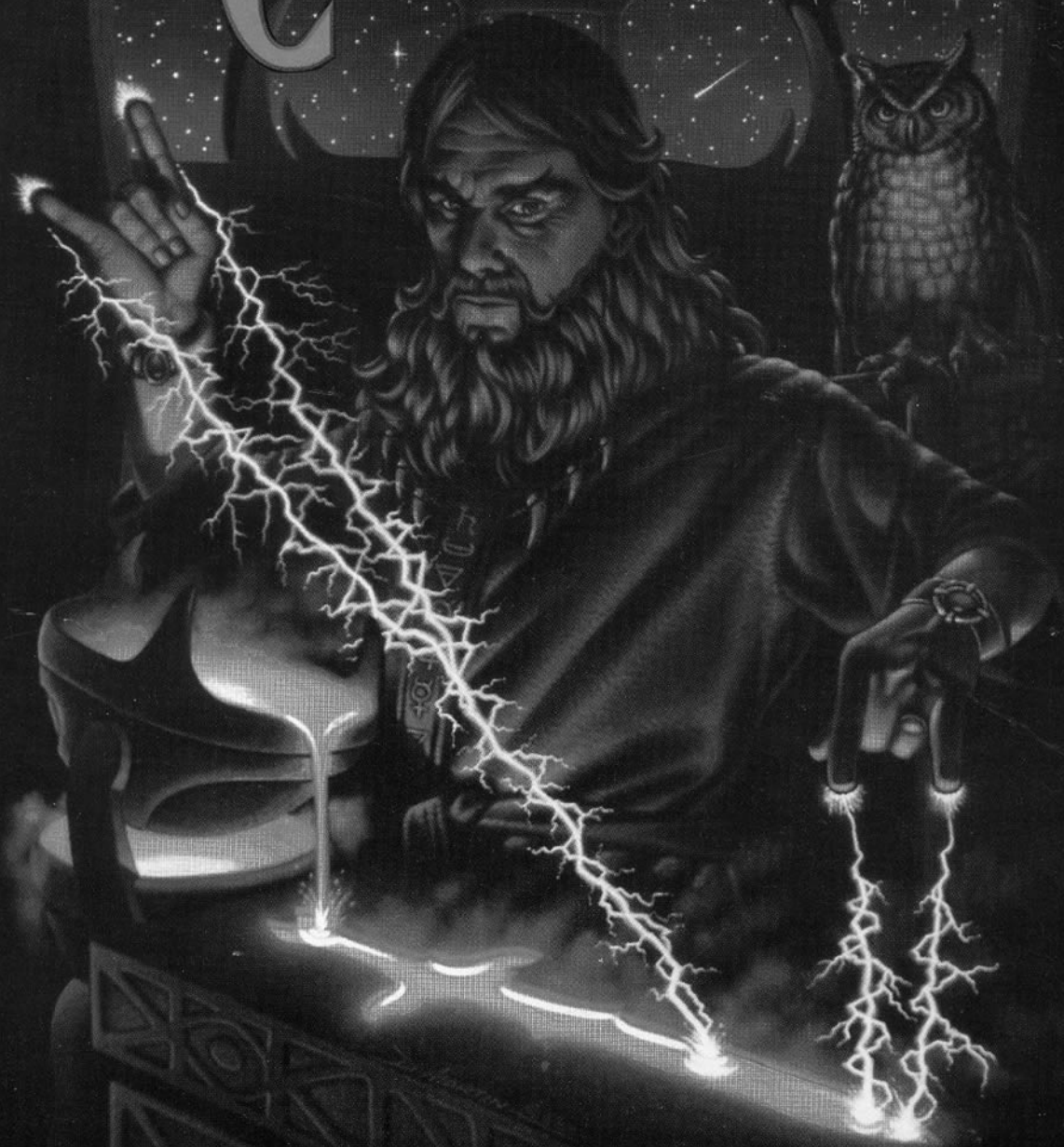


ROLEMASTER™

TREASURE COMPANION™



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TREASURETM COMPANION



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WELCOME TO THE COMPANION



Welcome

Welcome to *Treasure Companion*! Before you undertake the task of figuring out how to assimilate what is found within this tome into your game, a few words of caution and warning are appropriate.

This companion is “theme” oriented. That is, everything within this book centers around a single theme (in this case—treasure). If the concept presented in this theme is not appropriate to your game, do not use it! Do not presume that what is written upon these pages is law in the strictest sense. Instead, think of it as a text book from which you will learn how to incorporate certain new concepts into your game. It is possible that what you learn here will contradict the things that you want to pursue in your game. Remember that when anything is in doubt, you (the GM) and your game take precedence—not the rules.

The *Treasure Companion* is optional—everything within it is optional (the professions, etc.). As a GM, you must study what we present here and decide if the concepts are appropriate to your gaming world. Adopting the contents of this book into your game will change the power balance in your game. You (as the GM) must decide if this is good or bad for your game. Because this companion is theme oriented, you will probably either adopt the theme (i.e., the whole book), or only adopt a very few select pieces of it. If you only adopt select pieces of it (as opposed to the whole thing), be very careful when meshing it with the rest of *Rolemaster*; all play-balance put into this book presumes that the whole book is being used (excluding one part might be excluding a balancing factor). In the end, the GM (not the players) must decide to use (or not use) the material present herein.

Players should keep the above discussion in mind when reading *Treasure Companion*; the GM may decide that this theme is not appropriate for his game. Pressuring the GM to adopt pieces of this tome might not only result in a fracturing of a delicate game balance, but could weaken or undermine his concepts for the world he has created. On the other hand, the GM has an obligation to his players to make clear what the physical laws of his world entail (i.e., the game mechanics). Of course, there are always physical laws that are being discovered. A GM must strive to be consistent in his decisions and in his interpretations of the rules (this includes decisions about which rules to include and which to exclude). Without consistency, the players will eventually lose trust and confidence in the GM's decisions and his game. When this happens, a game loses much of its pleasure and appeal.

Note: For purposes of readability, these rules use the standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/him, etc.

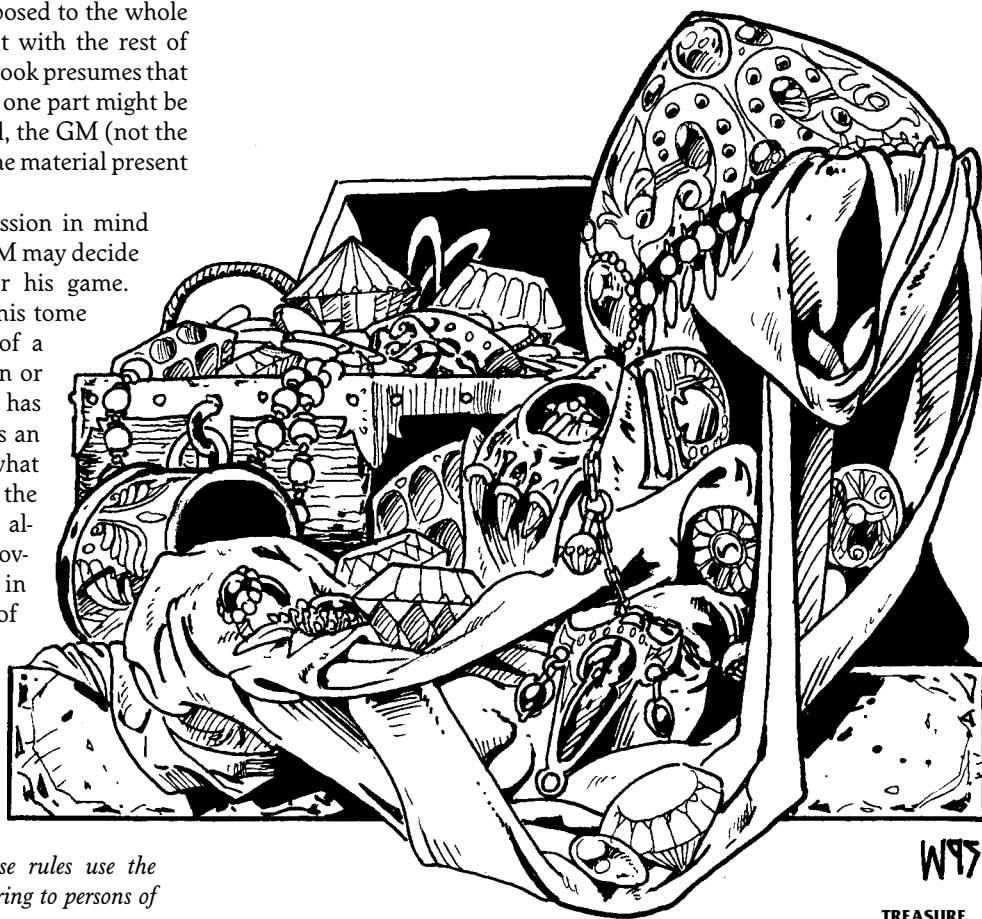
NOTATION

Treasure Companion use the standard notation from the other products in the *Rolemaster* products: *Arms Law*, *Spell Law*, *Rolemaster Fantasy Role Playing*, and *Gamemaster Law*. Those products should be consulted for specific references (e.g., the spell lists all use the *SL* abbreviations and notation in the spell descriptions).

DEDICATION

I would like to thank Coleman Charlton, Lee Short, Monte J. Cook, Tim Taylor, and all those associated with the production of *Creatures and Treasures I, II, III*, and *Alchemy Companion*. Though much of this work differs significantly in many ways with what has gone before it, without their works this volume would not be possible.

On a personal note, I would like to thank Joel and Meredith Hedghes, Dave Pettit, Mike Stackpole, Liz Danforth, and Roy Jensen for their comments and support over the years. I owe each of these people a great debt. Most of all, I would like to thank my wife Allyson, who has had to put up with far too many conversations on the subject of *Alchemy* over the last few months.



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PART I

CONCEPTS & PREMISES

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This part of the *Treasure Companion* discusses the concepts and premises behind wealth in a campaign. Every GM should read this section thoroughly before introducing any other elements from this book into his game (as ideas and concepts provide the strong foundation for the introduction of any new element into a game).



INTRODUCTION



Part I Concepts & Premises

Welcome to the *Treasure Companion*. This book is designed to allow GMs to quickly generate normal and magical treasures to be discovered and won by the characters in their games. Inside you will find optional rules that allow for greater detail in the kind and substance of the treasures that are found. In addition, it includes complete rules for Alchemy. It contains discussions of medieval economics, and the effects of money and magic on the lives of people dwelling in a fantasy world, including guidelines for the buying and selling of the items' characters might find. The *Treasure Companion* will not be just a useful supplement; it will allow you to incorporate greater realism and detail into your campaigns.

Like any gaming supplement, the *Treasure Companion* was written with a variety of assumptions. To help you mold the material in this book to your gaming world (or mold your gaming world to these concepts), these assumptions are explicitly stated (as much as possible). This allows you to see what was intended and for which worlds this book is directly applicable. Suggestions will also be given throughout the work as to how the rules might be modified to fit different types of worlds.

1.1 ASSUMPTIONS

The first set of assumptions has to deal with the value of money. These assumptions were used to create the treasure charts (and the optional rules detailing such areas as gems, jewelry, etc.).

- **The world uses the prices and monetary system from *RMFRP***—There are actually two exceptions to this assumption. The first exception to this rule is that aluminum has been added as a coin type at a ratio of 100 aluminum to the gold. This, technically, pushes the value to the mithril piece to 1000 gold. The second change, however, has to do with the way in with mithril items (including coins) are worked. This book assumes that all mithril items require they be crafted using both a *Work Mithril* spell and a *Weapon V*, *Armor V*, or *General V* spell (see Sections 7.0 and 9.0 for more information on the creation of items and the nature of enchanted substances). Because of the cost in creating such an item, this places the value of a mithril coin at up to 135,000 gold pieces. Because one could construct a +25 weapon for the same price, such coins are not used for actual mercantiling, but rather created as gifts between heads of state.



The main effect this has to fix the value of the various metals. As stated in *RMFRP*, the weight of a coin is one quarter of once. Because the value of the coin is based upon the value of its metal content, this fixes the value of a pound of the various metals (see the chart below). The value of a pound of metal will become important for determining the weight of jewelry (see Section 14.0). If you are using a different coinage weight (e.g., one tenth of one ounce per coin), you will need to adjust the formulas found in Section 9.0.



Part I Concepts & Premises

METAL VALUE CHART

Metal	Price per Pound
Iron	6 Tin, 4 Iron
Tin	6 Copper, 4 Tin
Copper	6 Bronze, 4 Copper
Bronze	6 Silver, 4 Bronze
Silver	6 Gold, 4 Silver
Gold	6 Platinum, 4 Gold
Platinum	6 Aluminum, 4 Platinum
Aluminum*	64 Aluminum pieces

* – Aluminum is one of the most common elements on Earth as a component of bauxite. However, it was not until the late 1800s that this fact was known and refining of this element became common. Aluminum is very rare in its pure form and a 10 to 1 ratio of platinum to aluminum is probably very conservative.

- **The income of the average peasant is 4 copper a day**—This is assumed to be either in the form of wages or the profit from a business. Most of this money is not actually going to be in the form of coinage, but will be in the form of assets such as a place to sleep, meals, goods, etc. This does not sound like a lot of money, but is more than substantial to pay for food, clothing, and lodging for the average peasant family. After all, the average peasant farmer does not have to pay the inflated prices for food and lodging that an adventuring PC does; his wife generally handles the cooking and sewing (which saves an enormous amount of money), his children help in the fields, etc. This leaves enough money for the occasional luxury and a pint or two at the local inn, maybe a new suit of cloths for one or two of his children each year, and allows money to be set aside to pay dowries for the daughters. Assuming a 365 day year the average peasant will earn 14 silver, 6 bronze, in a year (slightly less if the peasant does not work every day of the year).
- **The world uses a “silver based” economy**—This means that the most commonly found and used coin of the precious metals (silver, gold, platinum, aluminum, mithril, etc.) is silver. There are two reasons for this. The first is that the wage of the average peasant is such that he will generally not be dealing in coins greater in value than the occasional bronze piece (one denomination lower than silver). As such, there is likely to be a far greater amount of tin, copper, and bronze coins available than there would be of silver and the other precious metals. Gold coins are simply too valuable to be regularly used by the peasantry. There are generally far more peasants than gentry, and this means that there will be many more coins that the peasants will be likely to use and have (even considering that peasants generally do not use a lot of coinage), than there would be of more valuable coins.

The second reason can be found on the equipment price lists found in the *Rolemaster*. If these lists are examined, it becomes obvious that there are very few items whose prices are found in gold. This indicates an economy where gold is scarce and where most transactions are worked out in coinage of baser metals.

The second set of assumptions have to deal with the nature of Alchemy. This work has been written by first defining how Alchemy works in *Rolemaster* and then using these rules to produce the items found in this book. Items are categorized not by such terms as Potent or Most Potent (as has been common in previous supplements dealing with this subject) but by the highest level spell necessary for their creation. In generating the treasure charts for magical items, some assumptions about the gaming world were made.

- **There are more low level Alchemists than there are high level Alchemists**—While this may seem obvious, the point is valid (and sometimes overlooked). There are more students of the craft than there are masters. Many more students, in fact, because most will not have the dedication to reach high levels. Many will either loose interest or peak in their ability at relatively moderate levels.
- **There are more low level items created than there are high level items created**—This assumption follows from the last one. If there are more low level Alchemists than high level Alchemists, more items of low level can be created than high level ones. This also takes into account the time and materials costs of the items. For example, it is simply more time consuming and expensive to create a 10th level item than a 5th level item. Also, more people are in a position to afford the cost of a 5th level item. Because more people can afford them, 5th level items are more likely to be made than those of a higher level.
- **Alchemists generally do not produce items, except for their own use, on anything but a commission basis**—Magical items are very expensive and take weeks, if not years, to produce. Consequently, they generally need someone to fund their research. Not only do they have expensive equipment, rare substances, and arcane materials to purchase for their items, but they also have servants to pay, food to buy, and all the other needs that normal people have. Given a choice, if they lack such a patron, there is little incentive to spend the time or energy creating items, especially high level ones, that they have no direct use for on the off chance a buyer may be found.

If these assumptions do not sound like the world that you are running, do not worry. Plenty of suggestions may be found throughout this book as to how the rules presented can be modified so that they can more closely match your own world.

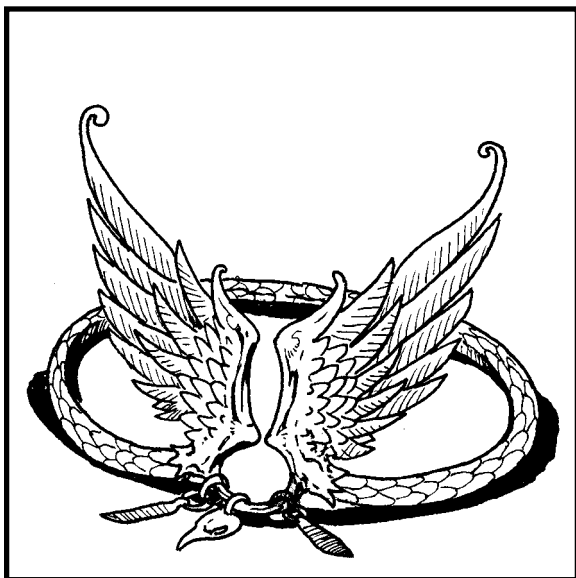


1.2 CHANGES TO PREVIOUS VERSIONS OF ALCHEMY

This brief introduction is designed to highlight the changes (from previous editions of *Rolemaster*) to the Alchemist profession, item creation, and Alchemy Base spell lists.

The Alchemist is now a pure spell user that can be of any realm. This change was made to allow for the effects of race in *Rolemaster*. In previous editions of the rules (where Alchemists were strictly Essence users), certain races such as Dwarves could be Alchemists while suffering little from the effect of their race (they had a penalty to their Empathy stat bonus, but that was about it). However, in *Rolemaster*, these races would suffer greatly (because of power point progression). To remedy this, Alchemy has been extended to all realms. If this view does not fit a particular GM's conception of the Alchemist, he should feel free to impose whatever limits are needed to make it fit his world. He may wish, for example, to allow Dwarves to be the only Channeling-based Alchemists, or perhaps only Humans can be Mentalism-based Alchemists.

The section on cost of magical items has now been extended to include material cost. These costs apply to all spell users regardless of realm. Some GMs may wish to waive some of these costs if they feel that certain costs do not fit the structure of their world.



Part I
**Concepts &
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*Headband of
Silesh, p. 109*

These new spell lists are based on both the lists in older editions of *Spell Law* and the *Alchemy Companion*, and much thanks goes to the original authors of these lists. Alterations to these lists have been made to allow for greater continuity of magical item creation. Every effort has been made to retain the majority of the spells at the levels they have previously been presented to make the new lists easy to adapt. All Alchemist Base spell lists stop at 50th level. Spells beyond 50th level are presented in the section on Divine magic, though these spells are not generally available to mortal mages.

For specific changes, there are a few. There is now more than one version of the Enchanting Ways spell list. Each realm has a list that deals with the creation of armor, one that deals with the creation of general items, and one that handles the creation of weapons. Though all of these lists have a variety of differences there are some commonalities. The *Weapon* and *Armor* spells now include the requirement of certain material compositions. For example, the *Weapon II* spell, which yields a +10 bonus, requires the Alchemist start with a material that has a +5 bonus due to material composition. General items do not have similar requirements, which justifies their higher levels on the list (compared to the *Weapon* and *Armor* spells). Also, multipliers require a *General* spell of 1 category higher than the multiplier value (e.g., a x2 multiplier requires a *General III*, a x3 requires a *General IV*, a x4 requires a *General V*, etc.).

The Essence Imbedding spell list and the Mentalism/Channeling Imbedding spell list have had their names changed to Own Realm Imbedding and Other Realm Imbedding respectively. Values for daily items use the progressions from previous editions of *Spell Law*. Thus, a *Daily V* spell can imbed a 1st to 5th level spell (such that a 1st level spell could be cast 5 times a day, a 2nd level spell could be cast twice a day, or a 3rd, 4th, or 5th level spell could be cast once a day). The effects of *Constant* spells have been specifically defined.

Inorganic Skills has been reworked along the lines of the *Alchemical Companion*. This, along with some modifications to the bonuses due to material composition, produces a scale in which items can have, at most, a +20 non-magical plus and all of the non-magical substances (including black alloy) can be enchanted. Working magical metals (e.g., mithril, laen, and eog) now requires that the corresponding *Enchant* spell be cast while the items are worked (so *Work Mithril* requires that a *Weapon V*, *Armor V*, or *General V* be cast along with the work spell). Once enchanted, these metals will have bonuses of +25, +30, and +35 respectively.

The Liquid/Gas Skills spell list is essentially the same list that it was in previous editions of *Spell Law*, though the specific effects of the poison spells have been defined. The *Gaseous Potion* spell from *Alchemy Companion* has also been added.

The Organic Skills spell list is also broken up into a variety of lists. The Essence version of the list is taken from the version in the *Alchemy Companion*, which lowers the level of the Make spells when compared to previous editions of *Spell Law*, but increases the level of many of the *Rune Paper* and *Wand* spells. The Mentalism and Channeling are similar in this respect, but, because they lack the *Rune Paper* spells, allow the Alchemists who possess them a much different range of abilities.

**TREASURE
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Part I
Concepts &
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2.0

TREASURE TYPES

2.1

THE NATURE OF WEALTH

Wealth comes in a variety of forms. One important feature of the *Treasure Companion* is to help you understand these forms. After all, magical items are very expensive commodities and, like all commodities, someone must pay to have them created. There are two questions a GM should ask himself before he allows a particular item into his game: would anyone actually pay to create this item, and just how would they pay for it?

The first question can be very tricky to answer. Suppose that a particular Duke has 11,025 gold pieces to spend and is considering the following three options: (1) have a suit of +15, AT 19 armor constructed for himself; (2) spend 5000 gold on fixing the stonework on his north curtain wall and the rest on various tapestries that his wife wishes to brighten up the keep; (3) spend it keeping an army in the field. Assuming he has to spend 18 tp per day per person in his army (the cost of three light meals, though in actuality this is going to cover all sorts of costs and the army will be getting most of its food through forage), he could keep an army of 20,000 soldiers in the field for six months (6480 gold) and still get most of the work on his curtain wall done.

Of the three, while the armor is the best looking option to the average player character, it probably is of a lesser priority than the other two for the noble. A six month campaign against the right enemy could gain back many times the cost it would take to wage it. The curtain wall and amenity option not only may lead to greater security and domestic harmony, but could increase the noble's social standing by directly showing off his wealth and status to any visitors he receives. While the armor is a wonderful personal protection, its utility to many non-adventurers is relatively low.

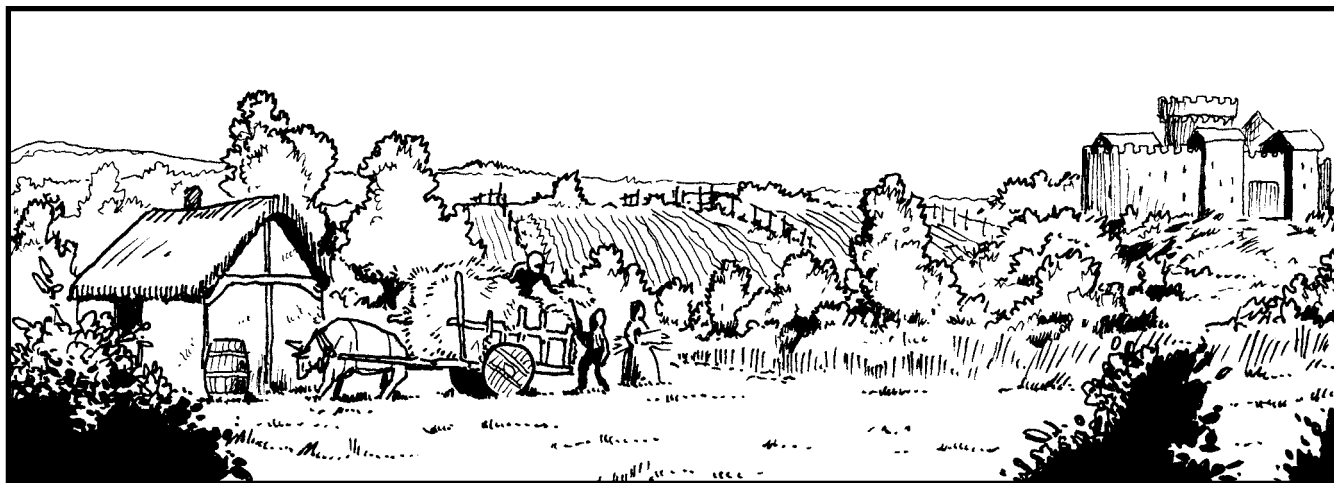
In very poor worlds, it may well be the case that mere economics would prohibit many items from being created. There is just not enough wealth. In these worlds, there may be few magical items. Even simple +10 magical weapons

may be considered items of great renown and power simply because someone of power and influence actually bothered to have them made. GMs should remember that these sorts of worlds would have few of the superior non-magical items as well. While not as expensive, the above example still applies. The utility of a +15 non-magic suit of armor is relatively low compared to that of an army.

In these sorts of worlds GMs may have to justify item creation on a variety of different grounds rather than economics. One GM may simply say that the number and type of monsters is such that magical items would be greatly desired. If a particular GM's world is menaced by creatures, many of which have the Large critical type, magical items may be highly desirable for handling these menaces. Likewise, a world with many Undead or demons running around may be one where the need for magical weapons that can fight such beings would outweigh cost considerations. Even if such beings are not around now, they may have been a problem in the past, which might explain why adventurers can find such items out in the field and also why none of these items are actually being produced anymore.

Alternately, while these worlds may rule out much of the trade in magical armor and swords, this is not necessarily the case when it comes to daily and certain general items. After all, a noble may well decide that a cup which would constantly detect poison would be well worth postponing his campaign a year. Such an item would help him in his daily life and may outweigh the high monetary cost attached. General items that add to his leadership skills or his ability to trade with others may also more than pay for their cost and be considered wise investments of precious capital.

Another justification is that nobles, though one of the primary sources of funds for items, are also not the only ones. Adventurers themselves have plenty of reasons to shell out the money for a +15 magical sword; they do have tendencies to go places where armies cannot, and where the abilities of a few can mean all the difference. Even in poor worlds, nobles and merchants might be willing to pay to advance the careers of such adventurers, including financ-



ing item construction, in order to reap certain social rewards (a share of the fame the adventurers generate), favors, or a share of the moneys the party brings back. Though the cash value of this support would probably be very low for all but the most experienced parties, it might allow a party to keep stocked in low level items.

2.1.1 WEALTH IN A CAMPAIGN

The amount of wealth in a campaign will certainly help determine just what sorts of items get created. If, in the above example, the Duke could have spent 40,000 gold in a year instead of 11,025, then he could have taken all three options rather than just one. In such cases, nobles and others with wealth may take part of their fortune to invest in items that might, for them, have low utility, but look impressive. The amount a wealth in a campaign will be influenced by the following factors: basic wealth, banking, and stock companies.

BASIC WEALTH

Basic wealth is not just coins. In most campaigns, coins are actually going to be a very small amount of the basic wealth possessed by a society. Take, for example, an average nobleman. He may indeed have a strong box of coins in his keep. He might also have a fair amount of wealth in jewelry (from the gems in his wife's necklace to the simple bronze pins that hold his cloak closed in bad weather). He also probably possess a huge amount of money in normal everyday items. There are the beds in his castle, the iron wall sconces, the flatware and pots in his kitchens, etc. There is also the weaponry in his armory, the boiling oil that protects his castle, and his siege weapons. Do not forget the castle itself, its auxiliary buildings, and perhaps a summer house on some other part of his estate. His estate may have a large number of chickens, pigs, goats, cattle, etc., all of which are part of basic wealth. In some societies, the value of a noble's slaves would also be added to this figure.

The value derived from land cannot be underestimated. Besides the value that could be generated from selling it were he so inclined, a noble generally receives yearly income from it. This income comes in the form of a share of all farming and animals raised on his land, in addition to a share taken from the profits of the sale of said items. Since he is likely to have many people living on his estates who will have certain needs that they cannot themselves satisfy, he is likely to attract skilled craftsman such as smiths, tailors, and skilled weavers to live in his domain. These people pay taxes on their property to the noble and often a sales tax of some sort as well. Further, if the noble's estate is lucky to have other sorts of resources such as timber and mines, those people who contract to take these resources also pay taxes. In some cases, the noble himself may own these companies which further increases his profit.

Gamemaster Law states that poor nobles should have wealth equal to about 10 times that of the player characters. If this wealth is basic wealth, it is probably very low. The average noble may well be worth many thousands of gold pieces, and indeed, in most kingdoms the tax collectors

know to the iron piece just what the noblemen in their domain are worth. This is because nobles (and indeed most people) in medieval societies paid taxes based on the value of their property (i.e., basic wealth). Unlike modern property taxes, these taxes included the value of all the chickens, furniture, and other material possessions.

Locally, most of the taxes that a noble receives are not in the form of coin. Peasants often pay him in pigs, chickens, or farmed produce. This wealth has a nasty habit of going right into the bellies and onto the backs of his family, staff, and retainers. However, the taxes demanded by nobles further up the fealty chain are usually paid in the form of coins or gems (because it is often hard to transport more perishable items). When there is not enough coins and/or other transportable cash, the only other possibility is to turn over lands and estates to the person to whom the taxes are due. This process is often avoided if at all possible, as it reduces the overall income of the noble in the future.

Consequently, many nobles try to hide their wealth from tax collectors and seek to acquire more portable sources of income. Though this can actually increase the amount of coins and other portable wealth in circulation, the nobleman is reluctant to spend this more portable wealth (as he sought to acquire it to pay taxes and probably would not spend it on anything else). In the end, the number of coins that many nobles have and are willing to spend on magical items will be relatively small. It may be that in a game world where the players have several thousand gold pieces to spend, they have far more spendable wealth than the average noble, though the total amount of basic wealth that the noble has far outstrips the wealth of the characters.

Though the amount of spendable, portable wealth in a campaign may be small, this does not mean that expensive items cannot be produced. Indeed, though basic wealth is not necessarily portable, it does have the advantage that, barring disaster, it is very stable.

Alchemists (especially Guild Alchemists) may take payment from nobles (and others with large amounts of basic wealth) in forms other than cash. Nobles in areas secure from war may be able to allow the Alchemists to live on and/or use some of their land to pay off a debt. GMs should be careful to note that this is not deeding the land over to the Alchemist, just the right to use the land as a source of income to settle the noble's debt. Such agreements will usually be set up to go allow the Alchemist to occupy the land for a certain period of time (in which case the Alchemist bears the risk that he might not be able to get his money back within the time period) or until the amount of money owed is paid back (in which case the noble may not see his land back for some time).

The type of agreement depends on the relative bargaining strength of the parties. If the Alchemists have the upper hand, they will generally force the noble to agree to handing the land over until all of the debt is repaid. If the noble has the upper hand, he will generally force a fixed time contract which may well save him more money than if he actually had to pay the full cost of the item out of his own purse. Either way, some sort of joint overseer will probably be hired to make sure that neither side cheats the other and that the land is still worth its value when the tenant ship is over.





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In addition, because of the stability of their basic wealth, nobles will often be extended far more generous terms of payment than adventurers will. Because the noble's land isn't going anywhere, and will be generating income over several years, Alchemists may take installment payments from a noble where they would not be willing to do so for an adventurer. If the noble fails to pay, there are probably others higher up in the kingdom's society that can force him to pay or extract the debt in other ways. If an adventurer reneges on a debt, or is killed, there may be little the Alchemist can do to recover the money owed.

In the end, while items can be created in a world where basic wealth is the primary source of wealth, there will be a variety of restrictions placed on what can and will be created. GMs should think carefully before allowing an item that is very expensive into his campaign, or at least make it very hard to sell such items if the players acquire them.

BANKING

Though the arguments about the effects of basic wealth were given with the example of nobles, they apply equally well to others in the society. Merchants, for example, may have a large amount of basic wealth in their wares (and may also have a large amount of coins), relatively little of that coinage is available for non-business purposes. Because they need to trade for items, often from far away places, they need all the portable wealth they can get. It is very difficult, after all, to transport a thousand chickens 10,000 miles to pay for a load of silk. Even the wealthiest of traders, who may have a large percentage of a kingdom's coinage and other portable wealth, will have little of it they can really spend on such luxuries as magical items.

Merchants often must rely on coins and bullion (or other transportable wealth) to make payments on their goods. They may have many coins in storage, but rarely will these be stored without a specific purpose in mind. Consequently, there will often be an imbalance between the merchants, who have large amount of portable wealth, and the nobles, who have even larger amounts of basic wealth that is not portable.

In many societies certain institutions will realize that these imbalances exist and take steps to correct them. In some the institutions will be sponsored by the merchants, in others the temples (which also tend to have a large amount of portable wealth from donations), and in still others certain cultural factions who are allowed the privilege of seeking a remedy to this problem. The mechanism that most societies develop to take care of these imbalances is known as banking.

The effects of banking on the overall amount of wealth in a kingdom are incredible. To begin with, banks can loan money. If a nobleman needs portable wealth to finance his next campaign, he can get a loan from a banker. This temporary arrangement can be secured by the value of the nobleman's land or by tenantry agreements (similar to those he might work out with Alchemists). Banks can also issue drafts (that can be easily carried), documents that tell other banks or individuals that a person has a certain amount of wealth. This allows someone to transfer their wealth quickly and without the costs of transporting the physical materials. If a bank is running low on physical funds, it can send to other banks to have them deliver the physical wealth.

Because banks charge interest, the money they loan generates more money. This money can in turn also be loaned to generate more money, etc. Societies with advanced banking generally become much richer than those that lack it. Admittedly, there are no guarantees with banks in most societies. A banker could go broke or embezzle all of one's funds. Though banks may well have large amounts of money on their books, most societies will measure wealth in the value of physical objects. A run on the bank (the term for what happens when people try to withdraw more of their funds in physical currency than the bank has on hand to pay out such requests) can be very dangerous to the local economy, not to mention the local banker. Because most bankers are personally responsible for the operations of their bank, one misstep could find them destitute, in prison, or even dead. Still, the rewards are incredible and many individuals find them well worth the risks.

Because capital is more plentiful in societies with banking, it tends to produce more types of businesses. Merchants and nobles can enter into certain types of partnerships for joint return. Companies can be formed, usually on a partnership basis, whose profits generate more wealth. Societies with banking will be much richer than those without it and consequently able to purchase more magical items. Such societies will also probably contain more magical items. After all, there is more wealth running around and more of it can be used for the production of said items. If banks exist in a particular GM's world he should consider making items more plentiful.

STOCK COMPANIES

Though not quite modern corporations, these entities existed in Renaissance times and perhaps even earlier. The idea behind a stock company is that a group of people will come together to pay for the cost of a venture or business. The investors in a stock company each put up a share of the money, to purchase a proportionate share of the company's stock. The company itself is considered to be an entity independent of its owners, with its own assets and debts. If the business succeeds, the owners get a share of the profits equal to their ownership in the company. If the venture does not work, they lose their money, but are not responsible (in most cases) for the debts of the company.

There are several differences between stock companies and modern corporations. The first is that the shares in a stock company are generally not publicly traded. One might privately sell one's share in a stock company, but generally there is not an open vehicle for sale of shares to the public. Another key difference is that stock companies are generally chartered institutions. They are put together for specific purposes with the express permission of the local government. Stock companies are often established to administer lands opened by trade, but which would be too expensive to manage directly. In some cases (e.g., England's East India Company), stock companies can function as the government of a particular area with authority coming directly from the ruling monarch.

The existence of stock companies will greatly increase the amount of wealth available in a given world. This is because they free their owners from the risks inherent in earlier forms of business. In a partnership, each party is responsible for the debts of a business if it goes down. They

can be out their entire personal fortune if things go wrong. In a stock company, they lose the value of their shares, but their personal property can generally not be threatened (though some angry monarchs may well ignore this if they are affected by a great loss). Consequently, people are much more likely to take the risk of ownership in stock companies than they are in partnerships. This has the effect of bringing more wealth out of banks and private hoards and into the hands of companies, where it can be used to generate more wealth in the forms of goods and services.

Stock companies are also a vehicle of change for just what counts as real wealth in a society. Before their introduction into a society, real wealth will almost always equal basic wealth. Land was the ultimate yardstick for how wealthy a person was. Once stock companies develop, wealth quickly passes from how much land one owns to how much income one's investment brings. Trade, not land, becomes the key to wealth.

With this in mind, it is quite possible that societies that have stock companies, beyond just being able to pay for more magical items, have greater need for such items. Trade depends on exploration and explored routes being kept clear. Stock companies may well find that it is worth the price to pay an Alchemist to create a variety of items that would help them go about their business. These may vary from items that control the winds to ones that add to piloting rolls, magical siege engines that can help defend a ship and its cargo, etc. Stock companies may also be able to fund parties of adventurers, supplying them with items (usually relatively inexpensive ones) in order to get them to explore new lands and open trade routes. A successful party might even be brought into the company to act as trouble-shooters or overseers of various possessions.

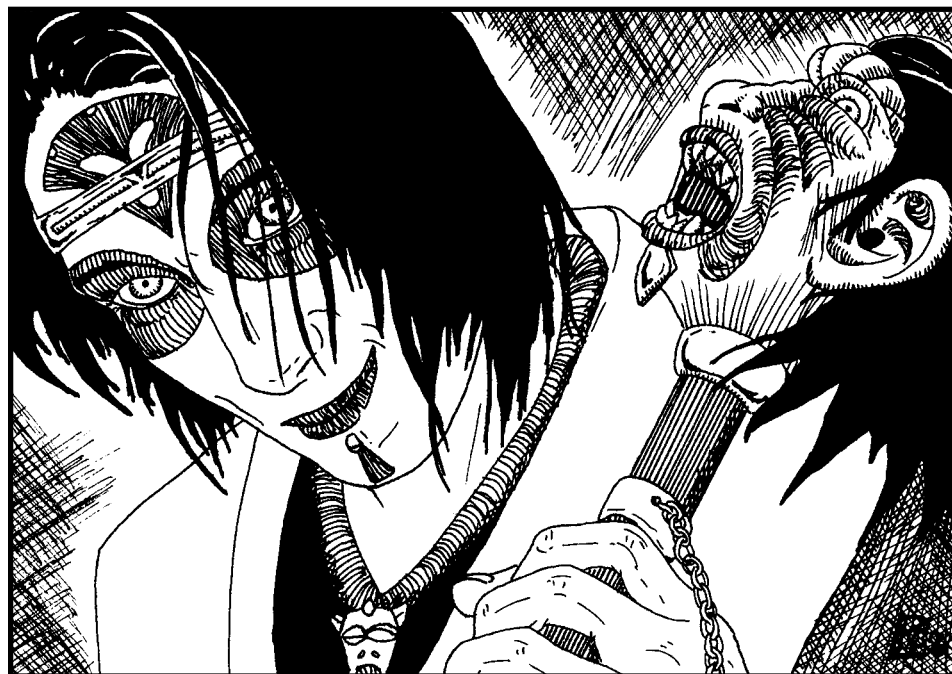
2.1.2 SOME ADDITIONAL CONSIDERATIONS

As you can see, the amount of wealth in the world will be greatly influenced by what sorts of institutions exist in the world. GMs should consider this carefully when determining just what sorts of items exist in his world and how these items were paid for in the first place. Also, because the players will generally have much less wealth than other forces in the society, it may be very hard for the players to get the ear of a local Alchemist. Maybe the players can afford their +10 sword, but do they have the political connections of the Duke of Logan? Because there are assumed to be relatively few Alchemists, those who exist will be in great demand and are likely to give their business to those who could be regular clients rather than just anyone off the street. Players may have to wait months to get an item made and will probably have to pay at least half down.

2.2 PRECIOUS METALS

2.2.1 COINS

Metals have long been desired by beings for their malleability, beauty, resistance to the effects of time, and rarity. The value of a metal is based upon these factors among others. Coinage made of metal has its value derived from price of the metal's weight. This value may vary depending on the purity of the metal. Certain kingdoms' coinage may be worth more than others depending on how pure their coins are.





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VALUE OF COINS

Making coins is a relatively simple process. After the ore is refined, it is molded or pressed and then stamped into coins. The dies used to stamp out the coins are usually carved with the symbol of the kingdom, the face of the current king, etc., so that they can be easily identified. The ability to identify the age and nationality of a coin can be very important, because different countries often use different levels of purity in their coins. Because minting practices are, in theory, standardized within a country, one can often tell the metal content of a coin just by looking at where it came from. This is not fool proof for several reasons, one of which is that at different times kingdoms may use different standards for the purity of their coins. By knowing the age and the nationality of a coin, one's chances of assessing its value are much higher.

Because the weight of pure metal is the important factor in assessing the value of a coin, several practices tend to arise in regards to coinage. The first, as discussed above, is that most kingdoms will go to great lengths to make sure that their coins meet certain purity standards. These standards are generally known to the populous. The theory is that if the populous trusts the value of a nation's coins, there will be more desire for these coins and more trade will use them and less of the coinage of rival countries. After all, if the populous believes in a certain coinage, they can take less time making transactions. Also, because they know that the metal has a specific purity level, the weight uniform, etc., the citizens' demand for a particular coinage can actually raise the price of that coinage to greater than that of its metal value. Thus, a country's coinage could actually be worth more (through demand) than the cost of the metals that were used to produce it. This can lead to a tidy profit for the country's government. This theory, however, rarely works out in practice.

COIN SHAVING

First of all, there is the practice of shaving coins. Coins of good reputation can have tiny amounts of metal shaved off of them. There might not be much loss in terms of any individual coin, but several hundred shaved coins can add up to a large amount of metal. This metal can then be melted down and sold to metal smiths or made into counterfeit coins. Because coins (in medieval or even Renaissance times) are rarely perfectly regular in shape, there is generally little notice taken of the slight irregularities shaving might have caused, though if the coin is weighed, the reduction in value can be discovered. To prevent shaving, many countries will have grooves stamped into the sides of their coins, though an enterprising shaver can carve out replicas of these grooves in the softer metals. In most kingdoms, the punishment for shaving is death. This is how seriously many kingdoms take the value of their coinage.

DEBASING COINS

However, coin shaving was rarely massively impacting on the economy of a nation. Governments often do far more to decrease the value of their coinage than shavers did. Many kingdoms, when strapped to pay their debts, instruct their mints to change the purity content of their coins. This is generally done in secret, and allows the government to stretch the amount of pure metal over a larger number of coins to pay off its obligations. Of course, such actions are rarely kept secret for long. Eventually, this trick is discovered. Because most debts are structured for repayment in a certain amount of coin, rather than by the weight of a certain amount of pure metal, there is little those affected by the scam can do. However, it hurts the reputation of the coins and in the long run leads to inflation. Once the coinage had been debased in this manner, the new standard is eventually made known. Very rarely does the old standard ever get reinstated. Some kingdoms might become quite enamored with this process (regularly debasing their own coinage) and eventually end up in financial ruin.

To protect themselves from these techniques, the habit of weighing coins came about. Because weighing relied on the generally accepted standard for the purity of a particular coin, it quickly let both parties know if they were dealing with a shaved or debased coin. If the coins had a different weight than the purity standards indicated, something was wrong. Of course, scales could be rigged too, so it was often a chore to figure out just how many coins were necessary for a transaction.

CUTTING COINS

Coins were also often cut into smaller pieces to aid in specific transactions. It was often easier to just cut the coin in half than to make change, especially for gold coins. Many merchants did not have enough coins on hand to actually change a gold piece, so they would cut the coin in two, four, or even eight pieces and select a piece of the appropriate weight for the transaction. Because value was based on the weight of the coin's pure metal content, no one was harmed by this sort of transaction, though it increased the possibility of coin shaving since the shaver now had access to the cut sides of the coin rather than just the circumference.

COINS IN THE GAME

In *Rolemaster*, coins are very idealized. They are assumed to be made of almost pure metal, uniform in consistency, and one quarter ounce each. The value of each type of coin is ten times greater than the next lesser type (ten iron pieces to the tin piece, ten tin to the copper, etc.). This produces a simple system that is easy to keep track of and allows for easy determination of the weight of objects made from these metals. GMs who feel that they want more variety in their coinage systems should feel free to set up different weights, purity standards, and relations between the value of the various metals. Though this may add considerable work when making transactions or determining the cost of items, it can add a great deal of detail to the atmosphere of their worlds.



2.2.2 THE METALS

Though iron, tin, and copper are really base (lesser) metals they are included in this section, because *Rolemaster* assumes that they are used in many kingdoms to produce coins. Silver, gold, platinum, and aluminum (where it was known) were considered precious metals in the Middle Ages.

IRON

Iron is a common element that is valued because of its ease of shaping and the durability of items created with it. If alloyed with carbon, it creates steel, which can be hardened to hold a variety of edges and have varying degrees of toughness. Iron can also be welded, unlike some other elements, so repairs on iron tools and implements are often easier than other metals. Iron's primary drawback is that it is susceptible to oxidation.

TIN

Tin, like iron, is an easy to shape metal. However, it resists corrosion better than iron. Though somewhat soft and not generally used in its raw form, tin is valued because it is an important component in many alloys.

COPPER

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

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.

SILVER

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.

GOLD

One of the most valuable of metals, gold is 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 to be pure gold.

PLATINUM

Platinum is a very hard silvery metal that is very corrosion resistant. Though very rare in most regions there have been some countries that used platinum as a type of coin, especially if gold was not available. Some countries even went so far as to prevent the export of their platinum coinage, fearing that other countries would realize they possessed little gold and think less of them.

ALUMINUM

Though not used as a coin in most countries before modern times, aluminum was one of the most valuable metals for most of Earth's history. Aluminum is one of the most common elements. It is the building block of many gems, and the mineral bauxite. Indeed, it is found as an element of so many minerals that pure aluminum was almost unknown and prized by kings and kingdoms when it was found.

MITHRIL

Mithril ore (with no historical equivalent) is usually more common than pure aluminum; indeed, it is found in about the same quantities as platinum. What makes this element so valuable is that it can only be processed by magical spells (see Section 13.1.1, Alchemist Base spell lists), and then only the greatest of Alchemists can actually cast such spells. These coins are usually one-of-a-kind works of art and often possess magical abilities. They are usually worth many times their actual coinage value.

2.3 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 transport, sell, and mine these precious commodities.

2.3.1 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.





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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 effected 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 cats 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.

MOHS' HARDNESS SCALE

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 its weight compared to the weight of an identical volume of water at a temperature of 4° Celsius. Specific gravity is related, 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.

2.3.2 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 a gemstone. However, beauty may be a strong candidate. Gemstones, whether a transparent diamond or an 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 in the tables in Part III 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 (-50 to all Trading maneuvers 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).

2.3.3 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 simple tumbled or are Table Cut gems, but a few are cut by the lapidaries of a particular race 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.

2.3.4 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.

2.4 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 what 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 gem stones, 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 supplement, however, the *Treasure Companion* does divide gems into precious and semi-precious stone. This was done to help delineate the treasure charts (see Section 14) and organize the stones for presentation. GM's 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 the *Treasure Companion* 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 in Section 14.0.

PRECIOUS STONES CHART

Gemstone (Mineral)	Hard.	Sp.Grav.	Luster	Wt. of 1 cm dia.	Note
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)	7.5-8.0	2.63-2.90	V	11c	Often called "white beryl," Goshenite 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.

PRECIOUS STONES CHART

Gemstone (Mineral)	Hard.	Sp.Grav.	Luster	Wt. of 1 cm dia.	Note
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 gems.
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 lose 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 non-transparent.
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.
Spessartite (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.					

SEMI-PRECIOUS STONES

Gemstone (Mineral)	Hard.	Sp.Grav.	Luster	Wt. of 1 cm dia.	Note
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.
Azurmachite (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.
Diopase	5.0	3.28-3.35	V	13c	Diopase 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.

SEMI-PRECIOUS STONES

Gemstone (Mineral)	Hard.	Sp.Grav.	Luster	Wt. of 1 cm dia.	Note
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 transparent.
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 bowls, appears as a compact foam colored opaque mineral. It is used for pipe bowls 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.
Sillimanite	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.
Spessartite (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 semi-precious 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.
Key: A = Adamantine, M = Metallic, V = Vitreous, R = Resinous, G = Greasy, W = Waxy, S = Silky, P = Pearly, D = Dull.					



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*Round about the cauldron go;
In the poison'd entrails throw;
Toad, that under has thirty-one
Swelt' red venom sleeping got,
Boil thou first i' th' charmed pot.*

*Double, double, toil and trouble;
Fire burn, and cauldron bubble.*

— The Witches' speech,
Macbeth, Act IV, Scene I

Alchemy has been many things to many people. Historically, alchemy was a way of seeking enlightenment. Practitioners viewed its many experiments as guides to improving the self and reaching a greater understanding of the world around them. In mythology, creator gods such as Vulcan assembled works of power and sophistication of which men could only dream. In the works of fiction writers, it has been everything from the life works of a few elite individuals, to the experiments of crackpot inventors. In fantasy role playing, it is one of the most interesting and easily abused elements a GM can add to his game.

3.1 HISTORICAL ALCHEMY

"The extraction of the soul out of gold or silver, by what vulgar way of alchymy soever, is but mere fancy."

— Alexander Seton, one of the most
"successful" Renaissance alchemists
(and a charlatan), circa AD 1600.

With minor cultural variations, alchemy and its principles developed in many societies all over the world. Strong alchemical traditions occur in diverse regions such as ancient China, Australia, India, Arabia, Egypt, Greece, Celtic Europe, and Central and South America. However, it seems likely that alchemy originated among the skilled metallurgists of the Middle East, possibly Mesopotamia. From there the practice spread east and west along caravan routes. Alchemy also influenced major religions such as Christianity, Daoism, Islam, and others.

Also known as "Ars Magna" or the royal art, the study of alchemy was first codified (written down) in Alexandria, Egypt. The heart of alchemical theory is attributed to the Emerald Tablet of Hermes Trismegistus. This tablet was discovered in an Egyptian cave clutched in Hermes' mummified hands by Alexander the Great. The quote below is the entirety of the Emerald Tablet, translated into English.

3.0 ALCHEMY

ALCHEMY, THE OPERATION OF THE SUN

"It is true without lie, certain and most veritable, that what is below is like what is above and that what is above is like what is below, to perpetrate the miracles of one thing.

"And as all things have been, and come from One by the meditation of One; thus all things have been born from this single thing by adaptation.

"The Sun is its father and the Moon its mother.

"The Wind has carried it in his belly and the Earth is its nurse. The father of all the perfection [Telesmus] of all the world is here.

"Its force or power is entire if it is turned into earth.

"Thou shalt separate the Earth from the Fire, the subtle from the gross, softly, with great ingenuity.

"It rises from the Earth to the sky and again descends into Earth, and receives the force of things superior and inferior. "Thou shalt have by this means the glory of all the world. And therefore all obscurity shall flee from thee.

"From this shall be and shall proceed admirable adaptations, of which the means is here.

"And in this connection I am called Hermes Trismegistus, having the three parts of the philosophy of all the world.

"It is finished, what I have said of the operation of the Sun."

— Hermes Trismegistus,
circa 1000 BC, Tabula Smaragdina
(The Emerald Tablet).

Initially, this bizarre text may seem incomprehensible, but to Alchemists this work has great significance. It contains both the doctrines of cosmic unity and the inner relation of all parts. Alexander took this knowledge to Greece, where it was translated from the Phoenician Hieroglyphics into Greek. These writings were formalized and expanded by a series of authors known as the Hermetics. Their study came to be known as the Hermetic Philosophy.

At this stage, alchemy consisted of a combination of magical lore, Greek natural philosophy, and practical knowledge of metal working. Much later, heretical Christians known as Gnostics injected early Christian doctrine into this body of work, keeping the practice alive during the Dark Ages.

The study of alchemy experienced a resurgence of interest in Western Europe during the 1200s. Stimulated by Arabic influences, the practice reached full flower during the 15th and 16th centuries. Although some alchemists were burned at the stake, most held the open

patronage of kings, archbishops, and even popes. Several types of historical alchemists have been documented. Scholarly alchemists or “adepts” were interested in the philosophical insights to be gained from alchemy. Adepts claimed to know great secrets; the innermost mysteries of alchemy. “Puffers” restricted their interests to practical problems of metalworking, including transmuting metals. They gained their name from pumping the bellows for their furnaces. A “charlatan’s” only ambition was to separate fools from their money through trickery and deception. A favored ploy involved hoodwinking others into believing they had transmuted lead into gold.

Alchemy contains both practical and spiritual aspects, as well as religious overtones. The philosophy of alchemy states that the cosmos is harmonious, unified and pervaded by a universal spirit. In practice, alchemists attempted to concentrate and purify matter into a substance containing this universal spirit—also known as the Philosopher’s Stone. Only the most spiritually pure person could be a successful alchemist. In other words, in order to make gold, one must be pure enough not to want gold! Another tenet of alchemy proclaims that all forms of matter are really one, having the same origin. Individual forms of matter occur through evolutionary processes, leading alchemists to believe all metals are alive. For example, lead desires to better itself by becoming the purest of all metals, gold. Mirroring this process, the ultimate goal of alchemists is to transform their souls into more pure and lofty states.

On the practical level, alchemists concern themselves with powers of transmutation, curing diseases, prolonging life indefinitely, and other miracles. Furthermore, by tapping the universal spirit, alchemists can create an artificial man or “homunculus.” A major objective of most alchemists is creating the Philosopher’s Stone; a substance which occurs both in solid (Tincture) or liquid (Elixir) form. This “stone” can transmute lead into gold, sickness into health, old age into youthfulness, and sinful man into a spiritually pure man. Alchemy is based not so much on principles of chemistry but on rituals of purification and distillation of elements. For example, water distilled 5,000 or more times under certain conditions might yield the Philosopher’s Elixir.

Alchemy remains couched in obscure terminology. This obfuscation is deliberate in order to mislead outsiders about the nature of alchemy. For example, the statement “Sol is eaten by the Green Dragon” means that gold dissolves in Aqua Regia. Because of this obscurity, fakers abound. Anagrams, enigmas, ciphers, numerology and acrostics disguise alchemists’ ideas. For example, the Philosopher’s Stone is denoted by the word Azoth, formed by the initial letter (A) followed by the last letter (Z) from the Latin, Greek, and Hebrew alphabets. This signifies that the Philosopher’s Stone is the beginning and the end of all things. To disguise their experiments, alchemists also resort to allegories and mythological fables to describe the procedures.

A frustrating practice, the study of alchemy presents innumerable obstacles on the path to the Philosopher’s Stone. Distractions are many; often crucibles crack or fluids evaporate at critical moments, ruining the experiment. This is not the only danger. Greedy and impatient patrons do not hesitate to employ threats or torture as forms of encouragement. Furthermore, if townspeople suspect that an alchemist has discovered the Philosopher’s Stone, they might mob him for doses of the Elixir. Historically, a few alchemists actually lost their lives to mob frenzy.

Often, great alchemists wrote books of magic called “Grimoires,” containing recipes and rituals of the trade. Usually these books were attributed to mythical figures from the past. For example, the Lesser Key of Solomon, penned in the 13th century was supposedly written by the biblical Solomon. It contains white magic, which may be safely used only if the proper purification rituals are observed. This grimoire consists of long, complex, and elaborate rituals geared towards producing a nearly impossible state of spiritual purity. These rituals are heavily influenced by astrology and center primarily on conjuring demonic servants. The ritual purification was necessary to protect the soul from demonic influence. All alchemists tried to acquire such texts for their own personal libraries. Grimoires of the past keep alive today the knowledge and experience of medieval alchemy.



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3.2 FANTASY ALCHEMY

Unlike historical Alchemy, Alchemy in fantasy fiction and role playing tends to be concerned solely with the production of magical items. Whether swords created by the gods or other divine or demonic beings, potions created from witches' cauldrons, the mad experiments of a crazed inventor, or the arcane creations of a society dedicated to the study of magic, all such activities can be lumped under the heading of Alchemy. Though there are major differences, each is concerned with the creation of something new and powerful that otherwise would not have existed.

If magical items are going to exist in a fantasy role playing game, the GM has some decisions to make. Just what sort of Alchemy is it to be that creates these items? Are the gods the only source of such wonders, or can mortals create them? If mortals can create them, just who are these people and what is the nature of the knowledge that allows them to make these items? Answering these questions can be quite a chore, though studying how Alchemy is generally portrayed in fantasy can be very helpful. It is important to note that a GM can come to more than one conclusion on these subjects. Nothing says that there might not be many types of Alchemists in a particular fantasy world.

3.2.1 GREATER ALCHEMY

Greater Alchemy is both the alchemy used and practiced by the gods and other such supernatural beings, and the Alchemy that may have been possible in previous ages, but is not possible at the time of the campaign. In other words, it represents items that can be acquired by the players, but which cannot be produced by them or their contemporaries. Such items as the Simirils, the sword Excalibur, and the Holy Grail are examples of this sort of Alchemy.

Greater Alchemy is generally surrounded by mystery. It is not the sort of thing that existing races are capable of, and, as such, the items it creates may be feared or heralded as items of worship. Such items are probably very rare, and may be of extreme power. They quite often possess a ruthless (though not necessarily evil) intelligence. Also, such items generally have specific purposes intended by their creators. They are not just better in combat, or even add a slaying critical to certain beings, but instead they are struggling for some grand and broad goal (e.g., the downfall of some race or kind of creature). They do not just stop a little bleeding, but heal the deathly sick and restore the limbs of the aged. They do not simply glow, but shine with the purpose for which they were created. In short, even if they are not incredibly powerful, they are awe inspiring. No work that a mortal race is now capable of can do what these devices do.

In campaigns where these sort of items exist, they are probably much sought after. Churches will wish to protect the items of their gods, while the followers of rival deities will seek to destroy them. Certain races may go to great lengths to gather and maintain control over the items of their ancestors. Powerful wizards may seek to hoard them to gain their power or hide them from others. They are the focus of powerful forces which seek to control, destroy, or aide in the purposes for which they were created.

When such items find their way into the hands of adventurers, they are generally not permanent possessions. These items have a purpose. They cannot be owned as much as traveled with. When their purpose has been fulfilled, or when they find someone else who is better able to fulfill their needs, they pass from the keeping of the adventurers into the hands of others. Perhaps they return to the church from whence they came, simply disappear from the face of the world, or are passed on by a dying guardian to the next keeper.

Though these items may solve a great problem, those that use such items tend to pay a heavy price. These items move nations, cause great beasts to be slain, and press evil (or good) back. What are the lives of a few mortals, compared to the needs for which the item was created? To the item, probably nothing.

If a GM chooses to use these sorts of items, be prepared to make them the focus of the campaign at least while the characters are seeking to possess them. They are just too big to be anything less. Players may have to quest for years to find them, convince their guardians (through reason or force) to let them have access to the item, and then face the daunting experience of actually wielding such power. These items are generally made to defeat enemies of great power, so make sure that there are enemies of great power to be faced. Whether it is a foreign army or an ancient demon, if the challenges do not match up to the power of the item, the game will probably fall flat on its face. Even with these items, the challenges must be great or everyone will feel the hollow victory.

Likewise, a GM needs to take great care not to neglect the players when he interjects these items into his campaign. It is far too easy to take an otherwise enjoyable campaign and turn it into six guys following around the great magic sword. These items are only used in extraordinary circumstances and should only be used by extraordinary individuals. One approach that works, is to tell the players as little as possible about how the item works or what exactly its powers are. This way, they will be forced to rely on themselves and their abilities, at least to get the item to the appropriate place for its powers to come into beings. Another idea is to have the prophecies, advice, or whatever leads the players to the item speak about those people who shall wield it in glowing terms. Make sure they know that they are the heroes who are using the item to perform a task only they can do, rather than an escort service that any group of peasants could perform.

Rules for Greater Alchemy are not specifically given here in *Alchemy Companion*. However, the items found in the Section 16.6 can be very helpful. The best idea is for a GM to find or create an item that has the sort of effects needed to complete a particular quest. Interject it into the campaign and let the players go about completing the quest you set up for them. If a GM wishes to create this sort of item, he can use the rules for item creation (Section 9.0) and Divine Alchemy as a guide, but should not feel constrained to do so. As long as the item looks and feels important, then exact creation stats are not necessary.

3.2.2 EXPERIMENTAL ALCHEMY

This version of alchemy deals with worlds where alchemy is either very new or very dangerous. Alchemists are seen as a mad breed, often shunned by (and shunning) society because of the dangers that item creation represents. Old men creating golems in windmills, mad experimenters who channel the forces of nature through precarious apparatus, and evil beings who sell souls to demons in return for bits of knowledge can all be seen as part of this view of alchemy.

Unlike Greater Alchemy, Experimental Alchemy puts magic item creation squarely in the hands of mortals; unfortunately, mortals who do not (or cannot) handle it very well. There could be a variety of reasons for this, but all reasons will center around the lack of knowledge of the subject of alchemy. Even the best practitioner is still just a child who is playing with things he should not be.

With this type of Alchemy, items are not the sort of things that drive armies or nations to battle. Frankly, most people (even knowledgeable ones) probably fear possessing such items. They were created by potentially dangerous people and might well blow up if used incorrectly. Those that do use these items are probably seen as being a little mad themselves or perhaps power-hungry enough to run the risks.

Experimental Alchemy is practiced by folk who fiercely desire to understand and control the world. Their fanaticism leads them to scorn their fellow beings, half starve themselves, and take great risks to gain the privacy and rare ingredients that make their art possible. To accomplish this, they will probably be very interested in making items for adventurers. After all, how else are many of these individuals going to pay for their experiments? They will need to send people out to gather their ingredients, kidnap individuals to be sacrificed, or just to get them food from time to time.

Under Greater Alchemy, gods and demons themselves might be responsible for the creation of items. Experimental Alchemists, if they deal with such beings, use various spells to contact and gain the power necessary for their experiments. Indeed, many Experimental Alchemists may not be Alchemists at all, but rather Clerics or Magicians who have made contact with higher powers (see Section @#\$ for more information on Divine Alchemy).

Experimental Alchemy can potentially involve a lot of quests. Parties of adventurers may make deals with an Experimental Alchemist, trading their services at acquiring rare ingredients for the Alchemist's items. This should save the adventurers about 30% on the cost (shown on the treasure tables in Section 9.0) of the items because they will still probably have to pay the Alchemists, and will not be in all likelihood be gathering all of the substances necessary for the item. Many adventures can be had as parties roam the countryside in search of arcane ingredients.

Due to the nature of Experimental Alchemy, GMs may want to consider some modifications to the rules under Section 9.0 for Item Costs. Experimental Alchemy may only go to 10th or 20th level in ability, or may get much more expensive beyond a certain point. Master Alchemists (see below) may be very low in level, which would make items much more expensive. GMs may also want to ignore the rules that make magical items superior in nature, and possibly get rid of the rule that doubles the strength of all

magical items. Command words may be very long, or long rituals may have to be performed just to make the items work. GMs may also want to limit the base lists available to Experimental Alchemists. Some may only do potions, while others may only make weapons. Basically, the danger, the high expense of time and money, and the unreliability should be the hallmarks of this sort of alchemy.

3.2.3 ROYAL ALCHEMY

These types of alchemists work exclusively for a noble, or in rare cases simply a wealthy, patron. They are considered valued retainers, and are paid both in gold and in appropriate lodgings and amenities for their services. They may hold important positions such as "Grand Vizier" or "Astrologer" for their patron (in addition to their duties as purveyor of magical items). Royal Alchemists will only rarely produce items for people other than their patron. They have a job, after all, and do not have to look for work. If they do take up outside commissions, it is almost certainly done with the full knowledge and consent of their patron.

Royal Alchemists are seen as a sign of wealth and standing. In most kingdoms where these sorts of alchemists exist, it may be illegal for them to work for anyone who is not of noble birth and who possesses a certain amount of landed titles. Access to magical items is just one of the many privileges that these nobility jealously guard.

Just as jealously as they guard these privileges, nobles are just as likely to restrict the access that people have to their Alchemists. Alchemists could be bribed or even stolen off by other nobles. Works of power could be stolen, or worse yet, their designs stolen and then matching items could appear at the next dance or feast. The prospect of financial loss, personal danger or embarrassment, and loss of social standing if his Alchemist was killed or kidnapped will lead most nobles to let few people near these prized servants.

Because their clientele is of a certain social standing, a social standing that does not generally find themselves on the adventuring trail, a campaign exclusively designed around this type of alchemist will have a much higher percentage of magical "general" items. That is, there will be far more items that protect against poison, add to social skills, and perhaps provide defensive bonuses against assassins, than there will be simple swords. After all, though most nobles will have a weapon or three created for themselves, if they need more protection from physical violence they can raise a larger contingent of guards. The main danger these people face is not from trolls, but assassins in the middle of the night. And then there is Milady's need for that +10 set of cosmetics....

Royal Alchemists will also be much more likely to create items from precious metals and gems than they are with base substances. Magical items are as much for show as for utility, and their appearance is of paramount importance. It is not enough to have a plain sword that is made of magical high steel; the sword must be chased in silver or gold and set with precious gems. Further, because it is more expensive and takes more skill to enchant the gems and gold as well as the steel, patrons are far more likely to demand that the items their Alchemists create be fully enchanted. This increases the bragging rights for owning such an item.





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In this sort of campaign, the access to such items by the players should be fairly limited. GM's may wish to apply a negative modifier to all rolls on the Item Treasure Table to reflect the fact that fewer items are likely to be produced, let alone get out in the field to be found by adventurers. Also, unless the adventurers have the appropriate social standing, there may be problems if they openly display their finds. Guards may be under orders to detain any items that might be of the appropriate appearance.

If players do get access to an Alchemist, it is probably only after intense negotiations with their patron. The patron will want to know just what the item is, what it will do, why the adventurers desire it, can they pay for the material cost and the time of his Alchemist, and just what are they willing to do in return for the favor of taking up time that could well go for another +5 collar for the Lord's prized hunting hound. Once an appointment has been secured, it could still be months before the Alchemist could begin work, and there is every reason to believe that their work will be abandoned if the noble has a more pressing need such as a set of golden shoes that add +10 to Dancing maneuvers, or a divan that glows when an enemy sits on it.

Royal Alchemists may also be fairly limited in what sort of items they can create. They will not have easy access to other spell users that are not directly in the service of their patron, so they may well be limited to only open and closed spell lists in their realm. If their patron also has a spell user in his employ that has the spells the players desire to have imbedded, their services will probably have to be negotiated separately from the basic services of the Alchemist.

3.2.4 GUILD ALCHEMISTS

Guild Alchemists are Alchemists that belong to an economic organization known as a guild, though this category can also include any confederation of Alchemists (e.g., monastic orders, where Alchemists bond to gather for the purposes of practicing their art). Guild Alchemists generally produce magical items for sale to the public or to a limited clientele. They are bound to respect the tenants of their order and may be precluded by their order from creating certain types of items.

Guilds are hierarchical structures whose purpose is to monopolize the production and selling of items in a certain geographical area. It is generally illegal for anyone but a guild to produce magical items in areas where Alchemy guilds exist. There might be exceptions to this, such as a monastic order that produces items for a particular deity's servants, but such exceptions will be rare. Guilds houses are generally only found in large cities, though they may have control over much larger geographical areas. If the guild is large enough, they may have smaller guild houses in smaller cities. Such houses will generally only be staffed by one Master and a few journeymen and apprentices. It is generally considered something of a punishment to be sent off to such a guild house.

Guilds generally produce items on a commission basis only. Magical items are very expensive commodities and come in too much variety for there to be anything like standard items ready to be purchased off the shelf. Though certain guilds may gain a reputation for the creation of certain items, this is probably because many people have been coming to them for a particular type of item rather than because they have such items on hand and available.

Guilds are sometimes the source of Royal Alchemists. In societies where there are independent guilds, nobles may still have a need for retainers that produce items for their use and enjoyment. It is of far greater benefit to hire out one of their members on a permanent basis to a local baron than it is to hope someone comes along to hire him. Besides, it gives the guild someone who may be privy to the baron's interests and thinking, and who could put in a favorable word when the guild has need of the nobles aide.

Besides nobles, merchant houses or other guilds may also have regular needs. Local officials, priest, and other interested parties may also make pressing demands. Even if a party can find a city with a guild house it may be months before construction can begin on their item. Guilds will generally reserve a spot for a clients item with 10% down, though it is standard to have 50% paid before construction will begin. If a client cannot pay the 50% before the time that construction was supposed to begin, the client usually has the choice of waiting until whoever's item was next on the list is done or getting his money back and going elsewhere. Because this may add many months to construction time in terms of just finding another guild with the time and expertise to make the item, most clients simply forfeit their spot.

The balance of the item's cost is almost always due upon completion of the item (at which time the item is delivered). If the client cannot pay the remaining money, the guild will most likely attempt legal action against the client. Because guilds tend to have powerful allies among local nobility, judgments tend to be swift. Guilds will normally attempt to seize any property owned by the client, which will be sold at public auction (sometimes along with the created item). Quite a few clients have found themselves paupers after attempting to renege on a guild contract.

Alchemy guilds tend to be large organizations that contain many skilled craftsmen in addition to the actual Alchemists. Most guilds will have their own smiths, glass blowers, jewelers, leather workers, and other craftsmen that make the items necessary for the Alchemists' work. These craftsmen are usually members of the Alchemist guild and do not do work for any other source. Alchemy guilds will generally have a large staff of servants to handle the day-to-day needs of the Alchemists. Such staff position is usually hereditary and all such folk live in the guild house. This gives the guilds a source of potential recruits and prevents at least some loss of items and materials that could wander away each night as servants returned home.

As for the Alchemists themselves, they are generally organized into a standardized hierarchy. At the bottom are the apprentices. These children usually begin training at around age of eight and serve until the of age sixteen. Most of their duties involve cleaning, fetching, carrying, and generally doing whatever their Master wants. In between chores, they are given some training by their teacher, though most will probably have to spend long hours studying on their own time to actually acquire enough knowledge to become Journeymen. Journeymen are usually young students (most around the age of sixteen to twenty-four) who have acquired the basic skills necessary to become functioning Alchemists, but who lack the ability to be truly called a Master. Journeymen normally have commissions assigned to them, and are usually considered paid professionals (working with a variety of Masters on different projects).



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Once they have acquired enough skill to pass a test of mastery, and the money necessary to purchase their Masterhood, journeymen normally become Masters. The test is usually the creation of an item that shows off all the abilities of the journeyman and is of the highest power level that the journeyman can produce. If the work is found to be good enough by a majority of the Masters of the guild, it is christened a masterwork, the journeymen pays his fee, and joins the company of Masters.

Masters usually get the best commissions and, consequently, produce the most powerful items. This is because guild usually gives half the price of the item sold to the Alchemist working on the item (the other half spent on replacing materials). As such, Masters generally pass lower powered creations to journeymen and reserve the more powerful and costly items for themselves.

Above the Masters there is almost always a Guildmaster. The Guildmaster is generally the most powerful Alchemist in the guild, though there are certainly times when a Guildmaster is the most politically adept instead of the most potent. Guildmasters generally take the most valuable of commissions, though they will sometimes refrain from taking commissions at all due to political situations. A Guildmaster is normally in charge of the guild's financial contracts and, in theory, in charge of the daily operation of the guild. However, most Guildmasters have less to do with the day-to-day activities, letting servants handle these tasks.

Guilds are, fundamentally, political organizations. They seek to control the production of certain items, and restrict availability to keep prices high. Players will often have to curry favor with a guild and its members in order to get items created. If the guild dislikes an individual, it may be very hard to get magical items created. It may likewise be hard to buy normal items, because if the guild makes it known that it is displeased with an individual, many others may not sell to the character for fear of the guild's wrath.

