-talin was a powerful Evil Sorcerer, but when he attempted to cheat death by becoming a lich, it all went horribly wrong. He died, and only his skull was left behind, now nigh indestructible and endowed with power. When held, it serves as a x2 PP Multiplier, a +4 Spell Adder, and

a +20 SCR device for Sorcerers. Legends say that if it were to be destroyed, the destroyer would gain powerful protection against Sorcerers.

Work Organic (6), Unbreakable Work (90), Unbreakable Work (90), Power Multiplier IV (25), Spell Adder IV (19), Casting Focus IV (15). TUs: $6 + (90 \times 1) + (90 \times 2) + (25 \times 3) + (19 \times 4) + (15 \times 5) = 502$ TUs. 50,200 sp. Level 90 item.

Throne of Trent: This enormous throne is made of basalt set with a multitude of precious stones, making it sparkle like the starriest night. It is known by many names, depending on which of its previous owners is most locally famous. Weighing five tons, valued at 100,000 sp base on its material worth alone, it is most notable for the many powers it grants the one seated upon it (and attuned to its power, of course). Each of the following spells is available for casting on a daily basis: *Wall of Force*, *Spell Shield True*, *Lord Summons*, *Fly III*, and *Teleport I*. A *Fire Bolt I* spell may be cast three times each day. A constant *See Invisible I* is provided, while *Delving* and *Detect Evil* are available for use at will. The throne's interaction with the attuned user's aura is especially strong (due, it is believed, to properties of the many gems), allowing the *Fly III* and *Teleport I* spells to encompass the great mass of the throne as if it were the weight of the caster when determining how much may be carried along by these spells.

Since daily *Wall of Force* is not available from an Adept, this capability is assumed to come from a Sanctifier.

Work Mundane Stone (3), Work Mundane Gemstone (8), Consecration (2), Wall of Force (50, Barrier Law), Sacred Spell True (75), Delving (10, Delving Ways), Embed X (19), Constant X (35 x 2 for at will), Spell Shield True (18, Spell Wall), Embed XX (30), Daily XX (40), Lord Summons (16, Gate Mastery), Embed XX (30), Daily XX (40), Fly III (11, Lofty Bridge), Embed XX (30), Daily XX (40), See Invisible I (9, Invisible Ways), Embed X (19), Constant X (35), Fire Bolt I (6, Fire Law), Embed VI (13), Daily XX (40), Teleport I (10, Lofty Bridge), Embed X (19), Daily X (25), Detect Evil (2, Lore), Embed II (6), Constant III (18 x 2 for at will). TUs: $13 + ([50+75] \times 1) + ([10+19+70] \times 2) + ([18+30+40] \times 3) + ([16+30+40] \times 4) + ([11+30+40] \times 5) + ([9+19+35] \times 6) + ([6+13+40] \times 7) + ([10+19+25] \times 8) + ([2+6+36] \times 9) = 2,968$ TUs. 296,800 sp + 200,000 sp = 496,800 sp. Level 75 item.

Note that the listed value does not include the artistic or historical value of the throne. Such a price is pretty much a theoretical valuing in any case. Given that it would require well over seven hundred pounds of pure gold to meet that price, any exchange is unlikely to be in the form of money, unless sophisticated financial institutions are in place. Note that this is one of those items where a fundamental assumption in assigning price, namely that the enchantment was done all at once, is likely not true. This would require over forty years of uninterrupted work at the default power level. Even with Epic alchemy, it would take over sixteen years of uninterrupted work. So, maybe in an Epic setting, you could expect to find a crew that would sign on long enough to get this done, but it looks pretty unlikely otherwise.

6. Forms and Tables

6.1. Creation Forms

This section has a pair of forms to help when working out cost for new magical items. The first is a PLCF calculation form to work help figure costs for GMs who alter some of the basic assumptions in pricing.

PLCF Calculation:				
Days/TU	x (Materials Costs	+ Overhead Costs) =	PLCF
<input style="width: 100%; height: 20px;" type="text"/>	X (<input style="width: 100%; height: 20px;" type="text"/>	+ <input style="width: 100%; height: 20px;" type="text"/>) =	<input style="width: 100%; height: 20px;" type="text"/> sp

The second form is for the creation of items. It is useful to help getting started while becoming acquainted with the system. It is not efficient in terms of space used and can handle only two embedded spell abilities and three other abilities. Once some practice is had and the GM is ready to create more complicated items, a sheet of scratch paper will work as well. This sheet should help one develop the important habit of figuring each capability of the item first and arranging them in order afterward to assign multipliers.

It is also important to review the notes for various abilities and the actual spell description until they become familiar. *Daily* spells have several possible methods of application, for example, and require some care when used beyond the simplest form of a single spell cast some number of times per day. The various multipliers for *Slaying*, *General*, *Weapon* (when used as an extra bonus for certain targets), and various Enchantment Mastery spells must be kept in mind to ensure the correct cost for the given use. A list of notes of points to remember may prove helpful, though with practice, this should become unnecessary.