3.2.5 MIXING ALCHEMY TYPES

As noted earlier, there is no reason that different alchemical themes can not exist simultaneously in the same game. Though GMs are warned that this mixing of alchemy types can lead to a great number of headaches due to the complexity involved, elaborate tapestries can be constructed by GMs in which items of divine and secular origin can exist side by side, each contributing a particular feel to a world.

An example of this might be a world where most of the items are created by human mages, but where great items of power were created in the past by gods or other races. Perhaps the secret to creating these items has been lost, or the world has changed in some way that prevents them from being made. Either way, a few rare items with great power can add spice to a campaign. Great quests or wars might be fought for these artifacts. Whole campaigns can be run with these sorts of items as a backdrop, the players caught up in power plays by nobles, churches, and mortal Alchemists who want to possess these artifacts for their own purposes. Players could be loyal retainers, fanatics, hired hands, or the seekers of the artifacts themselves.

Because there are normal magical items created by human mages, a GM would have to go to great lengths to separate these items from the artifacts. One of the best ways is to make sure no one knows exactly what the artifacts do.

Players might discover records pointing to vast powers, or special purposes. There may be tales of all sorts of abilities, or, better yet, that the owner of the item gains powers keyed in some way to himself (i.e., each possessor has a different set of powers granted by the item). GMs can vary these tales from region to region or bard to bard. Because no one knows just all of what they can do, the GM has perfect freedom to change powers and abilities of the item from time to time, tailoring its powers to the needs of the story. For an ironic touch, it might turn out that the item does not actually do anything at all, its every power a fable, its every purpose a story.

One thing for a GM to consider when deciding which themes to use is the nature of the game world that he is running. Greater Alchemy tends to be found in worlds where epic quests are important. Experimental Alchemy, on the other hand, may be more appropriate in worlds where magic is uncommon or where the established magicians fear the effect items might have on their own income. Who needs to hire a mage for a job if they can get an item that will do it on command? Royal Alchemy is more likely to be found in areas where the nobles have great power and all other classes defer to them. Guild Alchemy is likely to arise in areas where there is a strong middle class such as large cities or in democratic political systems.

One thing to remember is that theme, not power level, is what determines what sort of Alchemy is appropriate for a particular world. Alchemy guilds will form in areas where there are other guild interests since alchemists will seek the same political advantages other tradesmen have. If nobles are respected above all, then even the most powerful Alchemist will seek the protection of a wealthy and powerful patron. If the same Alchemist's works are dangerous enough, even wealthy nobles will consider at least sending them off to the hinterlands so their works can still be accessed but offer no danger to the patron. It is certainly possible for a GM to have a world where Alchemy guilds produce the items for sale in the cities, where most nobles have a personal alchemist, where there are groups of incompetent hedge wizards offering experimental items in the countryside, and the gods still create items to serve their own needs and those of their followers.

3.3 ALCHEMICAL POWER LEVEL

It is entirely up to the GM as to just how powerful is "powerful" in his campaign. It is a subject that only the GM can resolve and one that deserves a great deal of thought. After all, if in a particular GM's world there are no +15 or greater magical weapons, then a +10 magical sword is likely to be an artifact of extreme power. GMs who wish to limit the power of magical items in such a manner may also wish to not allow certain of the special alloys such as high steel or white alloy in order to retain magic items as being of particular value. After all, is a +10 magical item really worth that much if you can have a +20 normal item?

For the purposes of this supplement, the following power structure has been assumed:

- An Apprentice Alchemist is 1st to 5th level.
- A Journeyman is 6th to 10th level.



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- A Master Alchemist is 11th to 20th level. A Royal Alchemist, regardless of level, is considered to be a Master Alchemist, though costs for 21st to 50th level items still increase (see Section 9.0).
- A Guild Master 21st to 30th level.
- A Legendary Master Alchemist is 31st to 40th level.
- A Legendary Guild Master Alchemist is greater than 40th level.

The assumption here is that most Alchemists are either apprentices of journeymen and that most items found are from 1st to 10th level in power. It is assumed that there are no more than a dozen or so Legendary Masters in a world and maybe one or two Legendary Guild Masters. Depending on how you allocate Alchemists, there might only be one Alchemist of Guild Master class per city of 50,000 or greater inhabitants, Masters will probably not be found in cities of less than 10,000 people, and journeymen may not be found in cities of less than 5,000 people.

These numbers are arbitrary and may be entirely wrong for certain campaigns; GMs are advised to think about the power level of their world and make whatever adjustments they see fit. If there are no Alchemists over 20th level, or if a GM feels that Masters should be 20th level, make the necessary adjustments. Section 12.0 has been provided to help in this task. GMs are free to indicate just how expensive items are in their campaign as well as decide just how powerful such items can be in their campaigns.

3.4 MATERIAL STRENGTH

Material composition has a great deal of effect on the characteristics of weapons and armor. If enough money can be spent, items of exceptional quality can be made by a smith of proper training. In *Rolemaster*, the following materials are available for non-magical weapons and armor.

3.4.1 BRONZE

Bronze is an alloy of one part tin to nine parts copper. It is expensive to make, judging from the fact that the material worth of bronze is ten times that of copper. Bronze is commonly used for household items that require a hard metal that can be cast easily and has a pleasing appearance. Bronze is often brittle, though it holds an edge well. Consequently, it is not normally used for weapons once the ability to make steel is available to a society. It was the metal of choice, however, for many early cultures before the development of smelting processes for iron and steel.

3.4.2 STEEL

With the exception of certain items (such as clubs, which are routinely made from wood), most weapons found in fantasy worlds are made of steel. Steel is an alloy of iron and other materials, though it will always include some amount of carbon. The basic purpose behind the use of steel is to produce a tough blade that will hold a serviceable edge. Iron by itself is soft and will not hold a cutting edge for long periods. While it is useful to band clubs or to cap quarter staves, iron is far from the substance of choice for a bladed weapon.

CARBON STEEL

Carbon steel is the material most appropriate to fantasy worlds. Modern alloys (such as many stainless steels) require very carefully controlled conditions to actually heat treat and temper them, and such conditions are usually beyond the technological level of most fantasy worlds. Carbon steels, on the other hand, have been produced on Earth for thousands of years. They are alloys of iron and carbon. The percentage of carbon is expressed as a point of carbon. Each point signifies 0.01 percent of the alloy.

To produce a blade with enough hardness to hold an edge, a minimum of 40 points of carbon are needed. Such an edge will not last long, however, and steels with 60 to 70 points of carbon are considered to be the best range. Such steels produce the best balance of hardness and toughness. Beyond 70 points of carbon steel becomes very hard and brittle. While it will retain a marvelous edge, it will be very prone to shatter.

Carbon and iron are not the only materials found in many steels. Indeed, due to primitive working conditions, it is hard to produce an alloy that is free from some impurities. Some, but not all, of the other materials that may be present in steel by design or accident are as follows: manganese, nickel, chromium, vanadium, molybdenum, silicon, tungsten, sulfur, lead, and phosphorus. By varying the amounts of these ingredients a smith can increase the potential hardness, toughness, ductility, wear resistance, and thermal properties of the steel.

In *Rolemaster* there are five general categories of steel that are available. Keep in mind that these are general categories that cover a wide range of steel alloys. The first category of steel is called hard iron. Hard iron is steel with 30 to 50 points of carbon. This very low carbon content is produced by either very poor steel making techniques or, more often, by accident. Before the invention of the blast furnace, carbon had a tendency to leach into the iron during the smelting process. While such alloys are better than soft iron for weapon making, they do not compare in sharpness to more advanced steels.

Most steel that is intentionally made, rather than accidentally happening in the smelting process, is considered to be low carbon steel (50 to 60 points). These alloys are easy to make are tough, and hold a serviceable edge. High carbon steels are harder to work and produce. They contain 60 to 70 points of carbon. White alloys cover a range of specialty steels that include manganese, tungsten, and other minerals. Its carbon content is usually at least 70 points. Due to the advanced techniques that would be required to produce them, white alloys may not be allowed in all campaigns. Black alloys contain either nickel or molybdenum, with large percentages of tungsten and vanadium. Due to the toughness of the other metals that make up black alloys, its carbon content is usually over 100 points to allow it to take a proper edge. It is incredibly difficult to forge and may not be available in all campaigns.

3.4.3 SOFT IRON

Iron is a tough mineral that is easy to cast and very tough. It is not generally used for cutting weapons, as it cannot be forged to hold an edge, though some work with a file can produce an edge that will serve for a short while. Its toughness, however, makes it eminently suitable for the creation of cheap maces and other concussion weapons.



3.4.4 STONE

Hard stones such as granite or flint are sometimes used by primitive peoples to create weapons such as club heads and spear points. Though quite dangerous, such items pale in comparison to metals. Table 7.1 lists the effects of making a weapon out of stone.

3.4.5 WOOD

Quite possibly the first substance Humans used as a weapon, wooden weapons such as clubs and quarterstaves are used in many societies. Wood is also important for making bows and light crossbows (heavy crossbows require steel to produce their incredible pull weights). Quarterstaves and clubs are considered +0 weapons if made out of ash or some other medium strength hardwood. Table 7.2 lists the effects on quarterstaves and clubs if they are made out of other types of wood. Table 7.1 lists the effects of making all other weapons out of wood. Quarterstaves and clubs may have their material strength increased by either banding them with steel (which adds half of the material strength bonus to the club or staff), or may be made out of a type of wood that is tough enough to have a material bonus.

3.5 ENCHANTED SUBSTANCES

All *Armor* and *Weapon* spells require that they be placed in magical materials with a certain material bonus. Many of these materials also require that they are worked in conjunction with specific spells dedicated to enchant weapons with their material bonus (at least if they are to be made into weapons and armor). Consequently, their base material and strength bonuses were not listed in the normal item bonus section. Materials marked with an “*” require that they be worked in conjunction with the appropriate spells from the lists designed to work with substances even if they are to be made into general items. The other substances simply require that they be made in conjunction with a Make/Work Magical material spell.

3.5.1 +20 MATERIAL BONUS SUBSTANCES

Dyr Wood

Dyr Wood is a magical wood taken from the dead bodies of Ents, Deathwoodes, Awakened Trees, etc. Dyr Wood is unique in that it is a magical sponge and gets harder as more magic is placed in it. Unless the wood is worked in conjunction with a *Weapon* spell, it will have a Material Bonus of +0, and a Strength Bonus of +0. If used with a *Weapon* spell, it takes on the Material Bonuses necessary for the spell. Treat Dyr Wood's Strength Bonus as if it were made of the appropriate metal for the spell (e.g., for a *Weapon I*, Dyr Wood would have the Strength Bonus of hard iron, for a *Weapon V*, it would have the same bonus as mithril).

Giant Spider Silk

This magical material is often used in conjunction with General spells, though it is sometimes enchanted to give an *Armor Type* increase. The +20 Material Bonus only applies if it is to be made into magical armor.

Illinar*

Illinar is a very rare enchanted ice. Unlike normal ice, illinar does not melt. It is sometimes called true ice.

Mithril*

Mithril is often called true silver. It is a silver metal whose beauty is unsurpassed by any other metal. Mithril gives +30 to an item's Strength Bonus

Wyverns Hide*

The magical hides of wyverns, cave worms, dragon salamanders, and other drake-like creatures. Wyvern Hide gives +30 to an item's Strength Bonus

3.5.2 +25 MATERIAL BONUS SUBSTANCES

Laen*

Often called true glass, Laen is a volcanic glass that is found only rarely in nature. As a gemstone, it has brilliance beyond all other gems. It comes in a variety of shades. It gives a Strength Bonus of +40 and may only be worked in very cold conditions.

Lesser Drake Hide*

Lesser drake hide has a Strength Bonus of +40.

3.5.3 +30 MATERIAL BONUS SUBSTANCES

Eog*

Eog is a gray metal often called true steel, though true iron would be more appropriate. Eog is alloyed in a variety of ways through the various *Weapon VII*, *Armor VII*, or greater spells that are used to enchant it. It has a Strength Bonus equal to 10x the number of the *Weapon* spell used in creating it (So a *Weapon X* would give it a Strength Bonus of +100).

Greater Drake Hide*

Greater Drake hide gives a material Strength Bonus of at least +50, though some greater drakes such as Behemoths may have much higher bonuses.

PART II RULES

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HOW TO USE THE TREASURE COMPANION

4.1 USING TREASURE COMPANION WITH ARMS LAW

Treasure Companion adds rules for dealing with magical and non-magical superior substances in both weapons and armor. More information on materials used to make weapons and armor can be found in Sections 7.0, 8.0.

4.2 USING TREASURE COMPANION WITH SPELL LAW

Treasure Companion provides rules for the creation of magical items, Lord Research, and Alchemical spells.

Note: *This material effectively replaces Sections 7.4 (Alchemist Lists and Item creation), and 9.2, (Alchemist Base Lists) in editions of Spell Law published before 1999.*

One area where *Treasure Companion* may cause a great deal of change is the nature of certain Channeling spells. The Channeling Alchemy list *Holy Works* defines the effects of Holy water and adds the concept of vestment spells. The spell *Holy Water*, on the Cleric Base list *Channels*, should now be called *Holy Water I* and read as follows:

1. Holy Water I (Fv) – Converts 4 oz. of clear spring water to holy water. Holy water is used for ceremonies and to combat Undead: they take “A” heat criticals (or some other type, GM discretion, if the creature is immune to heat criticals) when splashed with 4 oz. of holy water. If more than 4 oz. is splashed on an undead at once, each additional 4 oz. yields a -5 to the creature’s Resistance Rolls. The water should be stored in fine crystal vials intended specifically for holy water storage. Holy water produced by the followers of evil deities has the same effects as holy water produced by good deities, though GMs should feel free to change this if they so wish (it could, for example, effect only good spirits).

Vestment spells are spells that require Channelers to be wearing a set of holy robes (AT 2). These garments are used for religious functions and enable their wearer to cast spells of a ritualistic, or religiously significant nature. Due to their religious nature, GMs may wish to rule that certain Base Cleric, Paladin, and Evil Cleric lists are contain spells that should be considered vestment spells. GMs are free to decide that whether Animists, Rangers, Healers, and Sorcerers should also have vestment spells, but since most of these classes can be considered to draw their power from sources other than deities (e.g., Animists and Rangers

might draw their power from nature spirits, Healers may or may not have a specific Divine patron, and Sorcerers might draw their power from a variety of extra-planar sources) *Treasure Companion* does not assume that they will have vestment spells.

If a GM rules that certain classes have vestment spells, the first issue he must deal with is just how these classes will acquire their vestments. One approach is to require that all holy vestments be made by a Channeling Alchemist. This approach assumes that each deity will have Channelers of several classes including Channeling Alchemist. When a Cleric or Paladin needs to acquire a vestment he simply goes to the Alchemists who sever his deity and asks for one. This approach works well in worlds where churches are highly organized and bureaucratic. It does have drawbacks, however, most notably that if a Cleric has his vestment soiled while on campaign, it may not be possible to return to his order to obtain a new one for some time.

Another approach would be to allow other Channeling users to create their own vestments. Paladins would not be able to create their own vestments (since their focus is much more active than the other holy spell users; besides, they lack a convenient place on their Base lists to put a vestment spell) and would have to rely on those spell users of their order that could. If GMs take this option, then the following spell would appear at 2nd level on Communal Ways (Cleric Base) and 1st level on Dark Channels (Evil Cleric Base:

Holy Vestment (P) – Consecrates vestment (AT 2) for usage of many spells on this and other lists. A caster may only have one vestment at a time, and to be usable it must be clean (i.e., excessive dirt, sweat, etc. will make the vestment unusable until cleaned and the vestment is consecrated again with the *Holy Vestment* spell).

If a GM does decide to use vestments the following spells should be considered Vestment spells:

CLERIC BASE

CHANNELS

- 1) Create Holy Water
- 14) Absolution
- 15) Holy Shout
- 20) Absolution Pure
- 50) Holy Bridge

COMMUNAL WAYS

- 6) Death's Tale
- 12) Commune I
- 13) Magic Basin
- 18) Magic Basin II
- 19) Death Tale True
- 20) Commune True
- 50) High Prayer

LIFE MASTERY

- 12) Lifegiving
- 15) Lifegiving II
- 17) Lifegiving III
- 19) Restoration
- 20) Lifegiving IV
- 25) Lifegiving V
- 30) Restoration True
- 50) Lifegiving True

PROTECTIONS

- 2) Bless
- 12) Bless III
- 20) Bless V

REPULSIONS

- 7) Remove Curse
- 25) Uncurse True



Part II Rules

PALADIN BASE SPELLS

COMMUNION

- 12) Death's Tale
- 17) Commune I
- 20) Death's Tale True
- 30) Commune True
- 50) High Prayer

EXORCISM

- 7) Banish Demon
- 11) Banish Demon II
- 17) Banish Demon III
- 30) Uncurse True
- 50) Banish Demon True

EVIL CLERIC BASE SPELLS

CURSES

- 9) Excommunication
- 30) Excommunication True

NECROMANCY

- 5) Create Undead
- 8) Create Undead III
- 11) Create Undead V
- 15) Create Undead IV
- 20) Create Undead V
- 30) Ritual of Black Eternity
- 50) Create Undead True

DARK CHANNELS

- 13) Absolution
- 20) Absolution Pure
- 30) Dark Absolution
- 50) UnHoly Gate

4.3 USING TREASURE COMPANION WITH RMFRP

Treasure Companion adds three new Alchemist classes, a new Basic Item Price Chart, and a new Background Item Table.

4.3.1 ALCHEMISTS IN ROLEMASTER

Alchemists in *Rolemaster* are pure spell users that may be from any realm (see below) and who specialize in spells that deal with the creation of magical items. Their base spells deal with the manipulation of matter in its forms to produce items and enchant them. Alchemists also develop a variety of crafting skills that allow them to improve on the appearance and desirability of their items.

Prime Stats: Empathy and Reasoning (for Essence-based Alchemists); or Intuition and Memory (for Channeling-based Alchemists); or Presence and Self Discipline (for Mentalism-based Alchemists).

ESSENCE-BASED ALCHEMISTS

Alchemists from the realm of Essence are adept at manipulating the forces of nature. They study the world around them to learn the magical properties inherent in particular substances so that they can unlock these properties and instill them in items. They perform long elaborate rituals that allow them to strip the magic inherent in these substances and instill them in their creation.

CHANNELING-BASED ALCHEMISTS

Alchemists from the realm of Channeling produce items for the needs and edification of their deities. Rather than unlocking the power of magical substances, Channeling based Alchemists perform rituals to create, purify, and instill objects with the power of their deity. Most Channeling based objects are created so that only those of the appropriate alignment can use them

MENTALIST-BASED ALCHEMISTS

Alchemists of the realm of Mentalism seek to impose their will upon the base substances of the world. Much of their time during item creation is spent creating elaborate drawings and performing long rituals that focus the mind and allow the Mentalist to alter the shape and magical properties of the items they create.

4.3.2 TRAINING PACKAGES

While there are no new Training Packages presented in this book, the Training Package costs for the new professions must be provided. These costs can be found with the details on the professions (see Section 5.0).

**REVISED TRAINING PACKAGE DP COST
TABLE T-2.7**

Training Package	Found In...	Months	---- Alchemist ----		
			Essence	Chan.	Ment.
Adventurer (L)	RMFRP	24	44	45	43
Amateur Mage (L)	RMFRP	53	29	30	31
Animal Friend (L)	RMFRP	102	42	44	42
Assassin (V)	RMFRP	30	49	47	50
Berserker (L)	RMFRP	64	(42)	(42)	(42)
Burglar (V)	RMFRP	33	37	38	36
City Guard (V)	RMFRP	25	27	28	28
Cloistered Academic (L)	RMFRP	95	29	30	30
Con Man (V)	RMFRP	32	30	29	30
Conjurer (L)	ArcCo	84	33	34	34
Crafter (V)	RMFRP	28	28	30	31
Crusading Academic (L)	RMFRP	110	37	37	37
Cut Purse (V)	RMFRP	37	38	38	36
Detective (V)	RMFRP	33	31	31	30
Diplomat (V)	RMFRP	48	28	28	28
Doctor (V)	RMFRP	18	25	26	26
Explorer (L)	RMFRP	66	(38)	(38)	(37)
Famulus (V)	ArcCo	42	25	28	25
Guardian (L)	RMFRP	116	(44)	(52)	(45)
Herbalist (V)	RMFRP	33	29	33	31
Highwayman (V)	RMFRP	35	31	33	31
Hunter (L)	RMFRP	18	(42)	(49)	(43)
Knight (L)	RMFRP	69	(53)	(55)	(50)
Loremaster (V)	RMFRP	40	26	28	28
Manipulator (L)	ArcCo	120	34	38	38
Martial Artist (L)	RMFRP	73	57	46	36
Mercenary (L)	RMFRP	80	(47)	(43)	(47)
Merchant (V)	RMFRP	23	20	23	30
Necromancer (L)	ArcCo	106	34	42	42
Performer (V)	RMFRP	40	32	32	31
Philosopher (L)	RMFRP	130	35	32	34
Runemaster (L)	ArcCo	120	36	40	40
Sailor (V)	RMFRP	28	(26)	(26)	(26)
Scout (V)	RMFRP	33	(31)	(36)	(31)
Shaman Priest (L)	RMFRP	69	32	32	32
Soldier (V)	RMFRP	26	(27)	(28)	(27)
Spy (V)	RMFRP	44	41	42	41
Traveller (V)	RMFRP	18	(22)	(20)	(20)
Wanderer (L)	RMFRP	95	(36)	(36)	(34)
Warlock (L)	ArcCo	76	29	29	27
Weapon Master (L)	RMFRP	95	89	77	87
Zealot (L)	RMFRP	73	30	31	31

(#) — Not normally allowed. ArcCo = Arcane Companion.



4.3.3 • BACKGROUND OPTIONS

Due to the nature of Alchemy as presented here in the *Treasure Companion*, some GMs may feel that the Special Items section of Table T-1.5 Background Options Table (from *RMFRP*) is too generous. To correct this potential problem the following table has been provided:

REVISED PORTION OF TABLE T-1.5 SPECIAL ITEMS

(CHOOSE FOR 2 BACKGROUND OPTIONS)

See the notes below and Section 8.0, below for the descriptions of the various item types

Roll	Item
01-15	Choice of the following: a +1 adder or one special bread/poison/herb (Appendix A-7 from <i>RMFRP</i>). The GM should assign a bread/poison/herb that is appropriate.
16-28	Choice of the following: a +1 spell adder or one +5 non-magical item.
29-41	Choice of the following: a +1 spell adder or one +10 non-magical item.
42-54	Choice of the following: a +1 spell adder or one +5 magical item.
55-65	Choice of the following: a +1 spell adder or one +10 magical item.
66	Choice of the following: a +2 spell adder, or a loyal domesticated animal (e.g., a dog), or a +10 magical item.
66-75	Choice of the following: a Daily I spell item or a +1 adder, or two +5 non-magical items, or three doses of a potions (with a 1st to 5th level spell)
76-80	Choice of the following: a Daily I spell item, or a +1 adder, or one +10 non-magical items, or three doses of a potion (with a 1st to 5th level spell)
81-85	Choice of the following: a Daily II spell item, or a +1 adder, or two +5 non-magical items, or five doses of a potion (1st to 5th level spell)
86-90	Choice of the following: a Daily II spell item, or a +1 adder, or two +10 non-magical items, or five doses of a potion (1st to 5th level spell).
91-95	Choice of the following: a +2 spell adder, or two +5 magical items, or two Daily I items.
96-97	Choice of the following: a +2 spell adder, or two +10 magical items, or a Daily III item.
98	Choice of the following: a +2 spell adder, or a Daily IV item, or three +5 magical items.
99	Choice of the following: a +2 spell adder, or two Daily II items, or three +10 magical items.
100	Choice of the following: a +3 spell adder, or two Daily III items, or a loyal unusual creature (e.g., a monster)

Item Note: If multiple background options are used to take items, it is suggested that the player **not** have the choice of having all of the abilities joined in one item.

4.4

USING

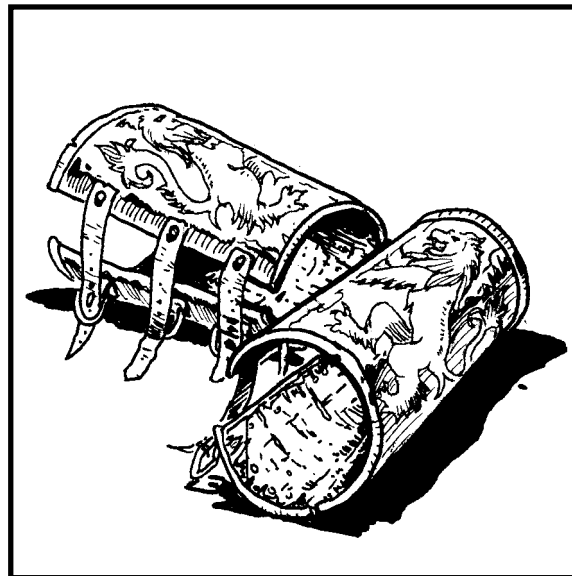
TREASURE COMPANION WITH GAMEMASTER LAW

The *Treasure Companion* has many features that add to a GMs ability to understand and control the events in his campaign. Besides the discussions of wealth, gems, Alchemy, and item material strength that occurred in Part I, the *Treasure Companion* adds rules for the creation of magical items, buying and selling of magical items, and a complete treasure generation system. The *Treasure Companion* also includes rules on customizing the magical item tables to fit a particular GM's world. The Appendix also includes rules for the creation of divine items.

COST OF ITEMS

All Alchemists, regardless of realm, are subject to the rules regarding item costs (see Section 9.0), though the special effects may differ greatly from realm to realm. If three different Alchemists, one from each realm, were creating a magical sword, it would be hard for an outsider to tell that they had the same goal in mind. The Essence user would be at work at the forge, or grinding strange smelly chemicals. The Channeling user would be seen praying, or consecrating the blade with holy oils. The Mentalist might be seen simply sitting in his garden concentrating on the sword in his lap. Regardless of realm, all Alchemists go through days of rituals just to create even the simplest of items.

Likewise, the creation of items costs money regardless of the caster's realm. Essence users have magical substances to purchase, refine, and elaborate machinery to construct. Channelers have holy oils, waters, and sacred items to create, which are then used to bless and consecrate their items. Mentalists may need certain crystals, dietary substances, or other items that allow them to achieve the intense level of concentration they need to create their works. All of these take cash.



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5.0



THE PROFESSIONS

This section contains a one-page description for each character profession.

PROFESSION ENTRIES

The following information is provided for each profession:

- 1) **Profession Name:** The name of the profession is at the top of the page.
- 2) **Introductory Paragraph:** A short paragraph describing the profession. When appropriate, some literary examples of the profession are given.
- 3) **Prime Stats:** Listed here are the two (or three) prime stats. These stats must have a starting Temporary value of at least 90.
- 4) **Special Notes:** Listed here are any special skill bonuses or other notes that are applicable to the profession.
- 5) **Spell Lists:** Listed here are summaries of the base lists that are available to the profession. In addition, a listing of the other commonly available spell lists is given.
- 6) **Profession Bonuses:** Listed here are the bonuses that this profession gets in specific skill areas. These bonuses modify the indicated skill category(s) bonus(es).
- 7) **Skills and Skill Categories:** Listed here are the standard skill category costs. After the skill category costs, a list of the skills that classified as Everyman, Occupational, and Restricted for the profession are given. See Section 6.2 (in *RMFRP*) for a full discussion of Everyman, Occupational, and Restricted skill categories (and their associated DP costs).
- 8) **Spell Development:** Listed here are the development point costs for developing skill for certain spell lists at various ranks. The numbers in parentheses are the ranges for the rank(s) being developed.
- 9) **Training Packages:** Listed here are all of the training packages and how many development points each costs. Some training packages are indicated as typical for the profession. Some packages are not normally available to this profession (though the GM may decide to allow them).



Part II Rules

5.2 CHANNELING-BASED ALCHEMISTS

Channeling-based Alchemists are pure spell users of Channeling, who have concentrated on the creation of items. Their base spells deal with the creation of magical items, holy vestments, holy water, and wards.

Leana listened as the demon crashed against the ward, howling in rage and agony. "If Rhannon be willing," she thought, "it will hold another few moments. The holywater is almost ready. Soon the creature will pay for its misdeeds."

Prime Stats: Intuition and Memory.

CLASS SPELL LISTS

Channeling-based Alchemist have six base lists which are chosen from the nine lists found below. Lists not chosen are treated as Own Realm Other Base lists (and thus cannot be taken as extra base lists). The full description of all the spells on these lists can be found in Section 13.0. For a slightly higher development point cost, he may also develop Open Channeling and Closed Channeling spell lists. Full descriptions of these lists can be found in *Of Channeling* (pages 6-25). At even a greater development point cost, other spell lists may be developed.

Holy Armor: Creates magical armors.

Holy Office: Creates magical general items.

Holy Wards: Creates wards to protect people and sights.

Holy Weapons: Creates magical weapons.

Holy Works: Works organic matter.

Inorganic Skills: Works inorganic matter.

Liquid/Gas Skills: Creates potions.

Other Realm Imbedding: Imbeds spells from realms other than his own.

Own Realm Imbedding: Imbeds spells from his own realm.

PROFESSION BONUSES

Crafting	+15	Power Awareness	+5
Influence	+5	Power Point Develop	+5
Lore • Magical	+5	Spell Group	+5
Lore • Obscure	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environs	2/7
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop	4
Athletic • Brawn	3	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	6	Self Control	5
Awareness • Perception	6	Special Attacks	10
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	10	Subterfuge • Stealth	5
Combat Maneuvers	10	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/4	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	9
Lore • Technical	2/6	Weapon • Category 4	9
Martial Arts • Strikes	6	Weapon • Category 5	9
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Magic Ritual, Channeling, Meditation.

Occupational Skills: Religion, choice of six Crafting skills

Restricted Skills: None

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open Lists (21+)	6/6/6	Closed List (21+)	8/8
First 5 lists developed in a given level:	x1 cost		
6th to 10th list developed in a given level:	x2 cost		
11th - up lists developed in a given level:	x4 cost		

For spell lists not shown, see Table T-2.4 in *RMFRP*.

TRAINING PACKAGES

Adventurer	40	Highwayman	30
Amateur Mage†	27	Hunter‡	(44)
Animal Friend	40	Knight‡	(50)
Assassin	43	Loremaster†	25
Berserker‡	(38)	Martial Artist	41
Burglar	35	Mercenary‡	(39)
City Guard	25	Merchant	21
Cloistered Academic†	27	Performer	29
Con Man	26	Philosopher	29
Crafter†	27	Sailor‡	(23)
Crossing Academic	33	Scout‡	(32)
Cut Purse	34	Shaman Priest	29
Detective	28	Soldier‡	(25)
Diplomat	25	Spy	38
Doctor	23	Traveler‡	(18)
Explorer‡	(34)	Wanderer‡	(32)
Guardian‡	(47)	Weapon Master	69
Herbalist	30	Zealot	28

†: Typical ‡: Not normally allowed





5.1 ESSENCE-BASED ALCHEMISTS



Essence-based Alchemists are pure spell users of Essence, who have concentrated on the creation of items. Their base spells deal with the creation of magical items, potions, runes, staves, and wands.

Angus checked his apparatus for the forth time. Once more day of rituals and the sword would be complete. Two years, three months, six days, and twelve hours had passed since he began his great work. Now was not the time to let anything go wrong.

Prime Stats: Empathy and Reasoning

CLASS SPELL LISTS

Essence-based Alchemist have six base lists which are chosen from the nine lists found below. Lists not chosen are treated as Own Realm Other Base lists (and thus cannot be taken as extra base lists). The full description of all the spells on these lists can be found in Section 13.0. For a slightly higher development point cost, he may also develop Open Essence and Closed Essence spell lists. Full descriptions of these lists can be found in *Of Essence* (pages 6-25). At even a greater development point cost, other spell lists may be developed.

Armor Enchantments: Creates magical armors.

General Enchantments: Creates magical general items.

Inorganic Skills: Works inorganic matter.

Item Analysis: Analyzes the workings of items of power.

Liquid/Gas Skills: Creates potions.

Organic Skills: Works organic matter.

Other Realm Imbedding: Imbeds spells from realms other than his own.

Own Realm Imbedding: Imbeds spells from his own realm.

Weapon Enchantments: Creates magical weapons.



PROFESSION BONUSES

Crafting	+15	Power Awareness	+5
Lore • Magical	+5	Power Point Develop	+5
Lore • Obscure	+5	Spell Group	+5
Lore • Technical	+5	Technical • Vocational	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	5/5/5	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environs	3
Armor • Medium	4/4/4	Power Awareness	1/4
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop	4
Athletic • Brawn	3	Science • Basic	1/3
Athletic • Endurance	3	Science • Specialized	3/7
Athletic • Gymnastic	6	Self Control	6
Awareness • Perception	6	Special Attacks	15
Awareness • Searching	3	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	15	Subterfuge • Stealth	5
Combat Maneuvers	18	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational	3/7
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	4
Lore • Magical	1/4	Weapon • Category 2	9
Lore • Obscure	3/7	Weapon • Category 3	12
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	9	Weapon • Category 5	20
Martial Arts • Sweeps	9	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Magic Ritual, Artifact Lore, Meditation.

Occupational Skills: Six Crafting skills of the player's choice

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open Lists (21+)	6/6/6	Closed List (21+)	8/8

First 5 lists developed in a given level: x1 cost

6th to 10th list developed in a given level: x2 cost

11th - up lists developed in a given level: x4 cost

For spell lists not shown, see Table T-2.4 in *RMFRP*.

TRAINING PACKAGES

Adventurer	42	Highwayman	28
Amateur Mage†	26	Hunter ‡	(38)
Animal Friend	38	Knight ‡	(48)
Assassin	44	Loremaster†	23
Berserker ‡	(38)	Martial Artist	51
Burglar	33	Mercenary ‡	(42)
City Guard	24	Merchant	18
Cloistered Academic†	26	Performer	29
Con Man	27	Philosopher	31
Crafter†	25	Sailor ‡	(23)
Crusading Academic	33	Scout ‡	(28)
Cut Purse	34	Shaman Priest	29
Detective	28	Soldier ‡	(24)
Diplomat	25	Spy	37
Doctor	22	Traveler ‡	(20)
Explorer ‡	(34)	Wanderer ‡	(32)
Guardian ‡	(40)	Weapon Master	80
Herbalist	26	Zealot	27

†: Typical ‡: Not normally allowed



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5.2 CHANNELING-BASED ALCHEMISTS



Channeling-based Alchemists are pure spell users of Channeling, who have concentrated on the creation of items. Their base spells deal with the creation of magical items, holy vestments, holy water, and wards.

Leana listened as the demon crashed against the ward, howling in rage and agony. "If Rhiannon be willing," she thought, "it will hold another few moments. The holy water is almost ready. Soon the creature will pay for its misdeeds"

Prime Stats: Intuition and Memory.

CLASS SPELL LISTS

Channeling-based Alchemist have six base lists which are chosen from the nine lists found below. Lists not chosen are treated as Own Realm Other Base lists (and thus cannot be taken as extra base lists). The full description of all the spells on these lists can be found in Section 13.0. For a slightly higher development point cost, he may also develop Open Channeling and Closed Channeling spell lists. Full descriptions of these lists can be found in *Of Channeling* (pages 6-25). At even a greater development point cost, other spell lists may be developed.

Holy Armor: Creates magical armors.

Holy Office: Creates magical general items.

Holy Wards: Creates wards to protect people and sights.

Holy Weapons: Creates magical weapons.

Holy Works: Works organic matter.

Inorganic Skills: Works inorganic matter

Liquid/Gas Skills: Creates potions.

Other Realm Imbedding: Imbeds spells from realms other than his own.

Own Realm Imbedding: Imbeds spells from his own realm.



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PROFESSION BONUSES

Crafting	+15	Power Awareness	+5
Influence	+5	Power Point Develop	+5
Lore • Magical	+5	Spell Group	+5
Lore • Obscure	+5	Weapon Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	11	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environs	2/7
Armor • Medium	10	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	3	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	6	Self Control	5
Awareness • Perception	6	Special Attacks	10
Awareness • Searching	2/6	Special Defenses	40
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	10	Subterfuge • Stealth	5
Combat Maneuvers	10	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional	8
Directed Spells	3	Technical • Vocational ..	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	6
Lore • Magical	2/4	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	9
Lore • Technical	2/6	Weapon • Category 4	9
Martial Arts • Strikes	6	Weapon • Category 5	9
Martial Arts • Sweeps	6	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Magic Ritual, Channeling, Meditation.

Occupational Skills: Religion, choice of six Crafting skills

Restricted Skills: None

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open Lists (21+)	6/6/6	Closed List (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th to 10th list developed in a given level: x2 cost
11th - up lists developed in a given level x4 cost

For spell lists not shown, see Table T-2.4 in *RMFRP*.

TRAINING PACKAGES

Adventurer	40	Highwayman	30
Amateur Mage†	27	Hunter‡	(44)
Animal Friend	40	Knight‡	(50)
Assassin	43	Loremaster†	25
Berserker‡	(38)	Martial Artist	41
Burglar	35	Mercenary‡	(39)
City Guard	25	Merchant	21
Cloistered Academic†	27	Performer	29
Con Man	26	Philosopher	29
Crafter†	27	Sailor‡	(23)
Crusading Academic	33	Scout‡	(32)
Cut Purse	34	Shaman Priest	29
Detective	28	Soldier‡	(25)
Diplomat	25	Spy	38
Doctor	23	Traveler‡	(18)
Explorer‡	(34)	Wanderer‡	(32)
Guardian‡	(47)	Weapon Master	69
Herbalist	30	Zealot	28

†: Typical ‡: Not normally allowed



5.3 MENTALISM-BASED ALCHEMISTS



Mentalism-based Alchemists are pure spell users of Mentalism, who have concentrated on the creation of items. Their base spells deal with the creation of magical items through concentration of magical energies through the power of their minds. As a byproduct, many of their lists give them great control over their own bodies.

Everything was in its place. Each rock carefully positioned to promote a sense of peace and harmony. The stream babbled at the right volume to drown out most sounds, but not so loud as to inhibit concentration. At the center sat Lum, deep in a trance, ready to begin the great work. He took three slow steady breaths and began.

Prime Stats: Presence and Self Discipline.

CLASS SPELL LISTS

Mentalism-based Alchemist have six base lists which are chosen from the nine lists found below. Lists not chosen are treated as Own Realm Other Base lists (and thus cannot be taken as extra base lists). The full description of all the spells on these lists can be found in Section 13.0. For a higher development point cost, he may also develop Open and Closed Mentalism lists. Descriptions of these lists can be found in *Of Mentalism* (p. 6-25). At a greater DP cost, other spell lists may be developed.

Attack Mastery: Creates magical weapons.

Defense Mastery: Creates magical armors using concentration.

External Concentrations: Alters the form of m forms of organic and inorganic matter.

Inorganic Skills: Works inorganic matter

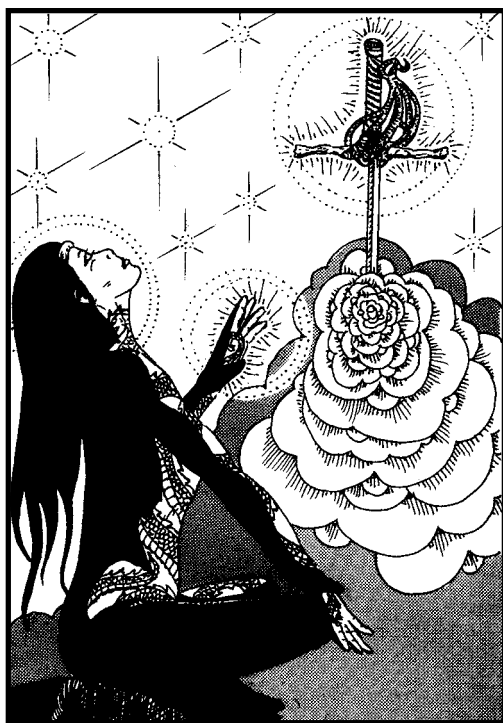
Liquid/Gas Skills: Creates potions.

Meditative Healing: Heals damage to his body, and others.

Other Realm Imbedding: Imbeds spells from realms other than his own.

Own Realm Imbedding: Imbeds spells from his own realm.

Understanding Mastery: Creates magical general items.



PROFESSION BONUSES

Body Development	+5	Power Awareness	+5
Crafting	+15	Power Point Develop	+5
Lore • Magical	+5	Self Control	+5
Lore • Obscure	+5	Spell Group	+5

SKILLS AND SKILL CATEGORIES

Armor • Heavy	5/5/5	Outdoor • Animal	3
Armor • Light	2/2/2	Outdoor • Environs	3
Armor • Medium	4/4/4	Power Awareness	2/5
Artistic • Active	2/5	Power Manipulation	4/10
Artistic • Passive	2/5	Power Point Develop.	4
Athletic • Brawn	3	Science • Basic	1/4
Athletic • Endurance	3	Science • Specialized	6/14
Athletic • Gymnastic	3/9	Self Control	3/9
Awareness • Perception	5	Special Attacks	12
Awareness • Searching	3	Special Defenses	25
Awareness • Senses	3/7	Subterfuge • Attack	15
Body Development	12	Subterfuge • Stealth	5
Combat Maneuvers	14	Subterfuge • Mechanics	7
Communications	2/2/2	Technical • General	3/7
Crafts	4/10	Technical • Professional.....	8
Directed Spells	2/7	Technical • Vocational	5/12
Influence	2/6	Urban	3
Lore • General	1/3	Weapon • Category 1	5
Lore • Magical	2/4	Weapon • Category 2	7
Lore • Obscure	3/7	Weapon • Category 3	12
Lore • Technical	2/6	Weapon • Category 4	20
Martial Arts • Strikes	3	Weapon • Category 5	20
Martial Arts • Sweeps	3	Weapon • Category 6	20
		Weapon • Category 7	20

The weapon categories are: 1-H Concussion, 1-H Edged, 2-Handed, Missile, Missile Artillery, Pole Arms, and Thrown.

Everyman Skills: Time Sense, Magic Ritual, Lie Perception, Meditation.

Occupational Skills: Six Crafting skills of the player's choice

Restricted Skills: Channeling

SPELL DEVELOPMENT

Base List (all)	3/3/3	Closed List (1-5)	4/4/4
Open List (1-10)	4/4/4	Closed List (6-10)	4/4/4
Open List (11-15)	4/4/4	Closed List (11-15)	4/4/4
Open List (16-20)	4/4/4	Closed List (16-20)	4/4/4
Open Lists (21+)	6/6/6	Closed List (21+)	8/8

First 5 lists developed in a given level: x1 cost
6th to 10th list developed in a given level: x2 cost
11th - up lists developed in a given level x4 cost

For spell lists not shown, see Table T-2.4 in *RMFRP*.

TRAINING PACKAGES

Adventurer	39	Highwayman	28
Amateur Mage†	29	Hunter‡	(39)
Animal Friend	38	Knight‡	(45)
Assassin	45	Loremaster†	25
Berserker‡	(38)	Martial Artist	32
Burglar	33	Mercenary‡	(42)
City Guard	25	Merchant	27
Cloistered Academic†	27	Performer	28
Con Man	27	Philosopher	31
Crafter†	28	Sailor‡	(23)
Crusading Academic	33	Scout‡	(28)
Cut Purse	32	Shaman Priest	29
Detective	27	Soldier‡	(24)
Diplomat	25	Spy	37
Doctor	23	Traveler‡	(18)
Explorer‡	(33)	Wanderer‡	(31)
Guardian‡	(40)	Weapon Master	79
Herbalist	28	Zealot	28

†: Typical ‡: Not normally allowed



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BUYING AND SELLING MAGICAL ITEMS

After considering what sorts of Alchemists exist, and consequently what types of items are likely to be produced, another topic that a GM needs to consider is just how these items were purchased in the first place. Depending on the type of Alchemy in a campaign, someone probably had to pay for the production of these items in the first place. How these items were bought can effect what sorts of access the players will have to these items.

How items are sold is also a topic that can have a great deal of relevance for a particular campaign. Just how much will people pay for a used item? What sorts of payment arrangements they are capable of making? These topics are of great interests to players and NPCs who have extra items in their hands and want to turn them into some much needed cash.

6.1 SELLING

When a GM has considered just what sorts of items exist in his world, he is presented with a second problem; what happens if once they get into the hands of the players the players want to sell them. In addition to the considerations from *Gamemaster Law* (Section 12.4.2), a GM must contend with the structure that he has established for his world's Alchemists.

If all of the Alchemy in his world is Greater Alchemy, it may not be feasible to let the players sell items at all. Religious groups might get upset when their great holy item is put up for auction. Perhaps the elven nation would like the item it lent the players back. The great mystery behind the item's powers may not attract buyers, or worse yet only attract those willing to steal or kill to possess the item. If one can sell it at all, one may have to accept land (being the only commodity that can approach the value of such items) which may not be the sort of currency hoped for.

Muldek's
Rapier, p.110



Items from worlds where Experimental Alchemy is the main type of Alchemy may also be prove difficult to sell.. Buyers may be very reluctant to purchase a device that might blow up in their hands. Prices are generally low, especially in the resale market, because buyers are even less sure just where the item comes from or what problems may be inherited with it.

Worlds with Royal Alchemy present their own special problems. To begin with, it may not be legal for the players to own magical items at all. They could also be restricted to sell such items only to nobles. Even if they can sell such items to the general public, there is no pedigree to go along with the item. In societies where magical items are valued for their artistic merit and the name of the Alchemist who made it as well as their functionality, a player may find it hard to pass off a sword that he just dug out of the ground as an item worth buying even if it does do incredible things.

Guild Alchemy also presents problems to players. To begin with, it might only be legal to sell items to a guild or its representatives. Guilds may only give payment in services, rather than cash. In such cases where they do give cash, the guild will probably not offer much, so players who want a better return may well have to deal with black market forces, members of which may find it easier to try and steal the item rather than pay the characters for it. Even if one can sell the item legally, the Alchemist guilds will be doing their utmost to try and instill the message that one should not buy an item just found laying about. Who knows what it will do? Guilds may foster an atmosphere where it is felt to be better to buy from them rather than run off to some person who claims to have an item of power he dug up out of the ground.

Besides these considerations, there is the problem of paying a character for his items. In societies where Basic Wealth is the only form of wealth, it may be very hard to find a buyer who actually has both the cash and the desire to pay for an item. A noble might well sell a guild a herd of cattle as part of a deal, but adventurers may not find this sort of wealth to be to their liking. In societies with banks, it might be possible for the buyer to get a loan or to just have his bank issue a draft, but such payment is only as good as the bank that issues it.

6.2 MAGICAL ITEM PURCHASE/SALE CHARTS

The following charts have been provided to specifically handle the problems of buying and selling magical items. One key concept to buying an item is its availability. An item's availability starts at medium for an apprenticeship level item and increases by one for every class higher (e.g., journeyman items are hard, master items are very hard, etc.). The availability rating of an item also goes up for each extra ability in the item.

MAGICAL ITEM PURCHASE STATIC MANEUVER TABLE T-6.1

-26 down Spectacular Failure:

You have been robbed! The person who claimed to have the goods you were looking for takes you to his wares, but actually robs you. They got the entire cost of the item. There is no merchant in this area who has the item you seek or the time to make it. You can check again in six months.

-25 – 04 Absolute Failure:

You have been swindled. You make a deal to purchase the item, but the person you bought it from turns out not to have been who you thought they were. You lost half the cost of the item. You can check again in six months to find a new seller or you can journey to the next city and make a roll there in one month's time.

05 – 75 Failure:

There is no one who will sell you the item you want. You may try again in three months or journey to the next city and roll there in one month's time.

UM 66 Unusual Event:

You discover someone who has exactly what you are looking for, and his prices are reasonable (100% of normal). However, he will only purchase the item if the characters will undertake a task on his behalf. GM should determine what the task is.

87 – 90 Partial Success:

You find an Alchemist willing to make the item, but it will cost 150% of normal and he is not able to start for three months. He is not sure of the character's looks, so wants all of his money up front. If this is not acceptable, you must go to the next city and try again there.

UM 100 Unusual Success:

Not only do you find someone willing to create the item, but he is willing to create it in return for a favor. He is generous enough to start creating the item now, but wants the favor accomplished before he turns it over to the characters.

91 – 110 Near Success:

At last, an Alchemist who will be reasonable. He is willing to sell you the item at 125% of the normal price and can begin construction in one month. He wants three quarters of the price up front to take the commission. If this is not acceptable you may go to the next town and try again.

111 – 175 Success:

Wonderful! you have found an Alchemist who has a place to fit you in his busy schedule. He can start in one week, wants only half down, and will be charging you only 100% of the normal price.

176 up Absolute Success:

You manage to befriend an Alchemist during negotiations. He can begin work immediately, wants only half down, and will charge you 75% of the normal price.

Modifiers

Medium Availability	-0
Hard Availability	-10
Very Hard Availability	-30
Extremely Hard Availability	-50
Sheer Folly Availability	-70
Absurd Availability	-100
For Each level after Absurd	-20
World dominated by Greater Alchemy	-40
World dominated by Experimental Alchemy	+20
World dominated by Royal Alchemy	-20
World dominated by Guild Alchemy	0

MAGICAL ITEM SALE STATIC MANEUVER TABLE T-6.2

-26 down Spectacular Failure:

You have been robbed! The perfect buyer turns out to have no intention of paying you. Rather, he wishes to give you an up close and personal demonstration of his sword skills

-25 – 04 Absolute Failure:

You have been swindled. The buyer pays you 130% of the purchase price. You deliver the goods, he delivers the payment. He then leaves town and you discover he has given you counterfeit money! The local authorities will attempt to find the swindler, but you have lost the goods.

05 – 75 Failure:

You fail to find anyone interested in the goods. You may try again in three months or move on to the next town.

UM 66 Unusual Event:

You discover someone who wants exactly what you are looking to sell, and will pay a reasonable price (40% of normal). However, he decides that the players have tried to swindle him and calls for the guards. If the players can resolve the dispute and get their goods back they can try again tomorrow to find a new buyer.

87 – 90 Partial Success:

You find someone willing to pay you 20% of normal, but he is not able to come up with the price for two weeks. He is not sure of the character's looks, so is not willing to put any of his money up front. If this is not acceptable, you must go to the next city and try again there.

UM 100 Unusual Success:

Not only do you find someone willing to buy the item, but also willing to give you 70% of its value to boot. Also, he may well be willing to make similar purchases in the future (+20 to all magical item selling rolls if you go through him).

91 – 110 Near Success:

At last, a buyer who will be reasonable. He is willing to pay you 30% of the item's normal price and can come up with the money in one week. He is willing to place a deposit of 10% for the item on record with the local bank or temple. If this is not acceptable you may go to the next town and try again.

111 – 175 Success:

Wonderful! you have found a buyer who is looking for just the sort of item you wish to sell. He can pay you in one week, is willing to put 50% of the selling price down with a local bank or temple, and will be able to pay you 40% of the normal price.

176 up Absolute Success:

You meet a very friendly, and needy buyer. He can pay you immediately, and can offer you 50% of the normal price.

Modifiers

Medium Availability	-0
Hard Availability	-10
Very Hard Availability	-30
Extremely Hard Availability	-50
Sheer Folly Availability	-70
Absurd Availability	-100
For Each level after Absurd	-20
World dominated by Greater Alchemy	-40
World dominated by Experimental Alchemy	-30
World dominated by Royal Alchemy	-20
World dominated by Guild Alchemy	0
Character will accept items in trade	+40
World has a Banking System	+20
World has Stock Companies	+20



Part II Rules

TREASURE
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7.0 NORMAL ITEMS

This section deals with changes that can be made to the material structure of items, thus increasing their value. These items can be found as a part of the treasure hoards adventurers may encounter and are often used by them, and their enemies.

Note: *Normal items always make RRs as if they were first level targets.*

7.1 WEAPONS

Weapons can be modified in a variety of ways to increase value and effectiveness. These factors include material composition, superior design, and modified weight. Cost modifiers are added together and then multiplied by the base cost of the item (e.g., a superior-designed high steel weapon, for example, would have a cost multiplier of 55, which is the sum of the modifier for being of superior design (x5), and the modifier for being made of high steel (x50)). Separate Smithing maneuver rolls are required for each modifier with a failure botching the entire project.

**TABLE 7.1
MATERIAL STRENGTH**

Cost	Crafting Difficulty	OB Mod.	STR Mod.	Material
x.001	Hard	-50*	-50*	Ash
x.01	Hard	-40*	-40*	Oak
x.05	Very Hard	-30*	-30*	Hickory
x.1	Very Hard	-20*	-20*	Iron Wood
x.05	Routine	-30	-30	Stone
x.5	Easy	-10	+20	Soft Iron
x10	Light	+0	-10	Bronze
x1	Easy	+0	+0	Hard Iron
x10	Light	+5	+0	Low Carbon Steel
x50	Medium	+10	+10	High Carbon Steel
x100	Hard	+15	+15	White Alloy
x500	Very Hard	+20	+20	Black Alloy

* These modifiers are designed for weapons not normally designed from wood (including heavy crossbows). For weapons designed from wood see Table (7.2) below.

**TABLE 7.2
WOODEN WEAPON STRENGTH**

Cost	Crafting Difficulty	OB Mod.	STR Mod.	Material
x.1	Routine	-30	-30	Pine
x.5	Routine	-10	-30	Fur
x1	Routine	+0	+0	Ash
x10	Light	+5	+10	Oak
x50	Medium	+10	+20	Hickory
x100	Hard	+15	+30	Iron Wood

7.1.1 SUPERIOR DESIGN

This is a broad category of improvements. This category is intended to represent the effects of pattern welding (welding steels of differing strengths together to produce a blade), fullering (creating longitudinal grooves to lighten and strengthen the blade), care in balancing and forging, and other factors. Individually these elements are rarely enough to produce a superior designed blade. Indeed, most cultures including the Vikings and Japanese, relied on pattern welding to make all of their blades before the development of more modern steels. Likewise, many European blades had extensive fullering. Only in combination with the skill of a master smith do these elements combine to produce a superior blade. Table 7.3 lists the costs and effects of superior weapon design. The initiative bonus only applies to the actual attack actions and not to other actions taken in the round.

**TABLE 7.3
SUPERIOR WEAPON DESIGN**

Cost	Smithing Difficulty	Init. Mod.	STR Mod.	Notes
x5	Very Hard	+1	+20	Pine

7.1.2 MODIFIED WEIGHT WEAPONS

The weight of a weapon may be modified to be greater or lesser than the average range specified by Weapon Table in Appendix 7 of *RMFRP*. The trick to such a modification is to preserve the fighting characteristics of the blade while reducing or increasing the amount of material used in its construction. This process has two effects. First it either increases or decreases the amount of exhaustion used while exercising the proper fighting techniques for the weapon. Secondly, it increases or decreases the strength of the weapon. Table 7.4 lists the effects of modified weight weapons.

**TABLE 7.4
MODIFIED WEAPON WEIGHT**

Cost	Crafting Difficulty	Weight Mod.	STR Mod.	Exhaustion Rate
x2	Very Hard	x .85	-15	2 per 7 rounds
x1.5	Hard	x.9	-10	1 per 3 rounds
x1.25	Medium	x .95	-5	2 per 5 rounds
x1	Routine	x1	+0	1 per 2 rounds
x1.25	Medium	x1.05	+5	3 per 5 rounds
x1.5	Hard	x1.1	+10	4 per 7 rounds
x2	Very Hard	x1.15	+15	3 per 4 rounds



7.2 ARMOR

Like weapons, armor can also be modified in a variety of ways to change its value and effectiveness. These factors include material composition, superior design, and modified weight. Cost modifiers are added together and then multiplied by the base cost of the item. Separate Smithing maneuver rolls are required for each modifier with a failure botching the entire project.

7.2.1 MATERIAL COMPOSITION

Substances used in the making of armor have the main requirement of being tough. Materials must be durable enough to absorb damage without breaking, but hard enough so that they cannot be easily penetrated. The material must be molded and shaped in a variety of ways. Though exotic materials such as bamboo and hardwoods are occasionally used for armor, most areas of the world choose either leathers or metals to meet these requirements.

Armor types 9-12 are considered to be made of rigid leather. Rigid leather is leather that is boiled in oil to make it harder and more resistant to blows. Leather treated in this manner can be molded in a variety of shapes to form rigid plates.

Table 7.5 gives the cost and effects of the materials suited to particular armor types.

TABLE 7.5 ARMOR MATERIAL				
Cost	Crafting Difficulty	DB Mod.	ATs	Material
x1	Light*	+0	5-10	Cow Hide
x10	Easy*	+5	5-10	Buffalo Hide
x50	Medium*	+10	5-10	Alligator Hide
x100	Hard*	+15	5-10	Fell Beast Hide
x.5	Light	-10	13-20	Soft Iron
x10	Hard	+0	13-20	Bronze
x1	Light	+0	13-20	Hard Iron
x10	Easy	+0	13-20	Low Carbon Steel
x50	Medium	+5	13-20	High Carbon Steel
x100	Hard	+10	13-20	White Alloy
x500	Very Hard	+20	13-20	Black Alloy

* = increase difficulty by one for AT 9 and 10.

7.2.2 SUPERIOR DESIGN

Superior armor design comes about through a combination of advanced techniques, pure alloys, and smithing skill. It decreases the armor penalties of the armor type (though the penalties cannot go above zero). Table 7.6 lists the costs and effects of superior designed armor.

TABLE 7.6 SUPERIOR ARMOR DESIGN			
Cost	Crafting Difficulty	Penalty Mod.	Effect
x3	Hard	+10	Penalty cannot go above -0.

7.2.3 MODIFIED WEIGHT

Through advanced smithing techniques armor may be lightened while retaining its ability to protect the wearer. Such techniques are very difficult, but have the effect of producing armor that is far easier to maneuver in. To determine the exact effect, multiply the Armor Penalties by the weight percentage. This modifier is applied after the effects of superior design. Table 7.7 lists the costs and effects of modified weight armor.

TABLE 7.7 MODIFIED ARMOR WEIGHT		
Cost	Crafting Difficulty	Weight Mod.
x1.5	Hard	.95
x1.75	Very Hard	.9
x2	Extremely Hard	.85



Part II
Rules



Part II Rules

8.0 MAGICAL ITEMS

Alchemists create items for a great variety of reasons. For some it is the pure enjoyment of creating something new. Others desire that their fame and power be known to others, and create items as a testament to such. Still others are trying to fulfill the economic needs and desires that exist in their world. Whatever the reason, all of them are harnessing the forces of their world in far more permanent ways than other spell users.

8.1 LEVEL

An item's level is the highest level spell used in creating the item. This measure has several effects. It determines the duration and effects of the spells it that are imbedded in it. When determining bonuses for Base Attack Rolls (and Elemental Ball Attacks), the item's level is treated as the number of ranks in the spell list. The level of the item is also used as the attacker's level for purposes of Resistance Rolls resulting from the item's attack(s) (or target's level if the item must make an RR). It is treated as the number of ranks of the Directed Spell skill (using the category progression) that an item has as a bonus to any bolt spells placed in it. It is important, however, to note that the level of an adder or a spell multiplier does not affect the spells that may be cast with the aid of these items.

Example: *A Sudden Light spell is imbedded in a Daily V item (a 14th level Item). Thus, when the user casts the Sudden Light he would add +14 to his Base Attack Roll, and the target would resist against a 14th level attack.*

8.2 CASTING REQUIREMENTS

Before casting a spell from an item, the caster must either make an Attunement maneuver to learn how to use the item. See *RMFRP* for the details in making the Attunement maneuver. Note that some items have command words that must be spoken out loud. Command words are a type of key (see Section 8.7). Command words are not limited to spoken words, and may include gestures or pressing on the item in a certain way (though such ways must be visible to anyone making an Observation maneuver). Learning an item's command word requires an Very Hard Attunement maneuver.

Option: Some GMs may want to require an Attunement maneuver each time an item is used. In this case, the use of a command word can avoid the necessity of the Attunement maneuver each time.

8.3 CASTING TIME FROM ITEMS

One of the advantages of casting a spell through an item is that it is always takes one round to cast the spell through the item. Though this slows down the use of instantaneous spells, it can greatly speed up other casting.

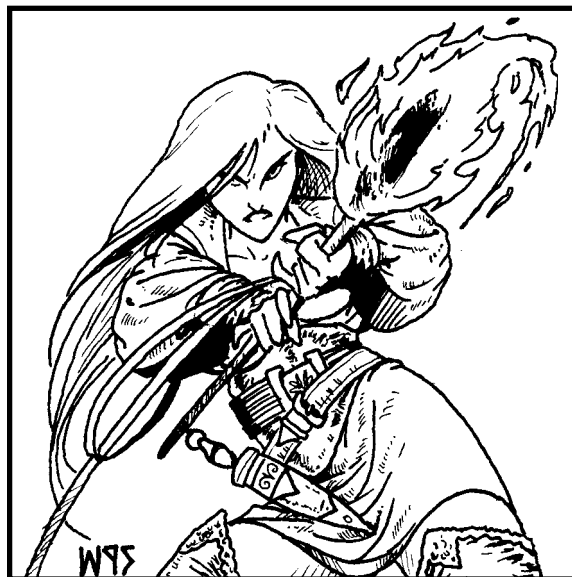
8.4 MAGIC ITEM TYPES

Magical items can generally be divided into eight groups: armor and shields; charged items; daily and constant items; general items; potions; runes; single-use items; and weapons. Each type has its own advantages and disadvantages (which an Alchemist or his client must consider when creating or commissioning an item).

8.4.1 ARMOR AND SHIELDS

Magical armor and shields have several advantages. They are usually made lighter (85% weight) than normal armor and are considered to be of superior design (and gain all the benefits of superior design). They are stronger than normal armor and have a higher protective bonus than normal armor made out of the same material. Magical armor and shields can also have enchanted abilities imbedded in them which can increase their protective value or decrease their weight. Also, the main benefits of magical armor and shields are gained without the wearer making an Attunement maneuver (though he might have to make an Attunement maneuver to be able to use any special abilities that the armor has).

The main disadvantage of magical armor (though not shields) is that due to the amount of material that must be enchanted their base cost is five times that of other items.



8.4.2 CHARGED ITEMS

Charged items can be divided into three categories: wands, rods, and staves. Wands are actually any one foot long object (though they are usually made of wood), and can have a 1st or 2nd level spell imbedded in them. When fully charged, wands have 10 charges. Rods are any item between one foot and two and a half feet long (and are usually made of wood), and can have 1st to 5th level spells imbedded in them. When fully charged, rods have 30 charges. Staves are actually any object between two feet and five feet long (are usually made of wood), and can have 1st to 10th level spells imbedded in them. When fully charged, they have 100 charges.

Charged items have the advantage that they can be used again and again until they run out of charges, and can be recharged (though Alchemists will charge for this privilege at what ever rate is typical for a highly skilled NPC's services, though characters may want to invest in a device that casts *Charge Wand*, *Charge Rod*, or *Charge Staff* to avoid this difficulty). They also require about half the time to produce as items that function constantly, and more than one charged ability can be combined in an item (e.g., one could make a staff that casts both *Lighting Bolts* and *Fire Bolts*, though this requires two *Make Staff* spells, two *Imbed* spells of the appropriate levels, and two *Charge Staff* spells to be cast during the creation process).



Their disadvantages are that they are relatively large (especially especially if you want higher level spells), not especially tough, require some kind of command word to use. In addition, they can run out of charges when one needs them most. Finally, the user must have made an Attunement maneuver to use the item at all.

Option: GMs may wish to limit charged items to being made out of organic material only, and may prohibit them from being incorporated into other types of items (e.g., GMs may decide that one could not create a wooden shield that is also a Staff of Ice Bolts).

8.4.3 DAILY AND CONSTANT ITEMS

These items either cast a particular spell a certain number of times a day (thus the term "daily"), or emit a particular spell constantly (thus the term "constant"). Daily items are rated by a number such as Daily I, Daily II, etc. The number indicates the maximum level spell that can be imbedded into the item during creation. If a spell is imbedded that is of lower level than the daily number, it can possibly function more than once a day. To determine how often, divide the daily number by the level of the spell and round down. Thus, a Daily III can have a 1st to 3rd level spell imbedded in it. If the spell is 1st level it will work 3 times a day, and if it is 2nd or 3rd level it will work once a day. Constant items are created to have a spell always functioning, though it can be set to go off under limited circumstances (see below). An item that is set up to function "at will" is a constant item that is keyed to function when the wielder commands (though GMs may wish to not allow this kind of item if they feel that it is too powerful).

The advantage of daily and constant items is that they are very reliable. The wielder knows just how often they will work. Also, they can be made into many forms that are more durable than charged items. Daily items take much less time to create than constant items do.

Their main disadvantage is the same as their advantage; they can only be used so often each day. Some GMs may wish to assign a time (e.g., Midnight) at which all devices will regain their charge; others may assign the recharge moment on an item by item basis. Higher level daily items and all constant items are very hard to produce (i.e., require higher level spells than imbedding the same level spell in a charged item, potion, etc.). All daily items and constant items made to function "at will" require a command word. GMs may also require that constant items require gems or magical materials for their magic to be imbedded in.



Part II Rules



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8.4.4 GENERAL ITEMS

General items add a bonus to skills (though not OB or DB, or they would be classified as a weapon or armor), add to the characters abilities (RRs, Hit Points, etc.), or add to the number of spells a character can cast (adders and multipliers).

Their advantages are that one does not need an Attunement maneuver (or command word) to use their abilities; they can be made out of any material (so can be very durable if the Alchemist wishes); and they allow Alchemists to create a great number of effects not directly reproducible with imbedded spells. In addition, an Attunement maneuver is not required to gain the bonus from the item (though the user may not realize the bonuse he is gaining). Remember that an Attunement maneuver would be needed to ascertain the nature of the item.

Their disadvantages are that they are very time consuming to produce. GMs may wish to limit just how their bonuses can be applied (e.g., a GM may wish to only allow bonuses to specific skills rather than Skill Categories).

8.4.5 POTIONS

Like single use items, potions only work on one occasion, though they have some advantages that single use items lack. Potions come in several forms, from watery liquids to oils, balms, and even incense. They must be drunk or applied for that person to gain the benefit of their effect.

Potions have the advantages in that they can be produced with up to 20th level spells, and can, with additional spells, even come in gaseous forms that do not require that they be directly applied or ingested. They do not require a command word or an Attunement maneuver to use. They require only one quarter of the time that it takes to produce a constant item. Also, unless they are a gas or an oil, if a potion's container is broken their effects are lost but do not necessarily affect whoever they spill on.

The disadvantage of a potion is that it only works once. In addition, the effects of potions cannot be ascertained by simply making an Attunement maneuver.

8.4.6 RUNES

Runes are spells placed on a sheet of rune paper. Rune paper is cheap to produce and is reusable. It comes in Ratings that specify the maximum level spell that can be placed in the paper.

The advantages of runes, or more specifically the advantage of rune paper, is that it can be used over and over. Unlike other items, a sheet of rune paper can also have different spells placed in it over time, so it gives its owner great versatility. Rune paper can also hold up to 50th level spells.

The disadvantage of runes are that they are very fragile, can only have one rune placed in a sheet at a given time, and that they require a Read Runes maneuver to use them (remember that the Read Runes maneuver is made to learn the information on the rune paper; no such maneuver is required to activate the paper once it is deciphered). Also, to place a spell on a sheet of rune paper one needs access to the Open Essence spell list, Rune Mastery, so they may not be easily renewable for many parties.

8.4.7 SINGLE USE ITEMS

This category could be considered a sub-category of charged items. In effect, they are charged items that work only once. Unlike charged item, however, they can be made out of any substance.

The advantage of single use items is that they are very cheap to produce compared to other items. They require one eighth the amount of time needed to product a constant item, and are correspondingly less expensive to make. Also, they are able to have up to 50th level spells imbedded in them, something only Runes can match.

Their disadvantage is held in their name; they only work once. They cannot be recharged. If they are to work when broken, players should be very careful not to let them go off by accident (or they could well suffer the effects from these items at very undesirable times).

Example: *Jan the Alchemist might create small glass beads which have Sudden Light spells (5th level spell from the Magician Base list, Light Law) imbedded in them. Because Jan cannot yet create a Daily V item, Jan decides to make five Single-use items instead. Jan further keys the items to release the Sudden Light spell when they are broken. Jan's idea is to loosely sew the beads onto the front of his robes and then just pull them off and use them as needed. Unfortunately for Jan, after offending the village smith at his local tavern, he is tossed head over heels into the walls of said tavern. The impact crushes the beads and releases all five Sudden Lights simultaneously. While this does bring the bar fight to a sudden stop, it also sends poor Jan deeply into unconsciousness.*

8.4.8 WEAPONS

Magical weapons add to the OB of their wielder. They are also able to be made in a variety of weights, are considered of superior design (and gain all of the benefits of superior design), and have half again the strength bonus of their non-magic counterparts. Further, various enchanted abilities may be imbedded in a weapon that cannot be reproducible through imbedded spells. They can also be made sentient (so they can use their abilities either in coordination with their wielder or at such times that their wielder becomes incapacitated).

The advantages of magical weapons are many. They have higher OB bonuses than a normal item made from the same material and are far more resistant to breakage. Their enchanted abilities can make them very versatile and dangerous. In addition, weapon items do not require that an Attunement maneuver be made to use the item (though the wielder may not realize the bonus he is getting). However, an Attunement may be required to use some of the special enchanted abilities of the weapon.

The disadvantage of magical weapons is the same as that of armor, general items, and constant items; they take the longest time to produce. Also, because each ability must be placed separately, the more abilities given to a weapon the more time it will take and the more it will cost. Intelligent weapons also have the drawback that if they do not like or at least philosophically disagree with their wielder, they may resist efforts to use them.

8.5 COMBINING ITEM CATEGORIES

It is possible to combine the effects of several magical item categories into one item. The rules for this can be found under in Section 10.0. GMs should carefully consider before allowing such combined items. They can greatly add to the power level of a campaign.

8.6 FULLY AND PARTIALLY ENCHANTED ITEMS

For an item to be considered fully enchanted, all of its parts must have been worked with all the appropriate *Make* and/or *Work* spells necessary to enchant them. For example, a fully enchanted battle axe made of oak and low steel must have had both *Work Wood*, and *Work Low Steel* cast upon it; this is in addition to any actual abilities placed in the item. This allows the enchantments to be placed in the entire item and leads to an item with greater strength and decay resistance.

For the sake of economy, however, GMs may allow their Alchemists to create partially enchanted items. An item that is partially enchanted only has the relevant parts for its purposes actually worked with the appropriate *Make* and/or *Work* spells. Thus, only a sword's blade, an axe's head, a ring's gem, etc., would actually be enchanted. This leads to a large cost savings, though some items will be weaker for it (and GMs should be sure that this fact is always a danger).



8.7 KEYING

Keying is a process that can take place during item creation. Specifically, it is the process by which an Alchemist restricts the abilities of an item. By means of this process, Alchemists can create items that will only work for certain classes, races, or when a specific circumstance happens. Keying does not cost anything to imbed (either in extra materials or in time).

In general, keys can be almost anything. For example, an item with a constant *Touch of Disruption* spell might be keyed so as not to affect its wielder (indeed, most harmful constant spells are assumed to be keyed in exactly this manner). It might also be keyed to function only when the item touches someone in combat, thereby preventing accidental damage to passers by. It could be further keyed to work only in the hands of a Sorcerer. With a little creativity, an Alchemists can produce a great many effects.

There are, however, two keys that a GM may wish to not allow in his campaign. The first is an item keyed to only work for a particular individual. The problem with this particular key is that if it is possible to perform, it may become too common. After all, the chances of theft of an item that will only work for a particular person are very small. So many people would want this sort of key. It also has the advantage that one's enemy, even if he did steal an item, cannot use it against its rightful owner. This further increases its desirability. As such, it may well turn out that no items will be found without this key. Other than the base abilities of armor, swords, and general items, which cannot be keyed (though other abilities of the weapon can be keyed), there may be no other magical items in a world that would be usable by the players. In general, the narrowest restriction should be the race, profession, or vocation of a wielder.

The other key that a GM may seriously want to restricts is allowing an item that casts an area spell to be keyed not to affect its wielder. Many GMs may feel that this would stretch credibility too far, as well as giving the players too much power.



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Dead, p. 107



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9.0

ITEM CONSTRUCTION

This section presents guidelines for item creation using the Alchemist spell lists presented the *Treasure Companion*. Under this system, the Alchemist Base spell lists (Section 13.0) provide the necessary framework for making specific items. Making a magic item consists of simultaneously:

- 1) Creating the base item (always required)
- 2) Enchanting the item (not required)
- 3) Imbedding spells into the item (not required)

Once a magic item has been created it cannot normally have other spells or abilities added (except for recharging wands, rods and staves). The GM is always relied upon to make necessary modifications to these rules to adapt them to specific circumstances in his world system.

9.1 CREATING THE BASE ITEM

The base item is the actual physical item which may be enchanted or have a spell imbedded. 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 Alchemist base lists. Each list allows an Alchemist to work the appropriate materials through the use of spells, aided by normal equipment (forges, looms, presses, laboratory apparatus, etc.).

Making the base item requires that the appropriate spell from the appropriate list be cast once per day (that's why the duration of many Alchemist base spells is 24 hours). It is also assumed that the Alchemist works normal full days (8-10 hours) on the project (no spell research, excursions, or other projects).

In order to make a base item, some of the following spells must be cast during the creation process:

- *Work xxx* – always required, even if the material to be worked, xxx, is already in the desired shape/form.
- *Make xxx* – required if the material to be worked, xxx, is only available in the form of raw materials; see the individual spell descriptions (e.g., to make a steel weapon from available iron, a *Make Steel* spell is required).
- *Make Wand*, *Make Rod*, or *Make Staff* – required to make a Wand, Rod, Staff so that it can be charged with an imbedded spell; see Section 9.3.

The exception to the above requirements is rune paper, which can be created merely by casting the appropriate *Rune Paper #* spell (i.e., no other *Make xxx* or *Work xxx* spells are required).

THE BASE ITEMS

The properties of the base items is summarized on the Items Characteristics Chart.

Wands, Rods and Staves – Wands, rods, and staves are the primary base items for storing spells that can be cast multiple times. Normally they must be organic due to the inherent resistance of inorganic material to spells. In order to make one of these items, the Alchemist must know the appropriate spell on the Organic Skills list (i.e., *Make Wand* to make a wand, *Make Rod* to make a rod, or *Make Staff* to make a staff).

Rune Paper – Spell users must have rune paper in order to inscribe runes (see the Open Essence list, *Rune Mastery* in *Of Essence*, Section 2.8). The various *Rune Paper #* spells allow rune paper to be made which will hold various level spells (e.g., rune paper made with a *Rune Paper III* spell will only hold 1st, 2nd, and 3rd level spells).

Potions – Potions are fluids (or in some cases, gases) in which a spell can be placed (imbedded). The various *Potion #* spells make potions which will hold various level spells as rune paper does. "Potion" spells are harder (higher level) to both learn and use because there can be no requirement that the end user have any understanding of spells (reading Runes requires Runes skill and need not be as foolproof).

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

If they are created out of superior materials (assuming iron as a normal, non-bonus material), weapons, armor, and other items can have bonuses that are non-magical. In this case, creating a base item need not be accompanied by enchantment or imbedding a spell.

If weapons and armor are enchanted to get a magical bonus, then the user can elect to use either the non-magical bonus (due to material) or the magical bonus (but not both).

Example: *A high-steel weapon (+10) enchanted with a +5 bonus could be used as a +10 normal weapon or a +5 magic weapon, but not as a +15 weapon. In most cases it would be used as a +10 weapon, but when fighting creatures which can only be hit by magic weapons, the +5 bonus would have to be used.*

9.2 ENCHANTING AN ITEM

Enchanted properties of an item do not normally require Attunement (i.e., Staves & Wands) skill to use. Standard enchantments include:

- Intelligence
- Magical bonuses
- Any special permanent abilities which are not spells (e.g., Holy Arms or Slaying are such abilities, while flying, and teleportation are normally not such abilities)

When an Alchemist wishes to enchant an object, he must perform the enchantment process simultaneously with the creation of the base item and the imbedding of spells (if any). The enchantment process consists of casting the spell from the appropriate Alchemy list once per day during the item creation process (e.g., to make an item enchanted with "Low Intelligence", the spell *Low Intelligence* must be cast 1/day while the item is being created).

INTELLIGENCE

The effect of intelligent items on characters or a game will depend upon the world system used (e.g., control or dominance of a character by an item he is using). Normally, the "alignment" of such an item is the same as that of the Alchemist that makes it.

In terms of *Rolemaster*, intelligence allows any character to use spells "imbedded" in items (see Section 9.3) without having to successfully use his Attunement skill. Normally, a spell may not be cast from an item unless: the wielder has made a successfully Attunement skill maneuver for the item or the item has the intelligence necessary for casting the spell as outlined below.

The following is a summary of the effects of various intelligences that can be placed in an item by the corresponding spells on the Weapon Enchantments list (Section 13.2.5):

Intelligence	Allows
Empathy	Casting of 1st lvl spells
Low	Casting of 2nd lvl spells
Medium	Casting of 5th lvl spells
High	Casting of 10th lvl spells
Very High	Casting of 20th lvl spells

BONUSES

Bonuses fall into three categories:

- **Weapons** – Normally a weapon bonus gives an additional bonus to the wielder's Offensive Bonus. *Weapon I* gives a weapon a magical +5 bonus, *Weapon II* gives a magical +10 bonus, etc.
- **Armor & Shields** – Normally a shield bonus or an armor bonus gives a bonus to wielder's Defensive Bonus. *Armor I* gives a shield or a suit of armor a magical +5 bonus, *Armor II* gives a shield or a suit of armor a magical +10 bonus, etc.

- **General** – Normally a general item bonus gives a bonus when performing the normal function of the item. *General I* gives a "specific use" item (e.g., a grappling hook, a bridle, a ink pen, etc.) a magical +5 bonus, *General II* gives a "specific use" item a magical +10 bonus, etc.

The general category also handles creating power point multipliers and adders. A +# *General* spell will enchant either "+# adder" or a "x (# - 1) multiplier."

Example: A +10 *Lockpick* fall into the *General* category and would give an additional +10 bonus when used to pick locks. A +4 *General* spell can be used to create a +4 spell adder or a x3 power point multiplier.

Note: A weapon bonus gives a specific add to the combat attack of the character using that weapon; each "I" of an enchantment gives a bonus of +1 to the combat roll under a 1-20 system, and +5 under a 1-100 system. Similarly, each +1 for an armor bonus (or shields) gives a subtraction to the attack roll of persons attacking the character who is wearing the armor. The +1 general category is meant for the miscellaneous items which exist in various world systems (e.g., +1 rings, or cloaks).

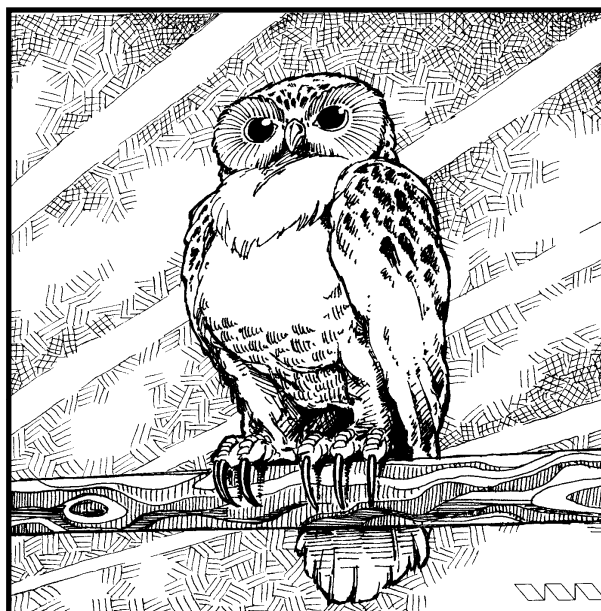
SPECIAL ENCHANTMENT

All enchantments that are not specifically described in a spell on one of the Alchemy lists fall into this category. Because they are too numerous to catalog and are highly dependent upon the world system being used, these special enchantments are not specifically covered by spells on the various Alchemy lists.

If a GM feels that a special enchanted ability is standard for Alchemists in his world system, he may place a spell for enchanting that ability at any level on the Alchemy lists that he deems appropriate. Otherwise, an Alchemist should be required to research the enchantment spell for that ability using the optional spell research rules detailed in Section 11.0. This research should require that the researcher cast the 1st level *Research* spell once per day.



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9.3 IMBEDDING SPELLS

Spells can be imbedded in items by casting the appropriate spell or spells from one of the Alchemist Base lists, Own Realm Imbedding or Other Realm Imbedding. While a Base Item (see Section 9.1) is being created, several procedures must be performed in order to imbed a spell:

- 1) The appropriate *Imbed #* spell for the appropriate realm must be cast on the item once a day (that's why the Duration of many Alchemist Base spells is 24 hours).
- 2) The spell to be imbedded 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).
- 3) If the item is to be a Wand, a Rod, or a Staff, then the appropriate *Charge xxx* spell must be cast on the item once a day.
- 4) If the item is to be a Daily item, or a Constant item, then the appropriate *Daily #* or *Constant* spell must be cast on the item once a day.

NORMAL IMBEDDING

If only procedures 1 and 2 above are performed, the spell imbedded can only be used **once**. After such a spell is cast, it is gone and cannot be recharged.

CHARGED ITEMS: WANDS, RODS, STAVES

Multiple spell charges can be imbedded in Wands (10), Rods (30), and Staves (100). This requires that:

- The base item must be of the appropriate type (i.e., Wand, Rod, or Staff; see Section 9.1).
- The appropriate *Charge xxx* spell must be cast on the item (in addition to the other required spells) once per day while the item is being created.

Unlike other items with imbedded spells, Wands, Rods and Staves can be recharged by casting the appropriate *Charge xxx* spell once a day for a number of consecutive weeks equal to the level of the *Charge xxx* spell (e.g., recharging an Essence Rod would require an 8th level *Charge Rod* spell and 8 weeks). The properties of wands, rods and staves are summarized in the chart below.

Option: If a GM does not wish to keep track of the charges on items, he may wish to roll (1-100) each time a *Charged Item* is used. If the roll is less than a certain number, then the last charge in the item has been used. The suggested values for the chance of depletion are provided on the *Item Characteristics Chart*: 1-10 (10%) for Wands, 1-4 (4%) for Rods, and 1-1 (1%) for Staves. Note that this is not cumulative, thus a *Charged Item* will continue to function until a low enough roll is made, and may function forever.

DAILY ITEMS

A spell can be imbedded in an item so that the imbedded spell can be cast a certain number of times per day. This requires the appropriate *Daily #* spell be cast once a day while creating the item.

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

Example: A high level Alchemist is making a ring and casts a "Daily 3" spell. He may either imbed a 1st level spell to be used up to three times each day or a 2nd or 3rd level spell that could be used once each day.

CONSTANT ITEMS

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

Only spells deemed appropriate to work constantly can be imbedded in this manner (to be determined by the GM). Allowable spells might include: *Detect* spells, *Invisibility*, *Presence*, etc. Non-allowable spells might include: elemental attack spells, base attack spells, *Teleport*, etc.

Note: One viable option for a GM is to only allow rings to be *Constant* items. Only one spell per ring can be imbedded. Only two rings can be worn and used per character (except in extreme circumstances to be determined by the GM).

RESEARCHING IMBED SPELLS

If a GM feels that a more specific *Imbed* spell is standard for Alchemists in his world system, he may place such a spell at any level on the appropriate Imbedding list. Otherwise, an Alchemist should be required to research the *Imbed* spell using the spell research rules detailed in Section 11.0. This research should require that the researcher cast the 1st level *Research* spell on the appropriate Imbedding list once per day.

Example: A character might wish to research a spell that would imbed "At Will" spells (i.e., an "At Will" imbedded spell would cast a certain spell whenever the character willed it). The GM could decide that this would be handled like the *Constant* spell, and require the character to research "At Will" as a 50th level spell.

ITEM CHARACTERISTICS CHART

Item	Maximum Spell Level	Size	Maximum Material	Spell # Charges	Restrictions Required	On Use
Wand	2	1 foot	Organic	10/(10%)	"Charge Wand"	Must be Held in Hand
Rod	5	2.5 foot	Organic	30/(4%)	"Charge Rod"	Must be Held in Hand
Staff	10	5 foot	Organic	100/(1%)	"Charge Staff"	Must be Held in Hand
Other	10	Varies	any	1	—	Touch & Look At
Other	10	Varies	any	1/Day	"Daily"	Touch & Look At
Ring	10	Ring	Ring	Constant	"Constant"	None

9.4 MAKING “ARTIFACTS”

Certain magic items which could not be made using the rules included in *Spell Law* can be classified as “Artifacts.” Requirements for making an artifact could be: special ceremonies, special groups of individuals, special sites, special equipment, special material, sacrifices, etc.

9.5 THE COST OF MAKING MAGIC ITEMS

The cost of making magic items is determined by several factors:

- Time (see below)
- Required spells and Power Points (Sections 9.1-9.3)
- Material and monetary costs (see below)
- Standard research costs if necessary (Section 11.0)

These costs have been designed to make magic items difficult (but not outrageous) to buy. Note that the prices of such items, if ever sold, reflect these costs, including the time (perhaps years) the Alchemist worked on the items.

9.5.1 TIME COST

Time is one of the key factors in the making of magical items. The time cost is given in terms of a number of required consecutive weeks. Making a magic item consists of simultaneously:

- 1) **Creating the base item**—This costs one week per level of the spell used in creating the base item; see Section 9.1 for the list of required spells. The Make/Work spells used in this step allow the caster to make a flawless item. As such, they are considered superior in design to normal items in addition to their bonuses. This does not mean, however, that they are automatically objects of great beauty. For this the Alchemist still needs to use his various crafting skills. The spells normally cast for the base item are:
 - The *Work xxx* Spell
 - A *Make xxx* Spell (if there is one)
 - A *Make Wand, Rod, or Staff* spell (if there is one)
- 2) **Placing an enchanted ability**—There can be multiple enchanted abilities in an item; for the purposes of time (see below) treat each enchanted ability as a separate *capability*. See Section 9.2 for required spells. Only one spell from the appropriate Alchemy list is normally required for each enchanted ability.
- 3) **Placing an imbedded spell**—There can be multiple imbedded spells in an item; for the purposes of time cost (see below) treat each imbedded spell as a separate *capability*. See Section 9.3 for the list of required spells. The spells normally cast for an imbedded spell are:
 - The spell imbedded
 - The *Imbed #* spell
 - The *Charge xxx, Daily #, or Constant* spell (if one).

BASE ITEM TIME COST

Creating the base item costs one week per level of the spell used in creating the base item.

CAPABILITY TIME COSTS

For these cost calculation purposes, a capability refers to an enchanted ability or an imbedded spell. Basically, the time required for each capability is:

- The first capability costs 1 week for each level of each spell cast for creating that capability.
- The second capability costs 2 weeks for each level of each spell cast for creating that capability.
- The third capability costs 3 weeks for each level of each spell cast for creating that capability.

MODIFIERS

Certain types of items take less time to make. This is because these items function on a limited basis. Modifiers apply to specific capabilities of the item and affect the cost of the capability before taking into account what order the capability is given in. If the modifier applies to all of the capabilities of the item, it may be modify the base cost as well. Round the cost to the nearest week. The modifiers are as follows:

- Item is a single use item: .125x time cost.
- Item is a potion: .25x time cost.
- Item is a charged item: .5x time cost.
- Item is a daily item: .75x time cost.
- Other item types: 1x time cost.

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, make the capability with the second highest cost the second, etc.

Example: A 50th level Alchemist wishes to make: *mithril hammer* (requires a 15th level *Work Mithril* spell and a 50th level *Weapon V* spell) of *Orc-slaying* (requires a 15th level *enchantment* spell as determined by the GM). It would take 95 weeks to finish: 15 weeks for creating the base item; 50 weeks for the *Weapon V*; and 30 weeks for the *Slaying* ability.

If he also wanted to imbed a *Haste I* spell (1 charge) in the hammer (requires a 6th level *Haste I* spell to be imbedded and a 13th level *Imbed VI* spell), it would cost him more time:

$$\begin{aligned}
 & [15 \text{ weeks for the base item}] \\
 & + [50 \text{ weeks for the Weapon V}] \\
 & + [30 \text{ weeks for the Orc-slaying} \\
 & \quad \text{enchanted ability}] \\
 & + [6 \text{ weeks for the Haste I (19 weeks, } \times 1/8 \text{ for a} \\
 & \quad \text{single use item, } \times 3 \text{ for the third capability)}] \\
 & = 15 + 50 + 30 + 6 \\
 & = 101 \text{ weeks}
 \end{aligned}$$



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Example: The same 50th level Alchemist wishes to make a Dragon Bone Rod. (Requires a 20th level Work Organic True and a 10th level Make Rod Spell). He also wishes to imbue a Sudden Light spell. (Requires a 5th Level spell to be imbedded an 8th level Charge Rod spell). He also wishes to enchant it to be a +2 spell adder (requires a 10th level General II spell) and enchant it to have a +10 combat bonus (requires a 8th level Weapon II spell). The cheapest cost total is:

[30 weeks for the base item (Note: since not all of the capabilities of the rod are charged capabilities, the base cost does not get the x1/2 time modifier]

+ [10 weeks for the +2 spell adder]

+ [16 weeks for the +10 wp. enchanted ability]

+ [21 weeks for the imbedded Sudden Light]

= 30 + 10 + 16 + 21

= 77 weeks

DISTRIBUTING TIME COST

A GM may wish to allow this time cost to be distributed over several Alchemists if they are all capable of casting all of the Alchemist spells involved in the creation process. If this is allowed, however, the monetary cost of the item is still based off the time before distribution.

Example: The rod above: takes one Alchemist 77 weeks, but would take 7 Alchemists 11 weeks if they worked together; provided all of them could cast Work Mithril, Weapon V, had researched Orc-slaying, and knew Imbed VI and Haste I spells. The monetary cost of the item, however, would still be based on 77 weeks of work, not 11 weeks.

9.5.2 REQUIRED SPELL CASTING COSTS

The spell casting cost is merely the spells and power points that are required to make a magic item. Remember, all of the spells required to make a magic item must be cast every week required for creating the item.

9.5.3 MATERIALS AND MONEY

All items have with them an associated materials and money cost. This cost represents the exotic materials, special equipment, and materials needed to make the item. These costs are represented by the levels of the spells involved in the creation of the item. There are no further modifiers for the type of item (say a sword as opposed to a dagger) because it is assumed that most of the cost of producing the item involves the rare and exotic materials, not the base cost of the item. GMs should feel free to add the base cost of the item back into this process if they wish.

BASE COST

The cost to produce the item is as follows:

Base Cost =

(Total levels of all spells necessary for the item)

x (Total time in weeks needed to create the item)
in gold.

Example: The mithril hammer above: takes one alchemist 101 weeks, and requires 99 levels of spells to produce. This gives it a base cost of 9,999 gold.

Note: Suits of armor produced via the Armor spells, as opposed to shields produced by the Armor spells, have their base price multiplied by **five**. GMs may also want to consider increasing the base costs of other large items such as carts, ships, castles, etc.

THE SELLING PRICE

The cost of an item will also vary depending on the world system being used. To reflect this, the following modifiers are provided. These represent the effects of increasing costs of materials at higher levels and the requisite higher fees that Alchemists charge to produce items. It is assumed that half of the selling price goes to pay for the exotic materials necessary to produce the item, and the other half goes to pay the Alchemist. A GM will need to determine what level an Alchemist has to be before the cost modifier will be applied. The titles Apprentice, Journeyman, Master, and Guildmaster are used here to signify general levels of power. Legendary status is assumed to be passed on to only a handful of the most famous and powerful Alchemists. There are assumed to be only one or two Legendary Guildmasters in a world though GMs are, of course, free to disregard this. The modifiers and suggested levels to apply are as follows:

- 1x Base Price if the item requires an Apprentice Alchemist (1st to 5th level) to produce;
- 2x Base Price if the item requires a Journeyman (6th to 10th level) to produce;
- 4x Selling Price if the item requires a Master Alchemist (11th to 20th level) to produce, or any item purchased from a Royal Alchemist of the same level of power;
- 8x Selling Price if the item requires a Guild Master (21st to 30th level) to produce, or any item purchased from a Royal Alchemist of the same level of power;
- 16x Selling Price if the item requires a Legendary Master Alchemist (31st to 40th level) to produce, or any item purchased from a Royal Alchemist of the same level of power;
- 32x Selling Price if the item requires a Legendary Guild Master Alchemist (41st to 50th level) to produce, or any item purchased from a Royal Alchemist of the same level of power;

Example: The mithril hammer above has a base cost of 9,999 gold. The GM determines that in his world it would take an Alchemist of Master status to produce this item so this increases the selling cost to 39,996 gold. Had the GM determined that it would have taken a Legendary Master to produce the item it would have cost 319,968 gold.

Example: The Dragon Bone rod above: takes one alchemist 77 weeks, and requires 61 levels of spells to produce. This gives a base cost of 4,697 gold. The GM determines that in his world it would take an Alchemist of Master status to produce the item so this increases the selling cost to 18,788 gold. Had the GM determined that it would have taken a Legendary Master to produce the item it would have cost 150,304 gold.

SUPERIOR ITEMS

All magic items are assumed to be of superior construction. Thus, all magic weapons have a bonus of +1 to initiative and +20 to their strength. Magic Armor reduces the maneuver penalties associated with its armor type. This does not mean, however, that all magic items are paragons of beauty. The *Work xxx* spells allow an Alchemist to make sure an item is without physical flaws and perfectly balanced, but crafting skills are still necessary to dress the item up and make it look its best.

WEIGHT OF MAGICAL ITEMS

Magical items may be made at increased or decreased weight (up to the limits shown in Section 7.0). Needless to say, most magic armor is made at the lightest weight possible. This is done during the creation process and does not add to the cost of the item. Table 9.1 shows the effects of superior design and being made at 85% weight, the lightest weight possible.

**TABLE 9.1
MAGIC ARMOR**

Armor Type	Minimum Maneuver Mod*	Maximum Maneuver Mod†	Missile Attack Penalty‡	Armor Quickness Penalty§
1	0	0	0	0
2	0	0	0	0
3	0	0	0	0
4	0	0	0	0
5	0	0	0	0
6	0	-8	0	0
7	0	-25	-4	0
8	-4	-34	-4	-4
9	0	-34	0	0
10	0	-51	0	0
11	-4	-68	-8	-4
12	-4	-85	-17	-4
13	0	-51	0	0
14	-4	-68	0	0
15	-13	-93	-8	-8
16	-13	-102	-8	-8
17	-4	-68	0	0
18	-8	-85	0	-8
19	-21	-119	-17	-17
20	-30	-131	-25	-25

* – Minimum maneuver modification applied to a combatant fully trained in maneuvering while wearing the given armor type—see *RMFRP* Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

† – Maximum maneuver modification applied to a combatant totally untrained in maneuvering while wearing the given armor type—see *RMFRP* Section 8.4 (p. 34) and Appendix A-4.1 (p. 104).

‡ – The missile attack penalty acts as a modification to the missile OB for a combatant wearing the given armor. This is meant to reflect the disadvantageous effect of armor worn on the arms and hands of a combatant (see *RMFRP* Appendix A-10.4, p. 215).

§ – An Armor Quickness penalty can reduce or cancel a combatant's Quickness stat bonus for his DB—see *RMFRP* Section 8.4 (p. 33) and Appendix A-10.3 (p.212). Unlike those penalties above, this penalty can only reduce the armor wearer's Quickness stat bonus. It will not reduce a combatant's overall DB below the level that it would be at with a zero Quickness stat bonus.

STRENGTH OF MAGICAL WEAPONS

The material strength of magical weapons is computed by taking the average strength for the weapon, add in any strength bonus for the material that the item was made from, add (or subtract) the bonus for item weight (if applicable), add the bonus for being of superior construction, and multiply the result by 1.5.

Material Strength of Magical Weapons =

$$1.5 \times [\text{average strength for the weapon type} \\ + \text{material strength bonus} \\ + \text{weight modifier} \\ + \text{superior construction modifier}]$$

Note: Unless the item is fully enchanted, a weapon with wooden haft is -45 to its strength against edged weapons.

Example: John the Alchemist has just created a +15 magical broadsword from white alloy stock that is 90% weight. The strength of the item would be:

$$80 [\text{Average Strength for a Broadsword}] \\ + [15 \text{ Strength Bonus for a White Alloy item}] \\ + [20 \text{ Strength Bonus for being of Superior Design}] \\ - 10 \text{ for being 90\% weight} \\ \times 1.5 [\text{for being magical}] \\ = 88 \text{ Strength}$$



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9.6 ITEMS WITH INTELLIGENCE

A great many fantasies include the weird and sometimes terribly troublesome occurrence of a weapon, or some other item, with literally a mind of its own. This characteristic is most often associated with items of great power: swords that will never permit themselves to be used for evil purposes, swords which only commit evil acts, swords which rule a land, swords which slay a man's best friends, items such as rings of such great power and will that no one

can resist them, stones of light for which nations will war for centuries, etc.

In such a context, it becomes obvious that self-willed items hold a critically important place in the world of fantasy, faerie, and imagination. The following is a suggested system for incorporating willed items into *Rolemaster*.

9.6.1 DERIVING WILL

Deriving will for characters is a slightly different process than deriving the will for items. This section shows how to derive will for both characters and for items.

MENTAL STATS FOR ITEMS CHART							
Roll	Empathic	Low Int.	Medium Int.	High Int.	Very High Int.	Artifact	Legendary Artifact
≤ (-96)	-36	-27	-18	-6	+3	+12	+21
(-91)-(-95)	-33	-24	-15	-3	+6	+15	+24
(-61)-(-95)	-30	-24	-12	+0	+9	+18	+27
(-29)-(-60)	-27	-21	-9	+0	+12	+21	+30
05-(-30)	-27	-18	-6	+0	+12	+24	+30
06-14	-24	-15	-3	+0	+15	+27	+33
05-24	-24	-12	+0	+3	+18	+27	+36
25-49	-21	-9	+0	+6	+21	+30	+39
50-74	-18	-6	+0	+9	+24	+30	+42
75-82	-15	-3	+0	+12	+27	+33	+45
83-89	-12	+0	+3	+12	+27	+36	+48
90-93	-9	+0	+6	+15	+30	+39	+51
94-95	-6	+0	+9	+18	+30	+42	+54
96-110	-3	+0	+12	+21	+33	+45	+57
96-120	+0	+3	+15	+24	+36	+48	+60
121-150	+0	+6	+18	+27	+39	+51	+63
121-180	+0	+9	+21	+27	+42	+54	+66
181+	+3	+12	+24	+30	+45	+57	+69

ITEM PURPOSE AND ALIGNMENT CHART								
Intelligence Level	A	B	C	D	E	F	G	H
Empathic	01-95	96	97	—	98-99	100	—	—
Low Intelligence	01-94	95-96	97	—	98-99	100	—	—
Medium Intelligence	01-92	93-94	95	96	97-98	99	100	—
High Intelligence	01-90	91-92	93	94	95-97	98	99	100
Very High Intelligence	01-85	86-87	88-89	90-91	92-94	95-96	97-98	99-100
Artifact	01-75	76-78	79-81	82-83	84-86	87-91	92-95	96-100
Legendary Artifact	01-65	66-69	70-73	74-75	76-79	80-86	87-93	94-100

After determining the item's will, the GM should roll a d100 (not open-ended) and cross index the result on the the Item Purpose and Alignment Chart (using the row appropriate to the item's intelligence level) to determine if the item functions exactly as intended (when it was created). Do not reveal the result of this roll to the player (let them discover the result through role playing). Direct the item's actions and/or influence as indicated below.

Type A item: functions as intended by its creator.

Type B item: functions as intended but has a flaw or weakness, either a minor one which operates constantly, or a major one which occurs 10% of the times it is used.

Type C item: has a randomly determined different purpose from that originally intended.

Type D item: has a randomly determined different alignment from that originally intended.

Type E item: is the exact opposite of what the creator desired in either purpose or alignment.

Type F item: is the exact opposite of what the creator intended in both alignment and purpose.

Type G item: is as originally intended but cursed.

Type H item: is like both F and G, a cursed item opposite in alignment and purpose from what the creator intended.



WILL FOR CHARACTERS

A character's will is determined by his five "will" stats (or more accurately, the stat bonuses for his will stats). The five will stats are: Reasoning, Self Discipline, Empathy, Intuition, and Presence. Add together the stat bonuses for these five stats and then multiply by three. This is the character's Will bonus. This bonus will add to all Will Contests (see below).

WILL FOR ITEMS

To determine the will for items, you must first derive the item's will stats. Before using the table below, the GM must assign an intelligence level for the item (Empathic, Low Intelligence, Medium Intelligence, High Intelligence, Very High Intelligence, Artifact, or Legendary Artifact). If an intelligence level is not obvious, simply use Medium Intelligence. Roll d100 (open-ended) on the chart below (using the appropriate column for item's intelligence level). Roll once for each of the five will stats. Add the five results together (do not triple) to determine the item's will.

9.6.2 WILL CONTESTS

An item does not always communicate its will or direction in a clearly discernable form (e.g., by voice or telepathic contact). Instead, an item sometimes reveals its direction in the way in which it can slowly but dramatically alter the persona of the individual wielding the item. This assumes that the item is able to gain control of the individual, and that the intents of the item are different from those of the person.

Before a Will Contest can be resolved, a "control situation" must exist. A control situation is defined as anytime a character is touching an item and attempts to use the item in a way that is contrary to its purpose and/or alignment (sometimes this is simply wielding the item).

Whenever a control situation arises, a special RR should be made. Use the items level as the attack level and the character's level as the target level. However, the only other modifiers to this roll are:

- The target character's racial modifier (see chart below);
- Any modifiers that result from previous Will Contests.



WILL CONTEST RACIAL MODIFIERS

Race	Modifier
High Man	-15
Wood Elf	-15
Grey Elf	-15
High Elf	-15
Half-elf	-15
Dwarf	+80
Halfling	+90



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RESULTS FROM WILL CONTEST

Fails by 150 or more—Item masters the character. The character is completely under the sway of the item and will pursue its purpose (or be overcome by its influence). The character suffers a permanent -25 penalty to all future Will Contests with this item.

Fails by 66 to 149—Item is in control of the character. The character is influenced by the item. He begins to act in accordance with the item's desires (although the influence is not absolute). The character may initiate another Will Contest under certain circumstances (GM's discretion; usually only allowed when separated from the item, or some traumatic experience caused by the item). Note that controlled characters will not voluntarily be separated from the item. The next Will Contest with this item suffers a penalty of -25.

Fails by 51 to 65—Character struggling. Although presently influenced by the item, the character realizes that his mind is affected and makes a valiant effort to resist the item. The affected character may immediately initiate another Will Contest (with no extra modifications).

Fails by 26 to 50—Item gains. The item is gaining influence over the character. Although not compelled to comply, the character feels biased by the item's will. Friends may notice a change in personality. The next time a Will Contest occurs with this item, it suffers a penalty of -10.

Fails by 1 to 25—Contest is in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

Succeeds by 1 to 25—Contest is in question. The struggle is still undecided. For the moment the character may wield the item as he desires. The character may not even be aware that a Will Contest has taken place.

Succeeds by 26 to 50—Character gains. Character is gaining influence over the item. Although not compelled to comply, the item is biased by the character's will. For the moment the character may wield the item as he desires. The next time a Will Contest occurs with this item, it suffers a bonus of +10.

Succeeds by 51 to 65—Item struggling. The item makes a strong effort to resist the character, but it remains under the control of the character. The item may initiate another Will Contest immediately (with no extra modifications).

Succeeds by 66 to 149—The item falls under the strong influence of the character. The character may wield the item as he desires. The spirit will begin to act in accordance with the character's desires, although the control is not absolute. The spirit receives taint through interaction with the PC. The item may initiate another Will Contest under certain circumstances (GM's discretion). The next time a Will Contest occurs between the character and this item, there is a +25 bonus.

Succeeds by 150 or more—The item is completely under the control of the character. The spirit is overcome by the character's influence and obeys his will insofar as possible. The character receives a permanent modifier of +25 bonus to all future Will Contests with this item.



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9.6.3 PURPOSE AND ALIGNMENT

As it might be somewhat hazy as to what is meant by an item's purpose and an item's alignment, an explanation follows (with examples). The possibilities (especially of purposes) are nearly endless and the GM should feel free to create any additional ones he desires.

The *alignment* of an item (or anything else for that matter) is its moral disposition. Alignment is usually characterized by such terms as good and evil. Alignments can fall further into sub-categories such as virtuous, principled, honorable, strictly lawful, selfish, anarchist, amoral, aberrant, honorable miscreant, diabolical, etc.

Purposes are specific tasks to be accomplished, principles to be upheld, or personal gains to be enjoyed. There are myriad purposes possible (perhaps an infinite number). Some examples follow, hopefully illustrating the breadth of possibilities:

- Defending the helpless.
- The cause of justice.
- The cause of mercy.
- Slaying the enemies of one's god.
- Slaying the enemies of the evil one.
- Ridding the world of evil spell casters.
- Ridding the world of composite creatures.
- Ridding the world of created entities.
- Ridding the world of undead.
- Ridding the world of dragons and dragonkin.
- Ridding the world of orcs and their kin.
- General mayhem; i.e., a hunger for bloodshed.
- Upholding the Good Channeling users.
- Self-aggrandizement (there are many types): Seeking a master with the highest level, Seeking a master with the greatest political power, the amassing of treasure, the seeking of magical secrets, a quest for magical items, becoming a Lord of evil.

As it becomes clear, the possibilities are far to numerous to quantify. Each GM should examine his world and determine what types of alignments and/or purposes are appropriate.



9.7 SPECIAL WEAPON EFFECTS

This section gives some examples of enchanted abilities that can be produced via the *Weapon* spells on the various Alchemist Base lists that handle the creation of weapons. Though these effects are tied to the specific *Weapon* spells, GMs should consider each ability for appropriateness to his game (or whether the power level of a given ability needs to be increased for his game).

It should be noted that each of these effects counts as a separate enchanted ability for the purposes of both time and material costs.

9.7.1 WEAPON II EFFECTS

INDIVIDUAL SLAYER

The item is keyed to inflict a critical on the "Slaying" column in addition to any normal critical rolled against a specific individual. The individual must be specified at the time of the item's creation and cannot be changed. The individual may be of any race, including monsters, and does not need to be personally known to the caster. If the individual is not known to the caster, a personal item of the individual must be used during the creation process to create this effect.

MINOR DECREASED FUMBLE

-2 to fumble roll. Applies to weapons only. Cannot take a fumble roll below 1.

MINOR EFFECT WEAPON

The weapon delivers an extra critical of two levels less severity. The critical uses the same critical roll as the original critical. Standard critical types for this spell are: Cold; Electricity; Heat; Impact; Crush; or Unbalancing (GM's should consider carefully before adding any other types of criticals to this category). The type of critical must be specified when the weapon is created. Such weapons usually have rather gaudy special effects such as vibration, flames, etc., billowing from their length. Such effects can, at the GM's discretion, be used in minor ways (start small fires, chill water, etc.).

MINOR INCREASED INITIATIVE

The weapon provides a special bonus of +2 to initiative determination.

MINOR INCREASED RANGE

The range categories (short, medium, long, and extreme) of a missile weapon are increased by 50'. The range categories (short, medium, long, and extreme) of a thrown weapon are increased by 10'. Point Blank range is not affected. For weapons that do not have any ranges listed, a Point Blank range is now available with a range of 10' and a modifier of -40 (-50 for two-handed weapons).

MINOR SPEED WEAPON

The percentage of action necessary to load or draw the weapon is decreased by 30%. The percentage cannot go below 0%. This ability is often used with hand held weapons to produce items that do not require time to draw.



WEAPON OF BLEEDING

On an 'A,' 'B,' or 'C' critical result that results in bleeding, the weapon increases the rate of bleeding by 1 hit per round. On a 'D,' or 'E,' critical result that results in bleeding, the weapon increases the rate of bleeding by 2 hits per round.

TWO FORM WEAPON

Once per minute, the weapon can take on one of two related forms: e. g., a dagger could become a larger sword, a mace could become a war mattock, a morning star could become a flail, etc.

9.7.2 WEAPON III EFFECTS

GENERAL ALIGNMENT REACTOR

When added to an intelligent weapon, causes the weapon to initiate a Will Contest (see Section 9.2.2) with its wielder. This reaction does not occur if the wielder is of the same general moral alignment (good or evil) as the weapon.

LIMITED GROUP SLAYING WEAPON

The item is keyed to inflict a slaying critical in addition to any normal critical rolled against a specific limited group of individuals (e.g., Elven Rangers, the elite guard of a particular kingdom, or great drakes from a certain mountain range). The limited group can also be keyed to the holders of a particular office such as the king of a particular country or the mayor of a certain city. The limited group must be specified at the time of the item's creation and cannot be changed. The limited group does not need to be personally known to the caster. If the limited group is not personally known to the caster, a item that represents the group, such as a guard cloak or a stone from the group of monsters' hunting grounds, must be used during the creation process to create this effect.

MINOR DEFENDER

Allows wielder to use three quarters of his OB to parry even when "stunned." He can use one quarter of his OB to parry if "stunned unable to parry."

NORMAL DECREASED FUMBLE

-4 to fumble roll. Applies to weapons only. Cannot take a fumble roll below 1.

NORMAL EFFECT WEAPON

The weapon delivers an extra critical of one level less severity. The critical uses the same critical roll as the original critical. Standard critical types for this spell are: Cold; Electricity; Heat; Impact; Crush; or Unbalancing (GM's should consider carefully before adding any other types of criticals to this category). The type of critical must be specified when the weapon is created. Such weapons usually have rather gaudy special effects such as vibration, flames, etc., billowing from their length. Such effects can, at the GM's discretion, be used in minor ways (start small fires, chill water, etc.).

NORMAL INCREASED INITIATIVE

The weapon provides a special bonus of +4 to initiative determination.

NORMAL INCREASED RANGE

The range categories (short, medium, long, and extreme) of a missile weapon are increased by 100'. The range categories (short, medium, long, and extreme) of a thrown weapon are increased by 20'. Point Blank range is not affected. For weapons that do not have any ranges listed, a Point Blank range is now available with a range of 10' and a modifier of -40 (-50 for two-handed weapons) and a Short range is now available with a range of 20' and a modifier of -60 (-75 for two-handed weapons).

NORMAL SPEED WEAPON

The percentage of action necessary to load or draw the weapon is decreased by 60%. The percentage cannot go below 0%.

WEAPON OF LESSER RETURNING

At the end of a round that it is thrown or fired, the weapon will return to the thrower's hand using *Long Door I*. In the case of a fired missile, the weapon will return to its normal storage device (quiver, etc.). If no normal device is available, the item will appear at the feet of the person who fired the missile.

THREE FORM WEAPON

Once per minute, the weapon can take on one of three related forms: e. g., a dagger could become a broad sword or a two handed sword, a mace could become a war mattock or war hammer, a morning star could become a mace or a flail, etc.

9.7.3 WEAPON IV EFFECTS

ARMOR AND SHIELD SLAYER

When this sword directly strikes the enemy's armor or shield, the enemy's armor or shield must make a Resistance Roll against a 25th level attack or be destroyed. Remember than enchanted items make all RRs with the level as the target level. Non-magic items make RRs as if they were first level.

Shields must make the RR if a melee attack by this weapon is parried by part of the target's Shield Bonus; if such an attack would have struck the target without the Shield Bonus subtraction, the target's shield is struck and must make the RR. In addition, the shield must make an RR if the critical result designates that the shield arm was struck by the blow.

Armor must make the RR if the critical result specifies an area covered by the armor (if no area is specifically mentioned in the critical result, the armor must make an RR).

ASSASSIN'S WEAPON

As the Individual Slayer ability, except that the target of the slaying critical can be changed. The change requires a personal item from the new target. This item is held against the weapon while a command word is spoken. One day after the command word is spoken, the weapon is tuned to the new target.

CRITICAL ALIGNMENT REACTOR

As the General Alignment Reactor ability, but the alignment must exactly match.



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DEFENDER

Allows wielder to use his OB to parry even when "stunned." He can use half his OB to parry if "stunned" unable to parry."

FOUR FORM WEAPON

Once per minute, the weapon can take on one of four related forms: e. g., a dagger could become a broad sword, a scimitar, or a two handed sword, a mace could become a war mattock, a club, or war hammer, a morning star could become a mace, a quarter staff, or a flail, etc.

GENERAL GROUP SLAYING WEAPON

The item is keyed to inflict a slaying ncritical on a specific general group of individuals (e.g., Elves, vampires, Rangers, the army of a particular kingdom, or great drakes). The general group can also be keyed to the holders of related offices such as the officials of a particular country. The general group must be specified at the time of the item's creation and cannot be changed. The general group does not need to be personally known to the caster. If the general group is not personally known to the caster, a item that represents the group, such as a guard cloak or a stone from the group of monsters hunting grounds, must be used during the creation process to create this effect.

GREATER CONCUSSIVE DAMAGE

The weapon does double normal concussion damage

GREATER DECREASED FUMBLE

-6 to fumble roll. Applies to weapons only. Cannot take a fumble roll below 1.

GREATER EFFECT WEAPON

The weapon delivers an extra critical of equal severity. The critical uses the same critical roll as the original critical. Standard critical types for this effect are: Cold; Electricity; Heat; Impact; Crush; or Unbalancing (GM's should consider carefully before adding any other types of criticals to this category). The type of critical must be specified when the weapon is created. Such weapons usually have rather gaudy special effects such as vibration, flames, etc., billowing from their length. Such effects can, at the GM's discretion, be used in minor ways (start small fires, chill water, etc.).

GREATER INCREASED INITIATIVE

The weapon provides a special bonus of +6 to initiative determination.

GREATER INCREASED RANGE

The range categories (short, medium, long, and extreme) of a missile weapon are increased by 200'. The range categories (short, medium, long, and extreme) of a thrown weapon are increased by 30'. Point Blank range is not affected. For weapons that do not have any ranges listed, a Point Blank range is now available with a range of 10' and a modifier of -40 (-50 for two-handed weapons), a Short range is now available with a range of 25' and a modifier of -60 (-75 for two-handed weapons), and a Medium range is now available with a range of 50' and a modifier of -80 (-100 for two-handed weapons).

GREATER SPEED WEAPON

The percentage of action necessary to load or draw the weapon is decreased by 90%. The percentage cannot go below 0%.

HOLY WEAPON

The weapon delivers holy criticals when used against "evil" (or of alignment opposite that of the weapon) Large and Super Large creatures (use the Holy Arms column). If this weapon delivers a critical against a man sized "evil" creature, that critical is resolved normally and then a second critical is resolved on the Holy Arms column of the Large Creature Critical Strike Table.

INCREASED CRITICAL

Any primary criticals delivered by the weapon are increased one level in effect. Thus, An 'A' critical becomes a 'B,' a 'B' becomes a 'C,' etc. An 'E' critical becomes an 'F' criticals (which yields an 'E' result and an 'A' result on the same critical strike table). The weapon's attack must deliver a critical for this ability to function (i.e., an attack that delivers just concussion damage, does not deliver an 'A' critical). This ability has no effect on secondary criticals.

INCREASED POTENCY

A one-handed weapon may attack on the combat table of another similar one-handed weapon (defined as using the same weapon category). Thus, a dagger could attack as a short sword (or another one-handed edged attack table). A two-handed weapon may attack on the combat table of another two-handed weapon. Thus, a spear could attack as a lance. The alternate weapon type must be specified at the time of the item's creation. The weapon retains its own fumble, strength, breakage factors, and ranges.

WEAPON OF RETURNING

At the end of a round that it is thrown or fired, the weapon will return to the thrower's hand using *Long Door III*. In the case of a fired missile, the weapon will return to its normal storage device (quiver, etc.). If no normal device is available, the item will appear at the feet of the person who fired the missile.

WEAPON SLAYER

When the weapon directly strikes an enemy's weapon, the enemy's weapon must make a breakage roll at -100 or be destroyed. This normally occurs if a melee attack by this sword is parried by part of the target's OB. If such an attack would have struck the target without the OB parry subtraction, the target's weapon is struck and must make the breakage roll. Weapons resist as if they were first level, unless they are enchanted (in which case they resist at their level).

9.7.4 WEAPON V EFFECTS

ARMS DESTROYER

As the *Weapon Slayer* and *Armor Slayer* ability. In addition, any non-magical armor is treated as AT 1. If the armor is enchanted, it may make an RR (versus a 50th level attack) to avoid being treated as AT 1. Remember that non-enchanted armor, shields, and weapons resist as if they were first level—enchanted items resist at their level.

GUARDIAN DEFENDER

As the *Defender* ability. In addition, if the wielder falls unconscious (or dead), the weapon floats over him and fights (with half his normal OB) until one hour passes or until it receives a “knocked down” or “killed” result (treat the weapon as AT 20 with a 75 DB). The weapon must have at least Low Intelligence to have this ability.

SLAYING WEAPON TRUE

The item is keyed to inflict a slaying critical on one very general group (e.g., humanoids, undead, Essence users, the people of a particular kingdom, etc.). The very general group can also be keyed to the holders of offices such as kings or mayors. The very general group must be specified at the time of the item’s creation and cannot be changed. The group does not need to be personally known to the caster. If the general group is not personally known to the caster, an item that represents the group, such as a crown or a stone from some monster’s hunting grounds, must be used during the creation process to create this effect.

SUPERIOR CONCUSSIVE DAMAGE

The weapon does triple normal concussion damage.

SUPERIOR DECREASED FUMBLE

-8 to fumble rolls. Applies to weapons only. Cannot take a fumble roll below 1.



SUPERIOR INCREASED INITIATIVE

The weapon provides a special bonus of +8 to initiative determination.

SUPERIOR INCREASED POTENCY

A one-handed weapon may attack on the combat table of a two-handed weapon. Thus, a hand axe could attack as a battle axe. The charts must be similar in effect. In other words, a club could use the flail or war mattock attack table, but could not use the two-handed sword attack table. The table must be specified at the time of the item’s creation. The weapon retains its own fumble, strength, breakage factors, and range.

SUPERIOR INCREASED RANGE

The range categories (short, medium, long, and extreme) of a missile weapon are increased by 300'. The range categories (short, medium, long, and extreme) of a thrown weapon are increased by 40'. Point Blank range is not affected. For weapons that do not have any ranges listed, a Point Blank range is now available with a range of 10' and a modifier of -40 (-50 for two-handed weapons), a Short range is now available with a range of 30' and a modifier of -60 (-75 for two-handed weapons), a Medium range is now available with a range of 60' and a modifier of -80 (-100 for two-handed weapons), and a Long range is now available with a range of 90' and a modifier of -100 (-125 for two-handed weapons).

SUPERIOR SPEED WEAPON

The percentage of action necessary to load or draw the weapon is decreased by 120%. The percentage cannot go below 0%.

WEAPON OF JUSTICE

This weapon has a special bonus of +15 (in addition to other bonuses) against Evil Essence users, Evil Channeling users, Evil Mentalism users, Sorcerers, Demons, Undead, etc. It is considered “Holy” (delivering critical results appropriately) and will initiate a Will Contest (see Section 9.2.2) to keep itself from being wielded by anyone not thoroughly good. If any non-good creature picks it up, the weapon will attempt to attack him (presuming he won the Will Contest) on the appropriate weapon attack table (+15 in addition to any other bonuses with an unmodified OB of 100) and the wielder receives **no** DB. The item must have at least Medium Intelligence to have this ability placed in it.

WEAPON OF FAR RETURNING

As the *Weapon of Lesser Returning* ability, except that the range is unlimited and the returning is usually keyed to another item; e.g., the sword might return to a ring when it is called.



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SPECIAL ARMOR EFFECTS

This section gives some examples of enchanted abilities that can be produced via the *Armor* spells on the various Alchemist Base lists that deal with the creation of armor and shields. Though these effects are tied to the specific *Armor* spells, GMs should consider each ability for appropriateness to his game (or whether the power level of a given ability needs to be increased for his game).

It should be noted that each of these effects counts as a separate enchanted ability for the purposes of time and material costs.

9.8.1 • ARMOR II EFFECTS

MINOR CRITICAL NEGATION

The armor has a 10% chance of negating a critical. This can only be applied to one specific body location of a suit of armor such as a helm, breastplate, etc., though multiple. This ability can be applied to the same suit of armor to cover different areas. This ability is not cumulative with other critical reductions that apply to the same area.

MINOR DECREASED MANEUVER PENALTY

The maneuver penalty for a suit of armor may be decreased by one type. Thus, a suit of AT 16 could have the maneuver penalties of a suit of AT 15. This effect cannot reduce one category of armor, such as Rigid Leather, to a lesser category, such as Soft Leather. The reduction is applied before the effects of superior construction or reduced weight are applied. If applied to a shield, the enchanted ability can reduce the weight of a Wall Shield to that of a Full Shield, a Full Shield to a Normal Shield, etc. In the case of a Target Shield, this ability will cut its weight by one quarter (i.e., 75% of normal weight).

MINOR INCREASED AT

The protection for a suit of armor may be increased by one type. Thus, a suit of AT 9 could have the protection of a suit of AT 10. This effect cannot increase one category of armor, such as Rigid Leather, to a greater category, such as Chain. If applied to a shield, this will give a Target Shield the bonuses of a Normal Shield, a Normal Shield acts as a Full Shield, etc. It will not raise the bonuses of a Wall Shield.

9.8.2 ARMOR III EFFECTS

NORMAL INCREASED AT

The protection for a suit of armor may be increased by two types. Thus, a suit of AT 9 could have the protection of a suit of AT 11. This effect cannot increase one category of armor, such as Rigid Leather, to a greater category, such as Chain. If applied to a shield, this will give a Target Shield the bonuses of a Full Shield, and a Normal Shield or a Full Shield those of a Wall Shield. It will not raise the bonuses of a Wall Shield.

NORMAL CRITICAL REDUCTION

The armor reduces the level of criticals by one. Thus, an 'E' critical becomes a 'D', a 'D' becomes a 'C', a 'C' becomes a 'B', a 'B' becomes an 'A', and an 'A' becomes an 'A' with a special modifier of -20 to the critical roll.

NORMAL CRITICAL NEGATION

The armor has a 20% chance of negating a critical. This can only be applied to one specific location of a suit of armor such as a helm, breastplate, etc., though multiple abilities can be applied to the same suit of armor to cover different areas. This ability is not cumulative with other critical reductions that apply to the same area.

NORMAL DECREASED MANEUVER PENALTY

The maneuver penalty for a suit of armor may be decreased by two types. Thus, a suit of AT 16 could have the maneuver penalties of a suit of AT 14. This effect cannot reduce one category of armor, such as Rigid Leather, to a lesser category, such as Soft Leather. The reduction is applied before the effects of superior construction or reduced weight are applied. If applied to a shield, the enchanted ability can reduce the weight of a Wall Shield to that of a Normal Shield, a Full Shield to a Target Shield, a Normal Shield to a three quarter weight Target Shield, and will cut the weight of a Target Shield by one half (i.e., 50% of normal weight).

9.8.3 ARMOR IV EFFECTS

GREATER CRITICAL REDUCTION

The armor reduces the level of criticals by two. Thus an 'E' critical becomes a 'C', a 'D' becomes a 'B', a 'C' becomes an 'A', a 'B' becomes an 'A' with a special modifier of -20 to the critical roll, and an 'A' becomes an 'A' with a special modifier of -50 to the critical roll.

GREATER CRITICAL NEGATION

The armor has a 30% chance of negating a critical. This can only be applied to one specific location of a suit of armor such as a helm, breastplate, etc., though multiple abilities can be applied to the same suit of armor to cover different areas. This ability is not cumulative with other critical reductions that apply to the same area.

GREATER DECREASED MANEUVER PENALTY

The maneuver penalty for a suit of armor may be decreased by three types. Thus, a suit of AT 16 could have the maneuver penalties of a suit of AT 13. This effect cannot reduce one category of armor, such as Rigid Leather, to a lesser category, such as Soft Leather. The reduction is applied before the effects of superior construction or reduced weight are applied. If applied to a shield, the enchanted ability can reduce the weight of a Wall Shield to that of a Target Shield, a Full Shield to a three quarter weight Target Shield (i.e., 75% of the normal weight of a Target Shield), a Normal Shield to a half weight Target Shield (i.e., 50% of the normal weight of a Target Shield), and will cut the weight of a Target Shield by three quarters (i.e., 75% of the normal weight).

GREATER INCREASED AT

The protection for a suit of armor may be increased by three types. Thus, a suit of AT 9 could have the protection of a suit of AT 12. This effect cannot increase one category of armor, such as Rigid Leather, to a greater category, such as Chain. Greater Increased AT will also allow crowns, circlets, etc., to protect as a helm. If applied to a shield, this will give a Target Shield, a Normal Shield, or a Full Shield the bonuses of a Wall Shield. It will not raise the bonuses of a Wall Shield.

MAGIC ITEM PRICE TABLE



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The base item price table assumes the standard progression of selling cost multipliers. All prices are given in gold pieces. All times are given in terms of weeks.

BASIC ITEM PRICE TABLE 10.1					
Item	Item Lvl	Spell Lvl	Time	Base Cost	Selling Cost
+5 Leather Weapon	4	6	6	36	36
+5 Wooden Weapon	4	7	7	49	49
+5 Wood/Metal Weapon	4	11	11	77	77
+5 Metal Weapon	4	8	8	64	64
+5 Leather Armor	5	7	7	245	245
+5 Metal Armor	5	9	9	405	405
+5 Leather Shield	5	7	7	49	49
+5 Wooden Shield	5	8	8	64	64
+5 Metal Shield	5	9	9	81	81
+5 General Item *	6	9	9	81	162
+10 Leather Weapon	8	10	10	100	200
+10 Wooden Weapon	8	11	11	121	242
+10 Wood/Metal Weapon	8	16	16	256	512
+10 Metal Weapon	8	13	13	169	169
+10 Leather Armor	9	11	11	605	1,210
+10 Metal Armor	9	14	14	980	1,960
+10 Leather Shield	9	11	11	121	242
+10 Wooden Shield	9	12	12	144	288
+10 Metal Shield	9	14	14	196	392
+10 General Item *	10	13	13	169	338
+15 Leather Weapon	13	15	15	225	900
+15 Wooden Weapon	13	16	16	256	1,024
+15 Wood/Metal Weapon	13	23	23	596	2,384
+15 Metal Weapon	13	20	20	400	1,600
+15 Leather Armor	14	16	16	1,280	5,120
+15 Metal Armor	14	21	21	3,485	13,940
+15 Leather Shield	14	16	16	256	1,024
+15 Wooden Shield	14	17	17	298	1,192
+15 Metal Shield	14	21	21	441	1,764
+15 General Item *	15	18	18	324	1,296
+20 Leather Weapon	25	27	27	796	6,368
+20 Wooden Weapon	25	28	28	784	6,272
+20 Wood/Metal Weapon	25	38	38	1,444	11,552
+20 Metal Weapon	25	35	35	1,225	9,800
+20 Leather Armor	30	32	32	5,120	40,960
+20 Metal Armor	30	40	40	8,000	64,000
+20 Leather Shield	30	32	32	1,024	8,192
+20 Wooden Shield	30	33	33	1,089	8,712
+20 Metal Shield	30	40	40	1,600	12,800
+20 General Item *	35	38	38	1,444	23,104
+25 Leather Weapon	50	68	68	4,624	147,968
+25 Wooden Weapon #	50	69	69	4,761	152,352
+25 Wood/Metal Weapon	50	84	84	7,056	225,792
+25 Metal Weapon	50	65	65	4,225	135,200

* — General Items are assumed to be made out with a 3rd level *Work* spell.

— Wooden Weapons at +25 or above are assumed to be made out of magical wood.

Note: Partially enchanted Metal/Wood weapons use either the Metal or the Wooden Weapon Costs.



Item	Item Lvl	Spell Lvl	Time	Base Cost	Selling Cost
x2 Multiplier	15	18	18	324	1,296
x3 Multiplier	35	38	38	1,444	23,104
+1 Adder	6	9	9	81	162
+2 Adder	10	13	13	169	338
+3 Adder	15	18	18	324	1,296
+4 Adder	35	38	38	1,444	23,104
Note: Adders and Multipliers are assumed to be made out with a 3rd level <i>Work</i> spell.					
Potion I	3	8	2	16	16
Potion II	6	14	3	42	84
Potion III	9	20	5	100	200
Potion IV	12	26	6	156	624
Potion V	15	32	8	256	1,024
Potion VII	20	43	11	473	1,892
Potion X	25	56	14	784	6,272
Lord Potion	50	91	23	2,093	66,976
Wand 1	7	18	9	162	324
Wand 2	7	21	10	210	420
Rod 1	10	25	12	300	600
Rod 2	10	28	14	392	784
Rod 3	10	31	15	465	930
Rod 4	10	34	17	578	1,156
Rod 5	11	37	18	666	2,664
Staff 1	15	34	17	578	2,312
Staff 2	15	37	18	666	2,664
Staff 3	15	40	20	800	3,200
Staff 4	15	43	21	903	3,612
Staff 5	15	46	23	1,058	4,232
Staff 7	15	50	25	1,250	5,000
Staff 10	20	58	29	1,682	6,728
Note: Items are assumed to be of the same realm as the caster. Wands, Rods, and Staves are made of wood.					
Daily I	6	10	7	70	140
Daily III	10	23	17	391	782
Daily V	14	33	25	825	3,300
Daily X	25	58	43	2,494	19,952
Note: Items are assumed to be of the same realm as the caster and made using a 3rd level <i>Work</i> Spell. Items are holding one spell equal to their Daily number.					



11.0 RESEARCH

11.1 RESEARCH & LORD RESEARCH SPELLS

There are two specific spells that can create a bit of confusion in the creation of items: *Research* and *Lord Research*. This section deals with these spells specifically.

RESEARCH

Normally, the spell to be imbedded in an object must be cast every day onto the object. This can be logistically difficult if the object takes very long to make and the creator of the object doesn't know the spell himself (as he must find someone to come and cast the spell everyday).

There is a way to get around this requirement. On two spell lists (Own Realm Imbedding and Other Realm Imbedding) the first level spell is called *Research*. The spell can be used to avoid logistical problems in imbedding spells into items. The spell to be imbed in the item must be cast once into the item; however, prior to the casting of the spell to be imbedded, the *Research* spell may be cast. The *Research* spell will record the magical patterns created by the next spell cast (so long as it is cast within one minute after the *Research* spell is cast). On every day thereafter, the *Research* spell can be cast in place of the spell to be imbedded. Note that the power needed to "re-cast" the *Research* spell is equal to one PP plus the level of the spell to be imbedded. A given caster can only have one spell "researched" at a time (he may choose to replace his researched spell at any time).

Option: Some GMs may decide that casting this spell will assist in spell research (Section 11.3). If used in this fashion, every time this spell is cast decrease the time needed to research a new spell by 1 day; note that the total time cannot be decreased by more than half its original amount.

LORD RESEARCH

The use of this spell has caused some controversy for GMs. The *Lord Research* spell has been provided to give GMs a tool for controlling magic item creation in his world. For example, in some worlds the GM may decide that items can only be created by having specific types of people working in a specific place with specific materials (and failure to have all things aligned results in 10 or 100 times the time needed to create items). The *Lord Research* spell could be used to discover exactly what is needed to pull this all together (this is most likely the way the magical rings of Middle-earth were created).

Another way to use this spell is to research special enchanted abilities that are not given in this book. GMs should be careful when allowing new enchanted abilities. It is better to make them cost more than is necessary than to make them cost too little.

Finally, the *Lord Research* spell can be used to actually create items as outlined in the next section.

11.2 LORD RESEARCH ITEM CREATION

Lord research can be performed when a pure spell user of Essence or Channeling reaches 25th level and has learned the appropriate list (Symbolic Ways for Channelers or Rune Mastery for Essence users) to 25th level. At that point he can use the *Lord Research* spell to "research magic items." This type of research is dependent on the world system being used, but we suggest the following guidelines.

First, the assumption is made that jewels have a very, very high concentration of essence locked within them. Lord researchers, with the proper equipment and care, can break down jewels and release their essence into other materials at hand, although they have little control over the end result of the process. Thus to perform lord research, an Essence user slowly feed jewels into a forge over the course of several weeks (or more) while casting the *Lord Research* spell at least three times a day. An Channeler is required to "sacrifice" their jewels to their god (the jewels are destroyed) while casting the *Lord Research* spell at least three times a day. In both cases, the essence locked in the jewels will be released and begin to concentrate in a nearby item.

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 **randomly** what the newly created magic item actually does (its realm of power could be random). Keep in mind that its power and capabilities should be proportional to the number of weeks spent in casting Lord Research spells **and** the number (and value) of the jewels destroyed in supplying it with essence (note that the more essence a jewel has, the more valuable it would normally be).

It is suggested that the GM draw up tables of magic items appropriate to his world and use them to determine what powers an item created in this way might have. We suggest that these tables be based roughly on the alchemical lists, although it is not our intention that other professions be given the same item making capacity as an Alchemist (i.e., an Alchemist can choose what he is making).

11.3 SPELL RESEARCH

This section presents guidelines for spell research. Spell research is the development of new spells to go on existing spell lists or new spells that do not fit on any existing list. Potentially, an entire new spell list might be researched by some powerful character, and the knowledge of it passed on to his friends and followers.

In any comprehensive world system for a long-running campaign, attention must be paid to spell research. This is essential for explaining how spells are developed. Of course, the simplest solution to this is to say that spells come from the gods (or some other external force) and allow no research in terms of the game.



11.3.1 LIMITATIONS

The GM should first determine if the proposed spell is acceptable for his world system. He is the final authority on the inclusion of a researched spell into his game and should examine each prospective spell closely. He may wish to introduce his own spell lists or spells to be available for the characters and non-player characters in his game.

Eligibility to Research – Under these guidelines, only Pure and Hybrid spell users may conduct research. Semi spell users and Non spell users may not normally conduct spell research. This prohibition represents a definitive limit on the powers of characters not devoting themselves exclusively to the use of spells.

Definition of Realm – The GM should determine the realm of the proposed spell, (i.e., is the spell an Essence spell, a Mentalist spell, a Clerical spell, or perhaps a Hybrid spell). The introductions to the various spell books are useful for this purpose, and it should be noted that certain concepts have been deliberately left off certain lists with this restriction in mind (e.g., Clerics do not throw lightning bolts).

Normally, a character may not research a spell outside of his realm of magic. Hybrid spell users may research spells in either of their two realms, but they are severely limited in the power of the spells they can research that do not fit on their base lists (i.e., since they cannot easily learn other lists beyond level 10, they could not research such spells).

Definition of List – If possible, each spell should be grouped with similar spells, according to their nature. After determining that the spell is acceptable and deciding which realm it fits into, the Gamemaster (with help from the researcher) should determine if the spell fits into an existing list. If it does, then this concept is relatively easy to research, provided the researcher already knows that spell list. If the spell concept does not fit into an exiting spell list, it indicates that research material in this area is going to be less easy to find and more time will have to be spent in learning the new spell.

Determination of Spell Level – The GM must assign a level to the spell, based upon its power and the level of other spells of similar power that the spell user already knows or has available. Note that spells with exactly the same effect often have different levels for different professions and particularly for different realms. Of course, a character cannot research a spell that is of higher level than he is, nor may any character research a spell that he would not be able to learn if it were on a list. Specifically, if a spell fits into a spell list above 10th level and a hybrid wishes to learn it, he could not normally do so because he is not permitted to learn spells on that list above 10th level—assuming, of course, that the spell did not fit into his base lists.

11.3.2 REQUIREMENTS FOR SPELL RESEARCH

After satisfying himself that the researcher can learn the spell desired, the GM must establish that the character has access to the research material necessary (which may well involve payment) and subsistence. Other activity should be severely curtailed (i.e., he should plan to spend at least 8-10 hours a day doing the research). The researcher may then proceed to do his studying; the total amount of time required is discussed below.

Researching Spells on Known Lists – If the spell is on an existing spell list, and the researcher knows that spell list to the level the Gamemaster determines the spell to be, the amount of time shown by the following chart must be spent in research.

Researching Spells NOT on Known Lists – If the spell to be researched is not on a known list, or the researcher does not know that list to a sufficient level, the time costs involved (derived from the chart below) are normally tripled.

SPELL RESEARCH TIME CHART			
Level of Spell	TIME TO RESEARCH		
	Years	Months	Weeks
1	—	—	1
2	—	—	2
3	—	—	3
4	—	1	0
5	—	1	1
6	—	3	0
7	—	3	2
8	—	4	0
9	—	4	2
10	—	5	0
11	—	8	1
12	—	9	0
13	—	9	3
14	—	10	2
15	—	11	1
16	1	4	0
17	1	5	0
18	1	6	0
19	1	7	0
20	1	8	0
25	2	7	0
30	3	9	0
50	7	3	2

11.3.3 SUCCESSFUL RESEARCH

Upon completing the required research, the researcher rolls once on one of the “General” column of the Basic Attack Table 5.1 (*RMFRP*, p. 230). Any non-failure result indicates that the spell has been successfully learned. The researcher now knows the spell (and only the researcher). He may teach it to an associate at one fourth of the original research cost in time for both him and his pupil. The GM may wish to eventually allow certain researched spells to become a part of the list system for his world.



12.0

CREATING NEW MASTER MAGIC ITEM CHARTS

For some GMs, however, simply adding or subtracting from the rolls to generate treasure will not allow them to exactly simulate their world. This might happen because the Alchemists of a particular world might not make runes or potions. Attunement might be a restricted skill, which could mean that Alchemists produce more armor, general items, and weapons which do not require such rolls. There are many reasons why this might be the case.

This section is designed as a guide to modifying the Master Magic Item Chart. First, let us look at the assumptions that went into the tables presented in *Treasure Companion*. The tables referred to below can be found in Part III.

The first assumption is that Alchemists can achieve, at most, 50th level in power. Consequently, the Master Item Table must go to 50th level. With this in mind, the general breakdown of the Master Magic Item Table is as follows: 50% of the items are from 1st to 5th level (Apprenticeship level); 30% of the items are from 6th to 10th level (Journeyman level); 15% of the items are from 11th to 20th level (Master level); approximately 4% of the items are from 21st to 30th level (Guild Master Level); approximately 0.25% of the items are from 31st to 40th level; and around 0.000125% of the items found are from 41st to 50th level. Within these percentages, the item types (Armor, Charged, Daily/Constant, etc.) will be found in roughly equal numbers.

From looking at this table, you can see that it was designed for a world where there would be equal demand for all types of items, where items of up to Master class have a good chance of being found, and where there are Alchemists who are up to 50th level who are, or have been relatively recently, creating items. Of course, this set up will not work for all societies.

The example below shows the three quantities that must be identified to create a modified Master Magic Item table (for a different world set up). First, what is the highest level item that the GM wishes the players to be able to find? This is called the cut-off level. Anything beyond this level becomes an artifact and should not be found on the charts. Second, what is the level breakdown appropriate to the world. Perhaps in a particular world, apprentice magic should be 1-10th level rather than 1-5th level. Also, of the magics that are available, what percentage should be apprentice level as opposed to journeyman level, or master level. This is accomplished by first dividing up the range from 1 to 95 and then deciding how many open ends it will take to reach a particular magic level. To make life easier, the ranges from 96-195 shall be referred to as 1OE (one open ended roll), 196-295 as 2OE, etc. Finally, of the magics available, how do the types of magic break down? Does a world have more armor than weapons? Perhaps all Alchemists can create are runes and potions. By answering these questions, a GM can easily put a new Table together. The World Alchemical Data Chart has been provided to help make this process easier.

MASTER MAGICAL ITEM CHART

d100
(OE High)
Item Table

01-10	Armor Table I
11-20	Daily/Constant Items Table I
21-30	Potions Table I
31-40	Runes Table I
41-50	Weapons Table I
51-55	Armor Table II
56-59	Charged Item Table I
60-63	Daily/Constant Items Table II
64-67	General Items Table I
68-71	Potions Table II
72-75	Runes Table II
76-80	Weapons Table II
81-82	Armor Table III
83-84	Charged Items Table II
85-86	Daily/Constant Items Table III
87-88	General Items Table II
89-90	Potions Table III
91-92	Runes Table III
93-95	Weapons Table III
96-111	Armor Table IV
112-125	Charged Items Table III
126-139	Daily/Constant Items Table IV
140-153	General Items Table III
154-167	Potions Table IV
168-181	Runes Table IV
182-195	Weapons Table IV
196-215	Armor Table V
216-235	Charged Items Table IV
236-255	Daily/Constant Items Table V
256-275	General Table IV
276-295	Weapons Table V
296-311	Armor Table VI
312-325	Charged Items Table V
326-339	Daily/Constant Items Table VI
340-353	General Items Table V
354-367	Potions Table V
368-381	Runes Table V
382+	Weapons Table V

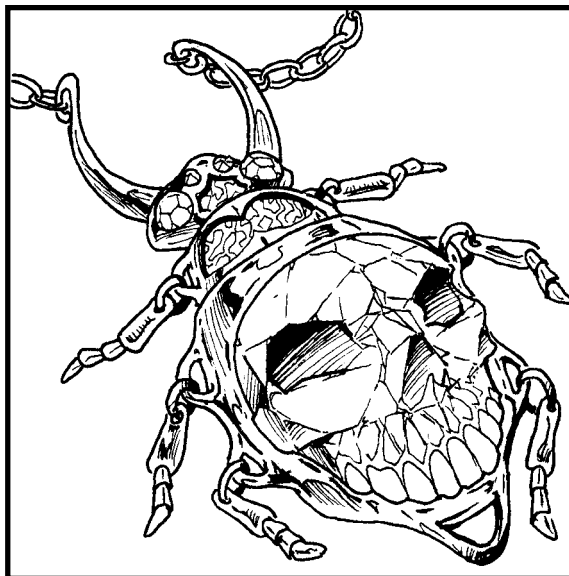
WORLD ALCHEMICAL DATA CHART	
Cut-off Level: _____	
Level Breakdown	%
Apprenticeship (_____ level)	_____
Journeyman (_____ level)	_____
Master (_____ level)	_____
Guildmaster (_____ level)	_____
Legendary Master (_____ level)	_____
Legendary Guildmaster (_____ level)	_____
Item Type	%
Armor	_____
Charged Items	_____
Daily/Constant Items	_____
General Items	_____
Potions	_____
Runes	_____
Weapons	_____

Now let us look at two different worlds as examples of this process. The first is a world in which Alchemists function as personal servants to nobles. The GM first decides that he does want to lower the maximum level of items that can be found. He sets the level at 40. Because there is not going to be any Guild Masters or Legendary Guild Masters, no percentages have to be allocated to those ideas, though he will divide up Legendary Masters into those that require 1OE and those that require 2OE. Because in his world Alchemists will go from apprenticeship straight to Mastery (no official journeyman period due to political considerations), no percentage needs to be given there either. He also decides that apprenticeship will cover all levels from 1st to 10th. After some thought he determines that most of the work is low level and actually done by apprentices, so he decides that 70% of the items found are apprentice level and that 25% are of Master Level.