Item Creation Worksheet				Cost: _____
Base Item: _____				
Base Item Enchanting				
<i>Work Spell</i>	PPs	Level	TU Cost	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Make Spell</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Other (e.g., Metallic Wand)</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Other</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Embedded Spell Ability				
<i>Embed Spell</i>	PPs	Level	TU Cost	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Embedded Spell</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Auxiliary Enchantment</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Auxiliary Enchantment</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Auxiliary Enchantment</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Subtotal			<input type="text"/>	X _____ = <input type="text"/>
Embedded Spell Ability				
<i>Embed Spell</i>	PPs	Level	TU Cost	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Embedded Spell</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Auxiliary Enchantment</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Auxiliary Enchantment</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<i>Auxiliary Enchantment</i>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Subtotal			<input type="text"/>	X _____ = <input type="text"/>
Enchanted Ability				
<i>Primary Enchantment</i>	PPs	Level	TU Cost	
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

	<i>Weapon</i>	<i>Physical Skill</i>	<i>Sacred Weapon</i>
Charged Item	<i>Work [Material(s)] Make [Stick Type]† Embed* spell(s) embedded</i>	n/a	n/a
Constant Item	<i>Work [Material(s)] Constant Embed* spell(s) embedded</i>	n/a	n/a
Spell Item	<i>Work [Material(s)] Daily Embed* spell(s) embedded</i>	<i>Work [Material(s)] Emplace Spell/List</i>	<i>Consecration Sacred Spell spell embedded</i>
Potion	<i>Work [Material(s)] Make Potion spell embedded</i>	<i>Work [Material(s)] Enchanting Elixir enchantment included</i>	n/a
Power Point Multiplier	<i>Work [Material(s)] Power Multiplier‡</i>	n/a	n/a
Rune Paper	<i>Work [Material(s)] Make Rune Paper</i>	n/a	<i>Work Writing Surface Make Rune Paper</i>
Single Use Item	<i>Work [Material(s)] Embed* spell(s) embedded</i>	n/a	n/a
Spell Adder	<i>Work [Material(s)] Power Multiplier‡</i>	n/a	<i>Consecration Sacred Adder</i>
* - may require <i>Hybrid Embedding</i> as well † - some items may require <i>Metallic Wand</i> as well ‡ - some items may require <i>Size Reduction</i> as well			

6.3. Random Coin Design Tables

Roll once for coin shape. Roll once for the number of holes in the coin (typically to allow stringing of coins, although also to help in sorting denominations in some cases), then for the shape of the holes if present. For each "edge feature" or "additional feature" roll to see if it is present. A coin with "additional material" incorporates something other than the primary metal into the coin. This could be another metal, a piece of stone, a piece of glass, or other fairly durable addition. The designer is the artist who produced the original master for the coin type. The minter is the individual - or more often the institution - that actually created the coins based on the designer's master. The issuer is the authority in whose name the coins are created, usually a government, though churches and other groups may also have authority to produce their own coins. Grooves on the edge of coins are meant to make it harder to shave precious metal off the coin without it being obvious; use of a different metal for the edge may serve much the same purpose.

Roll	Shape	Roll	# of Holes	Additional Feature	% chance
01-62	circle	01-75	none	additional material	1%
63-70	ellipse	76-95	one	coin name/value	30%
71-74	hexagon	96-98	two	date*	50%

75	heptagon	99-100	three+	designer's mark	10%
76	irregular			label†	45%
77-78	octagon	Roll	Hole Shape	minter's mark	25%
79	parallelogram	01-40	circular	motto	25%
80-83	pentagon	41-95	square	name of issuer	80%
84	polygon (9+ sides)	96-100	other		
85-87	rectangle			* year of reign or	60%
88-90	rhombus (diamond)	Edge feature	% chance	* year in ongoing calendar	40%
91-95	square	different metal	2%		
96-97	trapezoid	inscribed	3%	† name of person/item portrayed	
98-100	triangle	grooves	22%		

Roll once to determine the design of the obverse (front) and once to determine the design of the reverse (back) of the coin. If it is a portrait, roll again to determine the figure portrayed and the position of the figure. Most coins depict only the head, though some may have a full figure seated, standing, or mounted on some beast. If a commoner is portrayed, it will not be an individual, but some representative type (e.g., fisherman, farmer, herdsman, weaver, or beekeeper) which is being celebrated. A royal/noble result means the ruler in power at the time of the coin's minting, while a religious authority will likewise be one in power when the coin was minted. Past examples would fall under the "historical hero" category. Athlete, artist, inventor/scholar, magic-using figure, and military figure results may be contemporary or historical individuals or they may be representative types as with the "commoner" result. The "reverse view" result means that the reverse depicts whatever is on the obverse from the other side (e.g., left profile obverse becomes right profile reverse).