Next, he turns his attention to the item types. Because most of the items will be created for nobles, who will probably not have a great deal of Attunement skill or be able to Read Runes, he decides that most items that get created will not actually require these sorts of rolls. He decides then, that Daily items will have to work with command words, and that Runes are not to be found at all. Of the items available, most are Daily and General items that make the nobles' lives easier. After some thought he comes up with the following results.

WORLD ALCHEMICAL DATA CHART (EXAMPLE WORLD #1)	
Cut-off Level: 40	
Level Breakdown	%
Apprenticeship (1st-10th level)	70%
Journeyman (NA level)	0%
Master (11th-20th level)	25%
Guildmaster (NA level)	0%
Legendary Master (21st-31st level)	1OE
Legendary Guildmaster (31st-41st level)	2OE
Item Type	%
Armor	10%
Charged Items	5%
Daily/Constant Items	30%
General Items	30%
Potions	15%
Runes	0%
Weapons	10%

By multiplying the Level Breakdown Percentage by the Item Type percentage, the GM determines that Apprenticeship Armor (1st to 10th level) should have a 7% chance of being found; Apprenticeship Charged Items have a 3.5% chance of being found (he decides to round down to three), etc. Some of these values will have to be divided over two entries such as the 7% chance of finding Apprenticeship Armor, which has to be divided between the Armor Table I and Armor Table II entries.. For the OE values, just use the Item Type percentage for each type (each OE represents a 1 to 100 range, after all). After some math, the GM arrives at the following table.



Scarab of
Absolution,
p. 112



Part II Rules

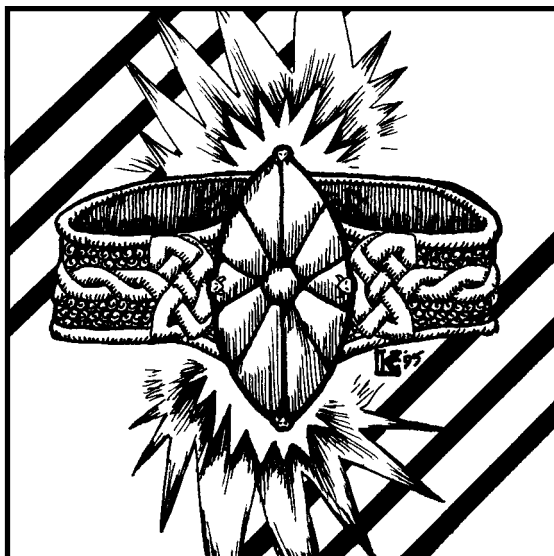


Part II Rules

MASTER MAGICAL ITEM CHART (EXAMPLE WORLD #1)

Roll	Table
01-04	Armor Table I
05-15	Daily/Constant Items Table I
16-20	Potions Table I
—	Runes Table I
21-24	Weapons Table I
25-27	Armor Table II
28-30	Charged Item Table I
31-40	Daily/Constant Items Table II
41-60	General Items Table I
61-66	Potions Table II
—	Runes Table II
67-70	Weapons Table II
71-72	Armor Table III
73	Charged Items Table II
74-80	Daily/Constant Items Table III
81-88	General Items Table II
89-92	Potions Table III
—	Runes Table III
93-95	Weapons Table III
96-105	Armor Table IV
106-110	Charged Items Table III
111-140	Daily/Constant Items Table IV
141-170	General Items Table III
171-185	Potions Table IV
—	Runes Table IV
186-195	Weapons Table IV
196-205	Armor Table V
206-210	Charged Items Table IV
211-245	Daily/Constant Items Table V
246-285	General Table IV
286+	Weapons Table V

Notice that there is no entry for Potion Table V. In this case the GM took the 15% that would have applied to Potions out of the 2OE range, and added 10 of it to the chance of finding a Legendary Master Daily Item and the remaining 5 to the chance of finding a Legendary Master General Items.



In the next example, the GM looks at his world and decides that his Alchemists should be very low powered. He decides that the cut-off level is 20 and that most of the items are below 10th level. He also looks at the Item Types and decides that more Armor, Weapons, and Potions will be found (there are lots of adventuring fighters and thieves, but few spell users, who will be his Alchemists' main clients). Based upon these assumptions, he comes up with the following World Alchemy Data Table.

WORLD ALCHEMICAL DATA CHART (EXAMPLE WORLD #2)

Cut-off Level: 20

Level Breakdown	%
Apprenticeship (1st-5th level)	60%
Journeyman (6th-10th level)	35%
Master (11th-20th level)	10%
Guildmaster (NA level)	0%
Legendary Master (NA level)	0%
Legendary Guildmaster (NA level)	0%

Item Type	%
Armor	20%
Charged Items	10%
Daily/Constant Items	10%
General Items	10%
Potions	20%
Runes	10%
Weapons	20%

Based on these numbers he generates the following Master Magic Item table.

MASTER MAGICAL ITEM CHART (EXAMPLE WORLD #2)

Roll	Table
01-15	Armor Table I
16-24	Daily/Constant Items Table I
25-39	Potions Table I
40-45	Runes Table I
46-60	Weapons Table I
61-67	Armor Table II
68-71	Charged Item Table I
72-74	Daily/Constant Items Table II
75-78	General Items Table I
79-85	Potions Table II
86-88	Runes Table II
89-95	Weapons Table II
96-115	Armor Table III
116-125	Charged Items Table II
126-135	Daily/Constant Items Table III
136-145	General Items Table II
146-165	Potions Table III
166-175	Runes Table III
176+	Weapons Table III

PART III

SPELL LISTS, CHARTS, & TABLES

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13.0

ALCHEMY SPELL LISTS

This section lists all of the spells associated with the Arcane realm. All of the standard rules, restrictions, and notations from *Spell Law* are used here. For convenience, the spell description key is repeated here.

THE SPELL DESCRIPTION KEY

Several types of codes may follow the spell names in the listings: area of effect, duration, range, and type. In addition, some descriptions will explain that a particular spell has an RR Modification (shown with the notation [RR Mod: #]). This section presents a key to those codes.

SPECIAL SPELL CODES

[RR Mod #] – Any RRs against the effects of this spell are modified by #.

- * – Instantaneous; spell does not require preparation rounds.
- – Spell does not require power points.
- ‡ – Part of a set of spells that must be thrown in conjunction with other spells continuously to be effective (or fully effective).

SPELL TYPES

E – Elemental spell. These spells use the force of the spell to manipulate physical elements (heat, cold, wind, light, water, earth, sound, smell, taste, touch). These elements (and not the spell) are used to either create a phenomena that can affect the physical environment of the target (e.g., a “wall” spell) **or** the sense of the target (e.g., an “illusion” spell). Because the elements are real, no Resistance Rolls are normally allowed.

BE – Ball Elemental spell. These are elemental spells that attack an area with one of the physical elements. Such attacks are resolved on the Cold Ball Attack Table 13.3 (*SL*, p. 82) or the Fire Ball Attack Table 13.4 (*SL*, p. 83).

DE – Directed Elemental spell. These are elemental spells that directly attack a target with one of the physical elements. Such attacks are resolved on the Bolt Attack Tables 13.5-13.9 (*SL*, p. 84-88).

F – Force spell. These spells involve the direct manipulation of matter, energy, the elements, or living beings through the use of a spell’s force. If the spell has a target capable of resisting, the caster makes an attack roll on the Basic Spell Attack Table 13.1 (*SL*, p. 81) to determine the RR modification for the target. Determine the type of armor the target is wearing and roll on the appropriate column of the table (using the Other column if nothing else applies). After determining the RR modification, the target makes an RR (on *SL* Table 13.2, p. 81, using the target’s level and the attacker’s level as the indices).

P – Passive spell. These spells usually only indirectly or passively affect a target. Thus, if an RR is allowed (GM’s discretion), its purpose is only to determine if the target is aware of the spell. Many detection spells are of this type.

U – Utility spell. These spells only affect the caster, a willing target, or a target incapable of resistance. Thus, RRs are not usually necessary. A willing target who is capable of resisting may still be required to make an RR (GM’s discretion), but it is modified by -50 (i.e., he mostly likely will not resist). Most healing spells are of this type.

I – Informational spell. These spells involve gathering information through means that do not require RRs.

SPELL SUB-TYPES

s – Subconscious spell. These spells are capable of being cast (or triggered) by the subconscious. The caster can always cast a spell of this type as a normal spell. In addition, any subconscious spell can be triggered while the caster is unconscious, asleep, in a trance, etc. A subconscious spell can be triggered by conditions that the spell can affect (e.g., a *Regenerate* spell will trigger if the caster is knocked out and has unhealed concussion hits).

A *Stun Relief* spell may be cast normally while stunned (or stunned no parry) with no penalty. Similarly, an *Awake* spell may be cast while unconscious or asleep if circumstances alert the caster/spell’s senses. In both cases, it is assumed that the spell is triggered subconsciously.

A GM may allow a character to set conditions on his subconscious spells by “programming” his subconscious (e.g., a character might decide to only trigger *Regenerate* if he takes hits and goes unconscious in combat and not if he just trips and falls and knocks himself out). In such a case, the GM may require a maneuver roll to use the “programming” modified by +50 *plus* three times the character’s Self Discipline *plus* any skill developed for this spell list.

m – Mental Attack spell. Any spell marked with an ‘m’ is considered a mental attack spell, and is subject to effects and defenses that target mental or mind attacks. It should also be noted that these spells are ineffective against any creature or entity that does not have a “mind” per se (e.g., Undead, plants, politicians, etc.).

SPELL AREAS OF EFFECT

x target(s) – The spell affects *x* number of targets.

x target(s)/lvl – The spell affects a number of targets equal to the caster’s level times *x*.

distance R – The spell affects all within a radius equal to *distance* in size.

distance R / lvl – The spell affects all within a radius equal to *distance* times the caster’s level in size.

area – The spell affects all within a fixed area of effect. Sometimes *area* will be specified as a specific target (e.g., 1 herb, 1 limb, etc.).

caster – The spell affects only the caster.

“—” – The spell has no area of effect.

varies – The exact size of the area of effect depends upon some other aspect of the spell.

SPELL DURATIONS

time – The spell has a fixed duration equal to time.

C – Concentration is required. Concentration requires 50% of the caster's normal activity each round. Thus, a caster cannot normally cast spells while concentrating.

duration (C) – Concentration is required, except the period of concentration cannot exceed the *duration* given. The caster can stop concentrating and the spell effect will stop. If the duration has not expired, the caster can concentrate again and the spell effect will resume.

P – Permanent. The spell has a permanent effect (in the sense of creating a "permanent" physical or mental condition). The effects of permanent spells that manipulate matter **and** require concentration will disperse according to the normal physical laws once concentration is no longer applied (e.g., a frozen body of water will melt normally, a bowl of boiling water will cool). A spell with a permanent duration may be affected by outside forces. For example, the spell may be dispelled, cured, or otherwise disturbed by enchantment, physical force, etc.

varies – Variable. The exact duration depends upon some other aspect of the spell.

– – No duration. The effects of this spell require no duration and are applied immediately.

time / level – The duration is the *time* multiplied by the level of the caster.

time / # fail – The duration is based upon the difference between the target's modified RR and the minimum roll required to resist the spell (see *RMFRP* Section 17.0, p. 52). The duration is equal to this difference divided by # and then multiplied by *time*.

SPELL RANGES

self – The spell can only be cast upon the caster himself.

touch – The caster must touch the target to create the effect.

distance – The caster can be no further than *distance* to the desired area of effect.

distance / lvl – The distance to the area of effect can be no further than *distance* times the caster's level.

unlimited – There are no limitations placed upon the distance to the area of effect.

varies – The distance to the area of effect depends upon some other aspect of the spell.

DEFINITIONS

Basic Attack Spell: Spell that attacks a target, but which is not an elemental attack spell.

Mass Spell: Spell with its "# of targets" or its "area of effect" based upon the caster's level.

Elemental Attack Spell: A spell which creates and uses fire, cold, water, ice, or electricity to attack a target. The "elements" created by these spells are real.

Lord Spell: Spell is keyed to a 20th level effect.

True Spell: A "True" spell is the highest level version of a specific spell type. Its potency will define the upper limit of the effect(s) derived from a given spell.

WHAT'S ON A SPELL LIST

- Spell List Name**—Each spell list has a unique name.
- Spell List Number**—Each spell list has a unique identifier line that combines its classification and a section number.
- Listing**—At the top of each spell list is a listing of all the spells, sorted by level. This listing also shows important spell parameters.
- Spell Level/Name**—The level and name of each spell appears in two places; in the listing and in the descriptions.
- Area of Effect**—This is the area affected by the spell. If "varies" appears here, check the description for the exact area of effect.
- Duration**—This is the duration that the spell will remain active. If "varies" appears here, check the description for the exact area of effect.
- Range**—This is the range from the caster to the area of effect. If "varies" appears here, check the description for the exact area of effect.
- Type**—This is the type of spell. It will determine what kind of resistance roll the target gets (if any).
- Notes**—If there are any global notes or special rules for spells in this list, they will be found here.



Part III Spell Lists, Charts, & Tables

MENTALISM ALCHEMIST BASE LIST 13.4.2									
1 DEFENSE MASTERY									
4	Lvl	Name	Area of Effect	Duration	Range	Type	5	6	7
1	1	Turn Attack *	1 attack	1 min/lvl	self	Us	8	9	
2	2	Unpain I *	1 missile	self	self	U			
3	3	Deflect I *	1 missile	24 hrs	self	F			
4	4	Armor I	self	24 hrs	self	U			
5	5	Bladeturn I *	self	—	self	U			
6	6	Bladeturn I *	self	—	self	U			
7	7	Aim Untrue *	1 missile	—	self	U			
8	8								
9	9	Armor II	self	24 hrs	self	F			
10	10	Unpain II *	self	1 min/lvl	self	Us			
11	11	Deflect II *	2 missiles	—	self	U			
12	12	Spell Deflect I *	1 spell	—	self	U			
13	13								
14	14	Armor III	self	24 hrs	self	F			
15	15	Bladeturn II *	2 attacks	—	self	U			
16	16	Deflect III *	3 attacks	—	self	U			
17	17	Spell Deflect II *	2 spells	—	self	U			
18	18								
19	19								
20	20	Bladeturn III *	3 attacks	—	self	U			
25	25	Spell Deflect III	3 spells	—	self	U			
30	30	Armor IV	self	24 hrs	self	F			
50	50	Deflect True	3 attacks	—	self	U			

DEFENSE MASTERY									
2.	Turn Attack	—	Caster adds +20 to his DB versus one attack (missile or melee).						
3.	Unpain I	—	Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out. Hits are still taken and remain when the duration expires.						
4.	Deflect I	—	Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (caster must be able to see the attack).						
5.	Armor I	—	Allows the caster to enchant armor and shields can be enchanted giving them a +5 magical bonus or a +10 bonus versus a general group (such as Elves, greater Drakes, etc.). The armor must have a +0 non-magical bonus to begin with due to material composition.						
6.	Bladeturn I	—	Deflects any one melee attack that the caster can see. This causes 50 to be subtracted from the attack.						
7.	Aim Untrue	—	As Deflect I, except missile automatically misses.						
9.	Armor II	—	As Armor I, except armor and shields can be enchanted with a +10 bonus or a +15 bonus versus a general group (such as Elves, greater Drakes, etc.). The armor must have a +5 non-magical bonus to begin with due to material composition.						
10.	Unpain II	—	As Unpain I, except 50% additional hits may be sustained.						
11.	Deflect II	—	As Deflect I, except it is against 2 missile attacks.						
12.	Spell Deflect I	—	Deflects one elemental spell against caster. The attack roll has -50 added to it (must be in the caster's field of vision).						
14.	Armor III	—	As Armor I, except armor and shields can be enchanted with a +15 bonus or a +20 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +10 non-magical bonus to begin with due to material composition.						
15.	Bladeturn II	—	As Bladeturn I, except it is against 2 melee attacks.						

16. Deflect III – As Deflect I, except it is against 3 missile attacks.
17. Spell Deflect II – As Spell Deflect I, except it is against 2 elemental spell attacks.
20. Bladeturn III – As Bladeturn I, except it is against 3 melee attacks.
25. Spell Deflect III – As Spell Deflect I, except it is against 3 elemental spell attacks.
30. Armor IV – As Armor I, except armor and shields can be enchanted with a +20 bonus or a +25 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +15 non-magical bonus to begin with due to material composition.
50. Deflect True – As Deflect I, Bladeturn I, and Spell Deflect I except any three attacks may be deflected.

SPECIAL NOTES

- 1) Special enchanted abilities that can be produced using the spells on this list can be found in Section 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the Weapon and Armor Spells on this list.
- 2) Armor spells on this list can create either a magical item with a bonus against all combatants or a limited, but greater, bonus against a particular group. Generally, the limited bonus is applied as a second enchanted ability after the general plus has been given to the item, though this need not be the case. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses if both are present in the item.
- 3) Enchanted Armor is considered to be superior in design, and thus, the Armor Penalties are reduced by 10. Armor penalties cannot be reduced below 0. Enchanted Armor normally made with a .85 weight reduction. This reduction is applied after the minus 10 for superior design.
- 4) When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets.
- 5) See *RMFRP*, Section 24.1, for more information on healing.

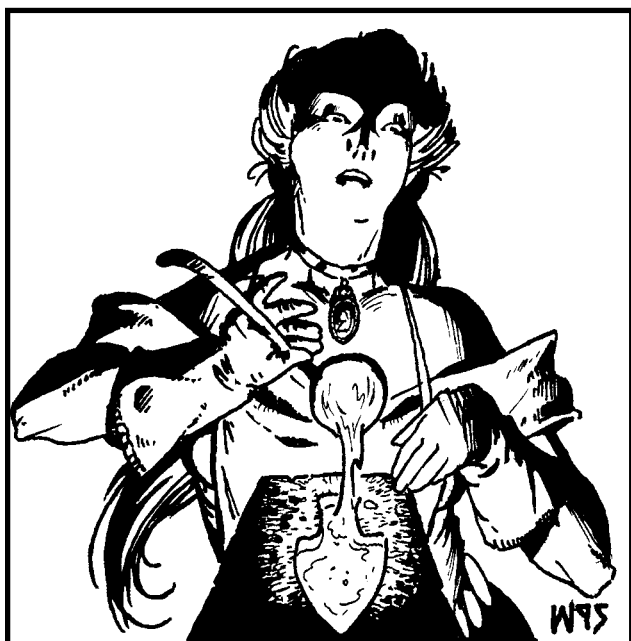


SPELL LIST 13.____.					
Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	_____	_____	_____	_____	_____
☐ 2)	_____	_____	_____	_____	_____
☐ 3)	_____	_____	_____	_____	_____
☐ 4)	_____	_____	_____	_____	_____
☐ 5)	_____	_____	_____	_____	_____
☐ 6)	_____	_____	_____	_____	_____
☐ 7)	_____	_____	_____	_____	_____
☐ 8)	_____	_____	_____	_____	_____
☐ 9)	_____	_____	_____	_____	_____
☐ 10)	_____	_____	_____	_____	_____
☐ 11)	_____	_____	_____	_____	_____
☐ 12)	_____	_____	_____	_____	_____
☐ 13)	_____	_____	_____	_____	_____
☐ 14)	_____	_____	_____	_____	_____
☐ 15)	_____	_____	_____	_____	_____
☐ 16)	_____	_____	_____	_____	_____
☐ 17)	_____	_____	_____	_____	_____
☐ 18)	_____	_____	_____	_____	_____
☐ 19)	_____	_____	_____	_____	_____
☐ 20)	_____	_____	_____	_____	_____
☐ 25)	_____	_____	_____	_____	_____
☐ 30)	_____	_____	_____	_____	_____
☐ 50)	_____	_____	_____	_____	_____

[illegible][illegible]

INORGANIC SKILLS

1. **Work Stone** — Allows caster to flawlessly work non-magical stone, creating items with a -50 to +0 bonus (in combat). All required tools and materials must be present. The time required to work the stone is halved.
2. **Work Base Metals** — As *Work Stone*, except non-magical base metals such as copper, iron, tin, lead, etc., can be worked. This spell does not allow the working of hard iron. Items created with the metals from this spell have bonuses that range from -30 to -10.
3. **Work Base Alloys** — As *Work Stone*, except non-magical base alloys such as brass, bronze, pewter, etc., (but not iron alloys) can be worked. Items created with the metals from this spell have bonuses that range from -15 to +0.
4. **Work Hard Iron** — As *Work Stone*, except non-magical hard iron can be worked. Items created with the metals from this spell have a bonus of +0.
5. **Work Low Steel** — As *Work Stone*, except non-magical low-carbon steel can be worked. Items created with the metals from this spell have a bonus of +5.
6. **Make Alloys** — For the duration of this spell, the caster can make base alloys from base metals (but not steel from iron). The amount of the alloy that can be made depends on the available supplies and equipment.
7. **Work High Steel** — As *Work Stone*, except non-magical high carbon steel can be worked. Items created with the metals from this spell have a bonus of +10.
8. **Make Steel** — For the duration of this spell, the caster can make steel from iron. The amount of steel that can be made depends on the available supplies and equipment.
10. **Work White Alloy** — As *Work Stone*, except non-magical white alloy steel can be worked. Items created with the metals from this spell have a bonus of +15.
11. **Work Gemstone** — As *Work Stone*, except non-magical gemstones can be worked.
13. **Work Black Alloy** — As *Work Stone*, except non-magical white alloy steel can be worked. Items created with the metals from this spell have a bonus of +20.
15. **Work Mithril** — As *Work Stone*, except Mithril can be worked. Must be cast in conjunction with a *Weapon V*, *Armor V*, or *General V* spell, or the *Weapon V*, *Armor V*, or *General V* spell will fail.



GENERAL ALCHEMIST BASE LIST 13.1.1

INORGANIC SKILLS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Work Stone	caster	24 hrs	self	F
☐ 2)	Work Base Metals	caster	24 hrs	self	F
☐ 3)	Work Base Alloys	caster	24 hrs	self	F
☐ 4)	Work Hard Iron	caster	24 hrs	self	F
☐ 5)	Work Low Steel	caster	24 hrs	self	F
☐ 6)	Make Alloys	caster	24 hrs	self	F
☐ 7)	Work High Steel	caster	24 hrs	self	F
☐ 8)	Make Steel	caster	24 hrs	self	F
☐ 9)					
☐ 10)	Work White Alloy	caster	24 hrs	self	F
☐ 11)	Work Gemstone	caster	24 hrs	self	F
☐ 12)					
☐ 13)	Work Black Alloy	caster	24 hrs	self	F
☐ 14)					
☐ 15)	Work Mithril	caster	24 hrs	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Work Laen	caster	24 hrs	self	F
☐ 25)	Work Eog	caster	24 hrs	self	F
☐ 30)					
☐ 50)	Make/Work	caster	24 hrs	self	F

20. **Work Laen** — As *Work Stone*, except Laen can be worked. Must be cast in conjunction with a *Weapon VI*, *Armor VI*, or *General VI* spell, or the *Weapon VI*, *Armor VI*, or *General VI* spell will fail. (Note that such spells may need the aid of a deity, demon, or other powerful magical being).

25. **Work Eog** — As *Work Stone*, except Eog can be worked. Must be cast in conjunction with a *Weapon VI*, *Armor VI*, or *General VI*, or greater spell, or the *Weapon VI*, *Armor VI*, or *General VI* (or greater) spell will fail. (Note that such spells may need the aid of a deity, demon, or other powerful magical being).

50. **Make/Work** — Allows the caster to make and work any metal, alloy, or inorganic material. If the material is enchanted it must be cast in conjunction with a *Weapon*, *Armor*, or *General* spell of corresponding power (e.g., a magical substance that yields a +10 bonus would require an *Weapon II*, *Armor II*, or *General II*). (Some such spells may need the aid of a deity, demon, or other powerful magical being)

SPECIAL NOTES

The spells manipulating material for non-magic weapons can also be used to make other non-magic objects where strength and durability are essential (usually armor and shields)



GENERAL ALCHEMIST BASE LIST 13.1.2

LIQUID/GAS SKILLS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Work Liquid	1 object	24 hrs	self	F
☐ 2)					
☐ 3)	Potion I	1 object	24 hrs	self	F
☐ 4)	Minor Poisons	1 object	24 hrs	self	F
☐ 5)	Work Gas	1 object	24 hrs	self	F
☐ 6)	Potion II	1 object	24 hrs	self	F
☐ 7)					
☐ 8)					
☐ 9)	Potion III	1 object	24 hrs	self	F
☐ 10)	Major Poison	1 object	24 hrs	self	F
☐ 11)	Work Magical Liquid	1 object	24 hrs	self	F
☐ 12)	Potion IV	1 object	24 hrs	self	F
☐ 13)	Gaseous Potion	1 object	24 hrs	self	F
☐ 14)					
☐ 15)	Potion V	1 object	24 hrs	self	F
☐ 16)					
☐ 17)	Work Magical Gas	1 object	24 hrs	self	F
☐ 18)					
☐ 19)					
☐ 20)	Potion VII	1 object	24 hrs	self	F
☐ 25)	Potion X	1 object	24 hrs	self	F
☐ 30)	Multiple Doses	1 object	24 hrs	self	F
☐ 40)	Poison True	1 object	24 hrs	self	F
☐ 50)	Lord Potion	1 object	24 hrs	self	F

LIQUID/GAS SKILLS

- Work Liquid** — Allows caster to flawlessly work with non-magical liquids. All required tools and materials must be present. The time normally required to work with the liquid is halved.
- Potion I** — Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it (using Essence Imbedding, or Other Realm Imbedding).
- Minor Poisons** — Allows the caster to flawlessly and safely handle, prepare, and process minor poisons with a maximum attack of 3rd level.
- Work Gas** — As *Work Liquid*, except allows caster to work with non-magical gas.
- Potion II** — As *Potion I*, except up to a 2nd level spell can be imbedded.
- Potion III** — As *Potion I*, except up to a 3rd level spell can be imbedded.
- Major Poison** — As *Minor Poison*, except works with up to 10th level poisons.
- Work Magical Liquid** — As *Work Liquid*, except allows caster to work with magical liquids.
- Potion IV** — As *Potion I*, except up to a 4th level spell can be imbedded.
- Gaseous Potion** — By casting this spell immediately before a *Potion* spell, the caster creates a gaseous potion. This is treated as a normal potion except it is not imbibed, but released into the air (usually by dashing the gaseous potion vial against a hard surface). The area of effect of the gas is 1' radius per level of spell in the potion. Everyone in the area of effect of the point where the gas is released will be affected. All potential victims make an RR (versus the caster's level) to avoid the gas (note that this is in addition to the RR versus the spell in the potion). The GM may decide that certain spells may not be made into gaseous potions.
- Potion V** — As *Potion I*, except up to a 5th level spell can be imbedded.
- Work Magical Gas** — As *Work Liquid*, except allows caster to work with magical gasses.
- Potion VII** — As *Potion I*, except up to a 7th level spell can be imbedded.
- Potion X** — As *Potion I*, except up to a 10th level spell can be imbedded.
- Multiple Doses** — As *Potion I*, except allows a *Potion #* spell to be used to create multiple doses. For example, a *Potion V* could be used to create 5 doses of a 1st level spell, or 1 dose or a 3rd level spell and 1 dose of a 2nd level spell, or 2 doses of a 2nd level spell and a dose of a 1st level spell, etc.
- Poison True** — As *Minor Poison*, except works with up to any level poisons
- Lord Potion** — As *Potion I*, except up to a 20th level spell can be imbedded.

SPECIAL NOTES

See Section 9.0 for more information on imbedding spells in items.



OTHER REALM IMBEDDING

1. **Research** – Allows caster to research special imbedding spells to be used in creating items.
3. **Imbed I** – Allows caster to imbed a 1st level spell from a realm other than that of the caster in an item or potion.
5. **Charge Wand** – Allows caster to charge a wand from a realm other than that of the caster .
6. **Imbed II** – As *Imbed 1*, except 1st or 2nd level spells can be imbedded.
7. **Daily I** – Allows caster to imbed a 1st level spell (using an Imbed spell) that can be cast once per day.
9. **Imbed III** – As *Imbed 1*, except 1st through 3rd level spells can be imbedded.
10. **Charge Rod** – As *Charge Wand*, except rods from a realm other than that of the caster can be charged.
11. **Daily III** – As *Daily I*, except 1st through 3rd level spells can be imbedded; a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.
12. **Imbed IV** – As *Imbed 1*, except 1st through 4th level spells can be imbedded.
14. **Imbed V** – As *Imbed 1*, except 1st through 5th level spells can be imbedded.
15. **Daily V** – As *Daily I*, except 1st through 5th level spells can be imbedded; a 1st level spell could be cast 5 times per day; a 2nd twice a day; a 3rd, 4th, or 5th, once per day.
20. **Charge Staff** – As *Charge Wand*, except staves from a realm other than that of the caster can be charged.
25. **Imbed X** – As *Imbed 1*, except 1st through 10th level spells can be imbedded.
30. **Daily X** – As *Daily I*, except 1st through 10th level spells can be imbedded; a 1st level spell could be cast 10 times per day; a 2nd 5x/day; a 3rd 3x/day; a 4th, or 5th 2x/day; a 6th, 7th, 8th, 9th, or 10th, once a day.
50. **Constant** – Allows a spell of 1st to 10th (from a realm other than that of the caster) level to be imbedded (using an imbed spell) so that it functions constantly.

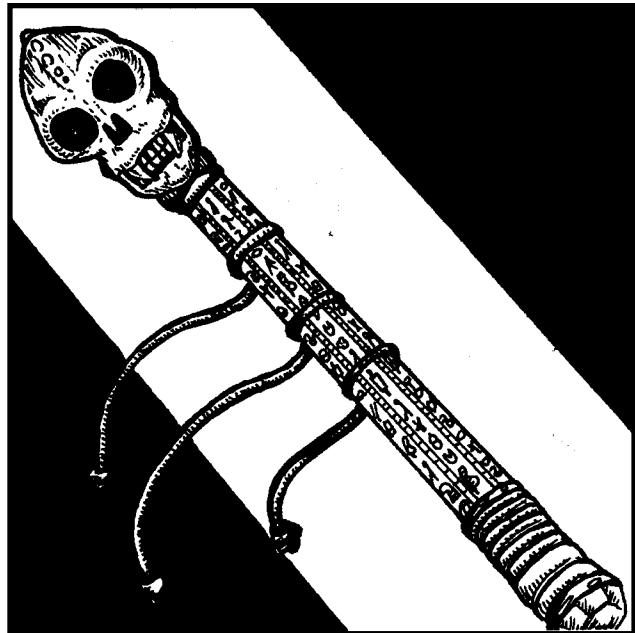
SPECIAL NOTES

See Section 9.0 for more information on imbedding spells in items.

GENERAL ALCHEMIST BASE LIST 13.1.3

OTHER REALM IMBEDDING

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Research	self	1 min	self	I
☐ 2)					
☐ 3)	Imbed I	1 item	24 hrs	self	F
☐ 4)					
☐ 5)	Charge Wand	1 wand	24 hrs	self	F
☐ 6)	Imbed II	1 item	24 hrs	self	F
☐ 7)	Daily I	1 item	24 hrs	self	F
☐ 8)					
☐ 9)	Imbed III	1 item	24 hrs	self	F
☐ 10)	Charge Rod	1 rod	24 hrs	self	F
☐ 11)	Daily III	1 item	24 hrs	self	F
☐ 12)	Imbed IV	1 item	24 hrs	self	F
☐ 13)					
☐ 14)	Imbed V	1 item	24 hrs	self	F
☐ 15)	Daily V	1 item	24 hrs	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Charge Staff	1 staff	24 hrs	self	F
☐ 25)	Imbed X	1 item	24 hrs	self	F
☐ 30)	Daily X	1 item	24 hrs	self	F
☐ 50)	Constant	1 item	24 hrs	self	F



GENERAL ALCHEMIST BASE LIST 13.1.4

OWN REALM IMBEDDING

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Research	self	24 hrs	self	I
☐ 2)					
☐ 3)	Imbed I	1 item	24 hrs	self	F
☐ 4)	Charge Wand	1 wand	24 hrs	self	F
☐ 5)	Imbed II	1 item	24 hrs	self	F
☐ 6)	Daily I	1 item	24 hrs	self	F
☐ 7)	Imbed III	1 item	24 hrs	self	F
☐ 8)	Charge Rod	1 rod	24 hrs	self	F
☐ 9)	Imbed IV	1 item	24 hrs	self	F
☐ 10)	Daily III	1 item	24 hrs	self	F
☐ 11)	Imbed V	1 item	24 hrs	self	F
☐ 12)	Charge Staff	1 staff	24 hrs	self	F
☐ 13)	Imbed VI	1 item	24 hrs	self	F
☐ 14)	Daily V	1 item	24 hrs	self	F
☐ 15)	Imbed VII	1 item	24 hrs	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Imbed X	1 item	24 hrs	self	F
☐ 25)	Daily X	1 item	24 hrs	self	F
☐ 30)	Constant	1 item	24 hrs	self	F
☐ 50)	Imbed True	1 item	24 hrs	self	F



11. **Imbed V** – As *Imbed I*, except 1st to 5th level spells can be imbedded.
12. **Charge Staff** – As *Charge Wand*, except staves can be charged.
13. **Imbed VI** – As *Imbed I*, except 1st to 6th level spells can be imbedded.
14. **Daily V** – As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd 2x/day; a 4th or 5th, once per day.
15. **Imbed VII** – As *Imbed I*, except 1st to 7th level spells can be imbedded.
20. **Imbed X** – As *Imbed I*, except 1st to 10th level spells can be imbedded.
25. **Daily X** – As *Daily I*, except 1st to 10th level spells can be imbedded; a 1st level spell could be cast 10 times per day; a 2nd 5x/day; a 3rd 3x/day; a 4th or 5th 2x/day; a 6th, 7th, 8th, 9th, or 10th, once per day.
30. **Constant** – Allows a spell of 1st to 10th level to be imbedded (using an *Imbed* spell) so that it functions constantly.
50. **Imbed True** – As *Imbed I*, except any level spell can be imbedded.

SPECIAL NOTES

See Section 9.0 for more information on imbedding spells in items.

OWN REALM IMBEDDING

1. **Research** – Allows caster to research special imbedding spells to be used in creating items.
3. **Imbed I** – Allows caster to imbed a 1st level from his own realm spell in an item or potion.
4. **Charge Wand** – Allows caster to charge a wand containing a spell from his own realm.
5. **Imbed II** – As *Imbed I*, except 1st to 2nd level spells can be imbedded.
6. **Daily I** – Allows caster to imbed a 1st level spell (using an *Imbed* spell) that can be cast once per day.
7. **Imbed III** – As *Imbed I*, except 1st to 3rd level spells can be imbedded.
8. **Charge Rod** – As *Charge Wand*, except rods can be charged.
9. **Imbed IV** – As *Imbed I*, but 1st to 4th level spells can be imbedded.
10. **Daily III** – As *Daily I*, except 1st to 3rd level spells can be imbedded; a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.



ARMOR ENCHANTMENTS

2. **Shield** — Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks, etc.), except it does not occupy a hand. This spell cannot be combined with a "real" shield.
3. **Enchanted Robe** — Caster temporarily enchants on robe to confer a +10 DB. This does not reduce the weight of said robes in any fashion.
4. **Deflections I** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes 100 to be subtracted from the missile's attack.
5. **Armor I** — Allows the caster to enchant armor and shields instilling in them a +5 magical bonus or a +10 bonus versus a general group such as Elves, greater Drakes, etc.. The armor must have a +0 non-magical bonus to begin with due to material composition.
6. **Enchanted Robes II** — As *Enchanted Robes I*, except it confers a temporary +20 to DB.
7. **Bladeturn** — Caster can deflect any one melee attack that he can see (and is within range). This causes 50 to be subtracted from the attack.
8. **Deflections II** — As *Deflections I*, except 2 missiles are effected.
9. **Armor II** — As *Armor I*, except armor and shields can be enchanted with a +10 bonus or a +15 bonus versus a general group such as Elves, greater Drakes, etc.. The armor must have a +5 non-magical bonus to begin with due to material composition.
10. **Aim Untrue** — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This causes the missile to automatically miss the target.
11. **Enchanted Robes III** — As *Enchanted Robes I*, except it confers a temporary +30 to DB.
12. **Bladeturn II** — As *Bladeturn I*, except allows for 2 melee attacks may be affected.
14. **Armor III** — As *Armor I*, except armor and shields can be enchanted with a +15 bonus or a +20 bonus versus a general group such as Elves, greater Drakes, etc.. The weapon must have a +10 non-magical bonus to begin with due to material composition.
15. **Deflection III** — As *Deflections I*, except 3 missiles are effected.
16. **Aim Untrue III** — As *Aim Untrue I* except 3 missiles are effected.
18. **Mass Deflections** — As *Deflections I*, except as many missiles as the caster's level may be effected.
20. **Mass Bladeturn** — As *Bladeturn I*, except as many missiles as the caster's level may be effected. As *Deflections I*, except 3 missiles are effected.
25. **Mass Aim Untrue** — As *Aim Untrue I*, except as many missiles as the caster's level may be effected.
30. **Armor IV** — As *Weapon I*, except armor and shields can be enchanted with a +20 bonus or a +25 bonus versus a general group such as Elves, greater Drakes, etc.. The weapon must have a +15 non-magical bonus to begin with due to material composition.
50. **Mass Re-aiming** — As *Aim Untrue I*, except all missiles within 100' of the caster are reversed and make an attack on their sources. Each missile attacks its firer with a +20 OB.

ESSENCE ALCHEMIST BASE LIST 13.2.1

ARMOR ENCHANTMENTS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Shield *	caster	1 min/lvl	self	U
☐ 3)	Enchanted Robes	1 robe	1 min/lvl	10'	U
☐ 4)	Deflections I *	1 missile	—	100'	U
☐ 5)	Armor I	self	24 hrs	self	F
☐ 6)	Enchanted Robes II	1 robe	1 min/lvl	10'	U
☐ 7)	Bladeturn I *	1 attack	—	100'	U
☐ 8)	Deflections II *	2 missiles	—	100'	U
☐ 9)	Armor II	self	24 hrs	self	F
☐ 10)	Aim Untrue	1 missile	—	100'	U
☐ 11)	Enchanted Robes III	1 robe	1 min/lvl	10	U
☐ 12)	Bladeturn II *	2 attacks	—	100'	U
☐ 13)					
☐ 14)	Armor III	self	24 hrs	self	F
☐ 15)	Deflections III *	3 missiles	—	100'	U
☐ 16)	Aim Untrue III *	3 missiles	—	100'	U
☐ 17)					
☐ 18)	Mass Deflections *	varies	—	100'	U
☐ 19)					
☐ 20)	Mass Bladeturn *	varies	—	100'	U
☐ 25)	Mass Aim Untrue *	varies	—	100'	U
☐ 30)	Armor IV	self	24 hrs	self	F
☐ 50)	Mass Re-aiming *	varies	—	100'	U

SPECIAL NOTES

- 1) Special enchanted abilities that can be produced using the spells on this list can be found in Section 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the *Armor* spells on this list.
- 2) *Armor* Spells on this list can create either a magical item with a bonus against all combatants or a limited, but greater, bonus against a particular group. Generally, the limited bonus is applied as a second enchanted ability after the general bonus has been given to the item, though this need not be the case. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses if both are present in the item.
- 3) Enchanted armor is considered to be superior in design, and thus, the armor penalties are reduced by 10 (cannot be reduced below 0). Enchanted armor is also normally made at 85% of normal weight. This reduction is applied after the -10 for superior design.
- 4) When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets.
- 5) The bonuses from the *Enchanted Robes* spells are not cumulative and they are not cumulative with bonuses from other armor.



ESSENCE ALCHEMIST BASE LIST 13.2.2					
GENERAL ENCHANTMENTS					
Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Protection Sphere I	10'R	1 min/lvl	self	U
☐ 3)	Protection II	1 target	1 min/lvl	10'	U
☐ 4)					
☐ 5)	Cancel Power	1 spell	C	self	F
☐ 6)	General I	self	24 hours	self	F
☐ 7)	Protection Sphere II	10'R	1 min/lvl	self	U
☐ 8)					
☐ 9)					
☐ 10)	General II	self	24 hours	self	F
☐ 11)	Power Shield	caster	C	self	U
☐ 12)	Protection III	1 target	1 min/lvl	10'	U
☐ 13)					
☐ 14)	Dispelling Sphere	10'R	C	self	F
☐ 15)	General III	self	24 hours	self	F
☐ 16)	Essence Resistance	1 target	C	100'	U
☐ 17)					
☐ 18)	Mentalism Resistance	1 target	C	100'	U
☐ 19)					
☐ 20)	Protection V	1 target	1 min/lvl	10'	U
☐ 25)	Channeling Resistance	self	24 hours	self	U
☐ 35)	General IV	self	24 hours	self	F
☐ 50)	Resistance True	self	24 hours	self	U

GENERAL ENCHANTMENTS

2. **Protection Sphere I** – Subtracts 5 from elemental attack rolls against and adds 5 to RRs versus spells to all beings within 10'R of the caster.
3. **Protection II** – Subtracts 10 from elemental attack rolls against the target and adds 10 to all of the targets RRs versus spells.
5. **Cancel Power** – When the caster of the spell is the target of a spell from any realm of power, the “incoming” spell must first make an RR before the caster makes an RR. For RR purpose, each spell uses a level equal to the caster's level. If the “incoming” spell passes the RR, it may target the caster of this spell normally; otherwise the incoming spell has no effect on this target
6. **General I** – Allows the caster to enchant general type magic items with a Class I bonus.
7. **Protection Sphere II** – As *Protection Sphere I*, except the bonuses are +10.
10. **General II** – As *General I*, except general type magic items with bonuses can be enchanted with a Class II bonus.
11. **Power Shield** – Creates a shimmering shield in front of the caster. This shield subtracts 10 from all frontal spell attack rolls on the caster (base and elemental). If the caster performs no other actions during a round, he can “parry” (as with a normal shield) one spell attack. The parry bonus is equal to the sum of all the bonuses that the caster would normally have for his spell's base attack roll.
12. **Protections III** – As *Protection II*, except bonuses are +15.
14. **Dispelling Sphere** – As *Cancel Power*, except for the area of effect (centered on the caster). If the radius encounters an already existing spell, that spell must make an RR (with a +30 modifier) or be canceled.

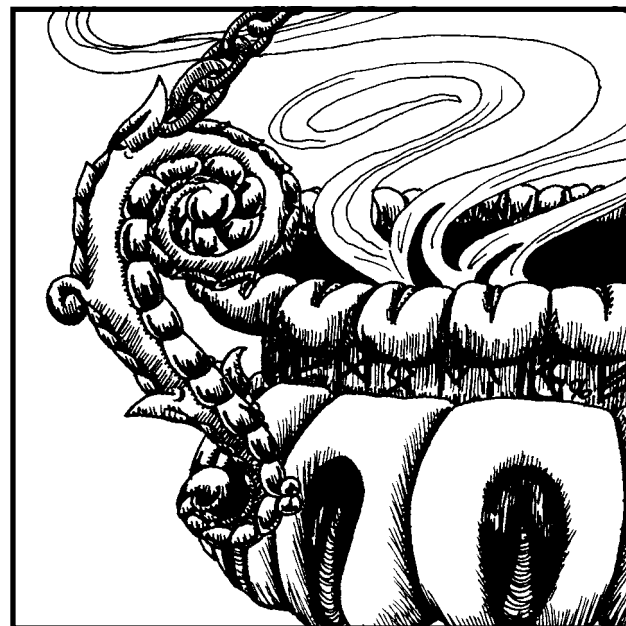
15. **General III** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class III bonus.
16. **Essence Resistance** – Target gets a +50 bonus for all RRs versus Essence spells.
18. **Mentalism Resistance** – Target gets a +50 bonus for all RRs versus Mentalism spells.
20. **Protection V** – As *Protection II*, except bonuses are +25.
25. **Channeling Resistance** – Target gets a +50 bonus for all RRs versus Channeling spells.
35. **General IV** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class IV bonus
50. **Resistance True** – Target gets a +50 bonus for all RRs versus any realm of power's spells.

SPECIAL NOTES

General spells can be used to either add a bonus to a skill or skill category, a figured ability (Resistance Rolls, etc.), create adders, or create multipliers. The caster must specify what the effect of the *General* spell must be before item creation begins. Use the table below to determine the exact amount of the bonus.

GENERAL BONUS ITEMS				
Affects	Class			
	I	II	III	IV
Skills *	+5	+10	+15	+20
Skill Cats. †	+2	+4	+6	+8
0 · 1 · 1 · 0.5 · 0 ‡	+2	+4	+6	+8
Hits	+5	+15	+30	+45
PPs	+2	+4	+6	+8
RRs	+5	+10	+15	+20
Spell Adders	+1	+2	+3	+4
PP Multiplier	x1.25	x1.5	x2	x3

* – Applies to Skills with Standard or Combined progression.
† – Applies to Skill Categories with Standard progression.
‡ – Applies to Skills with 0 · 1 · 1 · 0.5 · 0 progression.



ITEM ANALYSIS

1. **Item Assessment** — Caster can assess the value of a non-magical item (e.g., jewelry, metal, a house, a boat, etc.,) to within 10%. This spell also allows the Alchemist to calculate respective values for the different cultures with which he is familiar.
2. **Item Tale** — Gives caster a general idea of the place of origin of a non-magical item, the race of the being who made it, when it was made (within 100 years), and whether it has any culture or historical significance.
3. **Detect Power** — Detects magical power in an item, but not its realm or potency.
4. **Detect Curse** — Caster learns if there is a curse on an item, but not its specific nature.
5. **Power Lore** — Caster learns the origin of an item's magical power. For example, he would learn whether a magic item had been made by spells, imbedded entities, ritual, or divine magic.
6. **Item Analysis I** — For each of an item's abilities, caster has a 20% chance of determining what enchanted abilities the item has. Once an *Item Analysis* spell has been cast on an item, it may not be cast on that item again until the caster has reached a new level of experience.
7. **Text Analysis** — Caster can read text written in an unknown language: understanding all concepts, vocabulary, syntax, idioms, and cultural references. Caster will not know a text's implications or any answers to riddles.
8. **Rune Analysis** — One rune may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effects.
9. **Symbol Analysis** — One symbol or ward may be safely examined (without setting it off) to determine its general purpose, approximate level, its type, and its general effects.
10. **Delving** — Gives significant details concerning an item's construction and purpose (but not specific powers)
11. **Spell Analysis** — Provides the Alchemist with information on an active or inactive spell, giving its duration, type, and the profession of its caster (but not exactly which spell it is).
12. **Item Analysis II** — As *Item Analysis I*, except that there is a 40% chance for discovering each ability.
13. **Curse Analysis** — Gives the origin of a curse, the source of its power, an idea of its effectiveness (i.e., level), and its general effects.
15. **Death Analysis** — Gives information concerning a being's death, such as how it died (e.g., weapon, disease, poison, spell, etc.,) and when death occurred (within 1 day per level if no body is present; unlimited otherwise).
16. **Power Analysis** — One item, person, or place may be examined to see if it has power, which realm(s) it is from, a general idea of its origins, and its general effect.
18. **Item Analysis III** — As *Item Analysis I*, except that there is a 60% chance for discovering each ability.
20. **Mass Analysis** — As any lower level spell on this list, except one item per round may be examined.
25. **Item Analysis IV** — As *Item Analysis I*, except that there is a 80% chance for discovering each ability.
30. **Item Analysis True** — As *Item Analysis I*, except that all abilities are automatically discovered.
50. **Analysis True** — As any lower level spell on this list (excluding *Mass Analyses*), except one item per round may be examined.

ESSENCE ALCHEMIST BASE LIST 13.2.3

ITEM ANALYSIS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Item Assessment	self	—	touch	I
☐ 2)	Item Tale	self	—	touch	I
☐ 3)	Detect Power	self	—	touch	I
☐ 4)	Detect Curse	self	—	touch	I
☐ 5)	Power Lore	self	—	touch	I
☐ 6)	Item Analysis I	self	—	touch	I
☐ 7)	Text Analysis	self	1 min/lvl (C)	touch	I
☐ 8)	Rune Analysis	self	—	touch	I
☐ 9)	Symbol Analysis	self	—	touch	I
☐ 10)	Delving	self	—	touch	I
☐ 11)	Spell Analysis	self	—	100'	I
☐ 12)	Item Analysis II	self	—	touch	I
☐ 13)	Curse Analysis	self	—	touch	I
☐ 14)					
☐ 15)	Death Analysis	self	—	touch	I
☐ 16)	Power Analysis	self	—	100'	I
☐ 17)					
☐ 18)	Item Analysis III	self	—	touch	I
☐ 19)					
☐ 20)	Mass Analyses	self	1 rnd/lvl	touch	I
☐ 25)	Item Analysis IV	self	—	touch	I
☐ 30)	Item Analysis True	self	—	touch	I
☐ 50)	Analysis True	self	1 rnd/lvl	touch	I



ESSENCE ALCHEMIST BASE LIST 13.2.4

ORGANIC SKILLS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Work Cloth	1 object	24 hrs	self	F
☐ 2)	Work Leather	1 object	24 hrs	self	F
☐ 3)	Work Wood	1 object	24 hrs	self	F
☐ 4)	Rune Paper I	1 object	24 hrs	self	F
☐ 5)	Work Organic	1 object	24 hrs	self	F
☐ 6)	Rune Paper II	1 object	24 hrs	self	F
☐ 7)	Make Wand	1 object	24 hrs	self	F
☐ 8)	Rune Paper III	1 object	24 hrs	self	F
☐ 9)					
☐ 10)	Make Rod	1 object	24 hrs	self	F
☐ 11)	Rune Paper V	1 object	24 hrs	self	F
☐ 12)					
☐ 13)	Organic Rune	1 object	24 hrs	self	F
☐ 14)	Rune Paper X	1 object	24 hrs	self	F
☐ 15)	Make Staff	1 object	24 hrs	self	F
☐ 16)	Rune Paper X	1 object	24 hrs	self	F
☐ 17)	Work Magic Cloth	1 object	24 hrs	self	F
☐ 18)	Work Magic Leather	1 object	24 hrs	self	F
☐ 19)	Work Magic Wood	1 object	24 hrs	self	F
☐ 20)	Work Organic True	1 object	24 hrs	self	F
☐ 25)	Lord Rune Paper	1 object	24 hrs	self	F
☐ 30)	Rune Paper XXX	1 object	24 hrs	self	F
☐ 50)	Rune Paper True	1 object	24 hrs	self	F

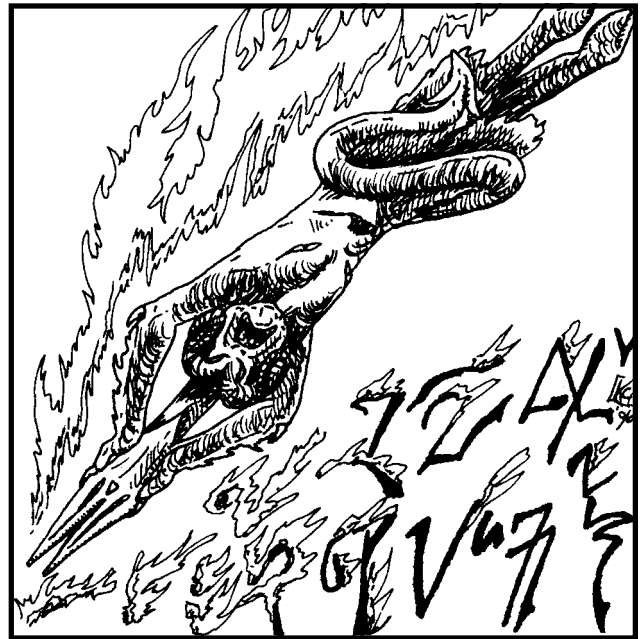
ORGANIC SKILLS

- Work Cloth** – Allows caster to flawlessly fabricate and fashion non-magical cloth. All required tools and materials must be present. The time to work the material is halved.
- Work Leather** – Allows caster to flawlessly create non-magical leather (from animal skins). All required tools and materials must be present. The time to work the material is halved.
- Work Wood** – Allows caster to flawlessly work non-magical wood. All required tools and materials must be present. The time to work the material is halved.
- Rune Paper I** – Allows caster to make a sheet of paper which will hold one first level spell. Also allows caster to flawlessly make and work non-magical paper. All required tools and materials must be present. The time to work the paper is halved.
- Work Organic** – Allows caster to work any non-magical organic material (e.g., horn, bone, chitin, wax, feathers, hair, etc.). All required tools and materials must be present. The time to work the material is halved.
- Rune Paper II** – As *Rune Paper I*, except the paper will hold a 1st or 2nd level spell.
- Make Wand** – Allows caster to make a “wand” which may have a 1st or 2nd level spell imbedded in it using an imbedding spell.
- Rune Paper III** – As *Rune Paper I*, except the paper will hold a 1st, 2nd, or 3rd level spell.
- Make Rod** – Allows caster to make a “rod” which may have a first to fifth level spell imbedded in it using an imbedding spell.

- Rune Paper V** – As *Rune Paper I*, except the paper will hold a 1st to 5th level spell.
- Organic Rune** – When cast immediately before a *Rune Paper* spell, this allows a rune to be placed upon any non-living organic material.
- Rune Paper VII** – As *Rune Paper I*, except the paper will hold a 1st to 7th level spell.
- Make Staff** – Allows caster to make a “staff” which may have a 1st to 10th level spell imbedded in it using an imbedding spell.
- Rune Paper X** – As *Rune Paper I*, except the paper will hold a 1st to 10th level spell.
- Work Magic Cloth** – Allows caster to flawlessly fabricate and fashion magical cloth. All required tools and materials must be present. The time to work the material is halved.
- Work Magic Leather** – Allows caster to flawlessly create magical leather (from animal skins). All required tools and materials must be present. The time to work the material is halved.
- Work Magic Wood** – Allows caster to flawlessly work magical wood. All required tools and materials must be present. The time to work the material is halved.
- Work Magic Organic True** – Allows caster to work any magical organic material (e.g., horn, bone, chitin, wax, feathers, hair, etc.). All required tools and materials must be present. The time to work the material is halved.
- Lord Rune Paper** – As *Rune Paper I*, except the paper will hold a 1st to 20th level spell.
- Rune Paper XXX** – As *Rune Paper I*, except the paper will hold a 1st to 30th level spell.
- Rune Paper True** – As *Rune Paper I*, except the paper will hold any level spell.

SPECIAL NOTES

Rune paper may be re-used. Each sheet may hold only one spell at a time, and that spell vanishes when used, but the same paper may then be re-inscribed with another rune.



WEAPON ENCHANTMENTS

2. **Enchantment** – Caster enchants a weapon which is to become his “Personal Weapon.” This spell grants the weapon a bonus equal to +1 per level of the caster to any attacks made with this weapon. If the caster gains in level, and he wishes the bonus to be increased as well, he must recast this spell. This “personal weapon” only gains the bonus in the hands of its owner.
3. **Empathy** – Allows the caster to enchant an item with “empathy.”
4. **Weapon I** – Allows the caster to enchant a weapon with a +5 bonus or a +10 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +0 non-magical bonus to begin with due to material composition. The bonus associated with this spell is not cumulative with other spell bonuses on this list (e.g., casting both a *Weapon I* and a *Weapon II* will not yield the same bonus as a *Weapon III*).
5. **Personal Tie** – Caster ties his “personal weapon” to himself. Anyone else who attempts to utilize his weapon will be at a -1 per level of the owner of the weapon.
6. **Cleave** – Allows caster’s “personal weapon” to cut wood as well as an axe, break stone as well as a mattock, or dig earth as well as a spade (must be designated at the time of casting).
7. **Low Intelligence** – Allows the caster to enchant an item with “Low Intelligence.”
8. **Weapon II** – As *Weapon I*, except weapons with a +10 bonus or a +15 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +5 non-magical bonus to begin with due to material composition.
9. **Blade Store** – Caster may store one spell on his “personal weapon.” The caster may not cast another spell while one is stored. *Blade Store* costs the same amount of PPs as the spell to be stored.
10. **Rejoining** – Caster is able to repair any damage to his Personal weapon. Caster is able to rejoin a broken portion of up to 1 linear inch per level.
11. **Missile Parry** – Caster is able to use his full “personal weapon” OB as a parry against missile attacks for the duration of this spell.
12. **Medium Intelligence** – Allows the caster to enchant an item with “Medium Intelligence.”
13. **Weapon III** – As *Weapon I*, except weapons with a +15 bonus or a +20 bonus versus a general group such as Elves, greater Drakes, etc., may be enchanted. The weapon must have a +10 non-magical bonus to begin with due to material composition.
15. **Body Sheath** – Caster “absorbs” his “personal weapon”, and may reproduce it by recasting this spell each time the weapon is un- and resheathed. The mass and weight of the weapon are added to the caster’s mass while the weapon is “sheathed.”
17. **High Intelligence** – Allows the caster to enchant an item with “High Intelligence.”
25. **Weapon IV** – As *Weapon I*, except weapons with a +20 bonus or a +25 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +15 non-magical bonus to begin with due to material composition.
18. **Elemental Parry** – Caster may use up to his entire normal weapon OB to “parry” one elemental spell attack. The caster’s OB is subtracted from the Directed Spell attack roll.
20. **Spell Parry** – Caster may use up to his entire “personal weapon” OB to “parry” a base spell attack (with a type of DE). The casters OB is subtracted from the Base Spell roll.
30. **Very High Intelligence** – Allows the caster to enchant an item with “Very High Intelligence.”
50. **Weapon V** – As *Weapon I*, except weapons with a +25 bonus or a +30 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. Weapon must be made a substance that provides a +20 material bonus.



ESSENCE ALCHEMIST BASE LIST 13.2.5

WEAPON ENCHANTMENTS



Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Enchantment	1 weapon	P	touch	F
☐ 3)	Empathy	self	24 hrs	self	F
☐ 4)	Weapon I	self	24 hrs	self	F
☐ 5)	Personal Tie	1 weapon	P	touch	F
☐ 6)	Cleave	1 weapon	1 min/lvl	touch	F
☐ 7)	Low Intelligence	self	24 hrs	self	F
☐ 8)	Weapon II	self	24 hrs	self	F
☐ 9)	Blade Store	1 weapon	varies	touch	F
☐ 10)	Rejoining	1 weapon	P	touch	F
☐ 11)	Missile Parry *	1 weapon	1 rnd/lvl	touch	F
☐ 12)	Medium Intelligence	self	24 hrs	self	F
☐ 13)	Weapon III	self	24 hrs	self	F
☐ 14)					
☐ 15)	Body Sheath	1 weapon	P	touch	F
☐ 16)					
☐ 17)	High Intelligence	self	24 hrs	self	F
☐ 18)	Elemental Parry *	1 weapon	1 parry	touch	U
☐ 19)					
☐ 20)	Spell Parry *	1 weapon	1 parry	touch	U
☐ 25)	Weapon IV	self	24 hrs	self	F
☐ 30)	Very High Intelligence	self	24 hrs	self	F
☐ 50)	Weapon V	self	24 hrs	self	F

SPECIAL NOTES

- 1) Special enchanted abilities that can be produced using the spells on this list can be found in Section 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the *Weapon* spells on this list.
- 2) *Weapon* spells on this list can create either a magical item with a bonus against all combatants, or a limited (but greater) bonus against a particular group. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses (if both bonuses are present in the item).
- 3) Enchanted weapons are considered to be superior in design (with +1 initiative and +20 Strength). In addition, all material bonuses and enchanted bonuses (the highest enchanted bonus if there are multiple bonuses) are added directly to the strength of the weapon.
- 4) An Alchemist can only create one “personal weapon” (through the *Enchantment* spell) at a time.
- 5) The spells on this list that do not deal directly with creating enchanted weapons (e.g., *Personal Tie*, *Cleave*, *Blade Store*, etc.,) will only work if cast on the Alchemist’s “personal weapon.”



CHANNELING ALCHEMIST BASE LIST 13.3.1

HOLY ARMORING

Lvl	Name	Area of Effect	Duration	Range	Type
1)					
2)	Bless I	1 target	varies	100'	U
3)					
4)	Repel Undead V	varies	1 min/lvl	100'	F
5)	Armor I	self	24 hrs	self	F
6)	Aura I	1 target	10 min/lvl	10'	U
7)	Remove Curse	1 target	P	touch	F
8)					
9)	Armor II	self	24 hrs	self	F
10)	Anti-Channels III	1 spell	—	100'	E
11)	Sphere of Blessing I	10'R	varies	10'	U
12)	Aura II	1 target	10 min/lvl	10'	U
13)	Repel Undead X	varies	1 min/lvl	100'	F
14)	Armor III	self	24 hrs	self	F
15)	Anti-channels VIII	1 spell	—	100'	E
16)					
17)	Bless III	varies	varies	100'	U
18)	Uncurse True	1 curse	P	touch	F
19)					
20)	Anti-Channels True	1 spell	—	100'	E
25)	Sphere of Blessing V	10'R	varies	10'	U
30)	Armor IV	self	24 hrs	self	F
50)	Protection True	1 target	10 min/lvl	10'	U

HOLY ARMORING

- Bless I** — Target gets a 5 bonus to his DB and maneuver rolls. The duration of this spell is 10 minutes per level if cast on a non-mobile target. If cast on a mobile target, the spell will last as long as the caster concentrates. If cast on a non-mobile target that is moved, the spell is displaced. If caster is the target, the duration is 1 minute per level.
- Repel Undead V** — Causes up to 5 Undead to flee or disintegrate. All Undead have a class assigned to them. This spell will affect up to 5 points of Undead (Class I Undead count as 1 point, Class II Undead count as 2 points, etc.). Animated Dead (See the Evil Channeling List, Necromancy, in *Spell Law*) are treated as Class I Undead and are not entitled to an RR (i.e., they automatically disintegrate if the spell does not fail). *Creatures and Monsters* provides complete descriptions of the different types of Undead.

Each target is entitled to an RR. If the target fails the RR by 50 or less, it will flee (if the target cannot flee, it will remain motionless). If the target fails by more than 50, it disintegrates. One Base Attack Roll is applied to all targets. For the purposes of RRs, if no class is given for an Undead, use the following Table to determine its class.

Level	Class
1-2	I
3-5	II
6-8	III
9-12	IV
13-15	V
16+	VI

The RR of any single Undead can be modified by concentrating the effects of the spell on the target. For each additional point of the spell allocated to a target (beyond those normally needed to affect it), that target's RR is modified by -5. Thus, *Repel Undead V* could affect five Class I Undead with no RR modifier **or** one Class I Undead with an RR modifier of -20 **or** once Class II Undead with an RR modifier of -5 and two Class I Undead with no RR modifier **or** any other combination of targets providing no more than 5 points were allocated.

- Armor I** — Allows the caster to enchant armor and shields giving them a +5 magical bonus or a +10 bonus versus a general group such as Elves, greater Drakes, etc. The armor must have a +0 non-magical bonus to begin with due to material composition.
- Aura I** — Creates a bright aura about the target, making him appear more powerful and subtracting 10 from all attacks against the target.
- Remove Curse** — Dispel a curse if the curse fails an RR. The curse's level is the level of the caster of the original curse. If the curse is not dispelled, the caster cannot try again until he has gone up another level of experience.
- Armor II** — As *Armor I*, except armor and shields can be enchanted with a +10 bonus or a +15 bonus versus a general group such as Elves, greater Drakes, etc. The armor must have a +5 non-magical bonus to begin with due to material composition.
- Anti-Channels III** — Cancels up to a *Channels III* spell being transmitted or received within the range. Note that the Channels spell gets RR.
- Sphere of Blessing** — As *Bless*, except all within the radius are allowed the effects of a *Bless* spell (i.e., the caster may divide the effects of a Bless spell over as many targets as he likes as long as they are within the radius).
- Aura II** — As *Aura I*, except the bonus is +20.
- Repel Undead X** — As *Repel Undead V*, except 10 points of Undead may be affected.
- Armor III** — As *Armor I*, except armor and shields can be enchanted with a +15 bonus or a +20 bonus versus a general group such as Elves, greater Drakes, etc. The weapon must have a +10 non-magical bonus to begin with due to material composition.
- Anti-Channels VIII** — As *Anti Channels III*, except affects up to a *Channels VIII*.
- Bless III** — As *Bless I*, except total bonus is 15 and bonuses may be spread over 1-3 targets. One target would get a +15 bonus; three targets would get +5 each; etc.
- Uncurse True** — [RR Mod: -50] As *Remove Curse*, except for the RR modification.
- Anti-Channels True** — As *Anti-Channels III*, except any *Channels* spell may be canceled. Spells channeled with the aide of a *Holy Bridge* (see Cleric Base list, Channels, in *Spell Law*) are not affected.
- Sphere of Blessing V** — As *Sphere of Blessing*, except all within the bonus are receive the benefits of a *Bless V* (i.e., a +25 bonus may be divided up over as many targets as the caster likes as long as they are within the radius).
- Armor IV** — As *Armor I*, except armor and shields can be enchanted with a +20 bonus or a +25 bonus versus a general group such as Elves, greater Drakes, etc. The weapon must have a +15 non-magical bonus to begin with due to material composition.
- Protection True** — Target gets a +30 bonus to his RRs, maneuver rolls, and DB, **and** 30 is subtracted from all elemental attacks against him.

SPECIAL NOTES

- Special enchanted abilities that can be produced using the spells on this list can be found in Section 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the *Armor* spells on this list.
- Armor* spells on this list can create either a magical item with a bonus against all combatants or a limited, but greater, bonus against a particular group. Generally, the limited bonus is applied as a second enchanted ability after the general plus has been given to the item, though this need not be the case. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses if both are present in the item.
- Enchanted Armor is considered to be superior in design, and thus, the Armor Penalties are reduced by 10. Armor penalties cannot be reduced below 0. Enchanted Armor normally made with a .85 weight reduction. This reduction is applied after the minus 10 for superior design.
- Bless*, *Protection*, and *Protection Sphere* spells are **not** cumulative with each other, **nor** are the cumulative with other Resistance, Prayer, Bless, Protection, and Protection Sphere spells.
- For all spell that effect Undead, GMs may want to give modifications to certain very powerful Undead. See *Creatures and Monsters* for a complete listing of Undead.

HOLY OFFICE

2. **Guess** – When faced with a choice about which he has little or no information (e.g., which corridor leads outside the quickest), the caster may cast this spell and the GM will determine which way he goes, biasing the choice favorably by 25% (e.g., roll d100: correct on a 26-100, incorrect on a 1-25).
4. **Intuitions I** – Caster gains a vision of what will probably happen in the next minute if he takes a specific action.
5. **Dream I** – Caster has a dream relating to a topic decided upon just before retiring. The caster must sleep for a normal sleep cycle (minimum of 4 hours) for this spell to work.
6. **General I** – Allows the caster to enchant general type magic items giving them a Class I bonus.
7. **Intuitions III** – As *Intuitions I*, except caster gets to gaze 3 minutes into the future.
8. **Death's Tale** – Caster gets a vision of the events surrounding the death of any 1 dead target through the eyes of the deceased. He also gets a view of the killer (if any). The caster must be within 10' of the corpse. The corpse must have died within a number of years equal to the caster's level.
9. **Channel Opening I** – Caster can make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being.
10. **General II** – As *General I*, except general type magic items with bonuses can be enchanted with a Class II bonus
11. **Commune I** – Caster receives (usually from his patron deity) a "yes" or a "no" answer to a question on a single topic. This spell may be used a maximum of once per day.
13. **Intuitions X** – As *Intuitions I*, except caster gets to gaze 10 minutes into the future.
15. **General III** – As *General I*, except general type magic items with bonuses can be enchanted with a +15 bonus to a skill or ability. A spell adders and multipliers are treated differently; the alchemist may enchant a +3 spell adder or a x2 multiplier.
16. **Magic Basin I** – The target of this spell is a small pool of clear, clean water. The water must be calm (and remain calm for the spell duration). The caster may designate a topic and a vision will appear in the pool that relates to the topic. This vision normally takes 5-50 rounds.
18. **Channel Opening II** – As *Channel Opening I*, except for range.
20. **Commune True** – As *Commune I*, except caster can receive a more detailed answer (e.g., a name or a short phrase) to a question involving only 1 concept.
25. **Magic Basin II** – As *Magic Basin I*, except up to two topics may be designated (5-50 rounds is required for each one).
35. **General IV** – As *General I*, except general type magic items with bonuses can be enchanted with a Class IV bonus
50. **High Prayer** – Caster receives detailed information from his deity on a single topic question.

SPECIAL NOTES

- 1) General spells can be used to either add a bonus to a skill or skill category, a figured ability (Resistance Rolls, etc.), create adders, or create multipliers. The caster must specify what the effect of the General Spell must be before item creation begins.
- 2) When using Guess, the caster must have a limited number of options (i.e., finite and countable). After the spell is cast, the caster may not cast another Guess for the same information until his experience level has increased (See *Spell Law*, Section 15.3).
- 3) See *Spell Law*, Section 15.16, for more information on dreams and symbolism in divination.

CHANNELING ALCHEMIST BASE LIST 13.3.2

HOLY OFFICE

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Guess	caster	—	self	I
☐ 3)					
☐ 4)	Intuitions I	caster	—	self	I
☐ 5)	Dream I	caster	sleep	self	I
☐ 6)	General I	self	24 hrs	self	F
☐ 7)	Intuitions III	caster	—	self	I
☐ 8)	Death's Tale	caster	—	self	I
☐ 9)	Channel Opening I	1 being	C	1 mile/lvl	U
☐ 10)	General II	self	24 hrs	self	F
☐ 11)	Commune I	caster	—	self	I
☐ 12)					
☐ 13)	Intuitions X	caster	—	self	I
☐ 14)					
☐ 15)	General III	self	24 hrs	self	F
☐ 16)	Magic Basin I	1 pool	1 min/lvl	10'	I
☐ 17)					
☐ 18)	Channel Opening II	1 being	C	10 miles/lvl	U
☐ 19)					
☐ 20)	Commune True	caster	C	self	I
☐ 25)	Magic Basin II	1 pool	1 min/lvl	10'	I
☐ 35)	General IV	self	24 hrs	self	F
☐ 50)	High Prayer	caster	C	self	I

GENERAL BONUS ITEMS

Affects	Class			
	I	II	III	IV
Skills *	+5	+10	+15	+20
Skill Cats. †	+2	+4	+6	+8
0·1·1·0.5·0 ‡	+2	+4	+6	+8
Hits	+5	+15	+30	+45
PPs	+2	+4	+6	+8
RRs	+5	+10	+15	+20
Spell Adders	+1	+2	+3	+4
PP Multiplier	x1.25	x1.5	x2	x3

* – Applies to Skills with Standard or Combined progression.
† – Applies to Skill Categories with Standard progression.
‡ – Applies to Skills with 0·1·1·0.5·0 progression.