Roll	Obverse	Roll	Portrait of	Roll	Portrait is
1-10	beast	01-02	artist	1-20	profile, facing left
11-15	bird	03-04	athlete	21-40	profile, facing right
16-17	building	05-07	commoner	41-56	front view
18-20	fish	08-12	divine/holy figure	57-58	partial turn left
21-25	monster	13-27	historical hero	59-60	partial turn right
26-29	plant	28-30	inventor/scholar	61-63	seated, facing front
30-89	portrait	31-36	magic-using figure	64-65	seated, facing left
90-91	symbol (cultural)	37-47	military figure	66-67	seated, facing right
92-95	symbol (national)	48-59	mythical hero	68-77	standing, facing front
96-100	symbol (religious)	60-72	religious authority	78-86	standing, facing left
		73-100	royal/noble	87-95	standing, facing right
Roll	Reverse			96	mounted, facing front
01-20	animal/monster			97-98	mounted, facing left
21-32	building			99-100	mounted, facing right
33-47	landscape				
48	map				
49-54	no image				
55-62	plant				
63-86	portrait				
87-89	reverse view				
90-100	symbol				

6.4. Alchemical Spell Failure Tables

Bonus		Embedded Entity	
Roll	Result	Roll	Result
1-15	The job is done, but what a mess! The workshop will require a dedicated week of work before it is ready for another project.	1-15	Entity psychically squirms throughout process, adding 3 TUs to the time required, but no additional material costs.
16-30	Extra work is required. Add 1-3 TUs to production time, with increased materials costs.	16-30	Alchemist has nightmares about being trapped in a confined space. Poor sleep puts him at -10 until project is finished.
31-45	Tool breakage halfway through process requires immediate 10 sp replacement. Work cannot continue without it.	31-45	Halfway through project, Alchemist becomes paranoid about object watching him and needs a month break to clear his head.
46-65	An early error requires an additional 1-10 TUs of work to correct, with increased materials costs.	46-65	Project starts to fall behind, but Alchemist salvages his schedule by using an additional 5-50 sp of materials.
66	Serendipity!	66	Serendipity!
67-80	Item develops a quirk.	67-80	Entity creates an inscription on the item.
81-95	Process takes an extra 3 TUs (includes material costs) and produces an item with a quirk.	81-95	Item gains a quirk.
96-105	Item develops a flaw.	96-105	Item gains a quirk and takes an extra 1-10 TUs to complete (no extra materials costs).
106-135	Item has a reduced bonus.	106-135	Entity becomes uncooperative halfway through process and initiates will contest with a +25 bonus. If it can, it will make the Alchemist perform some errand before allowing work to resume.
136-165	Item develops a flaw and a quirk.	136-165	The intended ability is produced, but with a flaw.
166	Serendipity!!!	166	Serendipity!!!
167-180	Item is cursed.	167-180	Bearer of item will pick up a personality trait of the embedded entity (takes 1-10 months; effects fade over 1-10 years after separating from item).
181-190	At a random point in the process, Alchemist does an A critical to himself in industrial accident. If item is a weapon, he takes a +0 attack instead.	181-190	At a random point in the process, the Alchemist does an A critical to himself in an industrial accident.
191-200	At a random point in the process, Alchemist does an A critical to himself in industrial accident. If item is a weapon, he takes a +0 attack instead. The distraction causes him to produce an object with a flaw.	191-200	At a random point in the process, the Alchemist does an A critical to himself in an industrial accident. The item manages to acquire a curse at the same time.

201-250	At a random point in the process, Alchemist does an A critical to himself in industrial accident. If item is a weapon, he takes a +0 attack instead. This distraction leads to the creation of a cursed item.	201-250	Alchemist manages to almost accidentally embed himself as enchantment completes. Treat as an <i>Absolution</i> cast by the Alchemist on himself (automatic touch range).
251-300	At a random point in the process, Alchemist does a B critical to himself in an industrial accident. If item is a weapon, he takes a +30 attack instead.	251-300	Oops! The entity is released from the item when the process should have completed; all entity-based enchantments are lost. Further results dependant on the nature of the previously-embedded entity.
301+	Major disaster! At a random point in the process, a fire gets out of control. The workshop ends up 50+1d100% destroyed (roll over 100 indicates danger to any neighboring structures). Alchemist takes immediate B Heat crit and needs to get out of burning building.	301+	Accidentally fusing his mind with the embedded entity at a random point in the process, the Alchemist does 10 x 1d100 sp damage to his workshop in a fit of madness. Afterwards, he is completely dominated by the entity for 1-10 weeks until complete psychic reintegration.