CHANNELING ALCHEMIST BASE LIST 13.3.3

HOLY WARDS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Detect Ward	5'R	1 min/lvl (C)	50'	U
☐ 2)	Ward Lore	1 ward	—	100'	I
☐ 3)	Bypass Ward	1 target	1 hr/lvl	touch	U
☐ 4)					
☐ 5)	Protect Site	5'R	1 hr/lvl	touch	U
☐ 6)	Spell Ward I	5'R/lvl	1 hr/lvl	touch	U
☐ 7)	Alarm Ward I	5'R/lvl	1 hr/lvl	touch	U
☐ 8)					
☐ 9)	Spell Ward II	5'R/lvl	1 hr/lvl	touch	U
☐ 10)	Scrying Ward I	5'R/lvl	1 hr/lvl	touch	U
☐ 11)	Spell Ward III	5'R/lvl	1 hr/lvl	touch	U
☐ 12)	Alarm Ward II	10'R/lvl	1 hr/lvl	touch	U
☐ 13)					
☐ 14)	Repulsion Ward	5'R/lvl	1 hr/lvl	touch	U
☐ 15)	Spell Ward IV	5'R/lvl	1 hr/lvl	touch	U
☐ 16)	Spell Ward V	5'R/lvl	1 hr/lvl	touch	U
☐ 17)					
☐ 18)	Scrying Ward II	10'R/lvl	1 hr/lvl	touch	U
☐ 19)					
☐ 20)	Spell Ward VII	5' R/lvl	1 hr/lvl	touch	U
☐ 25)	Alarm Ward III	15'R/lvl	1 hr/lvl	touch	U
☐ 30)	Exclusion Ward	5'R/lvl	1 hr/lvl	touch	U
☐ 50)	Lord Spell Ward	5'R/lvl	1 hr/lvl	touch	U

11. **Spell Ward III** — As *Spell Ward I*, except the caster may prevent up to three different spells (and all versions of those spells).
12. **Alarm Ward II** — As *Alarm Ward I*, except for the area of effect.
14. **Repulsion Ward** — As *Protect sight*, except for the area of effect.
15. **Spell Ward IV** — As *Spell Ward I*, except the caster may prevent up to four different spells (and all versions of those spells).
16. **Spell Ward V** — As *Spell Ward I*, except the caster may prevent up to five different spells (and all versions of those spells).
18. **Scrying Ward II** — As *Scrying Ward I*, except for the area of effect.
20. **Spell Ward VII** — As *Spell Ward I*, except the caster may prevent up to seven different spells (and all versions of those spells).
25. **Alarm Ward III** — As *Alarm Ward I*, except for the area of effect.
30. **Exclusion Ward** — As *Repulsion Ward*, except that caster may also specify a single sentient race that will receive an additional penalty of 20 to their RR (when they attempt to enter the protected area).
50. **Lord Spell Ward** — As *Spell Ward I*, except the caster may prevent up to twenty different spells (and all versions of those spells).

SPECIAL NOTES

A ward is a magical inscription placed on an object. The object can be mobile, but if the object is moved while the ward is active, the ward is canceled. All spells above 3rd level create wards.

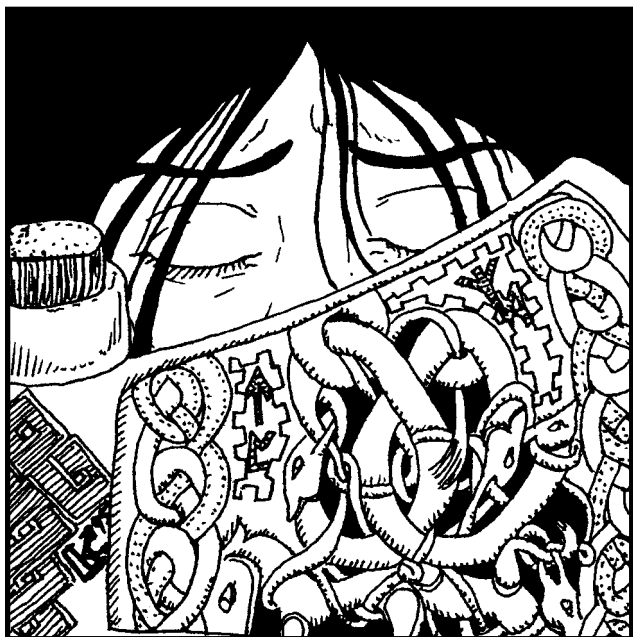


HOLY WARDS

1. **Detect Ward** — Detects any active ward; caster can concentrate on a different 5'R each round.
2. **Ward Lore** — Caster gains understanding of the nature of the target ward (including all things prohibited/protected by the ward).
3. **Bypass Ward** — Allows caster to designate a target who is immune to the effects of one of the caster's wards for the duration of this spell.
5. **Protected Site** — The area of the spell is protected from intrusion by any normal creatures. any creatures above level 0 must make an RR (versus the level of the caster) or they will not be able to enter the protected area).
6. **Spell Ward I** — The caster prevents the casting of a single spell from outside of the area to inside of the area. The caster declares the specific spell to be prevented when this spell is cast (all versions of the spell are prevented; e.g., if *Fire Bolt* were declared, *Fire Bolt I*, *Fire Bolt V*, and *Cornering Fire Bolt* would be prevented). The intruding spell gets an RR versus the level of the caster (modified by . 30). If the intruding spell passes its RR, it may enter the area unhindered.
7. **Alarm Ward I** — The caster is alerted if any sentient being enters the area. The alarm may be silent (empathic) or audible. The caster must decide at the time of casting) the volume of the alarm. If set to be audible, the alarm will sound for 10 minutes before stopping.
9. **Spell Ward II** — As *Spell Ward I*, except the caster may prevent up to two different spells (and all versions of those spells).
10. **Scrying Ward I** — As *Spell Ward I*, except that this spell prevents all magical scrying. If anything in the area might show up on any spell with a type of I, it will not show up. Spells that allow sensing within the area will be muffled (providing slightly obscured information).

HOLY WEAPONS

2. **Holy Attack I** – Adds +15 to the caster's melee or missile attack for the current round.
3. **Empathy** – Allows the caster to enchant an item with "empathy."
4. **Weapon I** – Allows the caster to enchant a weapon with a +5 bonus or a +10 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +0 non-magical bonus to begin with due to material composition. The bonus associated with this spell is not cumulative with other spell bonuses on this list (i.e., casting both a *Weapon I* and a *Weapon II* will not yield the same bonus as a *Weapon III*).
5. **Holy Attack II** – As *Holy Attack I*, except bonus is +20.
7. **Low Intelligence** – Allows the caster to enchant an item with "Low Intelligence".
8. **Weapon II** – As *Weapon I*, except weapons with a +10 bonus or a +15 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +5 non-magical bonus to begin with due to material composition.
9. **Holy Aura** – A bright, shimmering aura surrounds the caster. All creatures "of darkness" who are in the area of effect must make an RR each round or receive an 'A' severity critical (type to be determined by the GM; based upon the nature of the creature).
10. **Holy Attack III** – As *Holy Attack I*, except bonus is +25.
12. **Medium Intelligence** – Allows the caster to enchant an item with "Medium Intelligence."
13. **Weapon III** – As *Weapon I*, except weapons with a +15 bonus or a +20 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +10 non-magical bonus to begin with due to material composition.
14. **Holy Attack IV** – As *Holy Attack I*, except bonus is +30.
15. **Holy Aura II** – As *Holy Aura I*, except delivers a 'B' critical.
17. **High Intelligence** – Allows the caster to enchant an item with "High Intelligence."
18. **Holy Attack V** – As *Holy Attack I*, except bonus is +35.
20. **Holy Attack VII** – As *Holy Attack I*, except bonus is +45.
25. **Weapon IV** – As *Weapon I*, except weapons with a +20 bonus or a +25 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +15 non-magical bonus to begin with due to material composition.
30. **Very High Intelligence** – Allows the caster to enchant an item with "Very High Intelligence."



CHANNELING ALCHEMIST BASE LIST 13.3.4

HOLY WEAPONS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Holy Attack I *	self	—	self	U
☐ 3)	Empathy	self	24 hrs	self	F
☐ 4)	Weapon I	self	24 hrs	self	F
☐ 5)	Holy Attack II *	self	—	self	U
☐ 6)					
☐ 7)	Low Intelligence	self	24 hrs	self	F
☐ 8)	Weapon II	self	24 hrs	self	F
☐ 9)	Holy Aura I	10'R	1 min/lvl	self	F
☐ 10)	Holy Attack III *	self	—	self	U
☐ 11)					
☐ 12)	Medium Intelligence	self	24 hrs	self	F
☐ 13)	Weapon III	self	24 hrs	self	F
☐ 14)	Holy Attack IV *	self	—	self	U
☐ 15)	Holy Aura II	10'R	1 min/lvl	self	F
☐ 16)					
☐ 17)	High Intelligence	self	24 hrs	self	F
☐ 18)	Holy Attack V *	self	—	self	U
☐ 19)					
☐ 20)	Holy Attack VII *	self	—	self	U
☐ 25)	Weapon IV	self	24 hrs	self	F
☐ 30)	Very High Intelligence	self	24 hrs	self	F
☐ 50)	Weapon V	self	24 hrs	self	F

50. **Weapon V** – As *Weapon I*, except weapons with a +25 bonus or a +30 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. Weapon must be made of a substance that provides a +20 material bonus.

SPECIAL NOTES

- 1) Special enchanted abilities that can be produced using the spells on this list can be found in Section 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the *Armor* spells on this list.
- 2) *Armor* spells on this list can create either a magical item with a bonus against all combatants or a limited, but greater, bonus against a particular group. Generally, the limited bonus is applied as a second enchanted ability after the general plus has been given to the item, though this need not be the case. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses if both are present in the item.
- 3) Enchanted Armor is considered to be superior in design, and thus, the Armor Penalties are reduced by 10. Armor penalties cannot be reduced below 0. Enchanted Armor normally made with a .85 weight reduction. This reduction is applied after the minus 10 for superior design.



CHANNELING ALCHEMIST BASE LIST 13.3.5

HOLY WORKS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Work Cloth	self	24 hrs	self	F
☐ 2)	Work Leather	self	24 hrs	self	F
☐ 3)	Work Wood	self	24 hrs	self	F
☐ 4)	Holy Vestment	1 vestment	P	touch	F
☐ 5)	Work Organic	self	24 hrs	self	F
☐ 6)	Vestment of Combat v	1 vestment	1 min/lvl	touch	Fv
☐ 7)	Make Wand	self	24 hrs	self	F
☐ 8)	Holy Water I	4 oz.	P	touch	Fv
☐ 9)					
☐ 10)	Make Rod	self	24 hrs	self	F
☐ 11)	Vestments of War	1 vestment	1 min/lvl	touch	Fv
☐ 12)	Holy Water II	4 oz.	P	touch	Fv
☐ 13)	Exorcism	1 target	P	20'	Fv
☐ 14)					
☐ 15)	Make Staff	self	24 hours	self	F
☐ 16)	Dismissal	1 target	P	100'	Fv
☐ 17)					
☐ 18)	Work Magic Cloth	self	24 hrs	self	F
☐ 19)	Work Magic Leather	self	24 hrs	self	F
☐ 20)	Work Magic Wood	self	24 hrs	self	F
☐ 25)	Work Organic True	self	24 hrs	self	F
☐ 30)	Holy Water III	4 oz.	P	touch	Fv
☐ 50)	Holy Water True	20 oz.	P	touch	Fv



13. **Exorcism** – Dismisses a demon from a person or structure for 100-1000 years. Requires 4 oz. holy water. Multiple possessions must be removed one by one. Demons get an RR.
15. **Make Staff** – Allows caster to make a “staff” which may be imbedded in it using Essence, Mentalism, Channeling, or Arcane.
16. **Dismissal** – As *Exorcism*, except that there is a -20 RR modification **and** the demon is dismissed for 200-1200 years. If the demon resists the spell, a spell failure results with the roll being modified by the amount saved + the spell level. If the demon does not resist, the caster learns the name of the demon and may ask it a question which it must answer truthfully.
18. **Work Magic Cloth** – Allows caster to flawlessly fabricate and fashion magical cloth. All required tools and materials must be present. The time to work the material is halved.
19. **Work Magic Leather** – Allows caster to flawlessly create magical leather (from animal skins). All required tools and materials must be present. The time to work the material is halved.
20. **Work Magic Wood** – Allows caster to flawlessly work magical wood. All required tools and materials must be present. The time to work the material is halved.
25. **Work Magic Organic True** – Allows caster to work any magical organic material (e.g., horn, bone, chitin, wax, feathers, hair, etc.). All required tools and materials must be present. The time to work the material is halved.
30. **Holy Water III** – As *Holy Water I*, except the holy water inflicts a ‘D’ critical against Undead.
50. **Holy Water True** – As *Holy Water I*, except the holy water inflicts a ‘E’ critical against Undead. This spell also allows the Alchemist to produce five vials of holy water at one time.

HOLY WORKS

1. **Work Cloth** – Allows caster to flawlessly fabricate and fashion non-magical cloth. All required tools and materials must be present. The time to work the material is halved.
2. **Work Leather** – Allows caster to flawlessly create non-magical leather (from animal skins). All required tools and materials must be present. The time to work the material is halved.
3. **Work Wood** – Allows caster to flawlessly work non-magical wood. All required tools and materials must be present. The time to work the material is halved.
4. **Holy Vestment** – Consecrates vestment for usage of many spells on this list.
5. **Work Organic** – Allows caster to work any non-magical organic material (e.g., horn, bone, chitin, wax, feathers, hair, etc.). All required tools and materials must be present. The time to work the material is halved.
6. **Vestments of Combat** – The target’s vestment becomes AT 3 with a +10 DB modification. For the duration of the spell the vestment cannot be soiled as all dirt, blood, etc., will sheet off. Will not clear an dirty vestment.
7. **Make Wand** – Allows caster to make a “wand” which may be imbedded in it using Essence, Mentalism, Channeling, or Arcane.
8. **Holy Water I** – Converts 4 oz. of clear spring water to holy water. Holy water is used for ceremonies and to combat Undead. Undead take a ‘B’ heat critical (or some other type, GM discretion, if the creature is immune to Heat criticals) when splashed. The water should be stored in fine crystal vials intended specifically for holy water storage.
10. **Make Rod** – Allows caster to make a “rod” which may be imbedded in it using Essence, Mentalism, Channeling, or Arcane.
11. **Vestments of War** – As *Vestments of Combat*, except the vestment is treated as AT 4 with a +20 DB modification.
12. **Holy Water II** – As *Holy Water I*, except the holy water inflicts a ‘C’ critical against Undead.

SPECIAL NOTES

- 1) Certain spells (marked with a “v”) require that the caster wear a “Vestment.” A caster may only have one vestment at a time, and to be usable it must be clean (i.e., excessive dirt, sweat, etc. will make the vestment unusable until cleaned and the vestment is consecrated again with the *Holy Vestment* spell). In general Holy Vestment must be cast on a vestment each day it is worn. If the vestment is worn into battle in conjunction with Vestment at Combat or Vestment of War, the vestment will remain clean for the duration of the spell.
- 2) For level purposes, treat holy water as having a level equal to the level of the *Holy Water* spell used to create it (i.e., either 8th, 12th, 30th, or 50th).



ATTACK MASTERY

2. **Well Aimed Attack I** – The next attack made by the caster (within one minute of casting this spell), receives a bonus of +25.
3. **Empathy** – Allows the caster to enchant an item with “empathy.”
4. **Weapon I** – Allows the caster to enchant an weapon with a +5 bonus or a +10 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +0 non-magical bonus to begin with due to material composition. The bonus associated with this spell is not cumulative with other spell bonuses on this list (i.e., casting both a *Weapon I* and a *Weapon II* will not yield the same bonus as a *Weapon III*).
5. **Open Ambush I** – If the next attack made by the caster (within one minute of casting) gets a “flank” or “rear” bonus, he may use his Ambush skill with a bonus of +1 rank (even if the target is aware of the caster).
6. **Targeting I** – After this spell is cast (within one minute of casting this spell), the caster may fire a missile weapon at a non-moving target (or at a target that is moving predictably). The roll to resolve any resulting critical may be modified up or down by 1.
7. **Low Intelligence** – Allows the caster to enchant an item with “Low Intelligence.”
8. **Weapon II** – As *Weapon I*, except weapons with a +10 bonus or a +15 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +5 non-magical bonus to begin with due to material composition.
9. **Well Aimed Attack II** – As *Well Aimed Attack I*, except bonus is +50.
10. **Open Ambush II** – As *Open Ambush I*, except the modification is +2 ranks.
11. **Targeting II** – As *Targeting I*, except the modification is +2.
12. **Medium Intelligence** – Allows the caster to enchant an item with “Medium Intelligence.”
13. **Weapon III** – As *Weapon I*, except weapons with a +15 bonus or a +20 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +10 non-magical bonus to begin with due to material composition.
14. **Lighting Reflexes** – Caster gets a bonus of +10 to his initiative roll (s) this round.
15. **Well Aimed Attack III** – As *Well Aimed Attack I*, except bonus is +75.
17. **High Intelligence** – Allows the caster to enchant an item with “High Intelligence.”
18. **Slaying Attack** – The next attack made (within one minute of casting this spell) against one target within the caster’s current field of vision will be resolved as a slaying attack. The attack must occur before the duration of this spell is up
20. **Well Aimed Attack True** – As *Well Aimed Attack I*, except bonus is +100.
25. **Weapon IV** – As *Weapon I*, except weapons with a +20 bonus or a +25 bonus versus a general group such as Elves, greater Drakes, etc., may be enchanted. The weapon must have a +15 non-magical bonus to begin with due to material composition.
30. **Very High Intelligence** – Allows the caster to enchant an item with “Very High Intelligence.”
50. **Weapon V** – As *Weapon I*, except weapons with a +25 bonus or a +30 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. Weapon must be made of Mithril, or other substance that provides a +20 material bonus.

MENTALISM ALCHEMIST BASE LIST 13.4.1

ATTACK MASTERY

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Well Aimed Attack I	caster	varies	self	U
☐ 3)	Empathy	self	24 hrs	self	F
☐ 4)	Weapon I	self	24 hrs	self	F
☐ 5)	Open Ambush I	caster	varies	self	U
☐ 6)	Targeting I	caster	varies	self	U
☐ 7)	Low Intelligence	self	24 hrs	self	F
☐ 8)	Weapon II	self	24 hrs	self	F
☐ 9)	Well Aimed Attack II	caster	varies	self	U
☐ 10)	Targeting II	caster	varies	self	U
☐ 11)	Open Ambush II	caster	varies	self	U
☐ 12)	Medium Intelligence	self	24 hrs	self	F
☐ 13)	Weapon III	self	24 hrs	self	F
☐ 14)	Lightning Reactions*	caster	–	self	U
☐ 15)	Well Aimed Attack III	caster	varies	self	U
☐ 16)					
☐ 17)	High Intelligence	self	24 hrs	self	F
☐ 18)	Slaying Attack	caster	1 min/lvl	self	U
☐ 19)					
☐ 20)	Well Aimed Attack True	caster	varies	self	U
☐ 25)	Weapon IV	self	24 hrs	self	F
☐ 30)	Very High Intelligence	self	24 hrs	self	U
☐ 50)	Weapon V	self	24 hrs	self	F

SPECIAL NOTES

- 1) Special enchanted abilities that can be produced using the spells on this list can be found in Section 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the *Weapon* spells on this list.
- 2) *Weapon* spells on this list can create either a magical item with a bonus against all combatants, or a limited (but greater) bonus against a particular group. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses (if both bonuses are present in the item).
- 3) Enchanted weapons are considered to be superior in design (with +1 initiative and +20 Strength). In addition, all material bonuses and enchanted bonuses (the highest enchanted bonus if there are multiple bonuses) are added directly to the strength of the weapon.



MENTALISM ALCHEMIST BASE LIST 13.4.2

DEFENSE MASTERY

Lvl	Name	Area of Effect	Duration	Range	Type
1)					
2)	Turn Attack *	1 attack	—	self	U
3)	Unpain I *	caster	1 min/lvl	self	Us
4)	Deflect I *	1 missile	—	self	U
5)	Armor I	self	24 hrs	self	F
6)	Bladeturn I *	self	—	self	U
7)	Aim Untrue *	1 missile	—	self	U
8)					
9)	Armor II	self	24 hrs	self	F
10)	Unpain II *	caster	1 min/lvl	self	Us
11)	Deflect II *	2 missiles	—	self	U
12)	Spell Deflect I *	1 spell	—	self	U
13)					
14)	Armor III	self	24 hrs	self	F
15)	Bladeturn II *	2 attacks	—	self	U
16)	Deflect III *	3 attacks	—	self	U
17)	Spell Deflect II *	2 spells	—	self	U
18)					
19)					
20)	Bladeturn III *	3 attacks	—	self	U
25)	Spell Deflect III	3 spells	—	self	U
30)	Armor IV	self	24 hrs	self	F
50)	Deflect True	3 attacks	—	self	U

16. **Deflect III** — As *Deflect I*, except it is against 3 missile attacks.

17. **Spell Deflect II** — As *Spell Deflect I*, except it is against 2 elemental spell attacks.

20. **Bladeturn III** — As *Bladeturn I*, except it is against 3 melee attacks.

25. **Spell Deflect III** — As *Spell Deflect I*, except it is against 3 elemental spell attacks.

30. **Armor IV** — As *Armor I*, except armor and shields can be enchanted with a +20 bonus or a +25 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +15 non-magical bonus to begin with due to material composition.

50. **Deflect True** — As *Deflect I*, *Bladeturn I*, and *Spell Deflect I*; except any three attacks may be deflected.

SPECIAL NOTES

1) Special enchanted abilities that can be produced using the spells on this list can be found in Section 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the Weapon and Armor Spells on this list.

2) Armor spells on this list can create either a magical item with a bonus against all combatants or a limited, but greater, bonus against a particular group. Generally, the limited bonus is applied as a second enchanted ability after the general plus has been given to the item, though this need not be the case. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses if both are present in the item.

3) Enchanted Armor is considered to be superior in design, and thus, the Armor Penalties are reduced by 10. Armor penalties cannot be reduced below 0. Enchanted Armor normally made with a .85 weight reduction. This reduction is applied after the minus 10 for superior design.

4) When casting a spell that can affect multiple targets, the caster can concentrate in order to hold the spell until it can be applied to the allowed number of targets.

5) See *RMFRP*, Section 24.1, for more information on healing.

DEFENSE MASTERY

2. **Turn Attack** — Caster adds +20 to his DB versus one attack (missile or melee).

3. **Unpain I** — Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out. Hits are still taken and remain when the duration expires.

4. **Deflect I** — Deflects one missile fired at the caster; that missile has 100 subtracted from its attack (caster must be able to see the attack).

5. **Armor I** — Allows the caster to enchant armor and shields can be enchanted giving them a +5 magical bonus or a +10 bonus versus a general group (such as Elves, greater Drakes, etc.). The armor must have a +0 non-magical bonus to begin with due to material composition.

6. **Bladeturn I** — Deflects any one melee attack that the caster can see. This causes 50 to be subtracted from the attack.

7. **Aim Untrue** — As *Deflect I*, except missile automatically misses.

9. **Armor II** — As *Armor I*, except armor and shields can be enchanted with a +10 bonus or a +15 bonus versus a general group (such as Elves, greater Drakes, etc.). The armor must have a +5 non-magical bonus to begin with due to material composition.

10. **Unpain II** — As *Unpain I*, except 50% additional hits may be sustained.

11. **Deflect II** — As *Deflect I*, except it is against 2 missile attacks.

12. **Spell Deflect I** — Deflects one elemental spell against caster. The attack roll has -50 added to it (must be in the caster's field of vision).

14. **Armor III** — As *Armor I*, except armor and shields can be enchanted with a +15 bonus or a +20 bonus versus a general group (such as Elves, greater Drakes, etc.) The weapon must have a +10 non-magical bonus to begin with due to material composition.

15. **Bladeturn II** — As *Bladeturn I*, except it is against 2 melee attacks.





EXTERNAL CONCENTRATION

1. **Work Cloth** – Allows caster to flawlessly fabricate and fashion non-magical cloth. All required tools and materials must be present. The time to work the material is halved.
2. **Work Leather** – Allows caster to flawlessly create non-magical leather (from animal skins). All required tools and materials must be present. The time to work the material is halved.
3. **Work Wood** – Allows caster to flawlessly work non-magical wood. All required tools and materials must be present. The time to work the material is halved.
4. **Temperature Change** – Allows caster to raise the temperature of 1 cubic foot of any solid, inanimate material up to 500° F at a rate of 50 degrees per round of concentration. Alternately, caster may chill the material down to 0° F at a rate of 50° per round of concentration. Raising or lowering the temperature of additional material (up to a maximum of 1 cubic foot per level) is accomplished at the same rate.
5. **Work Organic** – Allows caster to work any non-magical organic material (e.g., horn, bone, chitin, wax, feathers, hair, etc.). All required tools and materials must be present. The time to work the material is halved.
6. **Cracks Call** – Any previous cracks or flaws in material up to a 10' x 10' x 10' section will extend to their limit.
7. **Make Wand** – Allows caster to make a “wand” which may be imbedded in it using Essence, Mentalism, Channeling, or Arcane.
9. **Woodfires** – Causes any non-magical wood to ignite and burn. All wood ignited must be within 1' of caster's palm.
10. **Make Rod** – Allows caster to make a “rod” which may be imbedded in it using Essence, Mentalism, Channeling, or Arcane.
11. **Stone/Earth/Mud** – Will turn 100 cubic feet of stone to packed earth, or 100 cubic feet of earth to mud, or 100 cubic feet of mud to earth, or 100 cubic feet of earth to stone.
12. **Shatter** – Causes a non-metal, inanimate object to shatter (up to 1 cubic foot in size). All within 5'R take an 'A' Impact critical (anyone holding the object takes a 'C'). Metal objects get a +30 RR modification.
14. **Mold Solid** – By molding with his hands, caster may shape 1 cubic foot of solid, inanimate material as if it were putty or clay. At the end of the spell's duration, the stone will harden to normal consistency.
15. **Make Staff** – Allows caster to make a “staff” which may be imbedded in it using Essence, Mentalism, Channeling, or Arcane.



MENTALISM ALCHEMIST BASE LIST 13.4.3

EXTERNAL CONCENTRATION

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Work Cloth	self	24 hrs	self	F
☐ 2)	Work Leather	self	24 hrs	self	F
☐ 3)	Work Wood	self	24 hrs	self	F
☐ 4)	Temperature Change	1 cu'/lvl	24 hrs	touch	F
☐ 5)	Work Organic	self	24 hrs	self	F
☐ 6)	Cracks Call	10' x 10' x 10'	—	10'	F
☐ 7)	Make Wand	self	24 hrs	self	F
☐ 8)					
☐ 9)	Woodfires	1'R	—	touch	F
☐ 10)	Make Rod	self	24 hrs	self	F
☐ 11)	Stone/Earth/Mud	100' cu	P	touch	F
☐ 12)	Shatter	1 object	—	touch	F
☐ 13)					
☐ 14)	Mold Solid	1 cu'	P	touch	F
☐ 15)	Make Staff	self	24 hrs	self	F
☐ 16)	Break Solid	1 cu'	P	100"	F
☐ 17)	Work Magic Cloth	self	24 hrs	self	F
☐ 18)	Work Magic Leather	self	24 hrs	self	F
☐ 19)	Work Magic Wood	self	24 hrs	self	F
☐ 20)	Work Organic True	self	24 hrs	self	F
☐ 25)	Unstone	100' cu	P	100'	F
☐ 30)	Unmetal	1 cu"	P	100'	F
☐ 50)	Transmutation	1 oz.	P	touch	F

16. **Break Solid** – 1 cubic foot of any solid, inanimate material becomes very brittle. This causes the object to break if struck (the GM may rule that certain objects get an RR to resist breakage).
17. **Work Magic Cloth** – Allows caster to flawlessly fabricate and fashion magical cloth. All required tools and materials must be present. The time to work the material is halved.
18. **Work Magic Leather** – Allows caster to flawlessly create magical leather (from animal skins). All required tools and materials must be present. The time to work the material is halved.
19. **Work Magic Wood** – Allows caster to flawlessly work magical wood. All required tools and materials must be present. The time to work the material is halved.
20. **Work Magic Organic True** – Allows caster to work any magical organic material (e.g., horn, bone, chitin, wax, feathers, hair, etc.). All required tools and materials must be present. The time to work the material is halved.
25. **Unstone** – Disintegrates (i.e., nothing is left of) the target 100 cubic feet of stone.
30. **Unmetal** – As *Unstone*, except affects 1 cubic foot of metal.
50. **Transmutation** – May transmute 1 oz. of any solid material into another non-magical solid material that the caster has a sample of. This spell takes 8 hours of continuous, uninterrupted concentration.

SPECIAL NOTES

See *Spell Law*, Section 15.7, for notes on construction and destruction of solid materials.



MENTALISM ALCHEMIST BASE LIST 13.4.4

MEDITATIVE HEALING

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Flow Stoppage I	caster	varies	touch	U
☐ 2)	Clotting I	caster	varies	touch	Us
☐ 3)	Stun Relief I *	caster	—	self	Us
☐ 4)	Pain Relief I	caster	C	touch	Us
☐ 5)	Cut Repair I	caster	—	touch	U
☐ 6)	Fracture Repair	caster	varies	touch	U
☐ 7)	Mus./Tend. Repair	caster	varies	touch	U
☐ 8)	Clotting III	caster	varies	touch	Us
☐ 9)	Stun Relief III *	caster	—	self	Us
☐ 10)	Resist Poison	caster	C	touch	Us
☐ 11)	Pain Relief II	caster	C	touch	Us
☐ 12)	Vein/Artery Repair	caster	varies	touch	U
☐ 13)	Cut Repair III	caster	—	touch	U
☐ 14)	Fracture Repair True	caster	varies	touch	U
☐ 15)	Mus./Tend. Repair True	caster	P(C)	touch	U
☐ 16)	Minor Nerve Repair	caster	varies	touch	U
☐ 17)	Eye/Ear Repair	caster	varies	touch	U
☐ 18)	Touch Joining	caster	varies	touch	U
☐ 19)	Neutralize Disease	caster	varies	touch	Us
☐ 20)	Neutralize Poison	caster	varies	touch	Us
☐ 25)	Clotting True	caster	varies	touch	Us
☐ 30)	Neut. Pois./Dis. True	caster	varies	touch	Us
☐ 50)	Renewal True	caster	varies	self	Us

11. **Pain Relief II** — As *Pain Relief I*, except heals 2 hits per minute.
12. **Vein/Artery Repair** — As *Fracture Repair*, except repairs a vein or artery.
13. **Cut Repair III** — As *Cut Repair I*, except bleeding wounds can be reduced by 3.
14. **Fracture Repair True** — As *Fracture Repair*, except repair takes only 2 hours of concentration for 1 day.
15. **Muscle/Tendon Repair True** — As *Fracture Repair*, except cut or broken muscles can be repaired.
16. **Minor Nerve Repair** — Repairs minor damage to one nerve. Requires a 1 day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.
17. **Eye/Ear Repair** — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair any external damage to his ear (including ear loss) or eye (including corneal scratch, removal of foreign objects, etc.)
18. **Touch Joining** — Allows caster to reattach a severed limb; limb is fully functional after 1-10 days (caster must concentrate with this spell for 2 hours each day).
19. **Neutralize Disease** — Has a 50% chance of neutralizing a disease (modified by potency of the disease) if the caster s unconscious or concentrates for 1 hour. In any case, it delays the poison for as long as the caster can concentrate.
20. **Neutralize Poison** — Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster s unconscious or concentrates for 1 hour. In any case, it delays the poison for as long as the caster can concentrate.
25. **Clotting True** — As *Clotting I*, except stops all bleeding and is permanent after 1 minute of concentration for each hit stopped.
30. **Neutralize Poison/Disease True** — As *Neutralize Poison* and *Neutralize Disease* operation at the same time, except chance of neutralization is 100% (modified).
50. **Renewal True** — While in a trance (usually accomplished by the use of the Meditation Skill), the caster can use the lower level healing spells on this list to repair him touch.

MEDITATIVE HEALING

1. **Flow Stoppage I** — Reduces caster's bleeding by 1, as long as the caster concentrates or is immobile. For example, this will take a wound that is bleeding at a rate of 4 hits per round down to 3 hits per round. If the caster is suffering from multiple bleeding wounds, this only effects one of them.
2. **Clotting I** — As *Flow Stoppage I*, except after 1 hour the stoppage is permanent. If caster is unconscious, this spell will operate without concentration.
3. **Stun Relief I** — Caster is relieved of 1 round's worth of accumulated Stun.
4. **Pain Relief I** — heals 1 hit per minute for as long as the caster concentrates. If caster is unconscious, this spell will operate without concentration.
5. **Cut Repair I** — As *Clotting I*, except the permanent stoppage occurs immediately.
6. **Fracture Repair** — Concentrating with this sell for 2 hours per day for 1-10 days (depending on the severity) will repair a broken bone (not a shattered or destroyed bone).
7. **Muscle/tendon Repair** — As *Fracture Repair*, except cut or damaged muscles or tendons may be repaired.
8. **Clotting III** — As *Clotting I*, except bleeding wounds can be reduced by 3.
9. **Stun Relief III** — As *Stun Relief I*, except 3 rounds are relieved.
10. **Resist Poison** — Delays the effect of poison as long as the caster concentrates. If caster is unconscious, this spell will operate without concentration.

SPECIAL NOTE

See *RMFRP*, Section 24.1, for more information on healing.



UNDERSTANDING MASTERY

2. **Recall** – Allows the caster to access his memory as if he had total recall. Any skill resolution involving Memory gets a bonus. If the skill uses Memory as one of the stats (many Influence skills), the bonus is +10. If the skill uses Memory as two of the stats (most Lore skills), the bonus is +25. If the skill uses Memory as all three stats, the bonus is +50.
3. **Learn Language II** – Doubles the rate at which the caster can learn a language. Every rank of language developed (i.e., DPs spent), results in two ranks being learned. This spell must be active for the entire time the caster is learning the language.
4. **Language Lore** – Caster learns what language a piece of text is written in, and the author (if he was noteworthy or the caster has seen his work).
5. **Learn Language III** – As *Learn Language II*, except rate is tripled (three ranks are gained for every one).
6. **General I** – Allows the caster to enchant general type magic items and shields giving them a Class I magical bonus.
8. **Study III** – Caster can read at triple the normal rate (resulting in 3 pages per minute while this spell is active).
9. **Passage Origin** – Caster can read a piece of text and tell if it is a translation; and if so, what the original language was and possibly the author (if he was noteworthy or the caster has seen his work).
10. **General II** – As *General I*, except general type magic items with bonuses can be enchanted with a Class I bonus.
11. **Learn Language IV** – As *Learn Language II*, except rate is quadrupled (i.e. 4 ranks are gained for every one).
13. **Study V** – As *Study III*, except caster reads at five times normal rate (i.e., 5 pages per minute).
17. **Study X** – As *Study III*, except caster reads at ten times normal rate (i.e., 10 pages per minute).
15. **General III** – As *General I* except general type magic items with bonuses can be enchanted with a Class III bonus.
20. **Study True** – As *Study III*, except caster reads as fast as he can glance at a page.
25. **Learn Language V** – As *Learn Language II*, except rate is quintupled (i.e. 5 ranks are gained for every one).
35. **General IV** – As *General I*, except general type magic items with bonuses can be enchanted with a Class IV bonus.
50. **Learn Language True** – If the caster has access to a being that knows a certain language, he can learn the language as well as the given being knows it. He must touch the being and concentrate for 8 consecutive hours.

GENERAL BONUS ITEMS

Affects	Class			
	I	II	III	IV
Skills *	+5	+10	+15	+20
Skill Cats. †	+2	+4	+6	+8
0·1·1·0.5·0 ‡	+2	+4	+6	+8
Hits	+5	+15	+30	+45
PPs	+2	+4	+6	+8
RRs	+5	+10	+15	+20
Spell Adders	+1	+2	+3	+4
PP Multiplier	x1.25	x1.5	x2	x3

* – Applies to Skills with Standard or Combined progression.

† – Applies to Skill Categories with Standard progression.

‡ – Applies to Skills with 0·1·1·0.5·0 progression.

MENTALISM ALCHEMIST BASE LIST 13.4.5

UNDERSTANDING MASTERY

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)					
☐ 2)	Recall	caster	C	self	U
☐ 3)	Learn Language II	caster	C	self	U
☐ 4)	Language Lore	caster	C	self	I
☐ 5)	Learn Language III	caster	C	self	U
☐ 6)	General I	self	24 hrs	self	F
☐ 7)					
☐ 8)	Study III	caster	C	self	U
☐ 9)	Passage Origin	caster	C	self	I
☐ 10)	General II	self	24 hrs	self	F
☐ 11)	Learn Language IV	caster	C	self	U
☐ 12)	Study V	caster	C	self	U
☐ 13)					
☐ 14)	Study X	caster	C	self	U
☐ 15)	General III	self	24 hrs	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Study True	caster	C	self	U
☐ 25)	Learn Language V	caster	C	self	U
☐ 35)	General IV	self	24 hrs	self	F
☐ 50)	Learn Language True	caster	C	self	U

SPECIAL NOTE

General spells can be used to either add a bonus to a skill or skill category, a figured ability (Resistance Rolls, DB, etc.), create adders, or create multipliers. The caster must specify what the effect of the General Spell must be before item creation begins.



TREASURE
COMPANION



TREASURE GENERATION

Ideally, a GM should always carefully consider what treasure he hands out to his party. He should make sure that it is part of the theme and scope that he is trying to achieve. If he wants them to be poor and straining to survive, he should give out little treasure and perhaps few items. If his game is very magic intense, perhaps magical items should be found in every hoard. The wealth the party accumulates should be entirely in keeping with the story, and GMs can (and have) spend hours trying to decide exactly what to give to their players in an effort to make it a vital part of storytelling.

Practically speaking, of course, most GMs do not always have time to do this. To make things easier, the following system has been provided to allow GMs to quickly generate random treasures. The rules presented here should be seen as a guideline (and ignored entirely whenever the GM feels it appropriate). As a GM works through the following tables, he should keep in mind his themes and campaign tone. If a result arises that he does not like, it should be discarded. When this happens, the GM should either make another roll or simply decide on a result that will suit his purposes.

Keep in mind that certain steps in this process are purely optional. If a GM does not desire to go into great detail about what types of gems his players find, then the Precious Gem and Semi-precious Gem Charts should be skipped. Likewise, if a GM feels he needs to award a particular character with a new suit of armor, he should simply decide that it is in the hoard. These charts are a tool to facilitate awards, not a tool to restrict awards

PROCEDURE

1) Determine what the Treasure Code is for the particular monster — *Creatures and Monsters* gives a set of codes (a through z) that determine what sorts of hoards (collections of treasure) a monster has. Hoards are made up of two components; an item component and a wealth component. These components are rated from Very Poor to Very Rich. Table (T-14.1) provides a key to the treasure codes found in *C&M*.

Example: *The players are going to face a War Troll, and the GM wants to figure out what it has with it. The troll's treasure type is t, which gives an item treasure rating of Rich, and a wealth treasure rating of Very Rich.*

2) Determine Hoard Component rolls — Once a GM has the treasure code, he will need to make two rolls (d100, not open-ended). The first is on the Item Component Table (T-14.2). The second is on the Wealth Component Table (T-14.3). Then cross index them with the wealth rating for each. These rolls will indicate how many subsequent rolls are to be made on the Item Table (T-14.4) and the Wealth Table (T-14.6).

Example: *In determining the treasure for the aforementioned War Troll, the GM first rolls an 84 on the item Component Table. Indexing this with the item treasure rating of Rich yields three items. Next he rolls a 45 on the Wealth Component Table, so he will have to make two rolls on the Wealth Table.*

If a creature has more than one letter in its treasure code, a separate Hoard Component roll is made for each letter.

3) Determine Items — First, the GM should roll (d100, not open-ended) on the Item Table (T-14.4) a number of times that was indicated in Step 2 (these rolls are also indexed by the wealth rating that the treasure code indicated). For each result of a general item, armor, shield, herb, or weapon, the GM should roll on the Normal Item Table (T-14.5) to determine what the bonus of the normal item is. For each roll if a general item, armor, shield, herb, or weapon is indicated, the GM should roll on the appropriate table (T-14.11 through T-14.14) to determine its exact nature of the item.

If a roll on the Item Table (14.14) indicates a magical item, the GM should roll (d100, not open-ended) on the Master Magic Item Table (T-14.16). The result will indicate what Table the GM must roll on next to determine the specific magical item found. Note, not all entries on the magical item charts specify the exact form of the item, though they will indicate what category (metal armor, wooden weapons, etc.) that the item belongs in. If the specific form of the item is not indicated, the GM can determine what the specific item is by rolling on the Normal Item Table (T-14.5).

If an item specifies an Enchanted Ability, the GM should roll on the chart found at the bottom of that table. Unless specified, the exact effects of General Items are left up to the GM to determine (For example, if the roll indicates a +5 General Item, and the Random General Item Table indicates a cloak, the player has found a +5 Cloak. The GM still has to determine what the exact effects are (e.g., it could be +5 to RRs vs Cold, +5 to Hiding maneuvers, etc.).

Certain items (e.g., potions, runes, etc.) will specify that they have a certain level of spell imbedded in them. GMs should roll on the Master Spell List Table (T-14.15) to determine what list that spell is on. First roll d100 (not open-ended) to see what realm the spell is from (there are two possible rows to index on; one if the GM is using Arcane magic in his game, one if he is not).

Example: *Having determined that the war troll has three items the GM rolls three times on the Item table. His rolls are a 47, a 72, and a 94. Indexing these with the Rich column shows that the troll had a metal and wood weapon, an herb, and a magical item. The GM next rolls a 57 on the Normal Item Bonus table, which, when indexed with the Rich column indicates that the item is 115% weight.*



Next the GM rolls a 65 on the Metal and Wooden Weapons table, which shows that the troll's 115% weight weapon is a morningstar. Then he rolls a 34 on the Herb and Poison table. The troll also has one dose of Aloe on him.

Finally, the GM determines what magical item the troll has with him. He first rolls a 53 on the Master Magical Items table and indicates that the troll has a suit of 6th to 10th level armor. Next he rolls a 77 on the 6th to 10th Level Armor table and yields a +10 suit of metal armor with one enchanted ability. The enchanted ability is determined on the 9th Level Enchanted Ability table. Here the GM rolls a 33, Minor Critical Negation. Finally, the GM rolls on the Random Armor Table (since the result of his roll on the 6th to 10th Level Armor Table did not specify an armor type) here he rolls a 71, AT 20. So the troll possess a suit of +10 AT 20 armor with Minor Critical Negation. Assuming that the troll can wear it, his going to be very tough to face.

- 4) **Determine Wealth** – The GM should now roll a number of times on the Wealth Table (T-14.6) as was indicated in Step 2. These rolls are also indexed to the wealth rating specified Step 1.

If the GM desires, the exact composition and weight of gem and jewelry results can be determined by first rolling on their respective charts. On the Gem Table (T-14.7 and T-14.8), the roll will determine what type of gem the player has found. By dividing this the value of the gem from the Wealth table by the cost per carat of the gem type, the GM can determine how many total carats of gems there are. The weight of a carat is 0.2 grams (or .007 ounces). Use the table in Part I (Section 2) as a guide to determine how many gems there should be.

In the case of jewelry, the GM should roll on the Jewelry Composition Table (T-14.9) and index the result with the wealth rating (from Step 1). This will determine how much of the value of the item is in precious metals and how much is in gems. Roll to determine what type of gems are in the piece of jewelry, and then roll on the Jewelry Table (T-14.10) to see what type of jewelry it is.

To determine the actual weight of the piece of jewelry, first divide the value as determined by the Wealth Table (T-14.6) in half. This is the value of the material components. The weight of whatever percentage is made of metal can then determined by first multiplying the value of the material components by the percentage of metal and then dividing by 64 (this is the number of coins in a pound). For example, a piece of jewelry is determined to be a golden crown. The value of the jewelry is 100 gold pieces. Its material value is 50 gold pieces. Since it is 100% gold, all that the GM needs do is divide 50 by 64 which gives a resulting weight of 12.5 ounces.

Example: The GM now figures out how much cash the troll is carrying. He rolls twice on the Wealth table and indexes each roll with the Very Rich column. his first roll is a 71, equaling 150 gold pieces. His next roll is a 62, a 100 sp semi-precious gem. Since the GM wants to be able to tell his players what type of gem it is, he rolls on the Semi-Precious Gem table. Here he must make two rolls since there are a lot of semi-precious gem varieties and they have been divided into 4 groups. He first rolls a 72 which tells him which of the 4 groups to roll in. He next rolls a 55, which indicates that the troll has a piece of Sagenite. The Sagenite is worth 3.4 bp per carat, so he divides the 100 sp value by .34 (the silver value per carat) which means that he has a 294 carat gem. Thus, this gem weighs 58 grams or 2.58 ounces.

THINGS TO CONSIDER

The GM should look over the charts carefully before using them. The first thing that he should look at is the value of the money found on the Wealth Table (T-14.6). The table was constructed assuming a silver standard. If a GM is using a gold standard in his campaign he should consider multiplying all values found on the Table by 10. GMs might also consider that some countries in his world might be wealthier than others. If this is the case, folks that frequent the wealthier countries may have more money than their cousins in poorer areas. GMs may wish to modify rolls on the Wealth Table (T-14.6) to represent regional availability of wealth.

With regard to items, the Item Table (T-14.4) is set up to give a larger number of general items to magical ones. In certain worlds, the ratios this table establishes may be generate too few magical items, where as in other worlds it may produce too many magical items. GMs who are running a highly magical world may simply want to assume that the number of items from the Item Component table is the number of magical items, not the number of magical and non-magical items. GMs with very little magic in their worlds may wish to add a modifier of -10 or -20 to their rolls on the Item Table (T-14.4) to reflect the fact that their world is magically impoverished.

Another area of concern for some GMs may be the Master Magical Item Table (T-14.16). It assumes there are, or at least have been in the recent past, Alchemists capable of producing up to 50th level items. Though the odds of finding any in any particular hoard are very small (approximately 1 in 125 million), some GMs may feel that there are no Alchemists who can or who could have created such items. GMs may wish to cut off just how high the rolls can get (i.e., 20th or 30th level), and/or assign a negative modifier to all rolls on the Master Magical Item Table (T-14.16). This last idea will also greatly increase the number of low level items generated. If neither of these considerations quite works for a particular GM, he may wish to look at Section 12.0 for more information on how to customize these tables to fit in a given world.



Part III Spell Lists, Charts, & Tables

TREASURE CODE TABLE (T-14.1)

Code	Items	Wealth
a	Very Poor	Very Poor
b	Very Poor	Poor
c	Very Poor	Normal
d	Very Poor	Rich
e	Very Poor	Very Rich
f	Poor	Very Poor
g	Poor	Poor
h	Poor	Normal
i	Poor	Rich
j	Poor	Very Rich
k	Normal	Very Poor
l	Normal	Poor
m	Normal	Normal
n	Normal	Rich
o	Normal	Very Rich
p	Rich	Very Poor
q	Rich	Poor
r	Rich	Normal
s	Rich	Rich
t	Rich	Very Rich
u	Very Rich	Very Rich
v	Very Rich	Poor
w	Very Rich	Normal
x	Very Rich	Rich
y	Very Rich	Very Rich
z	Special	Special

ITEM COMPONENT TABLE (T-14.2)

Roll	Very Poor	Poor	Normal	Rich	Very Rich
1-20	0	0	0	0	0
21-40	0	0	0	1	1
41-55	0	0	1	2	2
56-70	0	1	1	2	3
71-80	0	1	2	2	4
81-90	1	1	2	3	5
91-94	1	2	3	3	6
95-97	2	3	4	4	7
98-99	3	4	5	6	8
100	4	5	6	8	10

WEALTH COMPONENT TABLE (T-14.3)

First Roll	Number of Rolls
1-30	1
31-55	2
56-75	3
76-90	4
91-97	5
98-99	7
100	9

ITEM TABLE (T-14.4)

Roll	Very Poor	Poor	Normal	Rich	Very Rich
1-10	GI	GI	GI	GI	GI
11-20	GI	GI	GI	GI	LA
21-30	GI	GI	GI	GI	MA
31-35	GI	GI	GI	LA	Sh
36-40	GI	GI	GI	MA	LW
41-45	GI	GI	LA	Sh	MW
46-50	GI	GI	MA	LW	MWW
51-55	GI	LA	Sh	MW	WW
56-60	GI	MA	LW	MWW	LA
61-65	GI	Sh	MW	WW	He
66-70	GI	LW	MWW	LA	He
71-75	LW	MW	WW	He	He
76-80	MW	MWW	LA	He	MI
81-85	MWW	WW	He	He	MI
86-90	WW	LA	He	MI	MI
91-94	LA	He	MI	MI	MI
95-97	He	He	MI	MI	MI
98-99	He	MI	MI	MI	MI
100	MI	MI	MI	MI	MI

GI = General Item; LA = Leather Armor; ME = Metal Armor; Sh = Shield;
LW = Leather Weapon; MW = Metal Weapon; MWW = Metal/Wooden
Weapon; WW = Wooden Weapon; He = Herbs; MI = Magical Item

NORMAL ITEM BONUS TABLE (T-14.5)

Roll	Very Poor	Poor	Normal	Rich	Very Rich
1-10	None	None	None	None	None
11-20	None	None	None	None	85% Wt.
21-30	None	None	None	None	90% Wt.
31-35	None	None	None	85% Wt.	95% Wt.
36-40	None	None	None	90% Wt.	105% Wt.
41-45	None	None	85% Wt.	95% Wt.	110% Wt.
46-50	None	None	90% Wt.	105% Wt.	115% Wt.
51-55	None	85% Wt.	95% Wt.	110% Wt.	Sup. Des.
56-60	None	90% Wt.	105% Wt.	115% Wt.	Sup. Des.
61-65	85% Wt.	95% Wt.	110% Wt.	Sup. Des.	+5
66-70	90% Wt.	105% Wt.	115% Wt.	Sup. Des.	+5
71-75	95% Wt.	110% Wt.	Sup. Des.	+5	+5
76-80	105% Wt.	115% Wt.	Sup. Des.	+5	+5
81-85	110% Wt.	Sup. Des.	+5	+5	+10
86-90	115% Wt.	Sup. Des.	+5	+10	+10
91-94	Sup. Des.	+5	+10	+10	+15
95-97	+5	+5	+10	+15	+20
98-99	+10	+10	+15	Roll 2*	Roll 2*
100	Roll 2*	Roll 2*	Roll 2*	Roll 3*	Roll 3*

* – Roll 2 = Roll twice on the table (ignore rolls from 98-100 if they occur on a second roll); Roll 3 = Roll three times on the table (ignore rolls from 98-100 if they occur on a second or third die roll).
Wt. = Weight; Sup. Des. = Superior Design.

WEALTH TABLE (T-14.6)					
Roll	Very Poor	Poor	Normal	Rich	Very Rich
01-10	5 ip	10 ip	2 tp	30 cp	50 cp
11-20	5 tp	10 tp	20 tp	60 cp	200 cp
21-30	1 cp	2 cp	4 cp	120 cp	400 cp
31-35	5 cp	1 bp	2 bp	24 bp	150 bp
36-40	2 bp	35 cp	7 bp	48 bp	300 bp
41-45	5 bp	75 cp	15 bp	98 bp	150 sp
46-50	1 sp	15 bp	3 sp	1 gp, spg	300 sp
51-55	15 bp	25 bp	5 sp, spg	15 sp, spg	60 gp
56-60	2 sp	35 bp	7 sp, spg	20 sp	80 gp
61-65	25 bp	45 bp	9 sp	30 sp	100 gp, spg
66-70	3 sp	5 sp	1 gp	40 sp	125 gp
71-75	35 bp	55 bp	11 sp	15 gp	150 gp
76-80	4 sp	6 sp	12 sp	25 gp	25 pp
81-85	45 bp	65 bp	13 sp	35 gp	300 gp, pg
86-90	5 sp	75 bp	15 sp	45 gp	500 gp, pg
91-94	5 sp, spg	75 bp, spg	15 sp, spg	50 gp, pg	700 gp, jw
95-97	6 sp, spg	9 sp, spg	18 sp, spg	100 gp, pg	1000 gp, jw
98-99	7 sp, jw	12 sp, jw	24 sp, jw	20 pp	2500 gp, jw
100	1 gp, jw	15 sp, jw	30 sp, jw	300 gp, jw	5000 gp, jw

spg = semi precious gem; pg = precious gem; jw = jewelry

PRECIOUS GEM TABLE (T-14.7)					
01-50			51-100		
Roll	Gem	Cost per Carat	Roll	Gem	Cost per Carat
1-2	Alexandrite	8.4 sp	1-2	Jet	3 sp
3-4	Almandine	3 sp	3-4	Kornerupine	2 sp
5-6	Amber	9 sp	5-6	Kyanite, green	1.5 sp
7-8	Amethyst	1.4 sp	7-8	Kyanite, light blue	2 sp
9-10	Andalusite	14 gp	9-10	Nephrite	3.5 gp
11-12	Andradite, green	3.4 sp	11-12	Opal, black	2.8 gp
13-14	Andradite, red	4 sp	13-14	Opal, fire	4 gp
15-16	Andradite, yellow green	2 sp	15-16	Opal, harlequin	3.7 gp
17-18	Aquamarine	1.4 gp	17-18	Opal, white	2.8 gp
19-20	Aragonite, pink	3 sp	19-20	Padparadscha	5.6 gp
21-22	Aragonite, white	1.8 sp	21-22	Pearl, black	1.4 gp
23-24	Aragonite, yellow	1.4 sp	23-24	Pearl, blue	5 sp
25-26	Brazilianite	1.4 gp	25-26	Pearl, bronze	3.4 sp
27-28	Californite	2.8 sp	27-28	Pearl, gray	2.8 sp
29-30	Carnelian	1.5 sp	29-30	Pearl, pink	5 sp
31-32	Catholong	3.7 sp	31-32	Pearl, white	7 sp
33-34	Ceylonite	2.8 sp	33-34	Pearl, yellow	2.8 sp
35-36	Chlorospinel	2.8 gp	35-36	Plasma	3 sp
37-38	Chrysoberyl, brown	1 sp	37-38	Prasopal	4 gp
39-40	Chrysoberyl, golden-yellow	4 sp	39-40	Pyrope, blood-red	4 sp
41-42	Chrysoberyl, olive-green	2.4 sp	41-42	Pyrope, orange-red	1.2 sp
43-44	Chrysoberyl, yell.-brown	1.6 sp	43-44	Pyrope, purple	5 sp
45-46	Chrysoberyl, yellow-green	3 sp	45	Ruby	19.6 gp
47-48	Chrysolite, brown	5 sp	46	Sapphire, blue	8.4 gp
49-50	Chrysolite, green	1.4 gp	47-48	Sapphire, brown	1.4 gp
51-52	Chrysolite, white	3 sp	49-50	Sapphire, green	6 gp
53-54	Chrysoprase	5.6 sp	51-52	Sapphire, violet	5 gp
55-56	Citrine	3 sp	53-54	Sapphire, yellow	3.7 gp
57-58	Coral, red	3 sp	55-56	Sard	1.7 sp
59-60	Cymophane, brown	1.5 sp	57-58	Schorl	3 sp
61-62	Cymophane, green	4 sp	59-60	Spessartite, red	1.2 sp
63-64	Cymophane, yellow	3.2 sp	61-62	Spinel, blue	1.4 gp
65-66	Diamond, black	6 gp	63-64	Spinel, blue-green	1.4 gp
67	Diamond, blue	13.6 gp	65-66	Spinel, green	4.6 gp
68-69	Diamond, brown	4 gp	67-68	Spinel, red	8 sp
70	Diamond, colorless	15 gp	69-70	Spinel, violet	7.3 sp
71-72	Diamond, green	8 gp	71-72	Spodumene, green	1.2 sp
73-74	Diamond, gray	3 gp	73-74	Titanite	3.2 sp
75-76	Diamond, red	9 gp	75-76	Topaz, blue	9.3 sp
77-78	Diamond, yellow	12 gp	77-78	Topaz, colorless	1.2 sp
79-80	Dravite	4 sp	79-80	Topaz, greenish	4.3 sp
81-82	Elbaite, emerald green	6 sp	81-82	Topaz, gray	3 sp
83-84	Elbaite, pale green	3.5 sp	83-84	Topaz, honey-yellow	1.4 gp
85-86	Emerald	7 gp	85-86	Topaz, pink	9.3 sp
87-88	Goshenite	6 sp	87-88	Topaz, purple	3.6 sp
89-90	Heliiodor	3.4 gp	89-90	Topaz, reddish	1.8 sp
91-92	Heliotropes	1.6 sp	91-92	Topaz, sherry	4.2 sp
93-94	Hyalite	4.2 gp	93-94	Topaz, wine yellow	5.6 sp
95-96	Jadeite	2.8 sp	95-96	Tsilaisite	3.8 sp
97-98	Jasper, green	3.2 sp	97-98	Uvarovite	3.6 gp
99-100	Jasper, red	4.2 sp	99-100	Vorobevite	5.4 gp

SEMI-PRECIOUS GEM TABLE (T-14.8)					
01-25			51-75		
Roll	Gem	Cost per Carat	Roll	Gem	Cost per Carat
1-2	Adventurine	9 bp	1-3	Obsidian, brown	7 cp
3-5	Agalmatolite	6 cp	4-6	Obsidian, gray	9.3 cp
6-8	Agate	9 tp	7-9	Obsidian, red	2.4 bp
9-11	Alabaster, brown	7 tp	10-12	Opal, moss	8 bp
12-14	Alabaster, pink	1.3 cp	13-15	Opal, pearly	7.3 bp
15-17	Alabaster, white	3.4 cp	16-18	Opal, wood	3.5 bp
18-20	Amazonite	8 bp	19-21	Orthoclase	3.4 bp
21-23	Andradite, black	7 bp	22-24	Phenakite, pink	1.3 bp
24-26	Andradite, brown	6 bp	25-27	Phenakite, colorless	8.5 cp
27-28	Andradite, red brown	9 bp	28-30	Prehnite, apple green	8.3 cp
29-31	Apatite, blue	3.6 cp	31-33	Prehnite, brown	3.4 cp
32-34	Apatite, brown	7 tp	34-36	Prehnite, yellow-green	7.6 cp
35-37	Apatite, green	4 cp	37-39	Pyrite	1.4 cp
38-40	Apatite, gray	5 tp	40-42	Rhodolite	3.4 bp
41-43	Apatite, violet	2.5 cp	43-44	Rhodonite	8.4 bp
44-46	Apatite, white	1 cp	45-47	Rock Crystal	3.6 bp
47-49	Apatite, yellow	8 tp	48-50	Rose Quartz	4.6 bp
50-52	Axinite, blue	8 cp	51-53	Rutile	3.8 cp
53-55	Axinite, brown	3 cp	54-56	Sagenite	3.4 bp
56-58	Axinite, honey-yellow	5.6 cp	57-59	Sapphire Quartz	9.3 cp
59-61	Axinite, plum-purple	6.4 cp	60-62	Sepiolite	3.4 tp
62-64	Azurite	1.4 bp	63-65	Serpentine	3.6 bp
65-67	Azumalachite	1.7 bp	66-68	Sphalerite, brown	8.5 cp
68-70	Benitoite	4.7 bp	69-71	Sillimanite, blue	8.5 tp
71-73	Cassiterite	6 cp	72-74	Sillimanite, green	7.4 tp
74-76	Charoite	1.3 cp	75-77	Smithsonite, blue	1.5 cp
77-79	Choral, black	1 bp	78-80	Smithsonite, pale green	3.6 bp
80-82	Choral, pink	9 bp	81-83	Smithsonite, pink	1.8 cp
83-85	Choral, white	2 bp	84-86	Smoky Quartz	6.4 bp
86-88	Chrysocolla, blue green	2 cp	87-89	Sodalite, azure blue	3.2 bp
89-91	Chrysocolla, green	1.5 cp	90-92	Sodalite, lavender	3.4 bp
92-94	Chrysocolla, turquoise	3.6 cp	93-95	Spessartite, brown	5 bp
95-97	Cordierite	8 tp	96-97	Spessartite, yellow	8.5 bp
98-100	Cuprite	9 bp	98-100	Sphalerite, yellow-brown	1.2 bp

26-50			76-100		
Roll	Gem	Cost per Carat	Roll	Gem	Cost per Carat
1-3	Danburite	7 bp	1-3	Spodumene, colorless	9 bp
4-6	Diopside	8 bp	4-6	Spodumene, violet	7.3 bp
7-9	Diopside, blue	6 bp	7-9	Spodumene, yellow	6.4 bp
10-12	Diopside, green	9 bp	10-12	Staurolite	1.2 bp
13-15	Dumortierite	5 tp	13-15	Sunstone	8.4 bp
16-18	Fluorite, green	3 cp	16-19	Thomsonite, brown	3.2 cp
19-21	Fluorite, orange	4 cp	20-22	Thomsonite, green	7.6 cp
22-24	Fluorite, purple	9 cp	23-25	Thomsonite, red	8.4 cp
25-27	Fluorite, white	1.3 cp	26-28	Thomsonite, white	8.5 cp
28-30	Grossular	8.3 bp	29-31	Thomsonite, yellow	6.7 cp
31-33	Hematite	1.7 bp	32-34	Tiger's Eye	8 cp
34-36	Hyacinth	9 cp	35-37	Turquoise	1.2 bp
37-39	Hydrophane	3.4 cp	48-40	Uvite	8.4 bp
40-42	Jasper, brown	3 bp	41-43	Variscite	9.6 cp
43-45	Jasper, gray	7 bp	44-46	Vesuvianite, blue	6.3 bp
46-48	Jasper, ochre	8 bp	47-49	Vesuvianite, brown	1.2 bp
49-51	Kyanite, colorless	6 bp	50-52	Vesuvianite, colorless	3.2 bp
52-54	Kyanite, white	8 bp	53-55	Vesuvianite, green	3.7 bp
55-57	Kyanite, yellowish gray	3 bp	56-58	Vesuvianite, red	3.8 bp
58-60	Labradorite	9 bp	59-61	Vesuvianite, yellow	5.4 bp
61-63	Lapis Lazuli	2.8 bp	62-65	Wardite	3.2 cp
64-66	Lazulite	1.4 bp	66-68	Zoisite, blue	7.5 cp
67-70	Lepidolite, pink	3.4 tp	69-72	Zoisite, brown	2.4 cp
71-73	Lepidolite, purple	8.3 tp	73-75	Zoisite, greenish	7.6 cp
74-76	Malachite	2 bp	76-79	Zoisite, gray-white	3.2 cp
77-79	Marcasite	1.3 cp	78-82	Zoisite, pink	8.5 cp
80-82	Marekanite	9 cp	83-85	Zircon, colorless	8.3 bp
83-85	Moldavite	5.4 bp	86-88	Zircon, green	8.3 bp
86-88	Moonstone	8.5 bp	89-91	Zircon, gray	5.4 bp
89-91	Morion	6.3 bp	92-94	Zircon, red	6.4 bp
92-94	Natrolite, yellow	3.4 cp	95-97	Zircon, reddish brown	5.2 bp
95-97	Natrolite, colorless	1.2 cp	98-100	Zircon, yellow	7.8 bp
98-100	Obsidian, black	1.2 bp			



Part III Spell Lists, Charts, & Tables





Part III Spell Lists, Charts, & Tables

JEWELRY COMPOSITION TABLE (T-14.9)

Roll	Very Poor	Poor	Normal	Rich	Very Rich
1-10	100% Cu	20% spg 80% Cu	100% Bz	50% spg 50% Bz	100% Au
11-20	10% spg 90% Cu	30% spg/ 70% Cu	10% spg 90% Bz	60% spg 40% Bz	100% Pl
21-30	20% spg 80% Cu	40% spg 60% Cu	20% spg 80% Bz	100% Ag	10% pg 90% Au
31-35	30% spg 70% Cu	100% Bz	30% spg 70% Bz	10% spg 90% Ag	20% pg Au 80% Au
36-40	40% spg 60% Cu	10% spg 90% Cu	40% spg 60% Bz	20% spg 80% Ag	30% pg 80% Au
41-45	100% Bz	20% spg 80% Bz	50% spg 50% Bz	30% spg 70% Ag	40% pg 60% Au
46-50	10% spg 90% Bz	30% spg 70% Bz	100% Ag	40% spg 60% Ag	50% pg 50% Au
51-55	20% spg 80% Bz	40% spg 60% Bz	10% spg 90% Ag	50% spg 50% Ag	60% pg 40% Au
56-60	30% spg 70% Bz	50% spg 50% Bz	20% spg 80% Ag	60% spg 40% Ag	70% pg 30% Au
61-65	40% spg 60% Bz	100% Ag	30% spg 70% Ag	100% Au	80% pg 20% Au
66-70	50% spg 50% Bz	10% spg 90% Ag	40% spg 60% Ag	10% spg 90% Au	90% pg 10% Pl
71-75	100% Ag	20% spg 80% Ag	50% spg 50% Ag	20% spg 80% Au	10% pg 90% Pl
76-80	10% spg 90% Ag	30% spg 70% Ag	60% spg 40% Ag	30% spg 70% Au	20% pg 80% Pl
81-85	20% spg 80% Ag	40% spg 60% Ag	70% spg 30% Ag	40% spg 60% Au	30% pg 70% Pl
86-90	30% spg 70% Ag	50% spg 50% Ag	70% pg 30% Ag	50% spg 50% Au	40% pg 60% Pl
91-94	40% spg 60% Ag	60% spg 40% Ag	80% pg 20% Ag	10% pg 90% Au	50% pg 50% Pl
95-97	50% spg 50% Ag	70% spg 30% Ag	100% Au	20% pg 80% Au	60% pg 40% Pl
98-99	60% spg 40% Ag	70% pg 30% Ag	10% pg 90% Au	30% pg 70% Au	70% pg 30% Pl
100	70% spg 30% Ag	80% pg 20% Ag	20% pg 80% Au	40% pg 60% Au	80% pg 20% Pl

Cu = Copper; Au = Gold; Ag = Silver; Bz = Bronze; Pl = Platinum;
spg = Semi-precious Gem; pg = Precious Gem

JEWELRY TYPE TABLE (T-14.10)

Roll	Type	Roll	Type
1-2	Altar*	52-53	Goblet*
3-4	Anklet	54-55	Headband (fillet)
5-6	Armband	56-57	Holy Symbol
7-8	Bell	58-59	Idol*
9-10	Belt	60-61	Incense Burner
11-12	Bracelet	62-63	Knife
13-14	Bracket	64-65	Lamp
15-16	Brazier	66-67	Locket
17-18	Brooch	68-69	Medal
19	Candelabra	70-71	Medallion
20-21	Chain	72-73	Necklace
22	Chalice*	74	Orb
23-24	Chimes	75-76	Pendant
25-26	Choker	77-78	Pin
27-28	Clasp	79-80	Pipe, smoking
29-30	Coffer	81-82	Plate
31-32	Collar	83-84	Platter
33-34	Comb	85-86	Razor
35	Coronet	87-88	Ring
36	Crown	89	Scepter
37-38	Decanter*	90-91	Sconce, wall
39	Diadem	92	Seal*
40-41	Earring	93-94	Spoon
42-43	Ewer	95	Statuette/figurine*
44-45	Flagon*	96-97	Tankard
46-47	Flask	98	Tiara
48-49	Fob	99	Urn*
50-51	Fork	100	Vase*

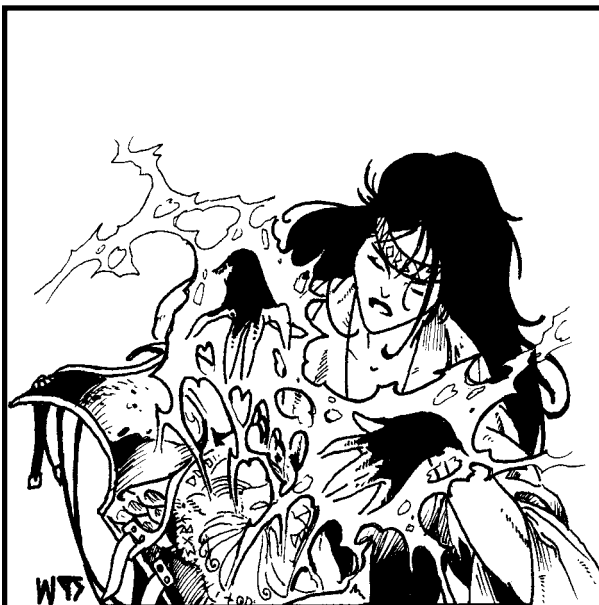
Option: * = 40% chance that the item is carved from an opaque semi-precious stone.

RANDOM ARMOR TABLE (T-14.11)

Roll	Leather Armor	Roll	Metal Armor
1-12	AT 5	1-16	AT 13
13-24	AT 6	17-26	AT 14
25-36	AT 7	27-32	AT 15
37-48	AT 8	33-36	AT 16
49-60	AT 9	37-52	AT 17
61-72	AT 10	53-62	AT 18
73-78	Arm Greaves	63-68	AT 19
79-84	Leg Greaves	69-72	AT 20
85-90	Bracers	73-78	Arm Greaves
91-94	Leather Barding	79-84	Leg Greaves
95-97	Leather Chamfron	85-90	Bracers
98-100	Leather Crinet	91-92	Chain Barding
		93-94	Chain Crinet
		95-96	Plate Barding
		97-98	Plate Chamfron
		99-100	Plate Crinet
Roll	Shield		
1-25	Target Shield		
26-50	Normal Shield		
51-75	Full Shield		
76-100	Wall Shield		

Notes: Magical Bracers, Greaves, Chamfrons and Crinets generally do not have a DB plus unless they are part of a suit of armor. GMs should instead roll on the appropriate level Enchanted Ability Table, though only results of Critical Negation or Critical Reduction would apply.

Magical Barding, Chamfrons, and Crinets can have the same enchanted abilities that suits of armor for Humans, with the exception of the Increased Armor Type ability and the Decreased Maneuver Penalty ability, though the regular bonuses for magic armor being lighter than normal armor do apply.