General		Independent Entity	
Roll	Result	Roll	Result
1-15	Enchantment process consumes an extra 1-10 sp in materials.	1-15	An extra 1-4 TUs are spent in fruitless tinkering, with no added materials costs.
16-30	Enchantment process requires an additional 2 TUs (including additional materials costs).	16-30	Rumors spread that the Alchemist is creating an abomination. -10 to all social interactions until project completes.
31-45	Minor incident causes 5-50 sp of damage to workshop, which must be repaired before the next project begins.	31-45	Carelessness with exotic ingredients results in 5-50 sp in additional costs.
46-65	As both 16-30 and 31-45 above.	46-65	An accident leads to a cosmetic flaw in the creation's appearance. Alchemist may leave it permanently scarred or spend another 3 TUs (with additional materials costs) to fix it.
66	Serendipity!	66	Serendipity!
67-80	Item has a quirk.	67-80	Creature has a quirk.
81-95	Item has a quirk and the enchantment process takes an additional 1-5 TUs (with additional material costs).	81-95	Miscalibration results in a -5 OB with all attacks.
96-105	Item has a flaw.	96-105	Creature has a flaw.
106-135	Item has a flaw and the enchantment process takes an additional 1-5 TUs (with additional material costs).	106-135	Creature has an obvious flaw. Depressed, the Alchemist is at -20 to all creative work for 1-10 weeks.
136-165	Item has a flaw and the Alchemist is frustrated by the process, requiring a	136-165	Creature is created at 75% of the intended level (round up). In addition,

	week of vacation before attempting any other work without a -30 penalty.		cost overruns of 1-100 sp occur.
166	Serendipity!!!	166	Serendipity!!!
167-180	Item is cursed.	167-180	Creature spends 1-10 rounds uncontrolled when first awakening. After this time, normal control methods will work. Just survive that long.
181-190	At a random point in the process, Alchemist does an A critical to himself in industrial accident.	181-190	Creature does 5-500 sp of property damage upon awakening before settling down to normal control. It will not harm any living thing, unless someone deliberately gets in its way.
191-200	At a random point in the process, Alchemist does an A critical to himself in industrial accident. The distraction causes him to produce an object with a flaw.	191-200	With 3 TUs remaining in the process, the Alchemist errs while testing the creature's reflexes. Alchemist suffers a +0 attack from a random creature attack form.
201-250	At a random point in the process, Alchemist does an A critical to himself in industrial accident. This distraction leads to the creation of a cursed item.	201-250	With 2 TUs remaining in the process, the Alchemist errs while testing the creature's reflexes. Alchemist suffers a half OB attack from a random creature attack form.
251-300	At a random point in the process, Alchemist does a B critical to himself in an industrial accident.	251-300	With 1 TU remaining in the process, the Alchemist errs while testing the creature's reflexes. Alchemist suffers a normal attack from a random creature attack form.
301+	At a random point in the process, magical energies surge out of control, converting the entire workshop into a single substance (e.g., glass or cheese). Treat as exposure to a conversion poison equal in level to the item for living things. Magical items get an RR, including the one being enchanted. The enchantment process fails in any case.	301+	It's alive! It's alive! Unfortunately, it is also uncontrollable and berserk. It will destroy until destroyed, starting with whatever is nearest. Alchemist is caught flatfooted.

Intelligence		Location	
Roll	Result	Roll	Result
1-15	This requires more thought. Add 2 TUs to the required time, along with associated materials costs.	1-15	An additional 1-5 TUs (with material costs) are required.
16-30	This job is a real headache. After completion, Alchemist spends 1 week at -25 to all actions due to residual headaches.	16-30	Location begins to attract minor pests (e.g., flies, cockroach, or rats). They will be well established by the end of the process, but they place will no longer abnormally attract them once enchanted.

31-45	Confusion of perspective with that of the item causes Alchemist to break 5-50 sp of equipment, but project completes on time.	31-45	Intensive focus on the area dictates that the Alchemist spend DP for 2 ranks in appropriate Region Lore on next leveling up due to obsession.
46-65	Too many stray thoughts from the project dance through the Alchemist's brain. All activity not part of this project suffers a -10 penalty from start to completion of this project.	46-65	A careless spill wastes 3-30 sp worth of materials.
66	Serendipity!	66	Serendipity!
67-80	Intelligence's personality develops a random trait.	67-80	Location's enchantment has a quirk.
81-95	One stat bonus is reduced by 1-10.	81-95	Some nearby source of contrary influences interferes with the enchantment. Alchemist realizes this 1-5 TUs into the process. Until it is removed, work cannot proceed.
96-105	Intelligence has different ethics than intended. It will still pursue its purpose, but the means may be quite different than envisioned.	96-105	Alchemist drained by enchantment process; after project completes, he cannot cast spells for 1 day per TU in the enchantment.
106-135	Intelligence has a different purpose than was intended.	106-135	Location's enchantment has a flaw.
136-165	Item's purpose is directly opposite what was intended, but its personality and ethics remain as close as possible to intended.	136-165	Location becomes cursed.
166	Serendipity!!!	166	Serendipity!!!
167-180	Item's purpose is directly opposite what was intended and ethics directly opposite to what was intended.	167-180	Location becomes haunted.
181-190	Psychic stresses cause Alchemist to suffer a 1-10 reduction in one of his temporary mental stats (Em, In, Me, Pr, Re, or SD).	181-190	Alchemist becomes cursed (level twice his own) to remain at the enchanted site as its guardian.
191-200	Telekinetic manifestations appear at a random points in the process. 1-10 sp of damage are done with a 50% chance each TU of the project.	191-200	At a random point in the process, materials explode in Alchemist's face, doing 5-50 hits and an A critical. 10-100 sp of equipment is destroyed.
201-250	As 167-180 and 191-200 above.	201-250	Alchemist triggers minor earthquake at a random point in the process.
251-300	Psychic forces shake workshop destructively at a random point in the process. Damage is 2-200 sp and any within must make a Nigh Impossible maneuver to avoid taking a C Krush critical from falling materials.	251-300	Psychic emanations attract some hostile creature of substantial power (at least twice Alchemist's own level), which will appear at a random point in the process to attempt to put a stop to it.
301+	Mental force stuns all within 10'/level of item upon its completion for 1-10	301+	Location is engulfed in magical energies for a moment of completely lost control.

	rounds. The item is fine, but the Alchemist suffers a major change in personality and his temporary mental stats (Em, In, Me, Pr, Re, & SD) drop 1-5 points each.		Alchemist takes a C critical, any others in the area take an A critical. This occurs at a random time in the process.
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Organism		Potion	
Roll	Result	Roll	Result
1-15	Organism has a rash in addition to the enchantment. It will go away in a week.	1-15	Potion tastes bitter, smells bad.
16-30	Organism and Alchemist are both exposed to a disease at a random point in the process. Maximum result is mild.	16-30	Slow brewing: process requires an additional TU to complete, but does not incur additional material costs.
31-45	Sometimes things take a little longer. In this case, an extra 1-10 TUs are required (no additional material costs).	31-45	Temperamental recipe: Problems develop, requiring 3d10 sp additional expenses to fix, but job finishes on time.
46-65	Organism requires unexpected care (probably food), driving expenses up by 3-30 sp and making Alchemist cranky (-10 to all Social skills until project is complete).	46-65	Damage to equipment costs 10d10 sp, but the brew is salvaged.
66	Serendipity!	66	Serendipity!
67-80	The enchantment has a quirk.	67-80	Slow-working: potion effects will be delayed 1-5 rounds
81-95	The enchantment has a quirk and the organism experiences 1-5 weeks of mild nausea (-5).	81-95	Potion has a side effect.
96-105	The enchantment has a flaw.	96-105	Potion has a 50% chance of not doing anything. No refunds.
106-135	The enchantment has a flaw and the organism has a headache (-20) for 1-10 days after the process completes.	106-135	Potion is flawed.
136-165	The enchantment has a flaw and the Alchemist has a headache (-20) for 1-10 days after the process completes.	136-165	Potion is flawed and has a side effect.
166	Serendipity!!!	166	Serendipity!!!
167-180	Organism takes 1-10 hits at a random point in the process, and it instinctively lashes out with one unarmed attack on the Alchemist.	167-180	Potion acidifies. Treat as a very weak acid. Magic works normally.
181-190	As process completes, Alchemist transfers some of his vital energy to the organism. Treat as an <i>Infuse Life IV</i> (Life Mastery) spell affecting random stats.	181-190	Potion is poisonous. Level of poison is same as potion. Type is random. If the imbiber survives, the intended effect still applies.
191-200	As process completes, Alchemist transfers some of his vital energy to the organism. Treat as an <i>Infuse Life X</i>	191-200	Alchemist poisons himself (random type, level 5, max. moderate effect) halfway into project. If he still

	(Life Mastery) spell affecting random stats.		completes the potion, it will have a side effect.
201-250	Weird magic does identical A criticals to organism and Alchemist, 1-100 sp damage to workshop. Afterwards, organism and Alchemist are magically linked for 1-10 months, during which any injury to either will also affect the other.	201-250	Glass sent flying by explosion does A Slash critical to Alchemist at a random point in the project. 3-30 sp damage is done, but the project can still be salvaged.
251-300	Burst of essence at random point in the process does 2-200 sp of damage to workshop and knocks out everyone in room. When they wake up, minds are switched to different bodies; they will revert after 1-100 days.	251-300	Explosion 2 TUs into project does B Stream crit to Alchemist. Damage to equipment is minor and progress can continue if the Alchemist can.
301+	Magical backlash does D crits to both Alchemist and organism. Plant growth of some kind instantly springs up throughout the workshop. It will not interfere with future work, but all future repairs or upgrades to the workshop will take twice the time and be three times the expense.	301+	Explosion sets workshop ablaze, halfway through project. Alchemist takes B Heat crit and any present need to make a Very Hard maneuver to exit the building. Unless magical fire suppression is immediate, workshop is a complete loss (and may imperil adjacent buildings).