RANDOM HERB AND POISON TABLE (T-14.12)



Part III Spell Lists, Charts, & Tables

Roll	Herb or Poison	Category	Roll	Herb or Poison	Category
1-10	Arnuminas	Muscle Repair	153	Nimnaur	Reduction Poison
11-20	Arthond	General Purpose	154	Ondohithui	Reduction Poison
21-30	Darsurion	Concussion Relief	155	Siriena	Organ Repair
31-40	Aloe	Burn Relief	156	Taynaga	Conversion Poison
41-43	Thurl	Concussion Relief	157	Yavethalion	Concussion Relief
44-46	Ulginor	Enchanted Bread	158	Anserke	Circulatory Repair
47-49	Akbutege	Concussion Relief	159	Belramba	Nerve Repair
50-51	Arlan	Concussion Relief	160	Cathaana	Nerve Poison
52-53	Delrean	General Purpose	161	Fek	Circulatory Repair
54-55	Draaf	Concussion Relief	162	Gylvir	Physical Alteration
56-57	Sorel Nut	Antidote	163	Januk-ty	Stun Relief
58-59	Yaran	Physical Alteration	164	Kakduram	Organ Repair
60-61	Megillos	Physical Alteration	165	Marku	Physical Alteration
62-63	Rewk	Concussion Relief	166	Rud-tekma	Physical Alteration
64-65	Alambas	Burn Relief	167	Shen	Antidote
66-67	Jojojopo	Burn Relief	168	Siran	Organ Repair
68-69	Latha	General Purpose	169	Witav	Stun Relief
70-71	Trudurs	General Purpose	170	Acaana	Nerve Poison
72-73	Ukur	General Purpose	171	Asgurash	Nerve Poison
74-75	Veldurak	Burn Relief	172	Blue Eyes	Physical Alteration
76-77	Afrandas	Bone Repair	173	Curfalaka	Muscle Repair
78-79	Agaath	Physical Alteration	174	Cusamar	Concussion Relief
80-81	Cram	Enchanted Bread	175	Degiik	Life Preservation
82-83	Silmaana	Reduction Poison	176	Elben's Basket	Physical Alteration
84-85	Dugmuther	Concussion Relief	177	Gursamel	Bone Repair
86-87	Suranie	Stun Relief	178	Kaktu	Muscle Poison
88-89	Terbas	Nerve Repair	179	Kilmakur	Physical Alteration
90-91	Attanar	General Purpose	180	Quilmufur	Antidote
92-93	Vinuk	Stun Relief	181	Ruth-i-laur	Nerve Poison
94	Grapeleaf	Physical Alteration	182	Sharduvaak	Circulatory Poison
95	Sharkasar	Circulatory Poison	183	Slota	Reduction Poison
96-98	Alshanak	Enchanted Bread	184	Tarfeg	Muscle Repair
99-100	Berterin	Organ Repair	185	Wek-baas	Nerve Poison
101-102	Dynallca	Muscle Poison	186	Welwal	Stun Relief
103-104	Gariig	Concussion Relief	187	Wifurwif	Nerve Repair
105-106	Hesguratu	Enchanted Bread	188	Edram	Bone Repair
107-108	Joef	Physical Alteration	189	Hegheg	Muscle Repair
109-110	Kathkusa	Physical Alteration	190	Henuial	Conversion Poison
111-112	Kelventari	Burn Relief	191	Merrig	Stat Modifier
113-114	Klagul	Physical Alteration	192	Pasamar	Organ Repair
115-116	Kykykyl	Enchanted Bread	193	Slird	Nerve Poison
117-118	Mirennia	Concussion Relief	194	Trusa	Muscle Poison
119-120	Mook	Antidote	195	Yuth	Antidote
121-122	Ondokamba	Conversion Poison	196-199	Tarnas	Organ Repair
123-124	Reglen	Concussion Relief	200-203	Kafar	Circulatory Poison
125-126	Tartharsul	Enchanted Bread	204-207	Athelas	General Purpose
127	Uraana	Respiratory Poison	208-211	Carcatu	Life Preservation
128	Arkasu	General Purpose	212-215	Felmather	General Purpose
129	Atigax	Physical Alteration	216-219	Kly	Respiratory Poison
130	Breldiar	Physical Alteration	220-223	Galenaana	Respiratory Poison
131	Carnegurth	Circulatory Poison	224-227	Harfy	Circulatory Repair
132	Culkas	Burn Relief	228-231	Jitsutyr	Respiratory Poison
133	Ebur	Muscle Repair	232-235	Lhugruth	Reduction Poison
134	Eldaana	Antidote	236-239	Olvar	Life Preservation
135	Febfendu	Organ Repair	240-243	Wek-wek	Organ Repair
136	Jitsu	Respiratory Poison	244-247	Zaganzar	Reduction Poison
137	Klytun	Circulatory Poison	248-251	Ankii	Physical Alteration
138	Muulfana	Conversion Poison	252-255	Hugburtun	Circulatory Repair
139	Pathur	Life Preservation	256-259	Winclamit	Concussion Relief
140	Splayfoot	Physical Alteration	260-263	Baalak	Bone Repair
141	Vuraana	Respiratory Poison	264-267	Baldakur	Organ Repair
142	Zulsendura	Physical Alteration	268-271	Bragolith	Conversion Poison
143	Zur	Physical Alteration	272-275	Bursthelas	Bone Repair
144	Argsbargies	Antidote	276-280	Nur-oiolosse	Life Preservation
145	Arpsusar	Muscle Repair	281-284	Oiolosse	Life Preservation
146	Dagmathar	Muscle Repair	285-289	Ul-Naza	Antidote
147	Gefnul	Concussion Relief	290-292	Laurelin	Life Preservation
148	Hith-i-Girith	Respiratory Poison	293-295	Lestagii	Stat Modifier
149	Jegga	Respiratory Poison	296-345	Ul-acaana	Nerve Poison
150	Jeggarukh	Circulatory Poison	246-265	Tyr-fira	Life Preservation
151	Juth	Nerve Poison	266+	Vulcurax	Life Preservation
152	Menelar	Antidote			

Note: The descriptions of the various items on this list can be found in *Gamemaster Law* pages 106-110.
GMs should feel free to ignore any herbs, breads, or poisons that they feel are inappropriate to their world.

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Part III Spell Lists, Charts, & Tables

RANDOM GENERAL ITEMS TABLE (T-14.13)

Roll	General Item	Roll	General Item
1	Arrows	51	Nails
2	Aventail	52	Oar
3	Backpack	53	Oil Flask
4	Bedroll (heavy)	54	Padded Undercoat
5	Bedroll (light)	55	Paddle
6-7	Boots	56	Padlock
8	Brush (writing)	57	Pants
9	Bucket	58	Paper
10	Caltraps	59	Parchment
11	Candles	60	Pegs
12	Case	61	Pipes
13	Cask	62	Pitons
14	Chain	63	Plate Helm
15	Chalk	64	Pole
16	Charcoal	65	Pot (cooking)
17	Chisel	66	Pot Helm
18	Climbing Pick	67	Quill Pens
19-20	Cloak	68	Quiver
21	Coat	69	Rope
22	Crossbow Bolts	70	Rope (superior)
23	Drum	71	Sack
24	Dulcimer	72	Saddle
25	Fire Starting Bow	73	Saddle Bags
26	Flint and Steel	74	Saw
27	Flute	75-76	Scabbard (belt)
28	Frame Pack	77	Scabbard (shoulder)
29	Full Helm	78	Shirt
30	Gloves	79	Spade
31	Grappling Hook	80	Sundial
32	Great Bread	81-82	Sup Leather Helm
33	Guitar	83-84	Surcoat
34	Hammer	85	Tarp
35	Hammock	86	Tent
36	Harness	87	Tinder Box
37	Harp	88	Torch
38	Hat	89	Trail Rations
39-40	Hood	90	Vial
41	Ink	91	Violin
42	Ladder	92	Visored Helm
43	Lantern	93	Waterskin
44	Leather Helmet	94	Waybread
45	Lock Pick Kit	95-96	Weaponsbelt
46	Lute	97	Wedge (splitting)
47	Lyre	98	Wedge (staying)
48	Mandolin	99	Whistle
49	Metal Gauntlets	100	Wire
50	Mirror		

Notes: When considering what ability a General Magical Item has, GMs may want to consider the functionality of the items rolled on this Table. For example, a magic violin may give a plus to the wielder's Music or Play Instrument rolls

When considering what item would have a Daily or Constant power, GMs may simply want to roll randomly. Very amusing stories can be spun on just why a *Fly* spell was imbedded in a ladder.

RANDOM WEAPON TABLE (T-14.14)

Roll	Metal Weapons	Roll	Metal/Wood Weapons
1-5	Bastard Sword *	1-5	Axe (Woodsmen's) *
6-10	Broadsword	6-10	Battle Axe
11-15	Claymore *	11-15	Boar Spear *
16-20	Cutlass *	16-20	Flail
21-25	Dagger	21-25	Handaxe
26-30	Dirk *	26-30	Harpoon *
31-35	Falchion	31-35	Heavy Crossbow
36-40	Foil *	36-40	Javelin
41-45	Katana *	41-45	Lance
46-50	Longsword *	46-50	Lance (Medieval) *
51-55	Main Gauche	51-55	Lt. Crossbow
56-60	Metal Gauntlet	56-60	Mace
61-65	No-Dachi *	61-65	Morning Star
66-70	Rapier	66-70	Pilum *
71-75	Saber *	71-75	Polearm
76-80	Sai *	76-80	Spear
81-85	Scimitar	81-85	Tomahawk *
86-90	Shortsword	86-90	Trident *
91-95	Shuriken *	91-95	War Hammer
96-100	Sword, two handed	96-100	War Mattock
Roll	Leather Weapons	Roll	Wooden Weapons
1-16	Black Jack *	1-5	Blowgun *
17-32	Bola	6-10	Boomerang *
33-48	Cat of 9 Tails *	11-22	Club
49-64	Gloves	23-34	Composite Bow
65-80	Sling	35-39	Cudgel *
81-100	Whip	40-44	Gladiator's Net *
		45-49	Jo *
		50-54	Lasso *
		55-66	Longbow
		67-72	Nunchaku *
		73-83	Quarter Staff
		84-95	Shortbow
		96-100	Tonfa *

Notes: * indicates a historical weapon From *Arms Law*.

The fantasy weapons from *Arms Law* have not been included here in *Treasure Companion* because they were intended as examples of fantasy weapons, rather than common items to be found during adventuring.

GMs should feel free to ignore results that are not in keeping with their world.



MASTER SPELL LIST TABLE (T-14.15)

Roll @	1-34	35-67	68-100	—
Roll *	1-32	33-64	65-96	97-100
Channeling		Essence	Mentalism	Arcane
Open lists		Open Lists	Open Lists	Open Lists
1-4	Barrier Law	Delving Ways	Anticipations	Arcane Barriers
5-8	Concussion's Ways	Detecting Ways	Attack Avoidance	Arcane Forces
9-12	Detection Mastery	Elemental Shields	Brilliance	Arcane Senses
13-16	Light's Way	Essence Hand	Cloaking	Arcane Shield
17-20	Lofty Movements	Essence Perceptions	Damage Resistance	Arcane Signs
21-24	Nature's Law	Lesser Illusions	Delving	Detection Law
25-28	Purifications	Physical Enhancements	Detections	Power Manipulation
29-32	Sound's Way	Rune Mastery	Illusions	Realm Law
33-36	Spell Defense	Spell Wall	Self Mastery	Spell Inhibitors
37-40	Weather Ways	Unbarring Ways	Spell Resistance	Spell Triggers
Closed Lists		Closed Lists	Closed Lists	Closed Lists
41-42	Blood Law	Dispelling Ways	Gas Manipulation	Arcane Healing
43-44	Bone Law	Gate Mastery	Liquid Manipulation	Arcane Summons
45-46	Calm Spirits	Invisible Ways	Mind Mastery	Arcane Visions
47-48	Creations	Living Change	Mind's Door	Aura Lore
49-50	Locating Ways	Lofty Bridge	Movement	Bladerunes
51-52	Lore	Rapid Ways	Sense Mastery	Fire Manipulation
53-54	Muscle Law	Shield Mastery	Shifting	Light Manipulation
55-56	Nerve Law	Spell Enhancements	Solid Manipulation	Nature Manipulation
57-58	Organ Law	Spell Reins	Speed	Power Mastery
59-60	Symbolic Ways	Spirit Mastery	Telekinesis	Shifting Law
Animist Base		Illusionist Base	Lay Healer Base	Arcanist Base
61	Animal Mastery	Feel-Taste-Smell	Blood Mastery	Mana Law
62	Herb Mastery	Guises	Bone Mastery	Power Focus
63	Nature's Lore	Illusion Mastery	Concussion Mastery	Power's Master
64	Nature's Movements /Senses	Light Molding	Muscle Mastery	Spell Shaping
65	Nature's Protection	Mind Sense Molding	Nerve & Organ Mastery	Void Law
66	Plant Mastery	Sound Molding	Prosthetics	Wards
Cleric Base		Magician Base	Mentalist Base	Wizard Base
67	Channels	Earth law	Mind Attack	Faith Breaker
68	Communal Ways	Fire Law	Mind Control	Mindbreaker
69	Life Mastery	Ice Law	Mind Merge	Spell Bane
70	Protections	Light Law	Mind Speech	Spell Coordination
71	Repulsions	Water Law	Presence	Spell Hand
72	Summons	Wind Law	Sense Control	Spell Shield
Paladin Base		Dabbler Base	Bard Base	Chaotic Base
73	Communion	Concealment	Controlling Songs	Arcane Motion
74	Exorcisms	Influences	Entertainment Ways	Arcane Senses
75	Holy Arms	Mechanisms	Item Lore	Changes
76	Holy Healing	Movement Mastery	Lores	Hand of Chaos
77	Holy Shields	Senses	Sound Control	Special
78	Inspiring Ways	Thieving Law	Sound Projection	Special
Ranger Base		Monk Base	Magent Base	Magehunter Base
79	Inner Walls	Body Reins	Assassination Mastery	Amplification
80	Moving Ways	Body Renewal	Disguise Mastery	Containing Ways
81	Nature's Guises	Evasions	Escapes	Hunter's Call
82	Nature's Summons	Mind Over Matter	Gathering Secrets	Power Lore
83	Nature's Way	Monk's Bridge	Misdirection	Spell Protections
84	Path Mastery	Monk's Senses	Poison Mastery	Spell Tracker
Healer Base		Sorcerer Base	Mystic Base	Evil Arcane Lists
85	Blood Ways	Flesh Destruction	Confusing Ways	Dark Entities
86	Bone Ways	Fluid Destruction	Gas Alteration	Power Leech
87	Cleansing	Gas Destruction	Hiding	Power Subversion
88	Muscle Ways	Mind Destruction	Liquid Alteration	Terror
89	Organ Ways	Solid Destruction	Mystical Change	Special †
90	Surface Ways	Soul Destruction	Solid Alteration	Special †
Evil Cleric Base		Evil Magician Base	Evil Mentalist Base	
91	Curses	Dark Contacts	Mind Death	Special †
92	Dark Channels	Dark Summons	Mind Disease	Special †
93	Dark Lore	Darkness	Mind Domination	Special †
94	Disease	Entity Summons	Mind Erosion	Special †
95	Necromancy	Matter Disruption	Mind Illusions	Special †
96	Wounding	Physical Erosion	Mind Subversion	Special †
97-100	Special†	Special†	Special†	Special †

* = Roll on this line first to see what realm the spell is from if the *Arcane Companion* is being used.

@ = Roll on this line first to see what realm the spell is from if the *Arcane Companion* is not being used.

† Special: GM should select a spell from the above lists or some other class base lists such as the Alchemy Base list in this volume.



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MASTER MAGICAL ITEM TABLE (T-14.16)

Roll	See Table...	Page
1-10	Armor Table I (T-14.17)	90
11-20	Daily and Constant Items Table I (T-14.28)	92
21-30	Potions Table I (T-14.39)	95
31-40	Runes Table I (T-14.44)	96
41-50	Weapons Table I (T-14.49)	97
51-55	Armor Table II (T-14.18)	90
56-59	Charged Item Table I (T-14.23)	92
60-63	Daily and Constant Items Table II (T-14.29)	93
64-67	General Items Table I (T-14.34)	94
68-71	Potions Table II (T-14.40)	95
72-75	Runes Table II (T-14.45)	96
76-80	Weapons Table II (T-14.50)	97
81-82	Armor Table III (T-14.19)	91
83-84	Charged Items Table II (T-14.24)	92
85-86	Daily and Constant Items Table III (T-14.30)	93
87-88	General Items Table II (T-14.35)	94
89-90	Potions Table III (T-14.41)	95
91-92	Runes Table III (T-14.46)	96
93-95	Weapons Table III (T-14.51)	98
96-111	Armor Table IV (T-14.20)	91
112-125	Charged Items Table III (T-14.25)	92
126-139	Daily and Constant Items Table IV (T-14.31)	93
140-153	General Items Table III (T-14.36)	94
154-167	Potions Table IV (T-14.42)	95
168-181	Runes Table IV (T-14.47)	96
182-195	Weapons Table IV (T-14.52)	98
196-215	Armor Table V (T-14.21)	92
216-235	Charged Items Table IV (T-14.26)	92
236-255	Daily and Constant Items Table V (T-14.32)	94
256-275	General Table IV (T-14.37)	95
276-295	Weapons Table V (T-14.53)	98
296-311	Armor Table VI (T-14.22)	92
312-325	Charged Items Table V (T-14.27)	92
326-339	Daily and Constant Items Table VI (T-14.33)	94
340-353	General Items Table V (T-14.38)	95
354-367	Potions Table V (T-14.43)	96
368-381	Runes Table V (T-14.48)	97
382-395	Weapons Table VI (T-14.54)	99

ARMOR TABLE I (T-14.17)

Roll	Item	Level	Time (in wks)	Avail	Base Cost	Adj. Cost
1-12	+5 Metal Armor	5	9	M	405	405
13-24	+5 Leather Armor	5	7	M	245	245
25-36	+5 Leather Shield	5	7	M	49	49
37-48	+5 Metal Shield	5	9	M	81	81
49-60	+5 Wooden Shield	5	8	M	64	64
61-68	+5/+10 vs Group Metal Armor	5	19	H	1,330	1,330
69-76	+5/+10 vs Group Leather Armor	5	17	H	1,020	1,020
77-84	+5/+10 vs Group Leather Shield	5	17	H	204	204
85-92	+5/+10 vs Group Metal Shield	5	19	H	266	266
93-100	+5/+10 vs Group Wooden Shield	5	18	H	234	234

ARMOR TABLE II (T-14.18)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-12	+10 Metal Armor	9	14	H	980	1,960
13-24	+10 Leather Armor	9	11	H	605	1,210
25-36	+10 Leather Shield	9	11	H	121	242
37-48	+10 Wooden Shield	9	12	H	144	288
49-60	+10 Metal Shield	9	14	H	196	392
61-63	Rhino Armor *	9	27	VH	2,565	5,130
64-65	+10/+15 vs Group Metal Armor	9	32	VH	3,680	7,360
66-68	+10/+15 vs Group Leather Armor	9	29	VH	2,900	5,800
69-71	+10/+15 vs Group Leather Shield	9	29	VH	580	1,160
72-74	+10/+15 vs Group Wooden Shield	9	30	VH	630	1,260
75-76	+10/+15 vs Group Metal Shield	9	32	VH	736	1,472
77-78	+10 Metal Armor with 1 Enchanted Ability	9	32	VH	3,680	7,360
79-81	+10 Leather Armor with 1 Enchanted Ability	9	29	VH	2,900	5,800
82-84	+10 Leather Shield with 1 Enchanted Ability	9	29	VH	580	1,160
85-87	+10 Wooden Shield with 1 Enchanted Ability	9	30	VH	630	1,260
88-89	+10 Metal Shield with 1 Enchanted Ability	9	32	VH	736	1,472
90-91	Shield of Arn *	10	33	VH	796	1,592
92-93	Vanishing Shield *	10	36	VH	1,116	2,232
94-95	Shield of the Green Woods *	10	38	VH	1,292	2,584
96-103	+10/+15 vs Group Metal Armor with 1 Enchanted Ability	9	59	EH	9,440	18,880
104-112	+10/+15 vs Group Leather Armor with 1 Enchanted Ability	9	56	EH	8,120	16,240
113-121	+10/+15 vs Group Leather Shield with 1 Enchanted Ability	9	56	EH	1,624	3,248
122-129	+10/+15 vs Group Metal Shield with 1 Enchanted Ability	9	59	EH	1,888	3,776
130-137	+10/+15 vs Group Wooden Shield with 1 Enchanted Ability	9	57	EH	1,710	3,420
138-145	+10 Metal Armor with 2 Enchanted Abilities	9	59	EH	9,440	18,880
146-154	+10 Leather Armor with 2 Enchanted Abilities	9	56	EH	8,120	16,240
155-163	+10 Leather Shield with 2 Enchanted Abilities	9	56	EH	1,624	3,248
164-171	+10 Metal Shield with 2 Enchanted Abilities	9	59	EH	1,888	3,776
172-179	+10 Wooden Shield with 2 Enchanted Abilities	9	57	EH	1,710	3,420
180-187	Elven Splinted Leather *	10	58	EH	8,990	17,980
188+	Shield of Camouflage *10	62	EH	EH	2,108	4,216

Enchanted Abilities

- 1-34 Minor Critical Negation
- 35-67 Minor Decreased Maneuver Penalty
- 68-100 Minor Increased AT

Notes: Decreased Maneuver Penalty and Increased AT may be interchanged if they would conflict with the results from the relevant metal or leather Armor Type table. For example, if on the Metal Armor Type table one rolled AT 16, and on the Enchanted Ability table rolled Increased AT, Decreased Maneuver Penalty could be substituted instead so as not to violate the rule that Increased AT cannot take a suit of armor from one Armor Type range to another.

Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.



Part III Spell Lists, Charts, & Tables

ARMOR TABLE III (T-14.19)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	Belt of Balance *	14	16	VH	256	1,024
11-20	+15 Leather Armor	14	16	VH	1,280	5,120
21-30	+15 Metal Armor	14	21	VH	2,205	8,820
31-40	+15 Leather Shield	14	16	VH	256	1,024
41-50	+15 Metal Shield	14	21	VH	441	1,764
51-60	+15 Wooden Shield	14	17	VH	298	1,192
61-62	Elven Chain *	14	49	EH	8,575	34,300
63-64	Rune Shield *	14	35	EH	910	3,640
65-66	+15/+20 vs Group Leather Armor	14	44	EH	6,600	26,400
67-68	+15/+20 vs Group Metal Armor	14	49	EH	8,575	34,300
69-70	+15/+20 vs Group Leather Shield	14	44	EH	1,320	5,280
71-72	+15/+20 vs Group Metal Shield	14	49	EH	1,715	6,860
73-74	+15/+20 vs Group Wooden Shield	14	45	EH	1,395	5,580
75-76	+15 Leather Armor with 1 Enchanted Ability	14	44	EH	6,600	26,400
77-78	+15 Metal Armor with 1 Enchanted Ability	14	49	EH	8,575	34,300
79-80	+15 Leather Shield with 1 Enchanted Ability	14	44	EH	1,320	5,280
81-82	+15 Metal Shield with 1 Enchanted Ability	14	49	EH	1,715	6,860
83-84	+15 Wooden Shield with 1 Enchanted Ability	14	45	EH	1,395	5,580
85-86	Darkling Leather *	15	47	EH	1,504	6,016
87-88	Leather of Slickness *	15	35	EH	4,550	18,200
89-90	Channeling Shield *	15	36	EH	1,008	4,032
91-92	Breastplate of Channeling *	15	50	EH	9,000	36,000
93	Dragonskin Armor (AT 12) *	18	60	EH	13,800	55,200
94	Dragonskin Armor (AT 11) *	18	60	EH	13,800	55,200
95	Dragonskin Armor (AT 3) *	18	50	EH	10,250	41,000
96-103	Robe of Protection *	14	64	SF	12,160	48,640
104-111	Shield Rod *	14	86	SF	4,042	16,168
112-119	Red Shield of Diif-Marash *	14	73	SF	3,869	15,476
120-127	+15/+20 vs Group Leather Armor with 1 Enchanted Ability	14	86	SF	23,220	92,880
128-134	+15/+20 vs Group Metal Armor with 1 Enchanted Ability	14	91	SF	26,845	107,380
135-142	+15/+20 vs Group Leather Shield with 1 Enchanted Ability	14	86	SF	4,644	18,576
143-149	+15/+20 vs Group Metal Shield with 1 Enchanted Ability	14	91	SF	5,396	21,584
150-157	+15/+20 vs Group Wooden Shield with 1 Enchanted Ability	14	87	SF	4,785	19,140
158-165	+15 Leather Armor with 2 Enchanted Abilities	14	86	SF	23,220	92,880
166-172	+15 Metal Armor with 2 Enchanted Abilities	14	91	SF	26,845	107,380
173-180	+15 Leather Shield with 2 Enchanted Abilities	14	86	SF	4,644	18,576
181-187	+15 Metal Shield with 2 Enchanted Abilities	14	91	SF	5,396	21,584
188-195	+15 Wooden Shield with 2 Enchanted Abilities	14	87	SF	4,785	19,140
196+	Plate Mail of Resistance *	14	190	A -20	66,500	266,000
Enchanted Abilities						
1-25	Normal Critical Reduction					
26-50	Normal Critical Negation					
51-75	Normal Decreased Maneuver Penalty					
76-100	Normal Increased AT					

ARMOR TABLE IV (T-14.20)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-12	+20 Leather Armor	30	32	EH	5,120	40,960
13-24	+20 Metal Armor	30	40	EH	8,000	64,000
25-36	+20 Leather Shield	30	32	EH	1,024	8,192
37-48	+20 Metal Shield	30	40	EH	1,600	12,800
49-60	+20 Wooden Shield	30	33	EH	1,089	8,712
61-62	Arm Greaves of Power *	25	73	SF	5,265	42,120
63-65	Portal Shield *	25	58	SF	3,480	27,840
66-68	Dragonskin Armor (AT 19) *	30	76	SF	23,560	188,480
69-71	Dragonskin Armor (AT 20) *	30	76	SF	23,560	188,480
72-73	Shield of Flows *	30	93	SF	7,812	62,496
74-75	Collar of Unpain *	30	105	SF	9,345	74,760
76-77	+20/+25 vs Group Leather Armor	30	92	SF	28,520	228,160
78-79	+20/+25 vs Group Metal Armor	30	100	SF	35,000	280,000
80-81	+20/+25 vs Group Leather Shield	30	92	SF	5,704	45,632
82-83	+20/+25 vs Group Metal Shield	30	100	SF	7,000	56,000
84-85	+20/+25 vs Group Wooden Shield	30	93	SF	5,859	46,872
86-87	+20 Leather Armor with 1 Enchanted Ability	30	92	SF	28,520	228,160
88-89	+20 Metal Armor with 1 Enchanted Ability	30	100	SF	35,000	280,000
90-91	+20 Leather Shield with 1 Enchanted Ability	30	92	SF	5,704	45,632
92-93	+20 Metal Shield with 1 Enchanted Ability	30	100	SF	7,000	56,000
94-95	+20 Wooden Shield with 1 Enchanted Ability	30	93	SF	5,859	46,872
96-106	Red Armor *	30	103	A	47,380	379,040
107-115	+20/+25 vs Group Leather Armor with 1 Enchanted Ability	30	182	A	83,720	669,760
116-124	+20/+25 vs Group Metal Armor with 1 Enchanted Ability	30	190	A	95,000	760,000
125-133	+20/+25 vs Group Leather Shield with 1 Enchanted Ability	30	182	A	16,744	133,952
134-142	+20/+25 vs Group Metal Shield with 1 Enchanted Ability	30	190	A	19,000	152,000
143-151	+20/+25 vs Group Wooden Shield with 1 Enchanted Ability	30	183	A	17,019	136,152
152-160	+20 Leather Armor with 2 Enchanted Abilities	30	182	A	83,720	669,760
161-169	+20 Metal Armor with 2 Enchanted Abilities	30	190	A	95,000	760,000
170-178	+20 Leather Shield with 2 Enchanted Abilities	30	182	A	16,744	133,952
179-187	+20 Metal Shield with 2 Enchanted Abilities	30	190	A	19,000	152,000
188-195	+20 Wooden Shield with 2 Enchanted Abilities	30	183	A	17,019	136,152
196+	Breastplate of Thonian *	30	186	A -20	96,720	773,760
Enchanted Abilities						
1-25	Greater Critical Reduction					
26-50	Greater Critical Negation					
51-75	Greater Decreased Maneuver Penalty					
76-100	Greater Increased AT					

Notes: Decreased Maneuver Penalty and Increased AT may be interchanged if they would conflict with the results from the relevant metal or leather Armor Type table. For example, if on the Metal Armor Type table one rolled AT 16, and on the Enchanted Ability table rolled Increased AT, Decreased Maneuver Penalty could be substituted instead so as not to violate the rule that Increased AT cannot take a suit of armor from one Armor Type range to another.

Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.



Part III

Spell Lists, Charts, & Tables

ARMOR TABLE V (T-14.21)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-95	Paladin Shield *	35	105	A	7,875	126,000
96-100	Armor of the Rangers *	35	253	A-60	120,175	1,922,800

ARMOR TABLE VI (T-14.22)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-60	Helm of Uncleaving *	50	125	A -20	11,875	380,000
61-100	Crushing Shield *	50	84	A -40	5,544	177,408

CHARGED ITEMS TABLE I (T-14.23)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-20	1st Level Wand	7	10	H	180	360
21-40	2nd Level Wand	7	12	H	252	504
41-55	1st Level Rod	10	13	H	325	650
56-70	2nd Level Rod	10	15	H	420	840
71-85	3rd Level Rod	10	16	H	498	996
85-100	4th Level Rod	10	18	H	612	1,224

CHARGED ITEMS TABLE II (T-14.24)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-9	5th Level Rod	11	19	VH	722	2,888
10-18	1st Level Staff	15	18	VH	612	2,448
19-27	2nd Level Staff	15	20	VH	740	2,960
28-36	3rd Level Staff	15	21	VH	840	3,360
37-45	4th Level Staff	15	23	VH	989	3,956
46-54	5th Level Staff	15	24	VH	1,104	4,416
55-63	6th Level Staff	15	26	VH	1,274	5,096
64-72	7th Level Staff	15	27	VH	1,377	5,508
73-80	8th Level Staff	20	30	VH	1,590	6,360
81-88	9th Level Staff	20	31	VH	1,829	7,316
89-95	10th Level Staff	20	31	VH	1,860	7,440
96-165	Rod of Melting *	15	60	EH	3,600	14,400
166-195	Eye Staff *	20	117	SF	15,093	60,372
196-295	Dragon Wand *	20	186	A	36,456	145,824
296+	Staff of Healing *	20	276	A -40	69,000	276,000

CHARGED ITEMS TABLE III (T-14.25)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Staff of Light *	25	227	A -60	29,737	237,896

CHARGED ITEMS TABLE IV (T-14.26)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Rod of Animating the Dead	35	60	A	3,600	57,600

CHARGED ITEMS TABLE V (T-14.27)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Akarak, Slayer of Fire Spirits	50	101	A -20	10,100	323,200

DAILY AND CONSTANT ITEMS TABLE I (T-14.28)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-50	1st Level Spell (1 charge)	3	2	M	14	14
51-100	2nd Level Spell (1 charge)	5	2	M	20	20



Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.



**DAILY AND CONSTANT ITEMS
TABLE II (T-14.29)**

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-19	Daily I	6	10	H	130	260
20-38	Pot of War Smoke *	8	2	H	16	32
39-57	Daily III (1st level spell, 3x/day)	10	13	H	221	442
58-76	Daily III (2nd level spell, 1x/day)	10	15	H	300	600
77-95	Daily III (3rd level spell, 1x/day)	10	17	H	391	782
96-165	Access Book *	10	19	VH	361	722
166+	Helm of Sense Mastery *	10	84	EH	4,872	9,744

**DAILY AND CONSTANT ITEMS
TABLE III (T-14.30)**

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	Bell of Awe-Inspiring *	14	24	VH	576	2,304
11-29	Daily V (1st level spell, 5x/day)	14	16	VH	336	1,344
30-48	Daily V (2nd level spell, 2x/day)	14	18	VH	432	1,728
49-67	Daily V (4th level spell, 1x/day)	14	22	VH	660	2,640
68-85	Daily V (5th level spell, 1x/day)	14	25	VH	825	3,300
86-95	Shoola *	15	4	VH	96	384
96-195	Janih's Belt of Movement *	14	84	EH	5,292	21,168
196-295	Glove of Unbarring Ways *	14	200	A -20	21,200	84,800
296+	Gauntlets of Healing *14	394	A -40	630,400	2,521,600	

Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.

**DAILY AND CONSTANT ITEMS
TABLE IV (T-14.31)**

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-2	Medallion of Heavy Metal *	25	43	EH	2,408	19,264
3-5	Veils of Tanu *	25	33	EH	1,089	8,712
6-8	Daily X (1st level spell, 10x/day)	25	24	EH	768	6,144
9-11	Daily X (2nd level spell, 5x/day)	25	26	EH	910	7,280
12-14	Daily X (3rd level spell, 3x/day)	25	28	EH	1,064	8,512
15-17	Daily X (4th level spell, 2x/day)	25	30	EH	1,230	9,840
18-20	Daily X (5th level spell 2x/day)	25	33	EH	1,452	11,616
21-23	Daily X (5th level spell, 1x/day)	25	35	EH	1,645	13,160
24-26	Daily X (7th level spell, 1x/day)	25	37	EH	1,850	14,800
27-28	Daily X (8th level spell, 1x/day)	25	42	EH	2,352	18,816
29-30	Daily X (9th level spell, 1x/day)	25	43	EH	2,452	19,616
31-32	Daily X (10th level spell, 1x/day)	25	43	EH	2,494	19,952
33-34	Ring of Invisibility *	30	45	EH	2,025	16,200
35-36	Collar of Animal Speech *	30	42	EH	1,764	14,112
37-38	Screaming Arrow *	30	69	EH	4,761	38,088
39-40	Boots of Landing *	30	58	EH	3,364	26,912
41-42	Constant Item (1st level spell)	30	45	EH	2,025	16,200
43-44	Constant Item (2nd level spell)	30	48	EH	2,304	18,432
45-46	Constant Item (3rd level spell)	30	51	EH	2,601	20,808
47-48	Constant Item (4th level spell)	30	54	EH	2,916	23,328
49-50	Constant Item (5th level spell)	30	57	EH	3,249	25,992
51-52	Constant Item (6th level spell)	30	60	EH	3,600	28,800
53-54	Constant Item (7th level spell)	30	63	EH	3,969	31,752
55-56	Constant Item (8th level spell)	30	69	EH	4,761	38,088
57-58	Constant Item (9th level spell)	30	70	EH	4,900	39,200
59-60	Constant Item (10th level spell)	30	71	EH	5,041	40,328
61-63	Cape of the Black Hand *	25	50	SF	2,750	22,000
64-67	Boots of Leaping *	25	81	SF	6,075	48,600
68-70	Mentalist's Crown *	30	75	SF	5,775	46,200
71-73	Elven Cloak *	30	68	SF	3,604	28,832
74-77	Crucifix of Warding *	30	92	SF	7,084	56,672
78-80	Helm of Sight *	30	77	SF	4,928	39,424
81-82	Boots of Yark *	30	141	SF	14,241	113,928
83-84	Dog-ring *	30	136	SF	13,056	104,448
85-87	Rope of Entanglement *	30	101	SF	7,676	61,408
88-89	King's Flagon *	30	112	SF	9,856	78,848
90-91	Flute of the Fair Elves *	30	67	SF	4,355	34,840
92-93	Nerro's Displacer *	30	87	SF	6,699	53,592
94-95	Forest Mask of the Wood Elves *	30	107	SF	9,309	74,472
96-111	Boots of Speed *	25	87	A	6,612	52,896
112-125	Imyra's Bathing Basin *	25	97	A	8,439	67,512
126-139	Choko-da *	25	116	A	1,792	14,336
140-153	Helm of Darkness *	25	99	A	8,712	69,696
154-157	Circlet of Leadership *	30	126	A	11,466	91,728
158-181	Monk's Evading Clothes *	30	122	A	10,736	85,888
182-195	Ring of Lammoth *	30	229	A	28,396	227,168
196-245	Swan of Ithi Tinuvia *	30	351	A -40	63,531	508,248
246-295	Necklace of Barandol *	30	520	A -60	109,200	873,600
296+	Staff of Mastering Spirits*25	1139	A (-140)	410,040	3,280,320	



**Part III
Spell Lists,
Charts,
& Tables**

**TREASURE
COMPANION**



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Part III Spell Lists, Charts, & Tables

DAILY AND CONSTANT ITEMS TABLE V (T-14.32)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Boots of Escape *	35	139	A	14,456	231,296

DAILY AND CONSTANT ITEMS TABLE VI (T-14.33)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Candles of Blessing	50	18	A -20	1,728	55,296

GENERAL ITEMS TABLE I (T-14.34)

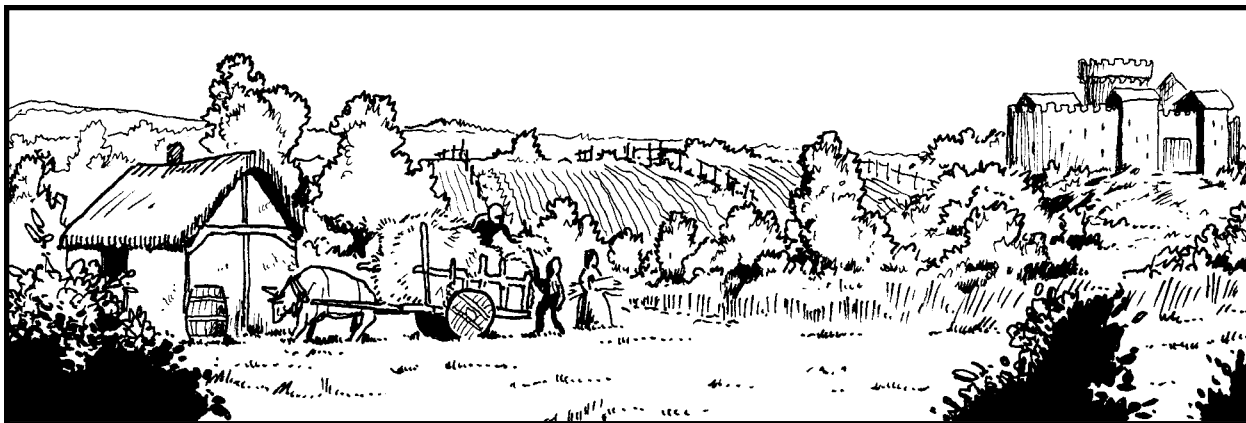
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-30	Class I General Item	6	9	H	81	162
31-60	Class II General Item	10	13	H	169	338
61-64	Class I General Item (with 2 bonuses)	6	21	VH	315	630
65-66	Bracers of Gorax *	10	24	VH	432	864
67-71	Robe of Illusion *	10	23	VH	391	782
72-74	Bands of Tumbling *	10	42	VH	1,344	2,688
75-77	Forester's Helm *	10	36	VH	1,080	2,160
78-80	Rin's Voice Enhancer *	10	23	VH	391	782
81-83	Choker of Whispers *	10	37	VH	1,147	2,294
84-86	Headband of Siles *	10	33	VH	858	1,716
87-92	Class I/Class II General Item	10	25	VH	475	950
93-95	Class II General Item (with 2 bonuses)	10	33	VH	759	1,518
96-145	Stone of Will *	10	41	EH	943	1,886
146+	Scarab of Poisons *	10	65	SF	1,885	3,770

GENERAL ITEM TABLE II (T-14.35)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-12	Ruby Ring *	11	17	VH	298	1,192
13-24	Bone Necklace of Charging *	15	20	VH	400	1,600
25-60	Class III General Item	15	18	VH	342	1,368
61-64	Pendent of Potency *	15	37	EH	999	3,996
65-67	Soul Gem *	15	56	EH	2,576	10,304
68-70	Staff of Sorcery *	15	48	EH	1,584	6,336
71-75	Bracers of Ballion *	15	38	EH	1,064	4,256
76-78	Desert Suit *	15	46	EH	1,426	5,704
79-81	Mighty Gauntlets *	15	49	EH	1,666	6,664
82-84	Skull of Rie-talin *	15	50	EH	1,750	7,000
85-95	Class II General Item (with 2 bonuses)	15	48	EH	1,584	6,336
89-92	+15 General Item/ x2 Multiplier	15	48	EH	1,584	6,336
96-122	Staff of Flames *	15	56	SF	1,960	7,840
123-149	Staff of Cold *	15	56	SF	1,960	7,840
150-175	Class III General Item (with 3 bonuses)	15	48	SF	4,464	17,856
176+	Tunic of Essence *	15	98	A	4,508	18,032

GENERAL ITEMS TABLE III (T-14.36)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-95	Mountebank Cape *	25	61	SF	3,904	31,232
96-100	Cloak of Darkness *	25	105	A -20	11,760	94,080



Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.



Part III Spell Lists, Charts, & Tables



GENERAL ITEMS TABLE IV (T-14.37)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	Helm of Strength	35	42	SF	1,764	28,224
11-20	Absorption Cloak	35	64	SF	3,200	51,200
21-30	Scroll of Knowledge	35	36	SF	1,296	20,736
31-60	Class IV General Item	35	38	SF	1,144	18,304
61-63	Beavguard's Staff	35	113	A	10,283	164,528
64-66	Medallion of the Myrmidon	35	110	A	8,250	132,000
67-69	Helm of Two Faces	35	118	A	8,794	140,704
70-72	Helm of Stature	35	60	A	3,000	48,000
73-75	Boots of Silence	35	77	A	4,928	78,848
76-78	Shaman's Mask	35	67	A	3,484	55,744
79-81	Shimmering Cloak	35	56	A	2,576	41,216
82-84	Warrior's Helm	35	70	A	3,850	61,600
85-87	Choker of Azrak	35	76	A	4,712	75,392
88-95	Class IV/Class III General Item	35	108	A	7,884	126,144
96-122	Trinkets of Captivating Dancing	35	131	A -20	10,087	161,392
123-149	Tracker's Ring	35	122	A -20	9,638	154,208
150-175	Class IV General Item (with 3 bonuses)	35	213	A -20	23,004	368,064
176-195	Lyre of Theola Forest	35	190	A -40	20,710	331,360
196+	Saddle of the Horse Lords	35	246	A -60	30,380	486,080

GENERAL ITEMS TABLE V (T-14.38)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-95	Circlet of Mentalism	50	92	A-40	5,244	41,952
96-100	Staff of Ice	50	897	A-120	463,749	14,839,968

POTIONS TABLE I (T-14.39)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	1st Level Potion	3	3	M	24	24

POTIONS TABLE II (T-14.40)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-50	2nd Level Potion	6	4	H	56	112
51-100	3rd Level Potion	9	6	H	120	240

POTIONS TABLE III (T-14.41)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	4th Level Potion	12	7	VH	182	728
11-19	1st Level Gas	13	6	VH	126	504
20-28	2nd Level Gas	13	8	VH	216	864
29-37	3rd Level Gas	13	9	VH	297	1,188
38-46	4th Level Gas	13	11	VH	429	1,716
47-55	5th Level Potion	15	9	VH	288	1,152
56-64	5th Level Gas	15	12	VH	540	2,160
65-73	6th Level Potion	20	11	VH	440	1,760
74-82	7th Level Potion	20	12	VH	516	2,064
83-91	6th Level Gas	20	14	VH	742	2,968
92-100	7th Level Gas	20	15	VH	840	3,360

POTIONS TABLE IV (T-14.42)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-17	8th Level Potion	25	14	EH	756	6,048
18-34	9th Level Potion	25	15	EH	825	6,600
35-51	10th Level Potion	25	15	EH	840	6,720
52-68	8th Level Gas	25	18	EH	1,206	9,648
69-84	9th Level Gas	25	18	EH	1,224	9,792
85-100	10th Level Gas	25	18	EH	1,242	9,936

Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.

TREASURE
COMPANION





Part III Spell Lists, Charts, & Tables

POTIONS TABLE V (T-14.43)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-5	11th Level Potion	50	29	A	3,248	103,936
6-10	12th Level Potion	50	29	A	3,277	104,864
11-15	13th Level Potion	50	29	A	3,306	105,792
16-20	14th Level Potion	50	30	A	3,450	110,400
21-25	15th Level Potion	50	30	A	3,480	111,360
26-30	16th Level Potion	50	30	A	3,510	112,320
31-35	17th Level Potion	50	30	A	3,540	113,280
36-40	18th Level Potion	50	31	A	3,684	117,888
41-45	19th Level Potion	50	31	A	3,720	119,040
46-50	20th Level Potion	50	31	A	3,751	120,032
51-55	11th Level Gas	50	32	A	4,000	128,000
56-60	12th Level Gas	50	32	A	4,032	129,024
61-65	13th Level Gas	50	33	A	4,224	135,168
66-70	14th Level Gas	50	33	A	4,257	136,224
71-75	15th Level Gas	50	33	A	4,290	137,280
76-80	16th Level Gas	50	34	A	4,454	142,528
81-85	17th Level Gas	50	34	A	4,488	143,616
86-90	18th Level Gas	50	34	A	4,522	144,704
91-95	19th Level Gas	50	34	A	4,556	145,792
96-100	20th Level Gas	50	36	A	4,860	155,520

RUNES TABLE I (T-14.44)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	1st Level Rune (R1)	4	4	M	16	16

An "R" followed by a number indicates the level of the Rune Paper the Rune is inscribed on. Thus (R1) indicates that the spell is on a 1st Level Sheet of Rune Paper.

RUNES TABLE II (T-14.45)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-50	2nd Level Rune (R2)	6	6	H	36	72
51-100	3rd Level Rune (R3)	8	8	H	64	128

An "R" followed by a number indicates the level of the Rune Paper the Rune is inscribed on. Thus (R1) indicates that the spell is on a 1st Level Sheet of Rune Paper.

RUNES TABLE III (T-14.46)

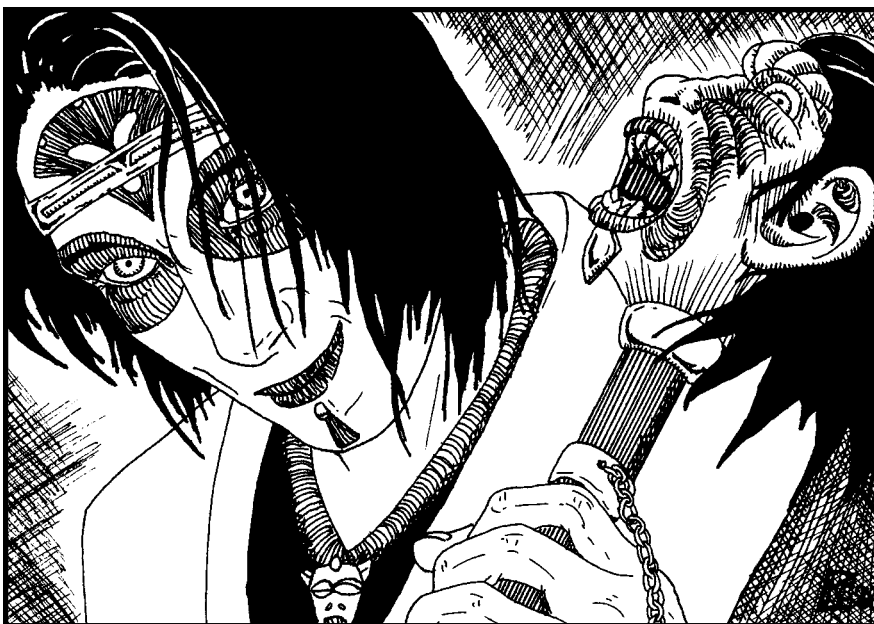
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	4th Level Rune (R5)	11	11	VH	121	484
16-30	5th Level Rune (R5)	11	11	VH	121	484
31-44	6th Level Rune (R10)	16	16	VH	256	1,024
45-58	7th Level Rune (R10)	16	16	VH	256	1,024
59-72	8th Level Rune (R10)	16	16	VH	256	1,024
73-86	9th Level Rune (R10)	16	16	VH	256	1,024
87-100	10th Level Rune (R10)	16	16	VH	256	1,024

An "R" followed by a number indicates the level of the Rune Paper the Rune is inscribed on. Thus (R1) indicates that the spell is on a 1st Level Sheet of Rune Paper.

RUNES TABLE IV (T-14.47)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-5	11th Level Rune (R20)	25	25	EH	625	5,000
6-10	12th Level Rune (R20)	25	25	EH	625	5,000
11-15	13th Level Rune (R20)	25	25	EH	625	5,000
16-20	14th Level Rune (R20)	25	25	EH	625	5,000
21-25	15th Level Rune (R20)	25	25	EH	625	5,000
26-30	16th Level Rune (R20)	25	25	EH	625	5,000
31-35	17th Level Rune (R20)	25	25	EH	625	5,000
36-40	18th Level Rune (R20)	25	25	EH	625	5,000
41-45	19th Level Rune (R20)	25	25	EH	625	5,000
46-50	20th Level Rune (R20)	25	25	EH	625	5,000
51-55	21st Level Rune (R30)	30	30	EH	900	7,200
56-60	22nd Level Rune (R30)	30	30	EH	900	7,200
61-65	23rd Level Rune (R30)	30	30	EH	900	7,200
66-70	24th Level Rune (R30)	30	30	EH	900	7,200
71-75	25th Level Rune (R30)	30	30	EH	900	7,200
76-80	26th Level Rune (R30)	30	30	EH	900	7,200
81-85	27th Level Rune (R30)	30	30	EH	900	7,200
86-90	28th Level Rune (R30)	30	30	EH	900	7,200
91-95	29th Level Rune (R30)	30	30	EH	900	7,200
96-100	30th Level Rune (R30)	30	30	EH	900	7,200

An "R" followed by a number indicates the level of the Rune Paper the Rune is inscribed on. Thus (R1) indicates that the spell is on a 1st Level Sheet of Rune Paper.



Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.



Part III Spell Lists, Charts, & Tables

RUNES TABLE V (T-14.48)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-5	31st Level Rune (RT)	50	50	A	2,500	80,000
6-10	32nd Level Rune (RT)	50	50	A	2,500	80,000
11-15	33rd Level Rune (RT)	50	50	A	2,500	80,000
16-20	34th Level Rune (RT)	50	50	A	2,500	80,000
21-25	35th Level Rune (RT)	50	50	A	2,500	80,000
26-30	36th Level Rune (RT)	50	50	A	2,500	80,000
31-35	37th Level Rune (RT)	50	50	A	2,500	80,000
36-40	38th Level Rune (RT)	50	50	A	2,500	80,000
41-45	39th Level Rune (RT)	50	50	A	2,500	80,000
46-50	40th Level Rune (RT)	50	50	A	2,500	80,000
51-55	41st Level Rune (RT)	50	50	A	2,500	80,000
56-60	42nd Level Rune (RT)	50	50	A	2,500	80,000
61-65	43rd Level Rune (RT)	50	50	A	2,500	80,000
66-70	44th Level Rune (RT)	50	50	A	2,500	80,000
71-75	45th Level Rune (RT)	50	50	A	2,500	80,000
76-80	46th Level Rune (RT)	50	50	A	2,500	80,000
81-85	47th Level Rune (RT)	50	50	A	2,500	80,000
86-90	48th Level Rune (RT)	50	50	A	2,500	80,000
91-95	49th Level Rune (RT)	50	50	A	2,500	80,000
96-100	50th Level Rune (RT)	50	50	A	2,500	80,000
An "R" followed by a number indicates the level of the Rune Paper the Rune is inscribed on. (RT) indicates that the Rune is on a Rune True Sheet of Rune Paper.						

WEAPONS TABLE I (T-14.49)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+5 Leather Weapon	4	6	M	36	36
16-30	+5 Metal Weapon	4	8	M	64	64
31-45	+5 Metal and Wooden Weapon	4	11	M	77	77
46-60	+5 Wooden Weapon	4	7	M	49	49
61-70	+5/+10 vs. Group Leather Weapon	4	14	H	140	140
71-80	+5/+10 vs. Group Metal Weapon	4	16	H	192	192
81-90	+5/+10 vs. Group Metal and Wooden Weapon	4	19	H	285	285
91-100	+5/+10 vs. Group Wooden Weapon	4	15	H	165	165

WEAPONS TABLE II (T-14.50)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+10 Leather Weapon	8	10	H	100	200
16-30	+10 Metal Weapon	8	13	H	169	338
31-45	+10 Metal and Wooden Weapon	8	16	H	256	512
46-60	+10 Wooden Weapon	8	11	H	121	242
61-62	Axe of the Dwarves	8	61	VH	1,796	3,592
63-65	+10/+15 vs. Group Leather Weapon	8	26	VH	468	936
66-68	+10/+15 vs. Group Metal Weapon	8	29	VH	609	1,218
69-71	+10/+15 vs. Group Metal and Wooden Weapon	8	32	VH	768	1,536
72-74	+10/+15 vs. Group Wooden Weapon	8	27	VH	513	1,026
75-77	+10 Leather Weapon with 1 Enchanted Ability	8	26	VH	468	936
78-80	+10 Metal Weapon with 1 Enchanted Ability	8	29	VH	609	1,218
81-83	+10 Metal and Wooden Weapon with 1 Enchanted Ability	8	32	VH	768	1,536
84-86	+10 Wooden Weapon with 1 Enchanted Ability	8	27	VH	513	1,026
87-89	Off-hand Dagger *	10	31	VH	713	1,426
90-92	Parrying Falchion *	10	22	VH	396	792
93-95	Muldek's Rapier *	10	24	VH	576	1,152
96-107	Sword of the Golden Orb *	8	31	EH	589	1,178
108-118	+10/+15 vs. Group Leather Weapon	8	50	EH	1,300	2,600
119-129	+10/+15 vs. Group Metal Weapon with 1 Enchanted Ability	8	53	EH	1,537	3,074
130-140	+10/+15 vs. Group Metal and Wooden Weapon with 1 Enchanted Ability	8	56	EH	1,792	3,584
141-151	+10/+115 vs. Group Wooden Weapon with 1 Enchanted Ability	8	51	EH	1,377	2,754
152-162	+10 Leather Weapon with 2 Enchanted Abilities	8	50	EH	1,300	2,600
163-173	+10 Metal Weapon with 2 Enchanted Abilities	8	53	EH	1,537	3,074
174-184	+10 Metal and Wooden Weapon with 2 Enchanted Abilities	8	56	EH	1,792	3,584
185-195	+10 Wooden Weapon with 2 Enchanted Abilities	8	51	EH	1,377	2,754
196-229	Blade of Warning *	8	69	SF	2,277	4,554
230-262	Whip of Beast Mastery *	10	58	SF	1,624	3,248
263-295	Minor Dagger of Assassination *	10	59	SF	1,711	3,422
296+	Dagger of Assassination *	10	73	A	2,625	5,250
Enchanted Abilities 1-9 Individual Slayer 10-22 Minor Decreased Fumble 23-35 Minor Effect Weapon 36-48 Minor Increased Initiative 49-61 Minor Increased Range 62-74 Minor Speed Weapon 75-87 Weapon of Bleeding 88-100 Two Form Weapon						



Part III Spell Lists, Charts, & Tables

WEAPONS TABLE III (T-14.51)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+15 Leather Weapon	13	15	VH	225	900
16-30	+15 Metal Weapon	13	20	VH	400	1,600
31-45	+15 Metal and Wooden Weapon	13	23	VH	596	2,384
46-60	+15 Wooden Weapon	13	16	VH	256	1,024
61-64	Hammer of the Hills *	13	46	EH	1,518	6,072
65-68	Flame Arrows *	13	37	EH	1,073	4,292
69-71	+15/+20 vs. Group Leather Weapon	13	41	EH	1,148	4,592
72-74	+15/+20 vs. Group Metal Weapon	13	46	EH	1,518	6,072
75-77	+15/+20 vs. Group Metal and Wooden Weapon	13	49	EH	1,764	7,056
78-80	+15/+20 vs. Group Wooden Weapon	13	42	EH	1,218	4,872
81-83	+15 Leather Weapon with 1 Enchanted Ability	13	41	EH	1,148	4,592
84-86	+15 Metal Weapon with 1 Enchanted Ability	13	46	EH	1,518	6,072
87-89	+15 Metal and Wooden Weapon with 1 Enchanted Ability	13	49	EH	1,764	7,056
90-92	+15 Wooden Weapon with 1 Enchanted Ability	13	42	EH	1,218	4,872
93-95	Hammer of Frost *	15	65	EH	4,485	17,940
96-104	Sword of Darkness *	13	45	SF	1,665	6,660
105-111	Blade of Frost *	13	72	SF	3,528	14,112
112-118	Blade of Flame *	13	72	SF	3,600	14,400
119-125	Flail of Fire and Ice *	13	85	SF	3,910	15,640
126-132	+15/+20 vs. Group Leather Weapon with 1 Enchanted Ability	13	80	SF	3,280	13,120
133-139	+15/+20 vs. Group Metal Weapon with 1 Enchanted Ability	13	85	SF	3,910	15,640
140-146	+15/+20 vs. Group Metal and Wooden Weapon with 1 Enchanted Ability	13	88	SF	4,312	17,248
147-153	+15/+20 vs. Group Wooden Weapon with 1 Enchanted Ability	13	81	SF	3,402	13,608
154-160	+15 Leather Weapon with 2 Enchanted Abilities	13	80	SF	3,280	13,120
161-167	+15 Metal Weapon with 2 Enchanted Abilities	13	85	SF	3,910	15,640
168-174	+15 Metal and Wooden Weapon with 2 Enchanted Abilities	13	88	SF	4,312	17,248
175-181	+15 Wooden Weapon with 2 Enchanted Abilities	13	81	SF	3,402	13,608
182-188	Prism Sword *	14	71	SF	4,118	16,472
189-195	Crystal Knife *	15	80	SF	3,920	15,680
196+	Red Spear of Diif Marash *	13	105	A	5,460	21,840

Enchanted Abilities

1-10	General Alignment Reactor
11-20	Normal Decreased Fumble
21-30	Limited Group Slaying Weapon
31-40	Minor Defender
41-50	Normal Effect Weapon
51-60	Normal Increased Initiative
61-70	Normal Increased Range
71-80	Normal Speed Weapon
81-90	Weapon of Lesser Returning
91-100	Three Form Weapon

Enchanted Abilities

1-6	Armor and Shield Slayer	59-64	Greater Increased Range
7-11	Assassin's Weapon	65-70	Greater Speed Weapon
12-17	Critical Alignment Reactor	71-77	Holy Weapon
18-23	Defender	78-83	Increased Critical
24-29	Four Form Weapon	84-89	Increased Potency
30-34	General Group Slaying Weapon	90-95	Weapon of Returning
35-40	Greater Concussive Damage	96-100	Weapon Slayer
41-46	Greater Decreased Fumble		
47-52	Greater Effect Weapon		
53-58	Greater Increased Initiative		

WEAPONS TABLE IV (T-14.52)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+20 Leather Weapon	25	27	EH	796	6,368
16-30	+20 Metal Weapon	25	35	EH	1,225	9,800
31-45	+20 Metal and Wooden Weapon	25	38	EH	1,444	11,552
46-60	+20 Wooden Weapon	25	28	EH	784	6,272
61-62	Sword of the Dark Elves *	25	85	SF	5,100	40,800
63-65	Armor Slaying Sword	25	46	SF	1,748	13,984
66-68	Grazzenni Sling Stones	25	50	SF	2,000	16,000
69-71	Javelin of Lightning	25	58	SF	26,010	208,080
72	Woodsmen's Bow of Good Aiming *	25	70	SF	4,978	39,824
73	Tentacle Staff *	25	61	SF	3,355	26,840
74-75	+20/+25 vs. Group Leather Weapon	25	77	SF	4,004	32,032
76-77	+20/+25 vs. Group Metal Weapon	25	85	SF	5,100	40,800
78-79	+20/+25 vs. Group Metal and Wooden Weapon	25	88	SF	5,544	44,352
80-81	+20/+25 vs. Group Wooden Weapon	25	78	SF	4,134	33,072
82-83	+20 Leather Weapon with 1 Enchanted Ability	25	77	SF	4,004	32,032
84-85	+20 Metal Weapon with 1 Enchanted Ability	25	85	SF	5,100	40,800
86-87	+20 Metal and Wooden Weapon with 1 Enchanted Ability	25	88	SF	5,544	44,352
88-89	+20 Wooden Weapon with 1 Enchanted Ability	25	78	SF	4,134	33,072
90-91	Invisibility Net *	30	104	SF	8,216	65,728
92-93	Bonebane *	30	67	SF	3,953	31,624
94-95	Falchion of the Yreck *	30	63	SF	3,158	25,264
96-99	Dragon Slayer *	25	160	A	13,600	108,800
100-103	Sword of Giant Slaying *	25	90	A	5,220	41,760
104-107	Blade of Light *	25	97	A	5,626	45,008
108-111	Crossbow Wand *	25	78	A	3,822	30,576
112-115	Claw Hand Gloves *	25	77	A	3,696	29,568
116-119	Darts of Staying *	25	70	A	3,430	27,440
120-123	Assassin Slayer *	25	90	A	6,210	49,680
124-127	Lightning Dagger *	25	80	A	4,080	32,640
128-131	Bracers of Lycead *	25	53	A	2,067	16,536
132-135	Abrol the Elf Drinker *	25	48	A	1,728	13,824
136-139	Capriazi, the Eternal Wind *	25	121	A	8,470	67,760
140-143	Irgaak Stone	25	110	A	7,590	60,720
144-147	+20/+25 vs. Group Leather Weapon with 1 Enchanted Ability	25	152	A	11,704	93,632
148-151	+20/+25 vs. Group Metal Weapon with 1 Enchanted Ability	25	160	A	13,600	108,800
152-154	+20/+25 vs. Group Metal and Wooden Weapon with 1 Enchanted Ability	25	163	A	14,344	114,752
155-158	+20/+25 vs. Group Wooden Weapon with 1 Enchanted Ability	25	153	A	11,934	95,472
159-162	+20 Leather Weapon with 2 Enchanted Abilities	25	152	A	11,704	93,632
163-166	+20 Metal Weapon with 2 Enchanted Abilities	25	160	A	13,600	108,800
167-169	+20 Metal and Wooden Weapon with 2 Enchanted Abilities	25	163	A	14,344	114,752
170-174	+20 Wooden Weapon with 2 Enchanted Abilities	25	153	A	11,934	95,472
175-178	Holy Morning Star *	30	104	A	9,316	74,528
179-182	Korin's Hammer *	30	112	A	8,424	67,392
183-185	Red Glowing Axe *	30	261	A	32,364	258,912
186-189	Heart Seeker *	30	72	A	3,888	31,104
190	Crowga's Quarterstaff *	30	150	A	1,350	10,800
191-192	Tarpan Dag *	30	94	A	4,606	36,848
193-195	Axe of Orc Slaying *	25	137	A -20	9,316	74,528
196-215	Sword of Returning *	25	112	A -20	6,608	52,864
216-235	Spear of Battle Spells *	25	138	A -20	10,074	80,592
236-255	Great Mace of Teng *	25	156	A -20	12,636	101,088
256-275	Ithamar, Fist of Vinusa *	25	243	A -20	36,207	289,656
276-295	Rod of Nobility *	30	198	A -20	92,070	736,560
296+	Great Elven Blade *	30	332	A -40	45,485	363,880



WEAPONS TABLE V (T-14.53)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Forest Friend	35	95	A	6,650	106,400



Weapon Effects

- 01-10 Arms Destroyer
- 11-19 Guardian Defender
- 20-28 Slaying Weapon True
- 29-37 Superior Concussive Damage
- 38-46 Superior Decreased Fumble
- 47-55 Superior Increased Initiative
- 56-64 Superior Increased Potency
- 65-73 Superior Increased Range
- 74-82 Superior Speed Weapon
- 83-91 Weapon of Justice
- 92-100 Weapon of Far Returning

Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section @#\$.

Note: All costs are given in gold pieces.

Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.

WEAPONS TABLE VI (T-14.54)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-6	Blade of Crevice Fighting	50	71	A	4,473	143,136
7-15	+25 Black Alloy Weapon	50	63	A	3,969	127,008
16-24	+25 Black Alloy and Wooden Weapon	50	82	A	6,724	215,168
25-33	+25 Leather Weapon	50	68	A	4,624	147,968
34-42	+25 Mithril Weapon	50	65	A	4,225	135,200
43-51	+25 Mithril and Wooden Weapon	50	84	A	7,056	225,792
52-60	+25 Wooden Weapon	50	69	A	4,761	152,352
61-62	Hammer of Striking *	50	83	A -20	5,810	185,920
63-64	Gauntlet of Ector *	50	115	A -20	10,350	331,200
65-66	Demik Dral's Omba *	50	110	A -20	9,350	299,200
67-68	Scimitar of Throwing *	50	83	A -20	5,810	185,920
69-70	Fang of the Long Sleep*	50	113	A -20	9,944	318,208
71-72	Selkar's Girdle *	50	71	A -20	4,473	143,136
73-74	Whip of Grappling *	50	94	A -20	7,614	243,648
75-76	+25/+30 vs. Group Black Alloy Weapon	50	163	A -20	18,419	589,408
77-78	+25/+30 vs. Group Black Alloy and Wooden Weapon	50	182	A -20	24,024	768,768
79-80	+25/+30 vs. Group Leather Weapon	50	168	A -20	19,824	634,368
81	+25/+30 vs. Group Mithril Weapon	50	165	A -20	18,975	607,200
82	+25/+30 vs. Group Mithril and Wooden Weapon	50	184	A -20	24,656	788,992
83-84	+25/+30 vs. Group Wooden Weapon	50	169	A -20	20,111	643,552
85-86	+25 Black Alloy Weapon with 1 Enchanted Ability	50	163	A -20	18,419	589,408
87-88	+25 Black Alloy and Wooden Weapon with 1 Enchanted Ability	50	182	A -20	24,024	768,768
89-90	+25 Leather Weapon with 1 Enchanted Ability	50	168	A -20	19,824	634,368
91	+25 Mithril Weapon with 1 Enchanted Ability	50	165	A -20	18,975	607,200
92	+25 Mithril and Wooden Weapon with 1 Enchanted Ability	50	184	A -20	24,656	788,992
93-94	+25 Wooden Weapon with 1 Enchanted Ability	50	169	A -20	20,111	643,552
95-101	Sword of Justice *	50	119	A -40	10,115	323,680
102-108	Mace of Crushing *	50	190	A -40	21,850	699,200
109-115	Skorbaas, The Heart Seeker *	50	196	A -40	23,520	752,640
116-122	+25/+30 vs. Group Black Alloy Weapon with 1 Enchanted Ability	50	313	A -40	51,019	1,632,608
123-129	+25/+30 vs. Group Black Alloy and Wooden Weapon with 1 Enchanted Ability	50	332	A -40	60,424	1,933,568
130-136	+25/+30 vs. Group Leather Weapon with 1 Enchanted Ability	50	318	A -40	53,424	1,709,568
137-142	+25/+30 vs. Group Mithril Weapon with 1 Enchanted Ability	50	315	A -40	51,975	1,663,200
143-148	+25/+30 vs. Group Mithril and Wooden Weapon with 1 Enchanted Ability	50	334	A -40	61,456	1,966,592
149-155	+25/+30 vs. Group Wooden Weapon with 1 Enchanted Ability	50	319	A -40	53,424	1,709,568
156-162	+25 Black Alloy Weapon with 2 Enchanted Abilities	50	313	A -40	51,019	1,632,608
163-169	+25 Black Alloy and Wooden Weapon with 2 Enchanted Abilities	50	332	A -40	60,424	1,933,568
170-177	+25 Leather Weapon with 2 Enchanted Abilities	50	318	A -40	53,424	1,709,568
178-183	+25 Mithril Weapon with 2 Enchanted Abilities	50	315	A -40	51,975	1,663,200
184-189	+25 Mithril and Wooden Weapon with 2 Enchanted Abilities	50	334	A -40	61,456	1,966,592
190-195	+25 Wooden Weapon with 2 Enchanted Abilities	50	319	A -40	53,424	1,709,568
196-265	Attack Sphere *	50	272	A -60	40,256	1,288,192
266-275	Blade of Demonslaying *	50	540	A -80	116,100	3,715,200
276-285	The Great Sword of Vrak Tanuk *	50	465	A -80	88,350	2,827,200
286-295	Spirit Slayer *	50	427	A -80	75,152	2,404,864
296+	Ny'Calubraithe, Longsword of the Elven Smiths *	50	1363	A -160	427,982	13,695,424



Part III Spell Lists, Charts, & Tables

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Part III Spell Lists, Charts, & Tables

ARTIFACTS TABLE (T-14.55)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost	Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1	Air Drake Armor *	75	244	na	272,060	—	53	Plate of the Deep *	90	240	na	224,400	—
2	Airianda's Periapt *	110	1364	na	932,976	—	54	Plaguestone *	90	170	na	28,900	—
3	Amulet of Beastform *	110	150	na	29,550	—	55	Ranger's Blade *	80	470	na	98,700	—
4-5	Aphestasia's Veil * of Mystical Changes	75	280	na	60,760	—	56	Ring of Kaylaikas *	60	467	na	101,807	—
6	Armor of Golspre *	90	116	na	2,243,160	—	57	Ring of the Elves *	90	840	na	279,720	—
7	Battle Axe *	75	340	na	98,600	—	58	Ringlin's Blue Death Blade *	75	3041	na	1,940,158	—
8-9	Bell of Healing *	75	200	na	35,600	—	59	Robe of Kazlauskas *	90	1367	na	2,959,555	—
10-11	Bell of Stunning *	75	71	na	6,674	—	60	Robes of the Elements *	90	1106	na	1,985,270	—
12	Black Heart *	90	2251	na	1,341,596	—	61	Rod of Exchange *	75	104	na	11,336	—
13	Blade of Light, Darkbane *	110	1953	na	1,312,416	—	62	Scarab of Absolution *	75	145	na	23,780	—
14	Blade of Light, Deamonbane *	110	1381	na	751,264	—	63	Shianul *	110	8,282	na	13,507,942	—
15	Blade of Light, Dragonbane *	110	1716	na	1,019,304	—	64	Shield of Death *	75	138	na	17,664	—
16	Blade of Light, Magebane *	110	1444	na	795,644	—	65	Shield of the State *	75	207	na	36,639	—
17	Cauldron of Mists *	75	213	na	48,510	—	66	Shiwakalii *	75	231	na	36,036	—
18-19	Collar of Loudness *	75	302	na	81,842	—	67	Spear of Light *	110	5917	na	8,011,618	—
20	Dagger of Nidhogar *	110	1443	na	932,178	—	68	Spectral Blade *	90	189	na	32,886	—
21	Dancing Sword of the Fallen Friend *	120	1438	na	813,908	—	69	Spell Breaker *	110	1977	na	1,500,543	—
22	Death Crown *	130	1034	na	602,822	—	70	Staff of Aristarchus *	75	838	na	392,184	—
23	Demon Armor *	90	1217	na	2,537,445	—	71	Staff of Lights Echoes *	150	4128	na	5,341,632	—
24	Dervish Drum *	110	182	na	33,124	—	72	Staff of the Coast Runners *	110	270	na	68,850	—
25	Dread Staff of Count Astock *	110	715	na	321,035	—	73	Staff of the Winds *	110	1019	na	832,523	—
26	Dwarven Plate *	145	198	na	182,160	—	74	Staff of the Wise *	120	2144	na	1,567,264	—
27-29	Eggs of Divination *	75	18	na	2,484	—	75	Staff of Xyk *	75	345	na	72,105	—
30	Fireball Thrower *	110	267	na	67,551	—	76	Swiftslayer *	110	607	na	203,345	—
31-32	Flare Arrow *	75	105	na	14,595	—	77	Sword of Kalis Pathon *	80	275	na	48,125	—
33	Flute of the Siren Song	110	201	na	42,009	—	78	Sword of the High Elves, Aglara *	110	1355	na	810,290	—
34	Funeral Mask of Upanashadrak *	110	770	na	313,390	—	79	Sword of the High Elves, Celebtill *	80	1423	na	643,196	—
35	Gauntlets of Regal Adora *	90	627	na	172,426	—	80	Sword of the High Elves, Curutur *	110	1584	na	1,105,632	—
36	Hammer of Relin *	150	3603	na	2,994,093	—	81	Sword of the High Elves, Gil-Glin *	110	1355	na	810,290	—
37	Hammer of the Underworld *	140	680	na	227,800	—	82	Sword of the High Elves, Melercir *	140	3006	na	2,35,9718	—
38	Heart of Gold *	90	471	na	148,365	—	83	Sword of the High Elves, Noril *	110	1572	na	786,000	—
39	Helm of Might *	150	415	na	122,425	—	84	Sword of the High Elves, Turang *	180	5173	na	5,131,616	—
40	Helm of the Weapon Master *	120	205	na	35,876	—	85	Sword of the High Elves, Uruin *	140	1525	na	1,006,500	—
41	Horn of Inspiration *	110	273	na	73,437	—	86-87	Tesra'amvir, the Staff of Three Parts	60	1903	na	580,415	—
42	Kirae Shang, Black Laen Blade of Souls *	80	736	na	259,038	—	88	The Lake Bow *	75	243	na	39,123	—
43	Krist-archa, Axe of the Woodmen Kings *	140	654	na	224,976	—	89	The Lake Shield *	75	775	na	223,975	—
44	Lighirth's Death Spear *	110	574	na	208,936	—	90-91	The Lake Sword *	50	488	na	99,064	—
45	Lightning Lance *	75	112	na	14,000	—	92	The Lathe of the Moak *	80	2431	na	1,283,568	—
46	Longboat Sail of the Northmen *	75	320	na	91,840	—	93	The Naharien Orb *	110	7566	na	11,931,582	—
47	Loremaster's Amulet *	90	9,025	na	9,792,125	—	94-95	The Swords of Irgaak *	110	955	na	400,145	—
48	Marlor's Crown na *	75	662	na	274,068	—	96	The White Bow *	80	715	na	200,200	—
49	Minstrel Cloak *	90	198	na	36,234	—	97	Thiru's Ring * of Shouting *	75	354	na	100,536	—
50	Opal Necklace *	90	471	na	114,453	—	98	Thrown of Tesor *	110	3127	na	3,152,016	—
51	Overlord Shield *	110	414	na	132,480	—	99	Truncheon of Command *	110	456	na	160,512	—
52	Phial of the Fountainhead *	75	159	na	22,419	—	100	Winged Shield *	75	132	na	15,576	—

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Key: Availability indicates the difficulty modifier for the Purchase and Resale Tables (T-6.1 and T-6.2); M = Medium; H = Hard; VH = Very Hard; EH = Extremely Hard; SF = Sheer Folly; A = Absurd; A - # = Absurd with a further penalty of #

Note: * = Item has a description in Section 16.