Power Enhancer		Spell Power	
Roll	Result	Roll	Result
1-15	Power surge in the final step causes Alchemist to lose attunement to one item.	1-15	Caster providing the spell develops mental block upon item completion and cannot cast the spell for 2-20 days.
16-30	Exhausting process leaves Alchemist drained of PP for one week after item completion.	16-30	Stubborn matter resists enchantment. Add 2 TUs (and associated materials costs) to creation time.
31-45	Uncontrolled discharge of energies does 1-100 sp of damage to workshop, but work is completed on time.	31-45	Upon item completion, it releases a burst of excess magical energy, doing 1d10 sp of damage to the workshop per level of the highest embedded spell.
46-65	Disruption of the Essence in a radius of 5'/level of item around completion of item causes penalty to SCRs of -30. Radius shrinks by 5'/week as Essence heals.	46-65	Spell goes off on completion of item, targeting the Alchemist.
66	Serendipity!	66	Serendipity!
67-80	Item develops a quirk.	67-80	Item develops a quirk.
81-95	User's aura becomes slightly warped, causing a -10 to SCRs.	81-95	Item is difficult to use. -10 to SCRs casting from this item.
96-105	Item is fickle: Every 1-100+ days (roll open-ended upon attunement), it will alter its aura, deattuning the currently	96-105	Item is fickle: Every 1-100+ days (roll open-ended upon attunement), it will alter its aura, deattuning the currently

	attuned user(s). Reattunement is possible.		attuned user(s). Reattunement is possible.
106-135	Item develops a flaw.	106-135	Item develops a flaw.
136-165	Item develops a flaw and a quirk.	136-165	Item develops a quirk and a flaw.
166	Serendipity!!!	166	Serendipity!!!
167-180	Item is cursed.	167-180	Item is cursed.
181-190	Enchantment completes successfully and on-time, but Alchemist has left a little of himself in his work. Reduce Alchemist's temporary realm stat by 1-5.	181-190	One little slip is all it takes. At a random time in the enchanting process, the Alchemist takes an A critical. Work can continue when the Alchemist can.
191-200	Power surge does C Subdual crit to Alchemist as enchantment completes, while the item develops a flaw.	191-200	Power is misdirected into the Alchemist, who takes a -20 penalty nerve injury, while the item becomes flawed.
201-250	At a random point in the process, a power surge throws the Alchemist across the room, delivering a B Unbalancing and an A Krush critical. This also does 3-300 sp damage to the workshop that must be repaired before work resumes.	201-250	Burst of Essence at a random point in the process knocks Alchemist out. Workshop takes 25-250 (1d10 x 25) sp of damage. Alchemist is physically fine, but cannot recall any spells not used in this project until 2-20 weeks after it is completed.
251-300	On the first day of enchantment, a silent burst of light flares through workshop. 300 + 1d100 sp of materials must be replaced before resuming work, and Alchemist is drained of all PP for 1-100 days.	251-300	Everything seems fine at a glance, but a complete investigation would find that the item has become both flawed and cursed.
301+	One day before project completion, Essence surges into the item, releasing all stored energy. Creator takes an E crit and cannot cast spells for 1-100 weeks. Anyone else within 50' takes a C crit. The lab must be entirely rebuilt. The enchantment fails and the item must check for breakage at -100.	301+	At a random point in the process, it all goes wrong. The caster of the embedded spell must make a spell failure roll. The Alchemist is targeted by every spell in the current round of enchantment. Random discharges of Essence do 1-100 sp damage to the workshop per level of the item. Enchantment fails.

6.5. Alchemical Workshop Supplies

This is a list of items that one may find in an Alchemist's workshop. It is useful for providing some color in the GM's descriptions in many games, but it is particularly intended to provide some inspiration for those GM's who have an Alchemist as a player-character, or a major non-player-character, and are fleshing out the somewhat abstracted processes described in this text with specific substances that the Alchemist will need to acquire for use in creating particular items. There will also, of course, be equipment, such as usual forges, looms, tool sets, etc., as well as exotic glassware, lenses, magnets, miniature silver tools, and other strange implements.