Note: All costs are given in gold pieces.

15.0

KEYING



Part III Spell Lists, Charts, & Tables

Items may be keyed to limit their effects in certain ways. Thus, Alchemists can produce items that will only work for a certain type of client, not be usable by a group of beings, or against a certain type of being. The charts presented here represent a small fraction of the available keys. GMs are encouraged to think up their own keys and introduce them as they see fit.

A word of caution before using these Charts; though keys can produce a great deal of flavor, they do have a serious drawback. Keys limit who can use an item. Consequently, adventurers may get their hands on items they cannot use. This will encourage them to seek out others who are able to use such items. In worlds where GMs do not want to see much trade in magical items, using keys on items can be counter-productive.

To use the charts,

- 1) Roll on the Number of Keys Chart (d100, not open-ended). This will generate the number of keys, if any, that the item is set for.
- 2) Roll each key on the Key Type Chart (d100, not open-ended). This will let a GM know if the key is Positive, Negative, or Adversarial. Positive Keys will only work in a particular circumstance (e.g., an item can be keyed to only work for elves). Negative Keys are keys that will not work in a particular circumstance (e.g., an item can be keyed not to work in daylight). Adversarial Keys are keys that only work against a particular circumstance (e.g., working against creatures of darkness).
- 3) Each key should be rolled (d100, open-ended) or selected from the Key Chart. GMs should feel free to disregard any results that are inappropriate (i.e., if a world has no evil spell users, items keyed to this group should be re-rolled; if an item is keyed to only work against noon should be put aside, etc.). GMs should also note that the keys found at values above 95 get very specific. If more general keys are desired these results should be ignored.



NUMBER OF KEYS CHART

Roll	Number of Keys
1-50	None
51-80	1
81-95	2
96-100	3

KEY TYPE CHART

Roll	Key Type
1-50	Positive
51-75	Negative
75-100	Adversarial

KEY CHART

Roll	Key	Roll	Key
1-6	Channeling Users	100-102	Aquatic Creatures
7-12	Essence Users	103-105	Arcane Users
13-18	Evil Creatures	106-109	Arcanist
19-24	Evil Spell Users	110-112	Avian
25-30	Good Creatures	113-115	Chaotic
31-36	Item has a Command Word	116-119	Creatures of Darkness
37-42	Mentalism Users	120-122	Daytime
43-48	Non-Spell Users	123-126	Dragons
49-54	Pure-Spell Users	127-129	Evil Arcane
55-60	Semi-Spell Users	130-133	Faeries
61	Alchemists	134-137	Giants
62	Animists	138-140	Holy Days
63	Bards	141-144	Holy Places
64	Clerics	145-147	Item Must Draw Blood
65	Common Orcs	148-151	Left Handed People
66	Dabblers	152-154	Magehunter
67	Dwarves	155-158	Nighttime
68	Elves	159-162	Nobles
69	Evil Clerics	163-166	Peasants
70	Evil Magicians	167-170	Political Officials
71	Evil Mentalists	171-174	Right Handed People
72	Fighters	175-178	Soldiers
73	Greater Orcs	179-181	Spirits
74	Gray Elves	182-185	Underground Creatures
75	Healers	186-189	Wielder Must Expend 1 PP
76	High Elves	190-192	Wielder Must Expend 2 PP
77	High Men	193-195	Wizards
78	Humans	196-205	At Dawn
79	Illusionists	206-215	At Midnight
80	Lay Healers	216-225	Complicated Gestures
81	Laymen	226-235	Full Moons
82	Magnets	236-245	Item Must Do a Critical
83	Magicians	246-255	New Moon
84	Mentalists	256-265	Noon
85	Monks	266-275	Shouted Keyword
86	Mystics	276-285	Wielder Cannot Move
87	Paladins	286-	Wielder Must Expend 3 PP
88	Rangers		
89	Rogues		
90	Sorcerers		
91	Thieves		
92-93	Undead		
94	Warrior Monks		
95	Wood Elves		
96-99	Animals		

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SPECIAL ITEMS DESCRIPTIONS

16.1

ARMOR DESCRIPTIONS

The following are descriptions of special armors that may be generated from the random tables in Section 14.0.

16.1.1 6TH–10TH LEVEL

Rhino Armor – Though actually made of buffalo hide, this suit of AT 9 gives a special bonus of +10 to DB and gets its name from the fact that it is also gives a special bonus of +10 to charging attacks (both to OBs and charging maneuvers).

Shield of Arm – This normal shield gives a special bonus of +10 to DB and is also enchanted to give a special bonus of +10 to the wielder's RRs. It is made of Low Steel.

Vanishing Shield – This full shield gives a special bonus of +10 to DB can become invisible once per day. It is made of Low Steel.

Shield of the Green Woods – This target shield gives a special bonus of +10 to DB and is made of oak. The wielder can also cast *Hues* once per day.

Elven Splinted Leather – This suit of enchanted deer hide is covered with oaken scales. It gives a special bonus of +10 to DB, encumbers as AT 10, but protects as AT 11. Its owner also gains a special bonus of +10 to all Hiding maneuvers (as long as the owner is wearing the armor).

Shield of Camouflage – This Low Steel full shield gives a special bonus of +10 to both DB (versus missile attacks only) and to the wielder's Hiding maneuvers (while wielding the shield).

16.1.2 11TH–20TH LEVEL

Belt of Balance – This leather belt reduces the severity of Unbalancing criticals by one level (e.g., a 'C' Unbalancing critical becomes a 'B,' a 'B' becomes an 'A,' and an 'A' becomes an 'A' with a special modification of -25 to the critical roll).

Elven Chain – These suits of full chain mail armor (AT 15) are made of High Steel. They give a special bonus of +15 to DB and encumber as if they were only a chain shirt (AT 13).

Rune Shield – This +10 buffalo hide wall shield gives a special bonus of +10 to DB and also functions as a *Rune Paper X* (i.e., a piece of rune paper capable of holding up to a 10th level spell).

Darkling Leather – This leather shirt (AT 5) has no modifier to DB, but gives a special bonus of +15 to the wearer's Stalking and Hiding maneuvers.

Leather of Slickness – This rigid leather breastplate and greaves (AT 10) gives a special bonus of +10 to the wearer's DB and gives a special bonus of +15 to any Contortions maneuvers that the wearer attempts.

Channeling Shield – This normal shield, made of Low Steel, gives a special bonus of +10 the wielder's DB and adds a special bonus of +15 to the wielder's Channeling maneuvers.

Breastplate of Channeling – These high steel breastplates (AT 17) are much prized by clerics and paladins. They give a special bonus of +15 to me wearer's DB and they give a special bonus of +15 to their wearer's Channeling maneuvers and Transcend Armor skill.

Dragonskin Armor (AT 12) – This suit of full-hide plate armor (AT 12) is made of lesser caveworm hide. It gives a special bonus to DB of +15 and encumbers as AT 10.

Dragonskin Armor (AT 11) – This suit of half-hide plate armor (AT 11) is made of basilisk hide. It gives a special bonus of +15 to the wearer's DB and encumbers as AT 9.

Dragonskin Armor (AT 3) – Made of dragonette hide, this shirt protects as AT 3 & gives a special bonus to DB of +10.

Robe of Protection – These robes are much desired by mages, for this garb protects as AT 4 and give a special bonus of +10 to the wearer's DB. The wearer can also cast *Protection I* three times per day.

Shield Rod – This High Steel rod can assume 3 different forms: a 2' tall steel rod (with the material strength of High Steel), a wall shield (that gives a special bonus of +15 to DB), or a mace (that gives a special bonus of +15 to the wielder's OB).

Red Shield of Diif-Marash – This Low Steel normal shield gives a special bonus of +10 to the wielder's DB and has a 10% chance of negating criticals to the wielder's shield arm. The wielder can also cast *Deflections I* once per day.

Plate Mail of Resistance – This Low Steel breastplate and greaves (AT 18) gives a special bonus of +10 to the wearer's DB and has a 25% chance of negating a critical to the wearer's torso, head, and limbs.

16.1.3 21ST–30TH LEVEL

Arm Greaves of Power – These Low Steel arm greaves have a 25% chance of negating any arm crits. The wearer can also cast *Strength II* once day.

Portal Shield – This Oaken target shield gives a special bonus of +10 to the wielder's DB and allows the wielder to cast *Portal* once day.

Dragonskin Armor (AT 19) – This suit of fell beast hide armor gives a special bonus of +20 to the wearer's DB and encumbers as AT 17.

Dragonskin Armor (AT 20) – This suit of fell beast hide armor gives a special bonus of +20 to the wearer's DB and encumbers as AT 18.

Shield of Flows – This Low Steel full shield gives a special bonus of +10 to the wielder's DB and the wielder is under the constant effects of a *Waterrunning* spell.

Collar of Unpain – This low steel collar has a 50% chance of negating any neck crits against its wearer. Its wearer may also cast *Unpain II* once per day.

Red Armor – This Low Steel suit of full chain (AT 15) gives a special bonus of +10 to the wearer's DB and is enameled a bright red in color. Its wearer is under the constant effects of a *Heat Resistance* spell and may cast a *Fireball I* 1/day.

Breastplate of Thonian – This Low Steel breastplate (AT 17) gives a special bonus of +10 to the wearer's DB and has a 50% chance of negating any chest crits against its wearer. Its wearer may also cast *Fly II* once day, and *Reverse Spell I* once day.

16.1.4 31ST–40TH LEVEL

Paladin Shield – This +20 White Alloy wall shield gives a special bonus of +20 to the wielder's DB and functions as a x3 PP multiplier (the PP multiplier is keyed only to Paladins).

Armor of the Rangers – This +15 suit of leather breastplate and greaves (AT 10) is made of buffalo hide. It gives its wearer a special bonus of +15 to DB, +25 DB versus missiles, +20 to Hiding maneuvers, and +10 to Stalking maneuvers. It encumbers as AT 10 and functions as a +3 spell adder (the spell adder is keyed only to Rangers).

16.1.5 41ST–50TH LEVEL

Helm of Uncleaving – This Mithril helm gives a special bonus of +25 to the user's Boxing attacks (used to headbash the wearer's opponent). It also has a 50% chance of negating any head criticals the wearer suffers.

Crushing Shield – This Bronze wall shield gives a special bonus of +5 to the wielder's DB and gives a special bonus of +10 to all shield bash attacks. In addition, shield bash attacks made with this shield are made on the Fall/Crush Attack Table (with a maximum of Huge results).

16.2 CHARGED ITEM DESCRIPTIONS

The following are descriptions of special charged items that may be generated from the tables in Section 14.0.

16.2.1 11TH–20TH LEVEL

Rod of Melting – This wooden staff is carved to look like a long pillar of fire and can cast both *Firebolt I* and *Heat Solid*.

Eye Staff – This ashen staff is carved with a large eye at the head of the staff and has several powers. It may cast *Lightning Bolt*, *Detect Invisible*, and *Detect Traps*.

Dragon Wand – This Low Steel wand is shaped like a clawed reptilian forearm. It may cast *Fire Bolt I*, *Fire Ball I*, *Lightning Bolt I*, and *Fly II*.

Staff of Healing – This staff is made of oak and has three bronze rings affixed to the head of the staff. It may cast *Heal I*, *Heal V*, *Regeneration II*, *Poison Purification*, *Disease Purification*, and *Minor Eye Repair*.

16.2.2 21ST–30TH LEVEL

The Staff of Light – This quarterstaff gives a special bonus of +10 to the wielder's OB and delivers an additional Impact critical of equal severity to any normally inflicted critical. It also provides a special bonus of +10 to all Shock Bolt attacks and Lightning Bolt attacks. It may cast *Shock Bolt* and *Lightning Bolt*.

16.2.3 31ST–40TH LEVEL

Rod of Animating the Dead – This +3 Spell Adder (keyed to work only for Evil channeling users) may cast *Animate Dead I*.

16.2.4 41ST–50TH LEVEL

Akarak, Slayer of Fire Spirits – This rod may cast *Water Bolt I* and delivers Slaying critical to elemental creatures of fire.

16.3 DAILY AND CONSTANT DESCRIPTIONS

The following are descriptions of special daily and constant items that may be generated from the random tables in Section 14.0.

16.3.1 6TH–10TH LEVEL

Pot of War Smoke – These small clay pots are filled with small wax candles. Upon lighting, the candles will begin to smoke. After five minutes of burning, they produce a *Fog* spell. After burning for five minutes, the candles are no longer enchanted.

Access Book – These large tomes are filled with many ciphers and codes. If the reader takes at least ten minutes, he cast *Guess* up to twice per day, but only to find passwords, keywords, or cipher keys.

Helm of Sense Mastery – The wearer of this helm may cast *Sly Ears*, *Night Vision*, and *Wolf's Senses* on himself each once per day.

16.3.2 11TH–20TH LEVEL

Bell of Awe Inspiring – When struck, this bronze bell will cast an *Aura* day on its owner (usable up to twice per day).

Shoola – These small clay spheres are both valuable and dangerous. When the fragile Shoola is thrown, it breaks releasing a *Cold Ball I*. These spheres are rather delicate and can only be used once each.

Janith's Belt of Movement – This leather belt allows the wearer to cast *Leaping*, and *Landing*, and *Fly I* each once per day (the wearer must be the target for the spells).

Gloves of Unbarring Ways – These leather gloves are of great interest to those who wish to pursue an occasional burglary, and to professional thieves who need an occasional edge against magical devices. The wearer can cast *Lock*, *Magic Lock*, *Locklore*, *Opening I*, and *Traplore* each once per day.

Gauntlets of Healing – Often called the "Adventure's Best Friends," these leather gauntlets serve a variety of healing functions. The wearer can cast *Clotting V*, *Major Fracture Repair*, *Self Preservation*, *Muscle Repair III*, *Major Nerve Repair*, and *Regeneration I* each once per day. These powers are keyed to go off subconsciously on the wearer (if the wearer is unconscious).

16.3.3 21ST–30TH LEVEL

Medallion of Heavy Metal – This brass medallion will attach itself upon command to any metallic object. Once attached, the owner can command it to cast a *Staying III* on the object it is attached to (the object must be within line of sight of the owner). This ability only works once day.

Veils of Tanu – This cloth veil allows the wearer to cast a *Face Shifting True* spell (up to three times day). Anyone looking at him will think that he is of the highest beauty (a special bonus of +10 to Appearance).

Ring of Invisibility – This copper ring casts a constant *Invisibility I* on its wearer. The effect is canceled if the wearer is struck or strikes a blow, but reasserts itself after 6 rounds (1 minute).

Collar of Animal Speech – This leather collar, when placed around the neck of an animal, allows the animal to speak in the owner's native language. The collar does not work on creatures who have higher than a 25 stat in either Reasoning or Memory.



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Screaming Arrow — These arrows are made of Dyr Wood. When fired from a bow, they radiate a *Fear* spell in a 100' radius (the effect is constant until the arrow strikes something). If the arrow strikes a sentient target, the target is must make a second RR. If this RR fails, the target will suffer the effects of *Fear* for 1 day per 10 failure. If the arrow misses its target, the spell ends. In either case, the arrow will cease functioning until fired again.

Boots of Landing — These enchanted leather boots (often made from lesser drake hide) cast a constant *Landing* spell on their wearer.

Cape of the Black Hand — This woolen cloak allows its user to cast *Darkness II* & *Darkvision* (on its wearer) each 1/day.

Boots of Leaping — These leather boots allow their wearer to cast Longjump 5x/ day, and Balance I 2x/ day.

Mentalist's Crown — This silver diadem is inset with an enchanted sapphire. The sapphire casts a constant *Self Aura* spell on the wearer and functions as a +1 Spell Adder (keyed only to for Mentalists).

Elven Cloak — This simple homespun cloak casts a constant *Resist Cold* on its wearer and adds gives a special bonus of +15 to the wearer's Hiding maneuvers.

Crucifix of Warding — Hated by the Undead, these items give a special bonus of +15 to any good Base Attack Rolls that involve Repulsion spells (keyed to work for good Clerics and Paladins only). In addition, the item itself constantly casts *Repel Undead IX*.

Helm of Sight — This Low Steel full helm casts a constant *Nightvision* and *Sidevision* on the wearer. It does not interfere with the wearer's vision in daylight.

Boots of Yark — These leather boots were produced by a tribe of plains-running Elves. They cast a constant *Fast Sprint* on their wearer. Once per day their wearer can cast *Fly II* (on himself only).

Dog-ring — This iron ring gives a special bonus of +10 to the wearer's maneuvers made that deal with canines. It also casts constant *Wolf's Sense* and *Nightvision* on its wearer.

Rope of Entanglement — This rope is made from enchanted giant spider silk. It has a constant *Enchanted Rope* spell imbedded in it. In addition, if the rope is used as a whip, it attacks on the Grapple/Grasp/Envelope/Swallow Attack Table (with a maximum of Medium results).

King's Flagon — These golden chalices are often given to monarchs on the day of their coronation (as a gift from the Alchemist Guild of their kingdom). They are often decorated with precious gems. A flagon's owner can cast *Freeze Liquid* up to ten times per day (on the flagon's contents) letting him cool his drink to whatever temperature he desires. More importantly, it is enchanted to cast a constant *Poison Purification* (on the contents of the chalice), though most are keyed not to purify alcohol. Their are a great number of these items in existence, though a few stolen ones make it out of royal hands.

Flute of the Fair Elves — This enchanted Dyr Wood Flute casts a constant *Song Sounding II* when played. It also functions as a +1 Spell Adder (keyed to work only for elves and half elves).

Nerro's Displacer — This leather collar casts a constant *Displacement II* on its wearer and adds a special bonus of +10 to its wearer's DB.

Forest Mask of the Wood Elves — This wooden mask casts a constant *Self Cloak* on its wearer. Also, twice per day the wearer may cast a *Plant Facade* spell.

Boots of Speed — These leather boots will let their wearer cast *Fast Sprint*, *Run I*, and *Speed I* on himself (each 1/day).

Imyra's Bathing Basin — This small silver basin (13" diameter) will enlarge to the size of a normal bath tub once per day. Upon enlarging, it will fill with water of whatever temperature is preferred by its owner. Once the owner has bathed, the water will disappear and the basin will return to its miniature size.

Choko-da — This leather and iron collar is keyed to only work for Mentalists. It allows its wearer to cast *Shield* (up to twice per day), *Deflect I* (once per day), and *Bladeturn I* (once per day, affecting the wearer only).

Helm of Darkness — This iron helm allows its wearer to cast *Darkness II* (up to five times per day), *Nightvision* (up to five times per day), and *Dark Stunning* (up to 3x/day).

Circlet of Leadership — This gold circlet adds a special bonus of +5 to its wearer's Communication skill category, and a special bonus of +13 to all the wearer's Influence skill category. It also casts a constant *Inspirations IV* centered upon the wearer.

Monk's Evading Clothes — These suits of clothing are made in several styles from enchanted giant spider silk. The robes bestow a constant *Extensions II*, and *Special Effects* upon the wearer (keyed to only work for Monks).

Ring of Lammoth — These rings were created to protect their wearers from all realms of magic. Made of gold and set with gems (usually 2-3 carat sapphires), these rings cast constant *Cancel Mentalism*, *Cancel Essence*, and *Cancel Channeling* on spells directed at their wearer.

Swan of Ithis Tinuvia — These enchanted gold statues become real (but immortal) swans when placed in a lake. In their swan form they have medium intelligence, and constantly cast *Water Purification*. Up to four times per day the Swan can cast *Speed Growth I* on any target that it can see, up to twice per day it can cast *Summon Guardian*, and once per day it can cast *Weather Prediction* (so that it can seek shelter). Over time (a period of several weeks), the Swan will turn the lake into a virtual paradise; though if the swan is killed, the effects of its work will slowly begin to reverse (taking several weeks to revert to its original state). If the Swan is removed from the lake, it reverts to its statue form, and the effects of its presence in the lake will slowly fade away.

Necklace of Barandol — This necklace is made of gold and set with enchanted pearls and rubies. It is keyed to only work for evil Mentalism users. For such spell users, it is a x2 PP Multiplier, and has a constant *Detects Mentalism*, *Detect Emotion*, and *Detect Invisibility* imbedded in it. It allows its owner to cast *Dull Mind*, *Forget I*, & *Mind Blank* each 1/day.

Staff of Mastering Spirits — This simple wooden staff has a great variety of powers. Its wielder can cast *Sleep V*, *Charm Kind*, *Sleep VII*, *Confusion*, *Suggestion*, *Sleep X*, *Hold Kind*, *Master of Kind*, *Lord Sleep*, and *True Charm* each once per day.

16.3.4 31ST-40TH LEVEL

Boots of Escape — These boots add a special bonus of +20 to their wearer's exhaustion points and constantly cast *Spider's Step I* on their wearer. The item is keyed not to restrict normal movement.

16.3.5 41ST-50TH LEVEL

Candles of Blessing — These candles are items made so that worshipers can receive the blessing of their deities in the darkest of hours. Five minutes after they are lit, they will cast a *Bless III* and *Holy Aura I* on all who are within their radius of illumination (approximately 5' radius). Each candle can burn for approximately 30 minutes before loosing its magic.

16.4

GENERAL ITEM DESCRIPTIONS

The following are descriptions of special general items that may be generated from the random tables in Section 14.0.

16.4.1 6TH–10TH LEVEL

Bracers of Gorax – These leather bracers give their wearer a special bonus of +10 to Base Attack Rolls versus Undead and act as a +1 Spell Adder (keyed to only work for Clerics).

Robe of Illusion – This set of linen robes gives any Illusionist who wears them a special bonus of +10 to his DB. It is also a +1 Spell Adder (keyed to work only for Illusionists).

Bands of Tumbling – These leather armbands give a special bonus of +10 to their wearer's Tumbling maneuvers, and allow their wearer to cast *Landing* once per day.

Forester's Helm – This leather helmet gives a special bonus of +10 to its wearer's Tracking maneuvers, and allows its wearer to cast *Hues* up to three times per day.

Rin's Voice Enhancer – This small stone must be surgically implanted in its wielder's throat. When this operation is completed, the stone gives its wielder a special bonus of +10 to all Signing maneuvers and +5 to Base Attack Rolls (keyed to work only for Bards).

Choker of Whispers – This leather choker is set with a pendent made of Coral and Topaz. It is this pendant that is actually enchanted. It functions as a +2 Spell Adder (for any spell user), and allows its wearer to cast *Long Whispers* once per day.

Headband of Silesh – This silver headband is a +2 Spell Adder (keyed to work for Mentalism users only) and allows its wearer to cast *Mind Tongue* up to three times per day.

Stone of Will – This small stone gives +5 to Base Attack Rolls (keyed to work only for Mentalism users), +10 RRs versus Mentalism attacks, and functions as a +1 Spell Adder (the adder is keyed to work only for Mentalism users). It is generally worn on a necklace.

Scarab of Poisons – These small stones are prized by assassins and those seeking to thwart such beings. When worn as a talisman they give a special bonus of +10 to Poison Perception maneuvers, +5 to Use Poison maneuvers, +5 to Poison Lore maneuvers, and +5 to RRs versus poisons.

16.4.2 11TH–20TH LEVEL

Ruby Ring – This acts as a +1 Spell Adder (for any spell user) is set in an enchanted ruby on a gold ring.

Bone Necklace of Charging – This necklace (made of Troll bones) adds a special bonus of +15' to the wearer's Base Movement.

Pendent of Potency – This gold pendant functions as a +2 Spell Adder (for any spell user) and adds a special bonus of +10 to its wearer's Base Attack Rolls.

Soul Gem – Made of enchanted diamond, this gem acts as a x2 PP Multiplier (keyed to work for Channeling users only) will cast *Lifekeeping II* once per day on its wearer (keyed to work in the event of its wearer's death). It is generally worn in a necklace or imbedded in a ring.

Staff of Sorcery – This wooden staff acts a x2 PP Multiplier (keyed to work only Sorcerers) and adds a special bonus of +15 to its wielder's RRs against spells cast from Sorcerer and Mystic Base Spell Lists.

Bracers of Ballion – These brass bracers grant a special bonus of +15 to the wearer's Body Development skill, and a special bonus of +10 to the wearer's OB; however, this OB bonus may only be used to offset fatigue penalties (i.e., penalties accrued from having expended too many exhaustion points).

Desert Suit – This suit of brown and tan cloth adds a special bonus of +15 to the wearer's Stalking and Hiding maneuvers in desert environments.

Mighty Gauntlets – These steel plate gauntlets add a special bonus of +15 to the wearer's DB and a special bonus of +7 to the wearer's Athletic • Brawn Skill Category.

Skull of Rie-talin – These items were first created by the Sorcerer Rie-talin. They are made from the skulls of Ogre or small Trolls and worn as helms. They function as x2 PP Multipliers (keyed to work only for Sorcerers) and adds a special bonus of +15 to Spell Casting Static Maneuvers (keyed to work only for Sorcerers).

Staff of Flames – This ash quarterstaff gives a special bonus of +5 to its wielder's OB and acts as a +3 Spell Adder (keyed to only allow casting of fire base spells). When it strikes in combat it delivers an additional heat critical of one severity less than any normally occurring critical.

Staff of Cold – This ash quarterstaff gives a special bonus of +5 to its wielder's OB and acts as a +3 Spell Adder (keyed to only allow casting of cold based spells). When it strikes in combat it delivers an additional cold critical of one severity less than any normally occurring critical.

Tunic of Essence – This linen tunic is a x2 PP Multiplier (keyed to work for Essence users only). It protects its wearer as AT 3, and adds a special bonus of +10 to his DB and a special bonus of +5 to all RRs versus spells.

16.4.3 21ST–30TH LEVEL

Mountebank Cape – This velvet cloak acts as a +2 Spell Adder (keyed to work only for Bards). It also allows its wearer to cast *Longdoor I* 1/day (keyed to work only for Bards).

Cloak of Darkness – This wool cloak is highly intelligent and is keyed to only work for evil spell users (of any realm). It acts as a x2 PP Multiplier. The wearer of the cloak can cast *Minor Pain* once per day.

16.4.4 31ST–40TH LEVEL

Helm of Strength – This high steel helm adds a special bonus of +20 to its wearer's Basic Weight Allowance.

Absorption Cloak – This linen cloak adds +20 to its wearer's Body Development skill and will reduce the severity of any Crush critical rolled against the wearer.

Scroll of Knowledge – This vellum scroll is a +4 Spell Adder (keyed to be used only for Informational type spells).

Beavguard's Staff – This ash quarterstaff adds a special bonus of +20 to its wielder's Spell Casting Static Maneuvers to be used to offset any penalties incurred for "fast casting" a spell (any penalty incurred for time, including casting a spell as a Snap Action). It also allows its wielder to cast *Fireball* once per day.

Medallion of the Myrmidon – This low steel medallion adds a special bonus of +10 to its wearer's in the Armor • Medium and Armor • Heavy Skill Categories.

Helm of Two Faces – This iron helm has is decorated with the image of a face on its back side. When worn backwards the wearer can see invisible objects (treat as a constant *See Invisible* spell), and gets a special bonus of +20 to his Reverse Stroke maneuvers. However, he suffers a special penalty of -15 to all Influence maneuvers (as it is very difficult to make out what he is saying).



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Helm of Stature — This low steel helm adds a special bonus of +10 to its wearer's Influence Skill Category and a special bonus of +10 to his DB.

Boots of Silence — These doeskin boots add a special bonus of +20 to the wearer's Stalking maneuvers and allow him to cast a *Shadow Steps* once per day.

Shaman's Mask — This leather mask is decorated with beads and feathers and presents a fearsome image to those beholding it. It acts as a x2 PP Multiplier (keyed to work only for Animists) and gives the wearer a special bonus of +20 to his Animal Handling maneuvers.

Shimmering Cloak — This silk cloak adds a special bonus of +10 to its owner's DB (because its constantly shimmering surface is hard to look at). It also functions as a x3 PP Multiplier (keyed to work only for Sorcerers).

Warrior's Helm — This Low Steel helmet adds a special bonus of +15 to the wearer's OB, but only if the wearer is a non-spell user. It also acts as a x3 PP Multiplier for all non-spell users.

Choker of Azrak — This choker is made of gold and inset with many precious gems. It acts as a x3 PP Multiplier (for any spell user) and has a 25% chance of negating any head hits.

Trinkets of Captivating Dancing — These brass baubles add a special bonus of +15 to their wearer's Seduction maneuvers, +20 to his Dancing maneuvers, and allow him to cast *Holding Song* up to three times per day.

Tracker's Ring — This silver ring is carved with images of forest creatures. It adds a special bonus of +20 to the wearer's Tracking maneuvers and allows him to cast *Path Tale* once per day. It also acts as a x2 PP Multiplier (keyed to work only for Rangers).

Lyre of Theola Forest — Created by the elves of the Theola Forest, this oak lyre gives a special bonus of +20 to its wielder's Play Instrument maneuvers, and gives him a special bonus of +10 to his Singing maneuvers as long as it is held in his lap. It also allows its wielder to cast *Song II* once per day, and *Song Sounding II* up to twice per day.

Saddle of the Horse Lords — These saddles are made of horse hide and give a special bonus of +20 to their wielder's Riding maneuvers (assuming they are actually mounted on a riding animal). They give the animals that wears them a special bonus of +10 to their Alertness maneuvers and a special bonus of +10 to their DB). They give the rider Minor Critical Reduction against Unbalancing crits and have a constant *Staying III* that serves to hold the rider more securely in his seat (resulting in a special bonus of +30 to stay mounted).

16.4.5 41ST–50TH LEVEL

Circlet of Mentalism — This silver circlet protects its wearer as a helm (for purposes of critical resolution). It functions as a x2 PP Multiplier (keyed to work only for Mentalists) and adds a special bonus of +10 to their RRs against Mentalism spells.

Staff of Ice — These staves were created out of an incredibly rare enchanted ice called Illinar. Each has a constant *Clotting I* that affects its wielder, and when the tip is placed in a liquid, it gives off a constant *Freeze Liquid*. In combat they attack using the Spear Attack Table (with a special bonus of +25) and give an additional Cold critical of equal severity to any normal criticals inflicted. They act as +4 Spell Adders (keyed to only work for spells from the Ice Law spell list), and give their wielders a special bonus of +20 to their DB and RRs versus fire-based attacks.

16.5

WEAPON DESCRIPTIONS

The following are descriptions of special weapons that may be generated from the random tables in Section 14.0.

16.5.1 6TH–10TH LEVEL

Axe of the Dwarves — This Low Steel axe head gives a special bonus of +10 (+15 in the hands of a Dwarf) to OB with a special bonus of +15 OB versus Orcs. Only the head is enchanted.

Off-hand Dagger — This Low Steel dagger adds a special bonus of +10 to the wielder's OB. The dagger also adds a special bonus of +10 to the wielder's Two Weapon Fighting skill when the dagger is used as one of the two weapons.

Parrying Falchion — This Iron falchion gives a special bonus of +5 to the wielder's OB. In addition, it adds a special bonus of +10 to the wielder's DB when the wielder uses at least half his OB to parry.

Muldek's Rapier — This Iron rapier gives a special bonus of +5 to its wielder's OB. In addition, it allows its wielder to cast a *Blur* once per day.

Sword of the Golden Orb — This Bronze shortsword gives a special bonus of +5 to its wielder's OB. If the sword is in direct sunlight the bonus to OB increases to +10 and does a Heat critical of two levels less severity.

Blade of Warning — These Elven Low Steel blades come in many forms. Roll d100 (not open-ended) when such a blade is generated. On a 01–25, it is a broadsword; on a 26–50 it is a longsword; on a 51–75 it is a rapier; on a 76–85 it is a shortsword; on an 86–95 it is a dagger; on a 96+ it is a two handed sword. They give a special bonus of +15 against Orcs, Trolls, and creatures of darkness (GM's discretion). Their wielders may cast *Detect Enemies* once per day.

Whip of Beast Mastery — This cow hide whip gives a special bonus of +5 to the wielder's OB and acts as a +2 Spell Adder (the adder is keyed to work only for Animists). It also gives a special bonus of +3 to the Outdoor • Animal Skill Category and +5 to Base Attack Rolls (these last two abilities are keyed to work for Animists only).

Minor Dagger of Assassination — This Iron dagger gives a special bonus of +5 to its wielder's OB and adds a special bonus of +5 to its wielder's Stalk and Hide maneuvers, and adds a special bonus of +10 to his Ambush maneuvers.

Dagger of Assassination — This Low Steel dagger gives a special bonus of +10 to its wielder's OB and adds a special bonus of +5 to its wielder's Stalk and Hide maneuvers, and adds a special bonus of +10 to its wielder's Ambush maneuvers.

16.5.2 11TH–20TH LEVEL

Hammer of the Hills — These High Steel hammers gives a special bonus of +15 to its wielder's OB. Alternatively, they give a special bonus of +20 versus Orcs, Goblins, and Hobgoblins. Only the head is magical.

Flame Arrows — These Low Steel and oak arrows burst into flame once they are shot from a bow. They give the firer a special bonus of +10 to OB and do an additional Heat critical of one level less severity than any normally inflicted. The arrows are not consumed by the flames. Usually d5 of these are found together.

Hammer of Frost — This High Steel and hickory warhammer gives a special bonus of +15 to its wielder's OB. In addition, the hammer casts *Cold Ball I* as a staff.





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Sword of Darkness – This High Steel longsword gives a special bonus of +15 to its wielder's OB. Alternatively, it gives a special bonus of +20 versus Dwarves. It allows its wielder to cast *Detect Enemies* once per day.

Blade of Frost – The blade of this Low Steel falchion gives a special bonus of +10 to its wielder's OB and is encrusted with ice and does an extra Cold critical of one level less severity than any normally inflicted. It also allows its wielder to cast *Cold Ball I* once per day.

Blade of Flame – The blade of this Low Steel falchion gives a special bonus of +10 to its wielder's OB, bursts into flame when drawn, and does an extra Heat critical of one level less severity than any normally inflicted. It also allows its wielder to cast *Fireball I* once per day.

Flail of Fire and Ice – This High Steel flail has two heads and gives a special bonus of +15 to its wielder's OB. Upon command, one of these heads becomes burning hot and the other becomes blistering cold. When activated in combat, it does additional Heat and an additional Cold critical of one level less severity than any normally inflicted. The shaft is not magical.

Prism Sword – This Bronze broadsword gives a special bonus of +5 to its wielder's OB and can absorb and re-channel light, allowing its wielder to cast *Dark I* once per day, and *Shock Bolt I* up to twice per day.

Crystal Knife – This dagger is made from enchanted rock crystal and gives its wielder a special bonus of +10 OB. It acts as a +3 Spell Adder (for any spell user) and adds +15 to the wielder's DB versus Directed Elemental spells.

Red Spear of Diif-Marash – This spear is made from High Steel and oak and gives its wielder a special bonus of +10 OB. It has its throwing ranges increased by 20'. It delivers Slaying criticals to Common Orcs. All critical that result in a bleeding wound (giving hits per round), are increased by one point per round. In addition, any non-bleeding critical has a 10% chance of giving an additional bleeding wound of one hit per round.

16.5.3 21ST–30TH LEVEL

Sword of the Dark Elves – These White Alloy longswords give a special bonus of +20 to their wielder's OB. In addition, these swords act as Armor and Shield Slayer weapons.

Armor Slaying Sword – This Low Steel two-handed sword gives a special bonus of +10 to their wielder's OB and acts as an Armor and Shield Slaying weapon.

Grazzenni Sling Stones – These Low Steel sling stones give a special bonus of +10 to their firer's OB and allow the "slinger" to make his attacks on the Short Bow Attack table. Usually 1-10 are found at once.

Javelins of Lightning – These High Steel javelins give a special bonus of +15 to their thrower's OB and deliver an extra Electrical critical of the same severity as any normally inflicted.

Woodsman's Bow of Good Aiming – These yew longbows have the special enchantment of Normal Speed Weapons, and allow the wielder to cast *Aiming* once per day.

Tentacle Staff – This ash quarterstaff is topped by a tentacle from a deep sea squid. The weapon attacks on the Whip Attack Table. Its wielder can cast *Sleep V* up to three times per day.

Invisible Net – This net is made from enchanted Giant Spider silk and gives a special bonus of +20 to its wielder's OB. It has a constant *Unseen I* placed on it, making it very easy to surprise people with it.

Bonebane – This Low Steel mace gives a special bonus of +10 to OB and has a constant *Break Limb* spell imbedded in it that is keyed to work on impact (wielder must do at least 1 hit of damage). It is keyed not to affect the wielder.

Falchion of the Yreck – This High Steel falchion gives a special bonus of +15 to its wielder's OB and delivers Slaying criticals to elves.

Dragon Slayer – These White Alloy longswords give a special OB bonus of +20. The bonus increases to +25 against dragons and delivers Slaying criticals to Great Drakes.

Sword of Giant Slaying – These swords, often two handed swords, give a special bonus of +15 to their wielder's OB and are made of high steel. The bonus increases to +20 versus giants and deliver Slaying criticals to Greater Giants.

Blade of Light – These High Steel swords give a special bonus of +15 to their wielder's OB and deliver double concussion damage to all opponents. The bonus is +20 versus Undead.

Crossbow Wand – Not really a wand at all, these blowguns give a special bonus of +10 to their wielder's OB and have the special enchantment of Normal Speed Weapon. All attacks made with this weapon are resolved on the Heavy Crossbow Attack Table.

Claw Hand Gloves – These buffalo hide gloves give a special bonus of +10 to any Martial Arts Strikes attack. In addition, the attacker has the option of resolving the attack on the Claw/Talon Attack Table (with a maximum of Medium results). If the attack is resolved on the Martial Arts Strikes Attack Table, the gloves will do an additional Slash critical of one level less severity than any normally inflicted.

Darts of Staying – These Low Steel crossbow quarrels give their firer a special bonus of +10 OB. They also have the special enchantment of Greater Enhanced Range and, once per day, can cast a *Hold Song* when fired from a crossbow. The song will play until the quarrel is removed from its target.

Assassin Slayer – These Low Steel swords give their wielder a special bonus of +10 to his OB. In addition, these swords give a special bonus of +15 to their wielder's Reverse Stroke maneuvers. The swords will also allow their wielders to cast *Detect Invisibility* up to twice per day.

Lightning Dagger – These Low Steel daggers give a special bonus of +10 to their wielder's OB and they deliver an additional Electrical critical of one level less severity than any normally inflicted. These deadly knives also have the special enchantment of Greater Increased Range when thrown.

Bracers of Lycead – These Iron bracers give a special bonus of +5 to their wearer's DB and allow him to resolve his Martial Arts Strikes attacks on the Mace Attack Table.

Abrol the Elf Drinker – This Bronze shortsword gives a special bonus of +5 to its wielder's OB. This bonus raises to +10 versus Elves. In addition, this sword delivers Slaying criticals versus Elves.

Capriazi, the Eternal Wind – This High Steel longsword gives its wielder a special bonus of +15 to his OB, does double normal concussion hits, and delivers an additional Impact critical of equal severity to any critical normally inflicted.

Irgaak Stone – This enchanted quartz crystal can become a two-handed sword upon command. In this form, it is a +10 weapon and is treated as a Holy weapon versus giants.

Holy Morning Star – This Low Steel morning star gives its wielder a special bonus of +10 to its OB and is treated in all ways as a Holy weapon. It casts a constant *Repel Undead IX*. The shaft is not enchanted.



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Korin's Hammer — This High Steel warhammer gives a special bonus of +15 to its wielder's OB and does an extra Unbalancing critical of one level less severity than any critical normally inflicted. It casts a constant *Holy Strength I* on its wielder. Only the head is enchanted.

Red Glowing Axe — This Low Steel hand axe gives its wielder a special bonus of +10 to his OB. This bonus increases to +15 when the axe is thrown. When thrown, it attacks on the Javelin Attack Table with the special enchantment of Normal Increased Range.

Heart Seeker — These Bronze daggers give a special bonus of +5 to their wielder's OB and have a constant *Unseen* on their blades. They give a special bonus of +10 to their wielder's Ambush maneuvers.

Crowga's Quarterstaff — This hickory quarterstaff gives its wielder a special bonus of +15 to his OB and is of great potency in the hands of a Sorcerer. If wielded by a Sorcerer, anytime a critical specifies a limb it casts *Sprain Limb* on that limb. On any other critical (when wielded by a Sorcerer), it casts *Touch of Disruption*. The *Touch of Disruption* is keyed not to affect the wielder.

Tarpan Dag — This Low Steel two-handed sword gives its wielder a special bonus of +10 to his OB and delivers Slaying criticals to Elves. If its possessor is an Orc, he gains a special bonus of +8 to his Athletic • Brawn Skill Category.

Axe of Orc Slaying — This High Steel battleaxe gives a special bonus of +15 to its wielder's OB and a special bonus of +20 to its wielder's DB. The bonus to OB increases too +20 against orcs. The axe also delivers Slaying criticals to orcs.

Sword of Returning — These shortwords give a special bonus of +10 to their wielders OB. This bonus increases to +15 if the sword is thrown (and the thrown sword attacks on the Dagger Attack Table with the special enchantment of Normal Increased Range). In addition, they will return to their wielder's hand if within 100' after thrown.

Spear of Battle Spells — This White Alloy and ironwood spear gives a special bonus of +20 to its wielder's OB and is a x2 PP Multiplier (keyed to work only for Rangers and Paladins). In the hands of Paladins or Rangers it gives a special bonus of +10 to Base Attack Rolls and a special bonus of +10 to Directed Elemental attacks.

Great Mace of Teng — Made of High Steel and hickory this mace gives a special bonus of +15 to its wielder's OB and attacks on the Morning Star Attack Table and does an extra Unbalancing critical of one severity less than any normally inflicted critical. Once per day, its wielder can cast *Light I*.

Ithamar, Fist of Vinusa — Made entirely of White Alloy, this morning star gives a special bonus of +20 to its wielder's OB and allows its user to cast *Earth to Dust*, *Disruption I*, and *Shatter* each once per day.

Rod of Nobility — This ironwood rod gives its wielder a special bonus of +20 to his OB and attacks on the Mace Attack Table. If its wielder is wearing no armor, he is protected as if he had AT 4 and gets a special bonus of +10 to his DB.

Great Elven Blade — This White Alloy longsword gives its wielder a special bonus of +20 to his OB, is treated in all ways as a Holy weapon, and does double normal concussion damage. It gives its wielder constant *Resist Elements* and a special bonus of +10 to his RRs versus spells cast from evil base lists.

16.5.4 31ST–40TH LEVEL

Forest Friend — This White Alloy broadsword gives its wielder a special +20 bonus to his OB and a special bonus of +20 to its wielder's Influence maneuvers with sylvan creatures.

16.5.5 41ST–50TH LEVEL

Blade of Crevice Fighting — This small Low Steel dagger gives its wielder a special bonus of +10 to his OB. In addition, it is able to shoot out to a length of 5' and then retract back into its handle. When used in this fashion, resolve all attacks on the Spear Attack Table.

Hammer of Striking — This High Steel warhammer gives its wielder a special bonus of +15 to his OB. In addition, it attacks on the War Mattock Attack Table. The shaft is not magical.

Gauntlets of Ector — These mithril gauntlets give a special bonus of +25 to their wearer's Martial Arts Strikes attacks. Such attacks are resolved on the Mace Attack Table (though the same thresholds still apply; e.g., maximum of a 105 on a Strikes Degree I attack, etc.).

Demik Dral's Omba — This White Alloy handaxe gives a special bonus of +20 to its wielder's OB and attacks on the Battleaxe Attack Table. The shaft is not magical.

Scimitar of Throwing — This High Steel scimitar gives a special bonus of +15 to its wielder's OB and may be thrown using the Spear Attack Table to resolve the attack.

Fang of Long Sleep — This White Alloy and ironwood arrow gives the firer a special bonus of +20 to his OB and does triple normal concussion damage.

Selkar's Girdle — This Low Steel belt gives the wearer a special bonus of +10 to all of his Martial Arts • Sweeps attacks. In addition, the wearer may choose to resolve wrestling attacks on the Grapple/Grasp/Envelop/Swallow Attack Table (maximum of Huge results).

Whip of Grappling — This whip gives the wielder a special bonus of +25 to his OB and is made from basilisk hide. It also does an extra Krush critical of one less severity than any normally inflicted critical.

Sword of Justice — This high steel two-handed sword is blessed with medium intelligence and gives the wielder a special bonus of +15 to his OB. It has the special enchanted ability of Weapon of Justice.

Mace of Crushing — This Mithril mace gives a special bonus of +25 to its wielder's OB and is enchanted so that all criticals it delivers are Impact criticals. In addition, the mace will deliver an additional critical of one greater severity than the Impact critical (and this critical is a Krush critical). If an 'E' Impact critical is given as the normal critical, the victim will also receive an 'E' Krush critical with a special modification of +20 to the critical roll.

Skorbaas, The Heart Seeker — This High Steel dagger gives a special bonus of +15 to its wielder's OB and delivers Slaying criticals to creatures with active circulatory systems (i.e., living creatures with hearts that pump blood or other liquid). It also has the special enchantment of Superior Increased Range.

Attack Sphere — This 6' diameter White Alloy sphere hovers behind its owner. If its owner is incapacitated, it immediately sprouts several small blades and acts as a weapon with the Guardian Defender special enchantment (attacks as a broadsword with a special bonus of +20). Upon command, the sphere can also cast *Lighting Bolt I* once per day.

Blade of Demonslaying — Several of these Mithril blades exist. They give their wielders a special bonus of +25 to their OB and are treated as Holy Weapons. The bonus raises to +30 against demons. They deliver Slaying criticals against demons. Also against demons they also deliver an additional Cold critical of equal severity to any normally inflicted.

The Great Sword of Vrak Tanuk — This Mithril two-handed sword gives its wielder a special bonus of +25 to his OB and does double normal concussion damage. In addition it can be thrown (attacking on the Spear Attack Table) doing triple concussion damage. It has the special enchantment of Greater Increased Range (for use when thrown).

Spirit Slayer — These White Alloy weapons give a special bonus of +20 to their wielder's OB. The bonus increases to +25 versus spritis, spirit demons, & ethereal Undead. They are highly intelligent and have a constant *Detect Evil* spell.

Ny'Calubraithe, Longsword of the Elven Smiths — This White Alloy longsword gives a special bonus of +20 to its wielder's OB and does an Impact critical of equal severity to any normally inflicted critical. It delivers Slaying criticals against Orcs, Trolls, & Undead. It can be thrown (attacking on the Spear Attack Table) and has the special enchantment Greater Increased Range. Its wielder has a special bonus of +20 to DB against Directed Element attacks. The sword casts a constant *Stun Relief III* on its wielder.

16.6

ARTIFACT DESCRIPTIONS

The following are descriptions of artifacts that may be generated from the random tables in Section 14.0.

Air Drake Armor — This leather breastplate and greaves (encumbering as AT 10), is fashioned from the skin of an air drake. It protects as AT 12 and allows its wearer to cast *Fly III* and *Lightning Bolt I* each once per day.

Airianda's Periapt — This medallion is a large amber tiger's eye set in silver feline claws on a silver chain necklace. It allows its wearer to change into three forms: a Black Cat, a Panther, or a War Panther. Each form can only be assumed once per day. If the amulet is lost while in beastform, the owner will quickly begin to lose his sentience and become just another member of the relevant species. The stats for the three forms are (using standard notation from *C&M*):

Black Cat: Lvl 1; Max Rate 80; Max Pace/MN Bonus Fspt/40; MS/AQ FA/FA; Size/Crit S/-; Hits 10; AT(DB) 1(40); Attacks 10TCI50 / 0TBi20 / Both30.

Panther: Lvl 5; Max Rate 100; Max Pace/MN Bonus Fspt/30; MS/AQ FA/VF; Size/Crit M/-; Hits 100; AT(DB) 3(40); Attacks 50MCI40 / 60MBa60 / √60MBi.

War Panther: Lvl 7; Max Rate 110; Max Pace/MN Bonus Spt/30; MS/AQ FA/VF; Size/Crit L/I; Hits 160; AT(DB) 4(30); Attacks 80LCI40 / 100MBa60 / 120LBi.

Amulet of Beastform — Created by the animal gods to allow their high priests to assume beast form, each of these amulets is keyed to a particular animal. Once per day the wearer may assume the form of the beast for one hour.

Aphestasia's Veil of Mystical Changes — This silk veil has over 100 diamonds sewn into it. If pulled over the wearer's head, it allows him to cast *Face Shifting*, *Change to Kind*, and *Misfeel Kind* each up to twice per day.

Armor of Golspre — This +30 laen suit of full plate (AT 20) is constructed entirely out of laen and encumbers as AT 17. The armor confers a special bonus of +30 to the wearer's DB, RRs, and casts a constant *Lightning Armor*, *Fire Armor*, and *Ice Armor* on its wearer.

Battle Axe of Foul Summons — This Low Steel battle axe gives a special bonus of +10 to its wielder's OB. It also allows its wielder to cast *Greater Demonic Gate* and *Entity Master IV* each once per day.

Bell of Healing — This tiny silver bell allows its owner to cast *Heal Life Essence I* and *Healing I* each up to three times per day.

Bell of Stunning — This bronze bell can be struck up to four times per day, each time producing a *Stunning* spell keyed not to effect the wielder.

Black Heart — The Black Heart is a large, 4-pound, multifaceted gemstone that absorbs light so as to appear always in shadow. It is of artifact intelligence and if anyone besides an evil spell user (or a Sorcerer) touches it, it will cast *Absolution* on them. The stone functions as a x4 PP Multiplier (keyed to work only for evil spell users) or a x5 PP Multiplier (keyed to work only for Sorcerers). Once per day it can cast *Absolution*. The item protects its owner with a constant *Essence Shield* and *Channeling Shield*, and reduces the level of Heat and Cold criticals that he suffers by one level of severity. If the owner has the item surgically implanted in his own chest in place of his own heart (through an *Organ Transplant* spell), he gains the following abilities: a special bonus of +20 on RRs against demonic possessions; a special bonus of +10 to all other RRs; a special bonus of +20 to all Spell Casting Static Maneuvers; and a special bonus of +10 to all Base Attack Rolls. If the owner should die (and the Black Heart is not removed), he will become a lich of in d10 months. The gem's powers remain the same for the owner in lich form, but the Black Heart will drop out of its body if the lich is destroyed.

Blades of Light — These four artifacts are greatly feared by the forces of evil. They are made of Low Steel, have a special bonus of +15 to OB, and do double normal concussion damage. They all possess the following powers: constant *Mass Utterlight* and constant *True Aura* on their wielder, *Holy Shout* (usable up to three times per day), and creatures of darkness (GM's discretion as to what creatures fall within this category) within 50' are affected by a constant *Stun Song*.

Darkbane is a broadsword and its owner can cast *Repel Undead True* up to twice per day.

Dragonbane is a longsword that delivers Slaying criticals versus Dragons and the OB bonus raises to +20 versus dragons.

Magebane is a longsword whose bonus raises to +20 versus evil spell users, Orcs, and Trolls.

Demonbane is also a longsword whose bonus raises to +20 versus demons.

Cauldron of Mists — This is an evil, 3' diameter, cast iron cooking pot with four legs. Any evil spell user may use the cooking pot in one of these three ways (though each may be used only once per day): 1) boiling water while adding chicken blood and expending 1 PP will cast a *Dream I* spell on the user; 2) boiling oil while adding ox blood and expending 2 PPs will cast a *Death's Tale* on the user; 3) boiling goat milk while adding human blood and expending 3 PPs will cast a *Commune I* spell on the user. Each effect requires at least an hour's preparation time (weeks). All spell effects will come in the form of misty images swirling around the mouth of the cauldron.

Collar of Loudness — This gold collar allows its user to cast *Shatter Blast* once per day and *Soundings V* up to 2x/day.

Dagger of Nidhogar — A demon constructed this item from the tooth of one of the largest drakes to ever live. It give a special bonus of +40 to OB, delivers Slaying criticals to humans, and does double normal concussion hits versus "good" beings. Its wielder may cast *Bladeturn III*, *Stun Relief III*, and *Haste X* each up to twice per day.



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Dancing Sword of the Fallen Friend — This laen sword provides a special bonus of +30 to OB and acts as a x7 PP Multiplier (keyed to only work for Bards) and a +6 Spell Adder (keyed to work only for Bards). It has the special enchantment of Guardian Defender and gives a special bonus of +20 to its owner's RRs. It also allows its owner to cast *Icebolt III* up to four times per day.

Death Crown — This silver crown is inset with a host of gems. Its real value, however, is to evil channeling users. For them, it is a x6 PP Multiplier and adds a special bonus of +20 to their DB. It allows them to cast *Create Undead True* 1/day and allows them the use of a constant *Control Undead True*.

Demon Armor — Constructed of Mithril and shaped in the form of a monstrous demon, this suit of full plate (AT 20) encumbers as AT 17, gives the wearer a special bonus of +25 to his DB, and allows the wearer to make Martial Arts • Strikes attacks on the Claw Attack Table (maximum of Large results) with a special bonus of +25 to his OB. It gives a special bonus of +25 to RRs against fire-based attacks, and a special bonus of +20 to DB versus fire spells. The armor also allows the wearer to have the benefits of *Nightvision True* on command.

Dervish Drum — This hide and wood drum functions as a x3 PP Multiplier (keyed to work only for Monks). Additionally, if played in a regular rhythm, allows its wielder to cast *Lord Sleep* up to three times per day.

Dread Staff of Count Astock — This Dyr Wood staff is treated in all ways as a Holy weapon. It attacks as a quarterstaff with a special bonus of +20 to OB, and does an extra Heat critical of equal severity to any normally inflicted critical. Its wielder can cast *Repel Undead True* and *Banish Demon True* each once per day.

Dwarven Plate — Said to be the life's work of the greatest of dwarven smiths, this Eog suit of half-plate armor (AT 19) gives a special bonus of +50 to DB, encumbers as AT 17.

Eggs of Divination — These eggs are sometimes given by deities to loyal followers. They work but once, being cracked in the invocation, allowing their user to cast a *Commune I*.

Fireball Thrower — This Dyr wood staff casts a *Fireball I* up to 5x/day (each doing 2x concussion hit damage). The fireballs cast from the staff, and any fireballs and fire bolts cast by the owner, are affected by a constant *Ranging II*.

Flare Arrow — This simple wooden arrow has been used by the Eastern kings as a signal device for thousands of years. Once per day it can be shot from a bow to release the *Flare* spell imbedded in it. If the arrow is retrieved (and is not broken), it may be used again.

Flute of the Siren's Song — This wooden flute adds a special bonus of +20 to Base Attack Rolls for spells cast from the Controlling Songs spell list and allows its user to cast *Charm Song True* up to 3x/day (this spell also gets the +20 bonus).

Funeral Mask of the Upanashadrak — This golden mask, bearing the likeness of King Upanashadrak III was an artifact of power made for him in life and worn in death. When worn by a living host, the mask becomes malleable and transforms its visage to resemble the facial features of the wearer. The mask adds a special bonus of +8 to the wearer's Influence Skill Category, Self Control Skill Category, and Artistic • Active Skill Category. In addition, he gains a special bonus of +20 to any Channeling maneuvers, and a special bonus of +15 to his Transcend Armor skill. Up to twice per day it allows the wearer to cast *Black Channels I*, and once per day he may cast *Black Channels II*. The *Black Channels I* capability is "Eye of Nur" while the *Black Channels II* capability is "Urulic Eye." If the wearer

removes the mask, he is immediately affected by an *Ugliness of Orn* spell. After a period of time, the owner's actions will become increasingly evil. If the mask is left on the character after he dies, he will transform into a Major Wight (but will not be able to wield any of the mask's powers). A faintly evil emanation can be detected from the mask.

Gauntlets of Regal Adora — These basilisk hide gauntlets allow the wearer to make Martial Arts • Striking attacks using the Mace Attack Table. In addition, each attack will deliver an additional Heat critical of equal severity to any normally inflicted critical. They function as a x4 PP Multiplier (keyed to work only for Monks), and give the wearer a special bonus of +30 to his DB versus missile attacks. They also provide their wearer with a constant *Strength II* spell.

Hammer of Relin — This Eog warhammer gives a special bonus of +35 to its wielder's OB, is of artifact intelligence, and the bonus raises to +40 if wielded by a Dwarf. For Dwarves it has the following powers: double normal concussion damage and gives a special bonus of +40 to RRs. It also casts a constant *Detect Evil*. A Dwarf can throw the weapon as if it has the special enchantment Greater Increased Range, and it will return to his hand if within 300' after the throw. If the Dwarf is facing one of the great dwarven foes (GM's discretion), the bonus of the weapon increases to +55 and it does triple concussion damage. In addition, it has the special enchantment of Superior Range Increase if thrown at a great dwarven foe (and it returns as described above).

Hammer of the Underworld — This Eog hammer gives its wielder a special bonus of +50 to his OB, does triple normal concussion damage, and delivers an extra Impact and Unbalancing critical of the same severity as any normally inflicted critical. It has artifact intelligence and will attempt to dominate its wielder into performing acts of pure evil.

Heart of Gold — This is the heart of the holy warrior Kalerecent, dipped in gold by some unknown Alchemist after the warrior's death. The owner of the heart is affected by a constant *Major Vessel Repair V* and a constant *Courage II*. The heart will always lead the owner towards his destiny (though sometimes it may take years to reach).

Helm of Might — This Eog helm adds a special bonus of +50 to the wearer's Body Development skill and a special bonus of +10 to his Athletic • Brawn Skill Category.

Helm of the Weapon Master — This Eog helm adds a special bonus of +40 to the wearer's OB and negates 50% of all head criticals.

Horn of Inspiration — This trumpet is carved out of the horn of a cold drake. Up to three times per day, the wielder may blow through it and cast an *Inspirations II* with a 60' radius area of effect.

Kirae Shang, Black Laen Blade of Souls — This Laen two-handed sword gives a special bonus of +30 to its wielder's OB. It delivers Slaying criticals to Elves and does an extra Electricity critical of two levels less in severity than any normally inflicted critical. There is a constant *Absolution* keyed to go off on a the target when the blade delivers a any critical that results in death. It has artifact intelligence. There are finely carved runes etched in the blade that tell of the sword's maker and purpose: "I am Kirae Shang, Drinker of Souls, empowered by Akasnu in the depths of Sakath Shrenar." On the other side is written; "I am Kirae Shang, Drinker of Souls, empowered by Akasnu to slay the immortal Elves." The sword hates Elves with passion beyond the understanding of mortals and will attempt to make its wielder slay all Elves he meets.

Krist-archa, Axe of the Woodmen Kings – This Eog and enchanted wood was a gift from the dwarven kings to their woodmen allies. It gives a special bonus of +50 to its wielder's OB. It can be thrown, attacking on the Spear Attack Table, and will return to the wielder's hand via *Longdoor* if within 100' after the thrown attack. It also gives its wielder a special bonus of +25 to RRs versus Essence attacks.

Lighirth's Death Spear – This spear is made of Eog an Dyr wood and gives its wielder a special +35 bonus to OB. It has the special enchantment of Superior Increased Range and a constant *Absolution Pure* cast on the blade that is triggered when it delivers any critical that results in the death of its target.

Lightning Lance – This High Steel lance head gives its wielder a special bonus of +15 to his OB and allows its wielder to cast *Lightning Bolt I* up to twice per day. It has been carried in many of history's greatest battles against the forces of darkness.

Longboat Sail of the Northmen – This relic of bygone days is a large 20' by 20' square of cloth sail created from Great Spider silk. It is striped purple and white and bears the image of a dragon. If mounted on a ship's main mast it allows the ship's captain to cast *Wind Mastery* and *Inspirations IV* each once per day.

Loresmaster's Amulet – This amulet is composed of a multifaceted silver laen jewel in a gold setting. Created in the realm of Essence, this amulet's powers are multifold, but are dependent upon the strength of its wielder. On the most common level, the amulet will impart a special bonus of +10 to its wearer's DB. To any wearer who gets his PPs from the realm of Essence (including Hybrid spell users who have Essence as half of their realm), it will add a special bonus of +25 to Spell Casting Static Maneuvers. To any Essence Hybrid spell user it will act as a x3 PP Multiplier, while for any pure Essence spell user, the amulet will act as a x5 PP Multiplier. Any spell user who can intrinsically cast a directed elemental spell gets special bonus of +10 to his Directed Spell attacks, and if the caster is a pure Essence user this bonus raises to +20. Any Essence spell user of at least 20th level will be able to cast the following spells: *Nightvision* (up to three times per day), *Mind Shield* (once per day), *Presence* (once per day), *Telekinesis II* (once per day), *Opening II* (once per day), *Waiting Illusion II* (once per day), *Detect Evil* (once per day), *Light Armor* (once per day), *Text Analysis II* (once per day), *Change to Kind* (once per day), *Lord Sleep* (once per day), *Spell Hold II* (once per day), *Fly I* (once per day) *Increased Radius I* (once per day), *Dispel Essence I* (once per day), *Aim Untrue I* (once per day), and *Haste II* (once per day).

Marlor's Crown – This silver crown is inset with many precious gems. It projects a constant *True Aura* on its wearer and gives him a special bonus of +50 to his Body Development skill. It also allows him to cast *Haste V* and *Strength II* each once per day.

Minstrel Cloak – This enchanted spider silk cloak is said to be the personal vestments of the god of music (rumor has it he wore it at a party once). The Minstrel's Cloak casts a constant *Music* spell which will quiet down and play in harmony when its wearer plays an instrument. The cloak acts as a x2 PP Multiplier (keyed to work only for Bards).

Opal Necklace – This enchanted opal is currently set on a platinum pendant and surrounded by diamonds. Only the opal is magical, and it has been reset many times throughout the ages. It acts as a +4 Spell Adder (keyed to work for

Essence users only), adds a special bonus of +30 to the wearer's Lightning Bolt attacks, and protects its wearer with a constant *Self Aura* spell. Its wearer can also cast a *Lightning Bolt I* once per day.

Overlord Shield – This +35 Eog tower shield is also enchanted to give its owner a special bonus of +20 to his DB against one opponent per combat (the opponent must be designated at the beginning of the combat). Once per day, its owner can cast *Heal True*.

Phial of the Fountainhead – This crystal decanter is topped with a silver stopper. It may be opened up to three times each day. When opened, it first releases the pressure built up inside the bottle (treat as a *Water Bolt I* attack). Until it is stopped up again, it will continue to produce a steady stream of clean water.

Plate of the Deep – This suit of High Steel full plate armor (AT 20) gives its wearer a special bonus of +20 to his DB and is enchanted with a constant *Swimming True* spell. It also gives its wearer a special bonus of +15 to his Swimming maneuvers.

Plaguestone – This small black onyx stone is enchanted with a constant *Carrier II* spell spreading the black death throughout the lands it is carried through. Whoever owns the stone is protected from its magic, though if he loses possession of the stone he may contact the disease normally. Those who know of its existence consider it one of the foulest items ever created by the forces of darkness.

Ranger's Blade – This Laen broadsword gives a special bonus of +30 to its wielder's OB and achieves its full powers only in the hand of a Ranger. In the hands of a Ranger, it does double concussion damage, has the special enchantments of Armor and Shield Slayer, and delivers an extra Electrical critical of equal severity to any critical normally inflicted. It also adds a special bonus of +20 to the DB of any Ranger wielding it.

Ring of Kaylaikas – This Mithril ring is set with a 30 carat flawless diamond. It functions as a x4 PP Multiplier (for any spell user) and allows its wielder to use constant *Fly II*, *Night Vision*, and *Sly Ears* spells.

Rings of the Elves – These five rings were forged of Mithril by the greatest of the Elven smiths. Each adds a special bonus of +30 to its wearer's Spell Casting Static Maneuvers, a special bonus of +10 to his RRs, a special bonus of +10 to his Initiative rolls, and a special bonus of +25 to his DB. They each also function as a x4 PP Multiplier (for any spell user) and allow their wearers to cast *Stun Relief III* and *Unpain I* each once per day (both will work subconsciously).

Ringlin's Blue Death Blade – This Holy broadsword is treated in all ways as a Holy Weapon and gives its wielder a special bonus of +25 to his OB (+30 versus Evil creatures). It is forged of Mithril and its hilt is wrapped in the leathr from a Cold Drake hide. It has high intelligence and will only allow those of Good alignment to wield it. For Good wielders, it acts with the special enchantment of Guardian Defender and protects its wielder with constant *Detect Invisibility*, *Detect Evil*, *Perceive Power I*, and a *Protection Sphere I*. It also allows its wielder to cast *Firebolt III* once per day, and *Unseen I* up to five times per day.

Robe of Kazlauskas – This enchanted spider silk set of robes is treated as AT 4 and adds a special bonus of +30 to its wearer's DB. It allows its wearer to cast *Stun Relief III*, *Cut Repair I*, *Lightning Bolt I*, *Fireball I*, *Protection II*, *Ice Bolt I*, *Ache*, and *Shield* each once per day. *Stun Relief I* will work subconsciously.



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Robes of the Elements — These voluminous spider silk robes protect as AT 3. They add a special bonus of +25 to their wearers Spell Casting Static Maneuvers, a special bonus of +30 to his DB versus all Elemental attacks, a special bonus of +25 to his RRs versus Essence magic, and function as a +2 Spell Adder (keyed to work for Magicians only). In addition, they protect their wearer with constant *Resist Light*, *Resist Heat*, and *Resist Cold*.

Rod of Exchange — This simple wooden rod allows its wielder to cast *Channels III* up to three times day and adds a special bonus of +15 to his Channeling maneuvers.

Scarab of Absolution — This small gemstone is a x2 PP Multiplier (keyed to work only for Evil Channeling users). Once per day it allows its wielder to cast *Absolution*.

Shianul — Called the Chaos Cleaver, this white Eog longsword gives a special bonus of +35 to its wielder's OB (+40 versus chaotic beings). It does double normal concussion damage (triple normal concussion damage to chaotic beings). It allows its wielder to cast the following spells: *Fly III* (up to three times per day), *Lighting Bolt I* (up to twice per day), *Stonewall True* (once per day), *Firestorm* (once per day), *Triad of Water* (once per day), *Triad of Ice* (once per day), *Stun Cloud True* (once per day), *Heal X* (once per day), and *Lifegiving II* (once per day). It has artifact intelligence and seeks to slay the Lords of Chaos. If a chaotic being picks the sword up, it will attempt to dominate the being's mind while simultaneously pelting it with every spell in its arsenal.

Shield of Death — This High Steel target shield gives a special bonus of +15 to its wielder's DB and is a +2 Spell Adder (keyed to work only for Sorcerers) and allows any Sorcerer who wields it to cast *Major Pain* up to twice per day.

Shield of the Gate — This White Alloy shield gives its wielder a special bonus of +20 to his DB and allows its wielder to cast *Greater Demonic Gate* once per day.

Shiwakalii — This White Alloy dagger gives its wielder a special bonus of +20 to his OB and does double concussion damage and allows its wielder to cast *Haste I* up to 3x/day.

Spear of Light — This Eog and Dyr wood spear gives its wielder a special bonus of +40 to his OB (and is treated in all ways as a Holy weapon). It does triple concussion damage and an extra Electrical critical of equal severity to any critical normally inflicted. It has legendary intelligence and will only allow those of Good to wield it. It allows its wielder to cast *Aiming* (once per day), *Haste X* (once per day), *Utterlight I* (once per day), *Unpain 50%* (once per day), *Monkvision* (once per day), and *Protection I* (once per day), *Stun Relief III* (up to five times per day), and *True Aura* (up to twice per day).

Spectral Blade — A silver hilt is fused to the virtually immaterial blade of this broadsword (and the sword gives its wielder a special bonus of +15 to his OB). In addition to normal damage, the blade has a constant *Drain Soul I* imbedded in its blade. This effect is keyed not to affect its wielder.

Spellbreaker — This Eog broadsword gives its wielder a special bonus of +35 to his OB and delivers Slaying criticals to spell users (either Pure, Hybrid, or Semi). It also protects its wielder with a constant *Cancel True*. It allows its wielder to cast *Unessence*, *Unmentalism*, and *Unchanneling* each 1/day.

Staff of Aristarchus — This hickory staff gives its wielder a special bonus of +15 to his OB and has a constant *Dark Stunning* imbedded in it. This effect is keyed not to affect the wielder and is triggered only when it strikes a target. It allows its wielder to cast *Absolution*, *Black Channels II*, and *Dreams II* each once per day.

Staff of Light's Echoes — This Dyr wood staff functions as a x9 PP Multiplier (keyed to work only for spell users of Essence or Channeling). It adds a special bonus of +50 to its wielder's Spell Casting Static Maneuvers, and +20 to his RRs. It allows its wielder to cast *Word of Returning*, *Rereturning*, *Lord Spell Hold*, *Spell Binding True*, and *Reversal True* each once per day.

Staff of the Coast Runners — This Dyr wood staff allows its wielder access to a constant *Waterrunning* spell, and allows him cast *Command Currents* up to twice per day.

Staff of the Winds — This Dyr wood staff provides its wielder with *Fly I*, *Levitation*, and *Wind Mastery* (from Weather Ways) upon command. Up to five times per day it will allow its wielder to cast *Slumber Mist*, and up to four times per day he may cast a *Death Cloud I*.

Staff of the Wise — This Dyr wood staff will only function for those of Good alignment. It functions as a x4 PP Multiplier and adds a special bonus of +10 to its wielders Lore • General skill category and Lore • Magical skill category. Its wielder also receives a special bonus of +25 to his Directed Spell attacks, Base Attack Rolls, and RRs against Channeling. It also provides a special bonus of +40 to its wielder's DB. Up to three times per day he may cast *True Aura*, and once per day he may cast *Firebolt V* (doing triple normal concussion damage).

Staff of Xyk — This Dyr wood staff may become, on command, either a club or a rapier. It gives a special bonus of +25 to its wielder's OB and adds a special bonus of +20 to its wielder's Detect Traps maneuvers. Its wielder may cast *Invisibly II* up to three times per day.

Swiftslayer — This Eog longsword gives a special bonus of +40 to its wielder's OB and does triple normal concussion damage and casts a constant *Blur* on its wielder. Up to twice per day, its wielder may cast *Haste X*.