Animal Origin: antler, arm, bile, blood, bone, brain, cocoon, claws, cyst, down, dung, eyeball, fang, fat, feather, fin, foot, fur, gastric fluids, hair, hand, head, heart, hide, hoof, horn, ichor, leg, lymph, liver,

marrow, milk, mole, musk, nails, organs, paw, quills (as from a porcupine), saliva, scales, semen, skin, sweat, tail, tears, tongue, tooth, tusk, urine, venom, wart, wing

General & Synthetic: acids, arsenic, alcohols, ashes, candles, clay, crystals, dyes, glacier ice, glass, incense, ink, liquefied moonlight, lye, magnets, mercury, metallic powders, meteorites, mineral oil, mummy dust, narcotics, perfume, salts, sand, soil from a grave, stones, sulfur, water (dew, fresh, rain, or sea water), wire

Vegetable Origin: bark, belladonna, berries, burr, cones, cork, dried flowers, dried fruit, frankincense, fresh flowers, fresh fruit, gall, herbs, juice, lavender, leaves, lichen, lotus, mildew, mistletoe, mold, moss, mushrooms, myrrh, nectar, needles, nuts, oil, pollen, root (esp. mandrake), rotten fruit, sap, saffron, seed, slime, spices, spores, thorn, toadstools, yeast, wood

Some specific plants are mentioned under vegetable origin substances, but otherwise the GM is on his own there as far as figuring out what particular plant the Alchemist needs, say, sap from. For animal origin substances, the GM can roll a random encounter to determine a beast, or he can simply choose something appropriate or which will lead to a planned encounter. However, here is a small list of possible sources: any race (especially the Alchemist's own), basilisk, bat, centaur, chimera, cow, demon, dragon, elephant, giant, giant eagle, goat, gryphon, hippogriff, lycanthrope, monkey, pig, rat, rhino, stag, tiger, troll, unicorn, vampire, whale, wolf. Infant, albino, virginal, or other specific versions of the creature may be especially desirable.

6.6. Random Spell Generation

01-30 Channeling		31-65 Essence		66-95 Mentalism		96-00 Hybrid	
01-03	Barrier Law	01-03	Delving Ways	01-03	Anticipations	01-04	Cleansing
04-07	Concussion's Way	04-06	Detecting Ways	04-06	Attack Avoidance	05-10	Blood Ways
08-10	Detection Mastery	07-09	Elemental Shields	07-09	Brilliance	11-16	Bone Ways
11-13	Light's Way	10-12	Essence Hand	10-12	Cloaking	17-22	Muscle Ways
14-16	Lofty Movements	13-15	Essence's Perceptions	13-15	Damage Resistance	23-28	Organ Ways
17-19	Nature's Law	16-18	Lesser Illusions	16-18	Delving	29-34	Surface Ways
20-23	Purifications	19-21	Physical Enhancement	19-21	Detections	35-39	Confusing Ways
24-26	Sound's Way	22-24	Rune Mastery	22-24	Seemings	40-44	Gas Alteration
27-29	Spell Defense	25-27	Spell Wall	25-27	Spell Resistance	45-49	Hiding
30-32	Weather Ways	28-30	Unbarring Ways	28-30	Telekinesis	50-54	Liquid Alteration
33-35	Blood Law	31-32	Dispelling Ways	31-32	Gas Manipulation	55-59	Mystical Change
36-38	Bone Law	33-34	Fluid Elements	33-34	Liquid Manipulation	60-64	Solid Alteration
39-40	Calm Spirits	35-36	Gate Mastery	35-36	Mind's Door	65-70	Flesh Destruction
41-42	Creations	37-38	Invisible Ways	37-38	Mind Mastery	71-76	Fluid Destruction
43-44	Locating Ways	39-40	Living Change	39-40	Movement	77-82	Gas Destruction
45-46	Lore	41-42	Lofty Bridge	41-43	Self Healing	83-88	Mind Destruction
47-48	Mounted Ways	43-44	Luminous Elements	44-45	Sense Mastery	89-94	Solid Destruction
49-51	Muscle Law	45-46	Rapid Ways	46-47	Shifting	95-100	Soul Destruction
52-54	Nerve & Organ Law	47-48	Shield Mastery	48-49	Solid Manipulation		
55-56	Symbolic Ways	49-50	Solid Elements	50-51	Speed		
57-58	Channels	51-52	Spell Enhancement	52-54	Blood Mastery		
59-60	Communal Ways	53-54	Spell Reins	55-57	Bone Mastery		

61-62	Life Mastery	55-56	Spirit Mastery	58-60	Concussion Mastery		
63-64	Protections	57	Controlling Songs	61-63	Muscle Mastery		
65-66	Repulsions	58	Entertaining Ways	64-66	Nerve and Organ Mastery		
67-68	Summons	59	Inspiring Songs	67-68	Prosthetics		
69-70	Animal Mastery	60	Item Lore	69	Assassination Mastery		
71-72	Herb Mastery	61	Sound Control	70	Disguise Mastery		
73-74	Nature's Lore	62	Sound Projection	71	Escapes		
75-76	Nature's Protection	63	Concealment Mastery	72	Gathering Secrets		
77-78	Nature's Wrath	64	Influences	73	Misdirections		
79-80	Plant Mastery	65	Mechanisms	74	Poison Mastery		
81	Cursebreaking	66	Movement Mastery	75-76	Mind Attack		
82	Holy Arms	67	Senses	77-78	Mind Control		
83	Holy Healing	68	Trade Mastery	79-80	Mind Merge		
84	Holy Shields	69-70	Guises	81-83	Mind Speech		
85	Holy War	71-72	Illusion Mastery	84-85	Presence		
86	Inspiring Ways	73-74	Light Molding	86-87	Sense Control		
87	Beastly Ways	75-76	Mind Sense Molding	88	Body Reins		
88	Inner Walls	77-78	Sense Molding	89	Combat Mastery		
89	Moving Ways	79-80	Sound Molding	90	Evasions		
90	Nature's Guises	81-82	Earth Law	91	Mind Over Matter		
91	Pathmastery	83-84	Fire Law	92	Monk's Bridge		
92	Survival's Way	85-86	Ice Law	93	Monk's Sense		
93	Curses	87-88	Light Law	94	Mind Death		
94	Dark Channels	89-90	Water Law	95	Mind Disease		
95	Demonic Pacts	91-92	Wind Law	96	Mind Domination		
96	Demonic Summons	93	Darkness	97	Mind Erosion		
97	Disease	94	Dark Summons	98	Mind Illusions		
98	Wounding	95	Essence Twisting	99	Mind Subversion		
99	Disenchantments	96	Foul Transformations	100	Other		
100	Other	97	Necromancy Mastery				
		98	Necromantic Ways				
		99	Bladerunes				
		100	Other				

6.7. Other Random Treasure Tables

See the disclaimers in Section 2.10 on the extreme limitations on the utility of such tables. Use with caution.

Random Armor					
Roll	Coverage	Roll	AT	Roll	Shield Type
1-35	Full Suit	01-05	2	01-20	Target Shield
36-50	Body Armor	06-15	3	21-60	Normal Shield
51-57	Helmet	16-25	4	61-85	Full Shield
58-62	Vambraces	26-40	5	86-00	Wall Shield
63-67	Greaves	41-60	6		
68-74	Body + Helm	61-75	7		
75-77	Body + Greaves	76-90	8		

78-80	Body, Vambraces, Greaves	91-96	9		
81-85	Body, Greaves, Helm	97-00	10		
86-00	Shield				

Random Sizes for Armor: (01-02) Tiny, (03-20) Small, (21-90) Medium, (91-97) Big, (98-99) Large, (00) Huge.

Random Weapon							
Roll	Table	Roll	Sword	Roll	Other 1-H	Roll	Other 2-H
01-20	Sword	01-11	Arming Sword	1-9	Battle Axe	1-10	Glaive
21-50	Other 1-H	12-22	Broadsword	10-11	Blackjack	11-19	Great Mace
51-65	Other 2-H	23-29	Claymore	12-15	Club	20-29	Halberd
66-77	Launcher	30-41	Dagger	16-18	Fighting Stick	30-38	Heavy Flail
78-92	Missiles	42-44	Epee	19-25	Flail	39-45	Large Club
93-00	Thrown	45-55	Falchion	26-35	Hand Axe	46-54	Long Axe
		56-60	Great Falchion	36-38	Large Net	55-69	Long Spear
Roll	Size	61-67	Long Scimitar	39-45	Light Flail	70-79	Poleaxe
01-02	Tiny	68-74	Longsword	46-54	Light Mace	80-92	Quarterstaff
03-20	Small	75-76	Machete	55-56	Light Stick	93-00	War Mattock
21-85	Medium	77-81	Rapier	57-65	Mace		
86-95	Big	82-92	Scimitar	66-70	Net	Roll	Launcher
96-99	Large	93-00	Short Sword	71-72	Small Net	01-05	Blowpipe
00	Huge			73-87	Spear	06-15	Composite Bow
		Roll	Missile	88-95	War Hammer	16-30	Crossbow
Roll	Thrown	01-30	Crossbow Bolts	96-00	Whip	31-35	Hand Crossbow
01-10	Bola	31-42	Long Arrows			36-45	Heavy Crossbow
11-40	Dart	43-47	Needles			46-57	Long Bow
41-90	Javelin	48-75	Short Arrows			58-75	Short Bow
91-00	Throwing Club	76-85	Sling Bullets			76-90	Sling
		86-00	Sling Stones			91-95	Slingshot
						96-00	Staff-Sling