Sword of Kalis Pathon — This Laen broadsword's blade is incredibly thin and gives its wielder a special bonus of +30 to his OB. From the side, it is very hard to see, and will be invisible in dark conditions. It functions as a Arms Slayer and does double concussion damage.

The Swords of the High Elves — These Eog swords have special bonuses of at least +35 to OB, but will only reach their full powers for Elves of Good alignment. For them the blades add a special bonus of +10 DB and cast a constant *Stun Relief III* on their wielders. Once per day their wielders may cast *Utterlight*. All these swords have artifact intelligence. The powers of the swords are as follows:

Aglara — This broadsword gives a special bonus of +40 to its wielder's OB. It does double concussion damage and an additional Impact critical of equal severity to any normally inflicted critical. Once per day its wielder may cast *Speed X*.

Celebtill — This shortsword gives a special bonus of +35 to its wielder's OB and does triple concussive damage and delivers an extra Cold critical of equal severity to any normally inflicted critical.

Curutur — This longsword gives a special bonus of +50 to its wielder's OB and does an equal Heat critical of equal severity to any normally inflicted critical. Up to twice per day its wielder may cast *Shock Bolt I* (that delivers four times normal concussion damage). It adds a special bonus of +30 to its wielder's Directed Spell attacks (keyed to work only for Shock Bolt spells).





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Gil-Glin — This broadsword gives a special bonus of +40 to its wielder's OB. It does double concussion damage and an additional Impact critical of equal severity to any normally inflicted critical. Once per day, its wielder may cast *Speed X*.

Melercir — This two-handed sword gives a special bonus of +50 to its wielder's OB and does double concussion hits with an additional Impact critical of equal severity to any normally inflicted critical. It protects its wielder with constant *Regeneration III* and *Shield* spells. Up to twice per day its wielder may cast *Shock Bolt I* (that delivers five times normal concussion damage).

Noril — This longsword gives a special bonus of +40 to its wielder's OB, does triple concussion damage, and delivers an extra Heat critical of equal severity to any normally inflicted critical. It casts a constant *Self Aura* on its wielder.

Turang — Turang is a longsword that gives a special bonus of +50 to its wielder's OB (+75 versus demons and evil demi-gods). It does additional Electrical critical and Impact critical of equal severity to any normally inflicted critical. It allows its wielder to cast *Bladeturn* (up to twice per day), *Lightning Bolt I* (up to twice per day), *Regeneration III* (once per day), *Unpain I* (once per day), and *Resistance III* (once per day).

Urrin — This longsword gives its wielder a special bonus of +50 to his OB and does an additional Heat critical of equal severity to any normally inflicted critical. Up to twice per day it allows its wielder to cast *Shock Bolt I* (doing four times normal concussion damage). It adds a special bonus of +30 to the wielder's *Shock Bolt* attacks.

Tesra'amvir, the Staff of Three Parts — This staff is formed of Dyr wood and joins together with gold clasps. Each of its three parts is attuned to one realm of magic, and when combined, they form a powerful multi-realm device. Each piece is connected to its adjacent sections through a modification of the *Magic Lock* spell. As such, when an individual portion of the staff is joined to its adjacent section, they become locked together unless the *Magic Lock* is dispelled. The bottom third of the staff is capped with Mithril and attuned to the realm of Mentalism. A Mentalism spell user holding this section will find that it acts as a +4 Spell Adder (keyed to work only for Mentalism users) and casts a continuous *Presence* spell. The middle section, capped with mithril on both ends and gilded with a golden hand grip, is attuned to the realm of Channeling. It is a +4 Spell Adder (keyed to work only for Channeling users) and casts a constant *Protection I* on its wielder. The top section of the staff is capped at one end with Mithril, and topped by an egg-shaped Laen jewel. This section is a +4 Spell Adder (keyed to work only for Essence users), and casts a *Constant Extension II* on its wielder's spells. If all three parts of the staff are brought together, the staff acts as a +5 Spell Adder for any realm, gives its wielder a special bonus of +10 to his RRs, +20 to Spell Casting Static Maneuvers, +25 to his DB, and +10 to his Base Attack Rolls.

The Lakebow — This Ironwood bow is part of a set of items created to defend the ancient island home of the Elven Scholars. It gives its wielder a special bonus of +20 to his OB. It has the special enchantment of Greater Speed Weapon and allows its wielder to cast *Haste I* (up to three times per day) and *Unseen I* (on itself up to three times per day).

The Lakeshield — This White Alloy full shield gives a special bonus of +20 to its wielder's DB and has a constant *Levitation* spell imbedded in it that allows it to float on water. If thrown it attacks on the Handaxe Attack Table (with the special enchantment of Superior Increased Range). It is highly intelligent and allows its wielder to cast *Light V* (up to twice per day). It also functions as a sheet of *Rune Paper VII* (with the rune being inscribed on its face).

The Lakesword — Though in theory this blade could be produced by mortal mages, no one has yet been able to recreate this item. It is a white alloy broadsword that gives its wielder a special bonus of +20 to his OB and attacks on the Two-Handed Sword Attack Table. It is highly intelligent, and when its owner is underwater it casts a constant *Waterlungs* and *Animal Tongues* (for fish) on him.

The Lathe of the Moak — This Laen dagger gives its wielder a special bonus of +30 to his OB and can become a shortsword, a longsword, or a two-handed sword at the command of its wielder. It does triple concussion damage and constantly casts *Detect Mentalism*, *Detect Essence*, *Detect Channeling*, *Detect Evil*, *Detect Curse*, and has a constant *Perceive Power I* in effect. It has artifact intelligence.

The Naharien Orb — This High Steel orb is actually the head of the Scepter of Scal. It is a x4 PP Multiplier. If mounted on a new shaft, it attacks on the War Mattock Attack Table with a special bonus of +15 to its wielder's OB). It has legendary intelligence and constantly casts *Detect Evil* and *Power Perception I* up to protect its wielder. It allows its wielder to cast *Utterlight I* (up to six times per day), *Instant Herbal Cures* (up to five times per day), *Repel Undead XII* (up to four times per day), *Heal True* (up to twice per day), and *Preservation True* (once per day), *Lifegiving True* (once per day), *Awaken* (once per day), *Organ Repair* (once per day), *Mind Disease Cure* (once per day), and *Commune I* (once per day).

The Swords of Irgaak — These two Laen two-handed swords gives their wielders' OB a special bonus of +30 (and are treated in all ways as unHoly) and have the special enchantment of Minor Speed Weapon. Their wielder is protected by constant *Detect Mentalism*, *Detect Essence*, and *Detect Channeling* spells. Up to three times per day its wielder can cast *Wounding X*.

The White Bow — This +30 Laen bow adds gives its wielder a special bonus of +30 to OB. In addition, its wielder gets a special bonus of +15 to the wielder's OBs and DB when slung (i.e., not even strung). It delivers Slaying criticals to Demons, Dragons, and Giants.

Thiru's Ring of Shouting — This glass ring allows its wearer to cast *Sudden Sound* up to three times per day, and *Sounding V* and *Long Sudden Sound* each once per day.

Throne of Tensor — This stone throne weighs over 3 tons and is covered in precious gems. Whoever sits upon the throne is protected by constant *Detect Invisibility*, *Delving*, and *Detect Evil* spells. He may also cast *Teleport* (once per day), *Fly III* (once per day), *Wall of Force* (once per day), *Fire Bolt I* (up to twice per day; doing triple normal damage), and *Spell Shield True* (once per day) and *Lord Summons* (once per day).

Truncheon of Command — This Oaken club gives its wielder a special bonus of +10 to his OB and attacks on the Mace Attack Table. Twice per day its wielder may cast *Quest*, and once per day he may cast *True Quest*.

Winged Shield — This High Steel full shield gives its wielder a special bonus of +15 to his OB and allows its him to cast *Fly II* up to twice per day.

TREASURE
COMPANION





Part III
Spell Lists,
Charts,
& Tables



17.0



DIVINE MAGIC

17.1

DIVINE ALCHEMY

For those GMs who desire it, specific spell lists have been provided for Divine Alchemy. Divine Alchemy is the creation of items beyond the capability of mortals. Unlike mortal Alchemists, deities only need 5 spell lists to produce items. The lists are as follows:

- **Divine Enchantments:** Enchanting items.
- **Divine Imbedding:** Imbedding spells in items.
- **Divine Potions:** Imbedding spells in potions.
- **Divine Inorganics:** Same as the General Alchemist Base List, Inorganic Skills.
- **Divine Organics:** Same as the Essence-based Alchemist Base List, Organic Skills.

Though gods are subject to the same time constraints that mortals are (unless the GM deems otherwise), they do not generally have to pay the material cost, nor do they need to have raw materials on hand in order to create items (alternately, a GM might rule that deities do have to have such materials, but that acquiring them is generally not a problem). The new lists are given in Section 17.3.

17.2

CREATION OF DIVINE ITEMS

Divine items can appear in a variety of ways besides being a result of a god directly creating them. Gods are generally depicted as rather busy people. A GM may well decide that the gods are simply too busy to spend all day, every day, for years to actually create divine items. Some gods (e.g., gods of the forge and creation), might take the time, but most probably will not. Does this mean that there probably no divine items running around? Far from it.

Due to their relationship with worshipers, deities have an option to channel spells to their priests. A deity could easily commune with one of his priests, tell him to get to work on a particular item that the deity needs or that he feels that his worshipers will need, and then Channel the spells necessary for the creation of said item to them (though a deity may well want to protect his worshipers from the effects of channeling burnout). This way the deity does not need to spend all the time necessary to create the item. The deity can even channel the same spells to several priests and have them do the work together, thus cutting down the amount of time necessary to create the item.

Alternately, a particular mage might well try and gain contact with the deity, or other powerful being such as a demon lord, and make a bargain. Such bargains are made by the mage promising a certain service (build a temple, kill a certain servant of a rival deity, sacrifice so many souls, etc.). For the deity's part, he gives the ability to create the item to the mage, normally by channeling him the spells necessary for the item's creation.

Note: *If a GM does not wish to allow Channeling-based Alchemists in his campaign, this is an excellent way for those races that are not good Essence users, such as Dwarves, to still be noted for item creation.*

In most fantasy campaigns, there are gods. These beings of myth and legend may have a variety of origins. They may have been born in the fiery furnace of creation. Perhaps they were mortals who gained great magical knowledge. They may be embodiments of the forces of nature. The stories used to explain the birth and power of these great beings are many and varied.

What will be defined here is how the god's powers function in terms of *Rolemaster*. This is necessary to address the subject of Alchemy as it relates to the works of divine beings. If this explanation does not completely mesh with the GM's perception of his world, he should feel free to modify it until it does mesh with the world.

The gods can be thought of, first off, as incredibly powerful Mentalists. The gods, through years of practice or special ability, manipulate their own internal Essence. This Essence is then directed outward by the mind of the deity to affect the physical world. This is called a miracle.

The difference, of course, between a deity and even the most powerful of Mentalists is far more than just a matter of degree, at least in many worlds. However, the effects (at the base level) both function in the same manner. A god just has far more power to play with, and is generally much higher in level than a mortal Mentalist could ever attain.

At some point in the history of the universe, a relationship between deities and mortals arose. The exact time that this happens may vary from world to world. In some worlds, where the gods created the mortal races, it began as soon as we were created. In other worlds, where gods came along later than mortals or existed separately from them for some period of time, individuals entered into a bargain with the deity at some point in man's history.

This relationship is called worship. For whatever reason, perhaps protection, obligation, greed, or simply because people felt alone in the universe, beings agreed to worship the gods and make sacrifices to them. As part of this worship, small amounts of the worshipers' Essence would be given to the deity through the prayers and sacrifices that occur as part of the deity's religion. This fact, that worshipers are giving power to their deities through their faith, is probably not generally known to the common folk of most world and may not even be known to the deity's priests.

In return, the gods offered protection, power, and often great social cohesion for their worshippers. After all, everyone who worshipped the same deity could be counted, at least at initially, as a friend and potential ally against those who did not worship the deity. This relationship created the realm of Channeling. As part of the bargain, the gods would dole out significant parts of their immense power and channel it to special worshipers called priests.

Note: *Priest in this sense refers to any Channeling user, including Clerics, Paladins, Rangers, etc.*

These priests could use this power in a variety of ways, though they are far more limited with what they can do with it than the deity would be. In return, the priests would spread the word of the deity's power, gain new worshipers, and maintain the faith of the old ones. This expands and maintains the power coming to the deity, which gives him more power to give to priests, which gives him more worshipers, etc.

DIVINE ENCHANTMENTS

3. **Empathy** – Allows the caster to enchant an item with “empathy”.
4. **Weapon I** – Allows the caster to enchant an weapon with a +5 bonus or a +10 bonus versus a general group (such as Elves, greater Drakes, etc.) The weapon must have a +0 non-magical bonus to begin with due to material composition. The bonus associated with this spell is not cumulative with other spell bonuses on this list (i.e., casting both a *Weapon I* and a *Weapon II* will not yield the same bonus as *Weapon III*).
5. **Armor I** – As *Weapon I*, except armor and shields can be enchanted. The armor must have a +0 non-magical bonus to begin with due to material composition.
6. **General I** – As *Weapon I*, except general type magic items with bonuses can be enchanted to give a Class I bonus.
7. **Low Intelligence** – Allows the caster to enchant an item with “Low Intelligence.”
8. **Weapon II** – As *Weapon I*, except weapons with a +10 bonus or a +15 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +5 non-magical bonus to begin with due to material composition.
9. **Armor II** – As *Weapon I*, except armor and shields can be enchanted with a +10 bonus or a +15 bonus versus a general group (such as Elves, greater Drakes, etc.). The armor must have a +5 non-magical bonus to begin with due to material composition.
10. **General II** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class II bonus.
12. **Medium Intelligence** – Allows the caster to enchant an item with “Medium Intelligence”.
13. **Weapon III** – As *Weapon I*, except weapons with a +15 bonus or a +20 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a +10 non-magical bonus to begin with due to material composition.
14. **Armor III** – As *Weapon I*, except armor and shields can be enchanted with a +15 bonus or a +20 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +10 non-magical bonus to begin with due to material composition.
15. **General III** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class III bonus.
17. **High Intelligence** – Allows the caster to enchant an item with “High Intelligence.”
20. **Very High Intelligence** – Allows the caster to enchant an item with “Very High Intelligence.”
25. **Weapon IV** – As *Weapon I*, except weapons with a +20 bonus or a +25 bonus versus a general group such as Elves, greater Drakes, etc., may be enchanted. The weapon must have a +15 non-magical bonus to begin with due to material composition.
30. **Armor IV** – As *Weapon I*, except armor and shields can be enchanted with a +20 bonus or a +25 bonus versus a general group (such as Elves, greater Drakes, etc.). The weapon must have a +15 non-magical bonus to begin with due to material composition.
35. **General IV** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class IV bonus.
50. **Weapon V** – As *Weapon I*, except weapons with a +25 bonus or a +30 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. Weapon must be made of Mithril or other substance that provides at least a +20 material bonus

DIVINE ALCHEMY BASE LIST 17.3.1

DIVINE ENCHANTMENTS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Research	caster	24 hrs	self	I
☐ 2)					
☐ 3)	Empathy	caster	24 hrs	self	F
☐ 4)	Weapon I	caster	24 hrs	self	F
☐ 5)	Armor I	caster	24 hrs	self	F
☐ 6)	General I	caster	24 hrs	self	F
☐ 7)	Low Intelligence	caster	24 hrs	self	F
☐ 8)	Weapon II	caster	24 hrs	self	F
☐ 9)	Armor II	caster	24 hrs	self	F
☐ 10)	General II	caster	24 hrs	self	F
☐ 11)					
☐ 12)	Medium Intelligence	caster	24 hrs	self	F
☐ 13)	Weapon III	caster	24 hrs	self	F
☐ 14)	Armor III	caster	24 hrs	self	F
☐ 15)	General III	caster	24 hrs	self	F
☐ 16)					
☐ 17)	High Intelligence	caster	24 hrs	self	F
☐ 18)					
☐ 19)					
☐ 20)	Very High Intelligence	caster	24 hrs	self	F
☐ 25)	Weapon IV	caster	24 hrs	self	F
☐ 30)	Armor IV	caster	24 hrs	self	F
☐ 35)	General IV	caster	24 hrs	self	F
☐ 40)					
☐ 50)	Weapon V	caster	24 hrs	self	F
☐ 55)	Armor V	caster	24 hrs	self	F
☐ 60)	General V	caster	24 hrs	self	F
☐ 70)	Artifact Intelligence	caster	24 hrs	self	F
☐ 80)	Weapon VI	caster	24 hrs	self	F
☐ 85)	Armor VI	caster	24 hrs	self	F
☐ 90)	General VI	caster	24 hrs	self	F
☐ 100)	Legendary Intelligence	caster	24 hrs	self	F
☐ 110)	Weapon VIII	caster	24 hrs	self	F
☐ 115)	Armor VIII	self	24 hrs	caster	F
☐ 120)	General VIII	caster	24 hrs	self	F
☐ 140)	Weapon X	caster	24 hrs	self	F
☐ 145)	Armor X	caster	24 hrs	self	F
☐ 150)	General X	caster	24 hrs	self	F
☐ 180)	Weapon/Armor/True	caster	24 hrs	self	F





55. **Armor V** – As *Weapon I*, except armor and shields can be enchanted with a +25 bonus or a +30 bonus versus a general group (such as Elves, greater Drakes, etc.). Armor must be made of Mithril or other substance that provides at least a +20 material bonus.
60. **General V** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class V bonus.
70. **Artifact Intelligence** – Allows the caster to enchant an item with “Artifact Intelligence”.
80. **Weapon VI** – As *Weapon I*, except weapons with a +30 bonus may be enchanted or a +35 bonus versus a general group (such as Elves, greater Drakes, etc.). Weapon must have a material bonus of +25.
85. **Armor VI** – As *Weapon I*, except armor and shields can be enchanted with a +30 bonus or a +35 bonus versus a general group (such as Elves, greater Drakes, etc.). Armor must have a material bonus of +25.
90. **General VI** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class VI bonus.
100. **Legendary Intelligence** – Allows the caster to enchant an item with “Legendary Intelligence”.
110. **Weapon VIII** – As *Weapon I*, except weapons with a +40 bonus or a +45 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a material bonus of +30.
115. **Armor VIII** – As *Weapon I*, except armor and shields can be enchanted with a +40 bonus or a +30 bonus versus a general group (such as Elves, greater Drakes, etc.). The armor must have a material bonus of +30.
120. **General VIII** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class VIII bonus.
140. **Weapon X** – As *Weapon I*, except weapons with a +50 bonus or a +55 bonus versus a general group (such as Elves, greater Drakes, etc.) may be enchanted. The weapon must have a material bonus of +30.
145. **Armor X** – As *Weapon I*, except armor and shields can be enchanted with a +50 bonus or a +30 bonus versus a general group (such as Elves, greater Drakes, etc.). Armor must have a material bonus of +30.



150. **General X** – As *Weapon I*, except general type magic items with bonuses can be enchanted with a Class X bonus.

180. **Weapon/Armor/True** – As *Weapon I*, *Armor I*, and/or *General I*, except items can be enchanted with a bonus equal to the casters level divided by three (e.g., a 198th lvl el alchemist would enchant items with a bonus of +166), +5 may be added to this bonus if it only applies versus a general group. Weapons and Armor must have a material bonus of +30.

SPECIAL NOTES

- 1) Special enchanted abilities that can be produced using the spells on this list can be found in Sections 9.0. Enchanted Abilities can be placed in items even if they lack the material strength requirements necessary for the *Weapon* spells on this list.
- 2) *Weapon* and *Armor* spells on this list can create either a magical item with a bonus against all combatants, or a limited (but greater) bonus against a particular group. These bonuses are not cumulative. The wielder or wearer gets the best of the two bonuses (if both bonuses are present in the item).
- 3) Enchanted weapons are considered to be superior in design (with +1 initiative and +20 Strength). In addition, all material bonuses and enchanted bonuses (the highest enchanted bonus if there are multiple bonuses) are added directly to the strength of the weapon.

GENERAL BONUS ITEMS					
Affects	Class				
	I	II	III	IV	V
Skills *	+5	+10	+15	+20	+25
Skill Cats. †	+2	+4	+6	+8	+10
0 · 1 · 1 · 0.5 · 0 ‡	+2	+4	+6	+8	+10
Hits	+5	+15	+30	+45	+60
PPs	+2	+4	+6	+8	+10
RRs	+5	+10	+15	+20	+25
Spell Adders	+1	+2	+3	+4	+5
PP Multiplier	x1.25	x1.5	x2	x3	x4
Affects	Class				
	VI	VIII	X		
Skills *	+30	+35	+40		
Skill Cats. †	+12	+14	+16		
0 · 1 · 1 · 0.5 · 0 ‡	+12	+14	+16		
Hits	+80	+100	+120		
PPs	+12	+14	+16		
RRs	+30	+35	+40		
Spell Adders	+6	+7	+8		
PP Multiplier	x5	x6	x7		
* – Applies to Skills with Standard or Combined progression.					
† – Applies to Skill Categories with Standard progression.					
‡ – Applies to Skills with 0 · 1 · 1 · 0.5 · 0 progression.					

DIVINE IMBEDDING

1. **Research** – Allows caster to research special imbedding spells to be used in creating items.
3. **Imbed I** – Allows caster to imbed a 1st level spell from any realm in an item or potion.
4. **Charge Wand** – Allows caster to charge a Wand from any realm.
5. **Imbed II** – As *Imbed I*, except 1st to 2nd level spells can be imbedded.
6. **Daily I** – Allows caster to imbed a 1st level spell from any realm (using an Imbed spell) that can be cast once per day.
7. **Imbed III** – As *Imbed I*, except 1st to 3rd level spells can be imbedded.
8. **Charge Rod** – As *Charge Wand*, except a Rod from any realm can be charged.
9. **Imbed IV** – As *Imbed I*, but 1st to 4th level spells can be imbedded.
10. **Daily III** – As *Daily I*, except 1st to 3rd level spells can be imbedded; a 1st level spell could be cast 3 times per day; a 2nd or 3rd, once per day.
11. **Imbed V** – As *Imbed I*, except 1st to 5th level spells can be imbedded.
12. **Charge Staff** – As *Charge Wand*, except a Staff from any realm can be charged.
13. **Imbed VI** – As *Imbed I*, except 1st to 6th level spells can be imbedded.
14. **Daily V** – As *Daily I*, except 1st to 5th level spells can be imbedded: a 1st level spell could be cast 5 times per day; a 2nd or 3rd 2x/day; a 4th or 5th, once per day.
15. **Imbed VII** – As *Imbed I*, except 1st to 7th level spells can be imbedded.
20. **Imbed X** – As *Imbed I*, except 1st to 10th level spells can be imbedded.
25. **Daily X** – As *Daily I*, except 1st to 10th level spells can be imbedded; a 1st level spell could be cast 10 times per day; a 2nd 5x/day; a 3rd 3x/day; a 4th or 5th 2x/day; a 6th, 7th, 8th, 9th, or 10th, once per day.
30. **Constant** – Allows a spell of 1st to 10th level from any realm to be imbedded (using an Imbed spell) so that it functions constantly.
50. **Divine Imbedding** – As *Imbed I*, except any level spell from any realm can be imbedded.
60. **Divine Imbedding** – As *Imbed I*, except any level spell of any realm may be imbedded.
75. **Lord Daily** – As *Daily I*, except 1st to 20th level spells of any realm can be imbedded: a 1st level spell could be cast 20 times a day; a 2nd, 10x/day; a 3rd, 6x/day; a 4th, 5x/day; a 5th, 4x/day; a 6th, 3x/day; a 7th, 8th, 9th or 10th 2x/day; 11th through 20th once per day.
90. **Lord Constant** – As *Constant*, except a 1st to 20th level spell of any realm may be imbedded so that it functions constantly.
110. **Daily True** – As *Lord Daily* except 1st to 50th level spells of any realm can be imbedded: a 1st level spell could be cast 50 times per day; a 2nd, 25x/day; a 3rd, 16x/day; a 4th, 12x/day; a 5th, 10x/day; a 6th, 8x/day; a 7th, 7x/day; an 8th, 6x/day; a 9th or 10th, 5x/day; an 11th or 12th, 4x/day; a 13th, 14th, 15th, or 16th, 3x/day; a 17th through 25th, 2x/day; and a 26th through 50th once per day.
130. **Constant True** – As *Constant*, except a 1st to 50th level spell of any realm may be imbedded so that functions constantly.

DIVINE ALCHEMY BASE LIST 17.3.2

DIVINE IMBEDDING

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Research	self	24 hours	self	I
☐ 2)					
☐ 3)	Imbed I	item	24 hours	self	F
☐ 4)	Charge Wand	wand	24 hours	self	F
☐ 5)	Imbed II	item	24 hours	self	F
☐ 6)	Daily I	item	24 hours	self	F
☐ 7)	Imbed III	item	24 hours	self	F
☐ 8)	Charge Rod	rod	24 hours	self	F
☐ 9)	Imbed IV	item	24 hours	self	F
☐ 10)	Daily III	item	24 hours	self	F
☐ 11)	Imbed V	item	24 hours	self	F
☐ 12)	Charge Staff	staff	24 hours	self	F
☐ 13)	Imbed VI	item	24 hours	self	F
☐ 14)	Daily V	item	24 hours	self	F
☐ 15)	Imbed VII	item	24 hours	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Imbed X	item	24 hours	self	F
☐ 25)	Daily X	item	24 hours	self	F
☐ 30)	Constant	item	24 hours	self	F
☐ 50)	Divine Imbedding	item	24 hours	self	F
☐ 75)	Lord Daily	item	24 hours	self	F
☐ 90)	Lord Constant	item	24 hours	self	F
☐ 110)	Daily True	item	24 hours	self	F
☐ 130)	Constant True	item	24 hours	self	F



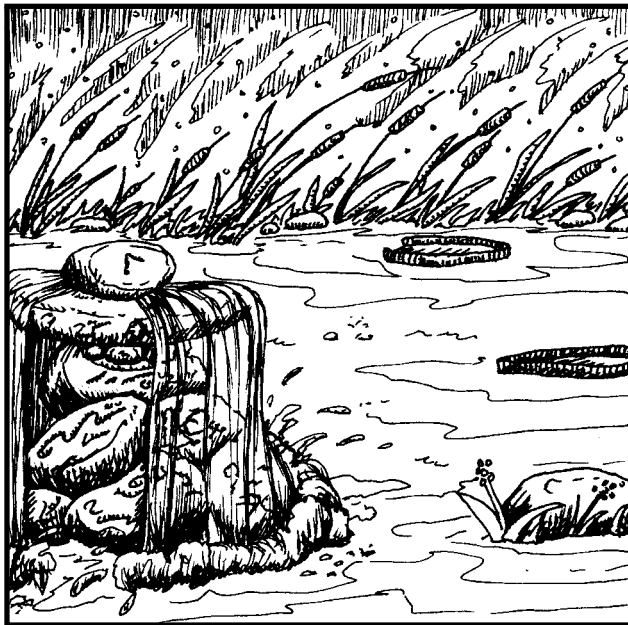
DIVINE ALCHEMY BASE LIST 17.3.3

DIVINE POTIONS

Lvl	Name	Area of Effect	Duration	Range	Type
☐ 1)	Work Liquid	self	24 hours	self	F
☐ 2)					
☐ 3)	Potion I	self	24 hours	self	F
☐ 4)	Minor Poisons	self	24 hours	self	F
☐ 5)	Work Gas	self	24 hours	self	F
☐ 6)	Potion II	self	24 hours	self	F
☐ 7)					
☐ 8)					
☐ 9)	Potion III	self	24 hours	self	F
☐ 10)	Major Poison	self	24 hours	self	F
☐ 11)	Work Magical Liquid	self	24 hours	self	F
☐ 12)	Potion IV	self	24 hours	self	F
☐ 13)	Gaseous Potion	self	24 hours	self	F
☐ 14)	Work Magical Gas	self	24 hours	self	F
☐ 15)	Potion V	self	24 hours	self	F
☐ 16)					
☐ 17)					
☐ 18)					
☐ 19)					
☐ 20)	Potion VII	self	24 hours	self	F
☐ 25)	Potion X	self	24 hours	self	F
☐ 30)	Multiple Doses	self	24 hours	self	F
☐ 40)	Poison True	self	24 hours	self	F
☐ 50)	Lord Potion	self	24 hours	self	F
☐ 75)	Potion XXX	self	24 hours	self	F
☐ 100)	Potion True	self	24 hours	self	F
☐ 120)	Permanent Potion	self	24 hours	self	F

DIVINE POTIONS

- Work Liquid** – Allows caster to flawlessly work with non-magical liquids. All required tools and materials must be present. The time normally required to work with the liquid is halved.
- Potion I** – Allows caster to make one dose of a potion that can have a 1st level spell imbedded in it (using an imbed spell).
- Minor Poisons** – Allows the caster to flawlessly and safely handle, prepare, and process minor poisons with a maximum attack of 3rd level.
- Work Gas** – As *Work Liquid*, except allows caster to work with non-magical gas.
- Potion II** – As *Potion I*, except up to a 2nd level spell can be imbedded.
- Potion III** – As *Potion I*, except up to a 3rd level spell can be imbedded.
- Major Poison** – As *Minor Poison*, except works with up to 10th level poisons.
- Magical Liquid** – As *Work Liquid*, except allows caster to work with magical liquids.
- Potion IV** – As *Potion I*, except up to a 4th level spell can be imbedded.
- Gaseous Potion** – By casting this spell immediately before a Potion spell, the caster creates a gaseous potion. This is treated as a normal potion except it is not imbibed, but released into the air (usually by dashing the gaseous potion vial against a hard surface). Everyone within 1' r/lvl of the point where the gas is released will be affected, unless a successful RR is made vs. the caster's level. The GM may decide that certain spells may not be made into gaseous potions.
- Magical Gas** – As *Work Liquid*, except allows caster to work with magical gasses.
- Potion V** – As *Potion I*, except up to a 5th level spell can be imbedded.
- Potion VII** – As *Potion I*, except up to a 7th level spell can be imbedded.
- Potion X** – As *Potion I*, except up to a 10th level spell can be imbedded.
- Multiple Doses** – As *Potion I*, except allows a Potion # spell to be used to create multiple doses. For example, a Potion V could be used to create 5 doses of a 1st level spell, or 1 dose or a 3rd level spell and 1 dose of a 2nd level spell, or 2 doses of a 2nd level spell and a dose of a 1st level spell, etc.
- Poison True** – As *Minor Poison*, except works with up to any level poisons.
- Lord Potion** – As *Potion I*, except up to a 20th level spell can be imbedded.
- Potion X** – As *Potion I*, except up to a 30th level spell can be imbedded.
- Potion True** – As *Potion I*, except any level spell can be imbedded.
- Permanent Potion** – Casting this spell on a potion creates a permanent potion. Usually, permanent potions glow with radiant power. The effects of a permanent potion remain forever potent. For example, a permanent potion of flying would grant the imbiber the permanent ability to fly. The effects someone drinks more than one permanent potion are up to the GM, though it is suggested they be very harsh. The GM may decide that certain spells/potions may not be made permanent or that they may have serious drawbacks (a permanent potion of Haste might halve the imbiber's life span, or instance).



OPTIONAL MAGIC ITEM TABLES



Part III Spell Lists, Charts, & Tables

This section provides blank magical item tables that GMs can use for their own campaigns. These tables allow a GM to change the availability, cost, and chance of finding an item to suit his own campaign.

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ARMOR TABLE I (T-14.17)						
Roll	Item	Level	Time (in wks)	Avail	Base Cost	Adj. Cost
1-12	+5 Metal Armor	5	9	—	405	—
13-24	+5 Leather Armor	5	7	—	245	—
25-36	+5 Leather Shield	5	7	—	49	—
37-48	+5 Metal Shield	5	9	—	81	—
49-60	+5 Wooden Shield	5	8	—	64	—
61-68	+5/+10 vs Group Metal Armor	5	19	—	1,330	—
69-76	+5/+10 vs Group Leather Armor	5	17	—	1,020	—
77-84	+5/+10 vs Group Leather Shield	5	17	—	204	—
85-92	+5/+10 vs Group Metal Shield	5	19	—	266	—
93-100	+5/+10 vs Group Wooden Shield	5	18	—	234	—

ARMOR TABLE II (T-14.18)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-12	+10 Metal Armor	9	14	—	980	—
13-24	+10 Leather Armor	9	11	—	605	—
25-36	+10 Leather Shield	9	11	—	121	—
37-48	+10 Wooden Shield	9	12	—	144	—
49-60	+10 Metal Shield	9	14	—	196	—
61-63	Rhino Armor *	9	27	—	2,565	—
64-65	+10/+15 vs Group Metal Armor	9	32	—	3,680	—
66-68	+10/+15 vs Group Leather Armor	9	29	—	2,900	—
69-71	+10/+15 vs Group Leather Shield	9	29	—	580	—
72-74	+10/+15 vs Group Wooden Shield	9	30	—	630	—
75-76	+10/+15 vs Group Metal Shield	9	32	—	736	—
77-78	+10 Metal Armor with 1 Enchanted Ability	9	32	—	3,680	—
79-81	+10 Leather Armor with 1 Enchanted Ability	9	29	—	2,900	—
82-84	+10 Leather Shield with 1 Enchanted Ability	9	29	—	580	—
85-87	+10 Wooden Shield with 1 Enchanted Ability	9	30	—	630	—
88-89	+10 Metal Shield with 1 Enchanted Ability	9	32	—	736	—
90-91	Shield of Arn *	10	33	—	796	—
92-93	Vanishing Shield *	10	36	—	1,116	—
94-95	Shield of the Green Woods *	10	38	—	1,292	—
96-103	+10/+15 vs Group Metal Armor with 1 Enchanted Ability	9	59	—	9,440	—
104-112	+10/+15 vs Group Leather Armor with 1 Enchanted Ability	9	56	—	8,120	—
113-121	+10/+15 vs Group Leather Shield with 1 Enchanted Ability	9	56	—	1,624	—
122-129	+10/+15 vs Group Metal Shield with 1 Enchanted Ability	9	59	—	1,888	—
130-137	+10/+15 vs Group Wooden Shield with 1 Enchanted Ability	9	57	—	1,710	—
138-145	+10 Metal Armor with 2 Enchanted Abilities	9	59	—	9,440	—
146-154	+10 Leather Armor with 2 Enchanted Abilities	9	56	—	8,120	—
155-163	+10 Leather Shield with 2 Enchanted Abilities	9	56	—	1,624	—
164-171	+10 Metal Shield with 2 Enchanted Abilities	9	59	—	1,888	—
172-179	+10 Wooden Shield with 2 Enchanted Abilities	9	57	—	1,710	—
180-187	Elven Splinted Leather *	10	58	—	8,990	—
188+	Shield of Camouflage *10	62	—	—	2,108	—

Enchanted Abilities

- 1-34 Minor Critical Negation
- 35-67 Minor Decreased Maneuver Penalty
- 68-100 Minor Increased AT

Notes: Decreased Maneuver Penalty and Increased AT may be interchanged if they would conflict with the results from the relevant metal or leather Armor Type table. For example, if on the Metal Armor Type table one rolled AT 16, and on the Enchanted Ability table rolled Increased AT, Decreased Maneuver Penalty could be substituted instead so as not to violate the rule that Increased AT cannot take a suit of armor from one Armor Type range to another.





Part III

Spell Lists, Charts, & Tables

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ARMOR TABLE III (T-14.19)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	Belt of Balance *	14	16	—	256	—
11-20	+15 Leather Armor	14	16	—	1,280	—
21-30	+15 Metal Armor	14	21	—	2,205	—
31-40	+15 Leather Shield	14	16	—	256	—
41-50	+15 Metal Shield	14	21	—	441	—
51-60	+15 Wooden Shield	14	17	—	298	—
61-62	Elven Chain *	14	49	—	8,575	—
63-64	Rune Shield *	14	35	—	910	—
65-66	+15/+20 vs Group Leather Armor	14	44	—	6,600	—
67-68	+15/+20 vs Group Metal Armor	14	49	—	8,575	—
69-70	+15/+20 vs Group Leather Shield	14	44	—	1,320	—
71-72	+15/+20 vs Group Metal Shield	14	49	—	1,715	—
73-74	+15/+20 vs Group Wooden Shield	14	45	—	1,395	—
75-76	+15 Leather Armor with 1 Enchanted Ability	14	44	—	6,600	—
77-78	+15 Metal Armor with 1 Enchanted Ability	14	49	—	8,575	—
79-80	+15 Leather Shield with 1 Enchanted Ability	14	44	—	1,320	—
81-82	+15 Metal Shield with 1 Enchanted Ability	14	49	—	1,715	—
83-84	+15 Wooden Shield with 1 Enchanted Ability	14	45	—	1,395	—
85-86	Darkling Leather *	15	47	—	1,504	—
87-88	Leather of Slickness *	15	35	—	4,550	—
89-90	Channeling Shield *	15	36	—	1,008	—
91-92	Breastplate of Channeling *	15	50	—	9,000	—
93	Dragonskin Armor (AT 12) *	18	60	—	13,800	—
94	Dragonskin Armor (At 11) *	18	60	—	13,800	—
95	Dragonskin Armor (AT 3) *	18	50	—	10,250	—
96-103	Robe of Protection *	14	64	—	12,160	—
104-111	Shield Rod *	14	86	—	4,042	—
112-119	Red Sh. of Diif-Marash *	14	73	—	3,869	—
120-127	+15/+20 vs Group Leather Armor with 1 Enchanted Ability	14	86	—	23,220	—
128-134	+15/+20 vs Group Metal Armor with 1 Enchanted Ability	14	91	—	26,845	—
135-142	+15/+20 vs Group Leather Shield with 1 Enchanted Ability	14	86	—	4,644	—
143-149	+15/+20 vs Group Metal Shield with 1 Enchanted Ability	14	91	—	5,396	—
150-157	+15/+20 vs Group Wooden Shield with 1 Enchanted Ability	14	87	—	4,785	—
158-165	+15 Leather Armor with 2 Enchanted Abilities	14	86	—	23,220	—
166-172	+15 Metal Armor with 2 Enchanted Abilities	14	91	—	26,845	—
173-180	+15 Leather Shield with 2 Enchanted Abilities	14	86	—	4,644	—
181-187	+15 Metal Shield with 2 Enchanted Abilities	14	91	—	5,396	—
188-195	+15 Wooden Shield with 2 Enchanted Abilities	14	87	—	4,785	—
196+	Plate Mail of Resistance*	14	190	—	66,500	—

Enchanted Abilities

- 1-25 Normal Critical Reduction
- 26-50 Normal Critical Negation
- 51-75 Normal Decreased Maneuver Penalty
- 76-100 Normal Increased AT

Notes: Decreased Maneuver Penalty and Increased AT may be interchanged if they would conflict with the results from the relevant metal or leather Armor Type table. For example, if on the Metal Armor Type table one rolled AT 16, and on the Enchanted Ability table rolled Increased AT, Decreased Maneuver Penalty could be substituted instead so as not to violate the rule that Increased AT cannot take a suit of armor from one Armor Type range to another.

ARMOR TABLE IV (T-14.20)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-12	+20 Leather Armor	30	32	—	5,120	—
13-24	+20 Metal Armor	30	40	—	8,000	—
25-36	+20 Leather Shield	30	32	—	1,024	—
37-48	+20 Metal Shield	30	40	—	1,600	—
49-60	+20 Wooden Shield	30	33	—	1,089	—
61-62	Arm Greaves of Power *	25	73	—	5,265	—
63-65	Portal Shield *	25	58	—	3,480	—
66-68	Dragonskin Armor (AT 19) *	30	76	—	23,560	—
69-71	Dragonskin Armor (AT 20) *	30	76	—	23,560	—
72-73	Shield of Flows *	30	93	—	7,812	—
74-75	Collar of Unpain *	30	105	—	9,345	—
76-77	+20/+25 vs Group Leather Armor	30	92	—	28,520	—
78-79	+20/+25 vs Group Metal Armor	30	100	—	35,000	—
80-81	+20/+25 vs Group Leather Shield	30	92	—	5,704	—
82-83	+20/+25 vs Group Metal Shield	30	100	—	7,000	—
84-85	+20/+25 vs Group Wooden Shield	30	93	—	5,859	—
86-87	+20 Leather Armor with 1 Enchanted Ability	30	92	—	28,520	—
88-89	+20 Metal Armor with 1 Enchanted Ability	30	100	—	35,000	—
90-91	+20 Leather Shield with 1 Enchanted Ability	30	92	—	5,704	—
92-93	+20 Metal Shield with 1 Enchanted Ability	30	100	—	7,000	—
94-95	+20 Wooden Shield with 1 Enchanted Ability	30	93	—	5,859	—
96-106	Red Armor *	30	103	—	47,380	—
107-115	+20/+25 vs Group Leather Armor with 1 Enchanted Ability	30	182	—	83,720	—
116-124	+20/+25 vs Group Metal Armor with 1 Enchanted Ability	30	190	—	95,000	—
125-133	+20/+25 vs Group Leather Shield with 1 Enchanted Ability	30	182	—	16,744	—
134-142	+20/+25 vs Group Metal Shield with 1 Enchanted Ability	30	190	—	19,000	—
143-151	+20/+25 vs Group Wooden Shield with 1 Enchanted Ability	30	183	—	17,019	—
152-160	+20 Leather Armor with 2 Enchanted Abilities	30	182	—	83,720	—
161-169	+20 Metal Armor with 2 Enchanted Abilities	30	190	—	95,000	—
170-178	+20 Leather Shield with 2 Enchanted Abilities	30	182	—	16,744	—
179-187	+20 Metal Shield with 2 Enchanted Abilities	30	190	—	19,000	—
188-195	+20 Wooden Shield with 2 Enchanted Abilities	30	183	—	17,019	—
196+	Breastplate of Thonian *	30	186	—	96,720	—

Enchanted Abilities

- 1-25 Greater Critical Reduction
- 26-50 Greater Critical Negation
- 51-75 Greater Decreased Maneuver Penalty
- 76-100 Greater Increased AT

Notes: Decreased Maneuver Penalty and Increased AT may be interchanged if they would conflict with the results from the relevant metal or leather Armor Type table. For example, if on the Metal Armor Type table one rolled AT 16, and on the Enchanted Ability table rolled Increased AT, Decreased Maneuver Penalty could be substituted instead so as not to violate the rule that Increased AT cannot take a suit of armor from one Armor Type range to another.

Note: * = Item has a description in Section 16.0. **Note:** All costs are given in gold pieces.



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ARMOR TABLE V (T-14.21)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-95	Paladin Shield *	35	105	_____	7,875	_____
96-100	Armor of the Rangers *	35	253	_____	120,175	_____

ARMOR TABLE VI (T-14.22)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-60	Helm of Uncleaving *	50	125	_____	11,875	_____
61-100	Crushing Shield *	50	84	_____	5,544	_____

CHARGED ITEMS TABLE I (T-14.23)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-20	1st Level Wand	7	10	_____	180	_____
21-40	2nd Level Wand	7	12	_____	252	_____
41-55	1st Level Rod	10	13	_____	325	_____
56-70	2nd Level Rod	10	15	_____	420	_____
71-85	3rd Level Rod	10	16	_____	498	_____
85-100	4th Level Rod	10	18	_____	612	_____

CHARGED ITEMS TABLE II (T-14.24)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-9	5th Level Rod	11	19	_____	722	_____
10-18	1st Level Staff	15	18	_____	612	_____
19-27	2nd Level Staff	15	20	_____	740	_____
28-36	3rd Level Staff	15	21	_____	840	_____
37-45	4th Level Staff	15	23	_____	989	_____
46-54	5th Level Staff	15	24	_____	1,104	_____
55-63	6th Level Staff	15	26	_____	1,274	_____
64-72	7th Level Staff	15	27	_____	1,377	_____
73-80	8th Level Staff	20	30	_____	1,590	_____
81-88	9th Level Staff	20	31	_____	1,829	_____
89-95	10th Level Staff	20	31	_____	1,860	_____
96-165	Rod of Melting *	15	60	_____	3,600	_____
166-195	Eye Staff *	20	117	_____	15,093	_____
196-295	Dragon Wand *	20	186	_____	36,456	_____
296+	Staff of Healing *	20	276	_____	69,000	_____

CHARGED ITEMS TABLE III (T-14.25)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Staff of Light *	25	227	_____	29,737	_____

CHARGED ITEMS TABLE IV (T-14.26)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Rod of Animating the Dead	35	60	_____	3,600	_____

CHARGED ITEMS TABLE V (T-14.27)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Akarak, Slayer of Fire Spirits	50	101	_____	10,100	_____

DAILY AND CONSTANT ITEMS TABLE I (T-14.28)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-50	1st Level Spell (1 charge)	3	2	_____	14	_____
51-100	2nd Level Spell (1 charge)	5	2	_____	20	_____

DAILY AND CONSTANT ITEMS TABLE II (T-14.29)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-19	Daily I	6	10	_____	130	_____
20-38	Pot of War Smoke *	8	2	_____	16	_____
39-57	Daily III (1st level spell, 3x/day)	10	13	_____	221	_____
58-76	Daily III (2nd level spell, 1x/day)	10	15	_____	300	_____
77-95	Daily III (3rd level spell, 1x/day)	10	17	_____	391	_____
96-165	Access Book *	10	19	_____	361	_____
166+	Helm of Sense Mastery *	10	84	_____	4,872	_____

DAILY AND CONSTANT ITEMS TABLE III (T-14.30)						
Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	Bell of Awe-Inspiring *	14	24	_____	576	_____
11-29	Daily V (1st level spell, 5x/day)	14	16	_____	336	_____
30-48	Daily V (2nd level spell, 2x/day)	14	18	_____	432	_____
49-67	Daily V (4th level spell, 1x/day)	14	22	_____	660	_____
68-85	Daily V (5th level spell, 1x/day)	14	25	_____	825	_____
86-95	Shoola *	15	4	_____	96	_____
96-195	Janih's Belt of Movement *	14	84	_____	5,292	_____
196-295	Glove of Unbarring Ways *	14	200	_____	21,200	_____
296+	Gauntlets of Healing *14	394	_____	630,400	_____	_____

Note: * = Item has a description in Section 16.0. **Note:** All costs are given in gold pieces.

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Part III Spell Lists, Charts, & Tables

DAILY AND CONSTANT ITEMS TABLE IV (T-14.31)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-2	Medallion of Heavy Metal *	25	43	—	2,408	—
3-5	Veils of Tanu *	25	33	—	1,089	—
6-8	Daily X (1st level spell, 10x/day)	25	24	—	768	—
9-11	Daily X (2nd level spell, 5x/day)	25	26	—	910	—
12-14	Daily X (3rd level spell, 3x/day)	25	28	—	1,064	—
15-17	Daily X (4th level spell, 2x/day)	25	30	—	1,230	—
18-20	Daily X (5th level spell 2x/day)	25	33	—	1,452	—
21-23	Daily X (5th level spell, 1x/day)	25	35	—	1,645	—
24-26	Daily X (7th level spell, 1x/day)	25	37	—	1,850	—
27-28	Daily X (8th level spell, 1x/day)	25	42	—	2,352	—
29-30	Daily X (9th level spell, 1x/day)	25	43	—	2,452	—
31-32	Daily X (10th level spell, 1x/day)	25	43	—	2,494	—
33-34	Ring of Invisibility *	30	45	—	2,025	—
35-36	Collar of Animal Speech *	30	42	—	1,764	—
37-38	Screaming Arrow *	30	69	—	4,761	—
39-40	Boots of Landing *	30	58	—	3,364	—
41-42	Constant Item (1st lvl)	30	45	—	2,025	—
43-44	Constant Item (2nd lvl)	30	48	—	2,304	—
45-46	Constant Item (3rd lvl)	30	51	—	2,601	—
47-48	Constant Item (4th lvl)	30	54	—	2,916	—
49-50	Constant Item (5th lvl)	30	57	—	3,249	—
51-52	Constant Item (6th lvl)	30	60	—	3,600	—
53-54	Constant Item (7th lvl)	30	63	—	3,969	—
55-56	Constant Item (8th lvl)	30	69	—	4,761	—
57-58	Constant Item (9th lvl)	30	70	—	4,900	—
59-60	Constant Item (10th lvl)	30	71	—	5,041	—
61-63	Cape of the Black Hand *	25	50	—	2,750	—
64-67	Boots of Leaping *	25	81	—	6,075	—
68-70	Mentalist's Crown *	30	75	—	5,775	—
71-73	Elven Cloak *	30	68	—	3,604	—
74-77	Crucifix of Warding *	30	92	—	7,084	—
78-80	Helm of Sight *	30	77	—	4,928	—
81-82	Boots of Yark *	30	141	—	14,241	—
83-84	Dog-ring *	30	136	—	13,056	—
85-87	Rope of Entanglement *	30	101	—	7,676	—
88-89	King's Flagon *	30	112	—	9,856	—
90-91	Flute of the Fair Elves *	30	67	—	4,355	—
92-93	Nerro's Displacer *	30	87	—	6,699	—
94-95	Forest Mask of the Wood Elves *	30	107	—	9,309	—
96-111	Boots of Speed *	25	87	—	6,612	—
112-125	Imyra's Bathing Basin *	25	97	—	8,439	—
126-139	Choko-da *	25	116	—	1,792	—
140-153	Helm of Darkness *	25	99	—	8,712	—
154-157	Circlet of Leadership *	30	126	—	11,466	—
158-181	Monk's Evading Clothes *	30	122	—	10,736	—
182-195	Ring of Lammoth *	30	229	—	28,396	—
196-245	Swan of Ithis Tinuvia *	30	351	—	63,531	—
246-295	Necklace of Barandol *	30	520	—	109,200	—
296+	Staff of Mastering Spirits *	25	1139	—	410,040	—

DAILY AND CONSTANT ITEMS TABLE V (T-14.32)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Boots of Escape *	35	139	—	14,456	—

DAILY AND CONSTANT ITEMS TABLE VI (T-14.33)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Candles of Blessing *	50	18	—	1,728	—

GENERAL ITEMS TABLE I (T-14.34)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+5 General Item	6	9	—	81	—
16-30	+1 Adder	6	9	—	81	—
31-45	+10 General Item	10	13	—	169	—
46-60	+2 Adder	10	13	—	169	—
61-64	+5 General Item/ +1 Adder	6	21	—	315	—
65-66	Bracers of Gorax *	10	24	—	432	—
67-71	Robe of Illusion *	10	23	—	391	—
72-74	Bands of Tumbling *	10	42	—	1,344	—
75-77	Forester's Helm *	10	36	—	1,080	—
78-80	Rin's Voice Enhancer *	10	23	—	391	—
81-83	Choker of Whispers *	10	37	—	1,147	—
84-86	Headband of Silesh *	10	33	—	858	—
87-89	+5 General/+2 Adder	10	25	—	475	—
90-92	+10 General/+1 Adder	10	25	—	475	—
93-95	+10 General/+2 Adder	10	33	—	759	—
96-145	Stone of Will *	10	41	—	943	—
146+	Scarab of Poisons *	10	65	—	1,885	—

GENERAL ITEM TABLE II (T-14.35)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-12	Ruby Ring *	11	17	—	298	—
13-24	Bone Necklace of Changing *	15	20	—	400	—
25-36	+15 General Item	15	18	—	342	—
37-48	+3 Adder	15	18	—	342	—
49-60	x2 Multiplier	15	18	—	342	—
61-64	Pendent of Potency *	15	37	—	999	—
65-67	Soul Gem *	15	56	—	2,576	—
68-70	Staff of Sorcery *	15	48	—	1,584	—
71-75	Bracers of Ballion *	15	38	—	1,064	—
76-78	Desert Suit *	15	46	—	1,426	—
79-81	Mighty Gauntlets *	15	49	—	1,666	—
82-84	Skull of Rie-talin *	15	50	—	1,750	—
85-88	+15 General/+3 Adder	15	48	—	1,584	—
89-92	+15 General Item/ x2 Multiplier	15	48	—	1,584	—
93-95	+3 Adder/x2 Multiplier	15	48	—	1,584	—
96-122	Staff of Flames *	15	56	—	1,960	—
123-149	Staff of Cold *	15	56	—	1,960	—
150-175	+15 General Item/ +3 Adder/x2 Multiplier	15	48	—	4,464	—
176+	Tunic of Essence *	15	98	—	4,508	—

GENERAL ITEMS TABLE III (T-14.36)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-95	Mountebank Cape *	25	61	—	3,904	—
96-100	Cloak of Darkness *	25	105	—	11,760	—

Note: * = Item has a description in Section 16.0. Note: All costs are given in gold pieces.

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GENERAL ITEMS TABLE IV (T-14.37)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	Helm of Strength *	35	42	—	1,764	—
11-20	Absorption Cloak *	35	64	—	3,200	—
21-30	Scroll of Knowledge *	35	36	—	1,296	—
31-40	+20 Item	35	38	—	1,144	—
41-50	+4 Adder	35	38	—	1,144	—
51-60	x3 Multiplier	35	38	—	1,144	—
61-63	Beavguard's Staff	35	113	—	10,283	—
64-66	Medallion of the Myrmidon *	35	110	—	8,250	—
67-69	Helm of Two Faces *	35	118	—	8,794	—
70-72	Helm of Stature *	35	60	—	3,000	—
73-75	Boots of Silence *	35	77	—	4,928	—
76-78	Shaman's Mask *	35	67	—	3,484	—
79-81	Shimmering Cloak *	35	56	—	2,576	—
82-84	Warrior's Helm *	35	70	—	3,850	—
85-87	Choker of Azrak *	35	76	—	4,712	—
88-91	+20 General/+3 Adder	35	108	—	7,884	—
92-93	+20 General/x2 Mult.	35	108	—	7,884	—
94-95	+4 Adder/x3 Mult.	35	108	—	7,884	—
96-122	Trinkets of Captivating Dancing *	35	131	—	10,087	—
123-149	Tracker's Ring *	35	122	—	9,638	—
150-175	+20 General Item/ +4 Adder/x3 Multiplier	35	213	—	23,004	—
176-195	Lyre of Theola Forest *	35	190	—	20,710	—
196+	Saddle of the Horse Lords *	35	246	—	30,380	—

GENERAL ITEMS TABLE V (T-14.38)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-95	Circlet of Mentalism *	50	92	—	5,244	—
96-100	Staff of Ice *	50	897	—	463,749	—

POTIONS TABLE I (T-14.39)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	1st Level Potion	3	3	—	24	—

POTIONS TABLE II (T-14.40)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-50	2nd Level Potion	6	4	—	56	—
51-100	3rd Level Potion	9	6	—	120	—

POTIONS TABLE III (T-14.41)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-10	4th Level Potion	12	7	—	182	—
11-19	1st Level Gas	13	6	—	126	—
20-28	2nd Level Gas	13	8	—	216	—
29-37	3rd Level Gas	13	9	—	297	—
38-46	4th Level Gas	13	11	—	429	—
47-55	5th Level Potion	15	9	—	288	—
56-64	5th Level Gas	15	12	—	540	—
65-73	6th Level Potion	20	11	—	440	—
74-82	7th Level Potion	20	12	—	516	—
83-91	6th Level Gas	20	14	—	742	—
92-100	7th Level Gas	20	15	—	840	—

POTIONS TABLE IV (T-14.42)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-17	8th Level Potion	25	14	—	756	—
18-34	9th Level Potion	25	15	—	825	—
35-51	10th Level Potion	25	15	—	840	—
52-68	8th Level Gas	25	18	—	1,206	—
69-84	9th Level Gas	25	18	—	1,224	—
85-100	10th Level Gas	25	18	—	1,242	—

POTIONS TABLE V (T-14.43)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-5	11th Level Potion	50	29	—	3,248	—
6-10	12th Level Potion	50	29	—	3,277	—
11-15	13th Level Potion	50	29	—	3,306	—
16-20	14th Level Potion	50	30	—	3,450	—
21-25	15th Level Potion	50	30	—	3,480	—
26-30	16th Level Potion	50	30	—	3,510	—
31-35	17th Level Potion	50	30	—	3,540	—
36-40	18th Level Potion	50	31	—	3,684	—
41-45	19th Level Potion	50	31	—	3,720	—
46-50	20th Level Potion	50	31	—	3,751	—
51-55	11th Level Gas	50	32	—	4,000	—
56-60	12th Level Gas	50	32	—	4,032	—
61-65	13th Level Gas	50	33	—	4,224	—
66-70	14th Level Gas	50	33	—	4,257	—
71-75	15th Level Gas	50	33	—	4,290	—
76-80	16th Level Gas	50	34	—	4,454	—
81-85	17th Level Gas	50	34	—	4,488	—
86-90	18th Level Gas	50	34	—	4,522	—
91-95	19th Level Gas	50	34	—	4,556	—
96-100	20th Level Gas	50	36	—	4,860	—

RUNES TABLE I (T-14.44)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	1st Level Rune (R1)	4	4	—	16	—

RUNES TABLE II (T-14.45)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-50	2nd Level Rune (R2)	6	6	—	36	—
51-100	3rd Level Rune (R3)	8	8	—	64	—

RUNES TABLE III (T-14.46)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	4th Level Rune (R5)	11	11	—	121	—
16-30	5th Level Rune (R5)	11	11	—	121	—
31-44	6th Level Rune (R10)	16	16	—	256	—
45-58	7th Level Rune (R10)	16	16	—	256	—
59-72	8th Level Rune (R10)	16	16	—	256	—
73-86	9th Level Rune (R10)	16	16	—	256	—
87-100	10th Level Rune (R10)	16	16	—	256	—

An "R" followed by a number indicates the level of the Rune Paper the Rune is inscribed on. Thus (R1) indicates that the spell is on a 1st Level Sheet of Rune Paper. **Note:** * = Item has a description in Section 16.0. **Note:** All costs are given in gold pieces.

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RUNES TABLE IV (T-14.47)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-5	11th Level Rune (R20)	25	25	—	625	—
6-10	12th Level Rune (R20)	25	25	—	625	—
11-15	13th Level Rune (R20)	25	25	—	625	—
16-20	14th Level Rune (R20)	25	25	—	625	—
21-25	15th Level Rune (R20)	25	25	—	625	—
26-30	16th Level Rune (R20)	25	25	—	625	—
31-35	17th Level Rune (R20)	25	25	—	625	—
36-40	18th Level Rune (R20)	25	25	—	625	—
41-45	19th Level Rune (R20)	25	25	—	625	—
46-50	20th Level Rune (R20)	25	25	—	625	—
51-55	21st Level Rune (R30)	30	30	—	900	—
56-60	22nd Level Rune (R30)	30	30	—	900	—
61-65	23rd Level Rune (R30)	30	30	—	900	—
66-70	24th Level Rune (R30)	30	30	—	900	—
71-75	25th Level Rune (R30)	30	30	—	900	—
76-80	26th Level Rune (R30)	30	30	—	900	—
81-85	27th Level Rune (R30)	30	30	—	900	—
86-90	28th Level Rune (R30)	30	30	—	900	—
91-95	29th Level Rune (R30)	30	30	—	900	—
96-100	30th Level Rune (R30)	30	30	—	900	—

RUNES TABLE V (T-14.48)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-5	31st Level Rune (RT)	50	50	—	2,500	—
6-10	32nd Level Rune (RT)	50	50	—	2,500	—
11-15	33rd Level Rune (RT)	50	50	—	2,500	—
16-20	34th Level Rune (RT)	50	50	—	2,500	—
21-25	35th Level Rune (RT)	50	50	—	2,500	—
26-30	36th Level Rune (RT)	50	50	—	2,500	—
31-35	37th Level Rune (RT)	50	50	—	2,500	—
36-40	38th Level Rune (RT)	50	50	—	2,500	—
41-45	39th Level Rune (RT)	50	50	—	2,500	—
46-50	40th Level Rune (RT)	50	50	—	2,500	—
51-55	41st Level Rune (RT)	50	50	—	2,500	—
56-60	42nd Level Rune (RT)	50	50	—	2,500	—
61-65	43rd Level Rune (RT)	50	50	—	2,500	—
66-70	44th Level Rune (RT)	50	50	—	2,500	—
71-75	45th Level Rune (RT)	50	50	—	2,500	—
76-80	46th Level Rune (RT)	50	50	—	2,500	—
81-85	47th Level Rune (RT)	50	50	—	2,500	—
86-90	48th Level Rune (RT)	50	50	—	2,500	—
91-95	49th Level Rune (RT)	50	50	—	2,500	—
96-100	50th Level Rune (RT)	50	50	—	2,500	—

WEAPONS TABLE I (T-14.49)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+5 Leather Weapon	4	6	—	36	—
16-30	+5 Metal Weapon	4	8	—	64	—
31-45	+5 Metal and Wooden Weapon	4	11	—	77	—
46-60	+5 Wooden Weapon	4	7	—	49	—
61-70	+5/+10 vs. Group Leather Weapon	4	14	—	140	—
71-80	+5/+10 vs. Group Metal Weapon	4	16	—	192	—
81-90	+5/+10 vs. Group Metal and Wooden Weapon	4	19	—	285	—
91-100	+5/+10 vs. Group Wooden Weapon	4	15	—	165	—

WEAPONS TABLE II (T-14.50)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+10 Leather Weapon	8	10	—	100	—
16-30	+10 Metal Weapon	8	13	—	169	—
31-45	+10 Metal and Wooden Weapon	8	16	—	256	—
46-60	+10 Wooden Weapon	8	11	—	121	—
61-62	Axe of the Dwarves	8	61	—	1,796	—
63-65	+10/+15 vs. Group Leather Weapon	8	26	—	468	—
66-68	+10/+15 vs. Group Metal Weapon	8	29	—	609	—
69-71	+10/+15 vs. Group Metal and Wooden Weapon	8	32	—	768	—
72-74	+10/+15 vs. Group Wooden Weapon	8	27	—	513	—
75-77	+10 Leather Weapon with 1 Enchanted Ability	8	26	—	468	—
78-80	+10 Metal Weapon with 1 Enchanted Ability	8	29	—	609	—
81-83	+10 Metal and Wooden Weapon with 1 Enchanted Ability	8	32	—	768	—
84-86	+10 Wooden Weapon with 1 Enchanted Ability	8	27	—	513	—
87-89	Off-hand Dagger *	10	31	—	713	—
90-92	Parrying Falchion *	10	22	—	396	—
93-95	Muldek's Rapier *	10	24	—	576	—
96-107	Sword of the Golden Orb *	8	31	—	589	—
108-118	+10/+15 vs. Group Leather Weapon	8	50	—	1,300	—
119-129	+10/+15 vs. Group Metal Weapon with 1 Enchanted Ability	8	53	—	1,537	—
130-140	+10/+15 vs. Group Metal and Wooden Weapon with 1 Enchanted Ability	8	56	—	1,792	—
141-151	+10/+115 vs. Group Wooden Weapon with 1 Enchanted Ability	8	51	—	1,377	—
152-162	+10 Leather Weapon with 2 Enchanted Abilities	8	50	—	1,300	—
163-173	+10 Metal Weapon with 2 Enchanted Abilities	8	53	—	1,537	—
174-184	+10 Metal and Wooden Weapon with 2 Enchanted Abilities	8	56	—	1,792	—
185-195	+10 Wooden Weapon with 2 Enchanted Abilities	8	51	—	1,377	—
196-229	Blade of Warning *	8	69	—	2,277	—
230-262	Whip of Beast Mastery *	10	58	—	1,624	—
263-295	Minor Dagger of Assassination *	10	59	—	1,711	—
296+	Dagger of Assassination *	10	73	—	2,625	—

Enchanted Abilities

1-4	Individual Slayer
5-20	Minor Effect Weapon
21-36	Minor Increased Initiative
37-52	Minor Increased Range
53-68	Minor Speed Weapon
69-84	Weapon of Bleeding
85-100	Two Form Weapon

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An "R" followed by a number indicates the level of the Rune Paper the Rune is inscribed on. Thus (R1) indicates that the spell is on a 1st Level Sheet of Rune Paper. **Note:** * = Item has a description in Section 16.0. **Note:** All costs are given in gold pieces.

WEAPONS TABLE III (T-14.51)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+15 Leather Weapon	13	15	_____	225	_____
16-30	+15 Metal Weapon	13	20	_____	400	_____
31-45	+15 Metal/Wood Weapon	13	23	_____	596	_____
46-60	+15 Wooden Weapon	13	16	_____	256	_____
61-64	Hammer of the Hills *	13	46	_____	1,518	_____
65-68	Flame Arrows *	13	37	_____	1,073	_____
69-71	+15/+20 vs. Group	13	41	_____	1,148	_____
	Leather Weapon					
72-74	+15/+20 vs. Group	13	46	_____	1,518	_____
	Metal Weapon					
75-77	+15/+20 vs. Group	13	49	_____	1,764	_____
	Metal and Wooden Weapon					
78-80	+15/+20 vs. Group	13	42	_____	1,218	_____
	Wooden Weapon					
81-83	+15 Leather Weapon	13	41	_____	1,148	_____
	with 1 Enchanted Ability					
84-86	+15 Metal Weapon	13	46	_____	1,518	_____
	with 1 Enchanted Ability					
87-89	+15 Metal and	13	49	_____	1,764	_____
	Wooden Weapon with 1 Enchanted Ability					
90-92	+15 Wooden Weapon	13	42	_____	1,218	_____
	with 1 Enchanted Ability					
93-95	Hammer of Frost *	15	65	_____	4,485	_____
96-104	Sword of Darkness *	13	45	_____	1,665	_____
105-111	Blade of Frost *	13	72	_____	3,528	_____
112-118	Blade of Flame *	13	72	_____	3,600	_____
119-125	Flail of Fire and Ice *	13	85	_____	3,910	_____
126-132	+15/+20 vs. Group	13	80	_____	3,280	_____
	Leather Weapon with 1 Enchanted Ability					
133-139	+15/+20 vs. Group	13	85	_____	3,910	_____
	Metal Weapon with 1 Enchanted Ability					
140-146	+15/+20 vs. Group	13	88	_____	4,312	_____
	Metal and Wooden Weapon with 1 Enchanted Ability					
147-153	+15/+20 vs. Group	13	81	_____	3,402	_____
	Wooden Weapon with 1 Enchanted Ability					
154-160	+15 Leather Weapon	13	80	_____	3,280	_____
	with 2 Enchanted Abilities					
161-167	+15 Metal Weapon	13	85	_____	3,910	_____
	with 2 Enchanted Abilities					
168-174	+15 Metal and	13	88	_____	4,312	_____
	Wooden Weapon with 2 Enchanted Abilities					
175-181	+15 Wooden Weapon	13	81	_____	3,402	_____
	with 2 Enchanted Abilities					
182-188	Prism Sword *	14	71	_____	4,118	_____
189-195	Crystal Knife *	15	80	_____	3,920	_____
196+	Red Spear of Diif Marsh*	13	105	_____	5,460	_____
Enchanted Abilities						
1-12	General Alignment Reactor					
13-23	Limited Group Slaying Weapon					
24-34	Minor Defender					
35-45	Normal Effect Weapon	68-78	Normal Speed Weapon			
46-56	Normal Increased Initiative	79-89	Weapon of Lesser Returning			
57-67	Normal Increased Range	90-100	Three Form Weapon			

Enchanted Abilities

1-7	Armor and Shield Slayer
8-13	Assassin's Weapon
14-21	Critical Alignment Reactor
22-27	Defender
28-33	Four Form Weapon
34-40	General Group Slaying Weapon
41-46	Greater Concussive Damage
47-52	Greater Effect Weapon
53-58	Greater Increased Initiative
59-64	Greater Increased Range
65-70	Greater Speed Weapon
71-77	Holy Weapon
78-83	Increased Critical
84-89	Increased Potency
90-95	Weapon of Returning
96-100	Weapon Slayer

Note: * = Item has a description in Section 16.0.

Note: All costs are given in gold pieces.

WEAPONS TABLE IV (T-14.52)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-15	+20 Leather Weapon	25	27	_____	796	_____
16-30	+20 Metal Weapon	25	35	_____	1,225	_____
31-45	+20 Metal/Wood Weapon	25	38	_____	1,444	_____
46-60	+20 Wooden Weapon	25	28	_____	784	_____
61-62	Sword of the Dark Elves*	25	85	_____	5,100	_____
63-65	Armor Slaying Sword	25	46	_____	1,748	_____
66-68	Grazzenni Sling Stones	25	50	_____	2,000	_____
69-71	Javelin of Lightning	25	58	_____	26,010	_____
72	Woodsmen's Bow of Good Aiming *	25	70	_____	4,978	_____
73	Tentacle Staff *	25	61	_____	3,355	_____
74-75	+20/+25 vs. Group	25	77	_____	4,004	_____
	Leather Weapon					
76-77	+20/+25 vs. Group	25	85	_____	5,100	_____
	Metal Weapon					
78-79	+20/+25 vs. Group	25	88	_____	5,544	_____
	Metal and Wooden Weapon					
80-81	+20/+25 vs. Group	25	78	_____	4,134	_____
	Wooden Weapon					
82-83	+20 Leather Weapon	25	77	_____	4,004	_____
	with 1 Enchanted Ability					
84-85	+20 Metal Weapon	25	85	_____	5,100	_____
	with 1 Enchanted Ability					
86-87	+20 Metal and	25	88	_____	5,544	_____
	and Wooden Weapon with 1 Enchanted Ability					
88-89	+20 Wooden Weapon	25	78	_____	4,134	_____
	with 1 Enchanted Ability					
90-91	Invisibility Net *	30	104	_____	8,216	_____
92-93	Bonebane *	30	67	_____	3,953	_____
94-95	Falchion of the Yreck *	30	63	_____	3,158	_____
96-99	Dragon Slayer *	25	160	_____	13,600	_____
100-103	Sword of Giant Slaying *	25	90	_____	5,220	_____
104-107	Blade of Light *	25	97	_____	5,626	_____
108-111	Crossbow Wand *	25	78	_____	3,822	_____
112-115	Claw Hand Gloves *	25	77	_____	3,696	_____
116-119	Darts of Staying *	25	70	_____	3,430	_____
120-123	Assassin Slayer *	25	90	_____	6,210	_____
124-127	Lightning Dagger *	25	80	_____	4,080	_____
128-131	Bracers of Lycead *	25	53	_____	2,067	_____
132-135	Abrol the Elf Drinker *	25	48	_____	1,728	_____
136-139	Capriazi, the Eternal Wind*	25	121	_____	8,470	_____
140-143	Irgaak Stone	25	110	_____	7,590	_____
144-147	+20/+25 vs. Group	25	152	_____	11,704	_____
	Leather Weapon with 1 Enchanted Ability					
148-151	+20/+25 vs. Group	25	160	_____	13,600	_____
	Metal Weapon with 1 Enchanted Ability					
152-154	+20/+25 vs. Group	25	163	_____	14,344	_____
	Metal and Wooden Weapon with 1 Enchanted Ability					
155-158	+20/+25 vs. Group	25	153	_____	11,934	_____
	Wooden Weapon with 1 Enchanted Ability					
159-162	+20 Leather Weapon	25	152	_____	11,704	_____
	with 2 Enchanted Abilities					
163-166	+20 Metal Weapon	25	160	_____	13,600	_____
	with 2 Enchanted Abilities					
167-169	+20 Metal and	25	163	_____	14,344	_____
	Wooden Weapon with 2 Enchanted Abilities					
170-174	+20 Wooden Weapon	25	153	_____	11,934	_____
	with 2 Enchanted Abilities					
175-178	Holy Morning Star *	30	104	_____	9,316	_____
179-182	Korin's Hammer *	30	112	_____	8,424	_____
183-185	Red Glowing Axe *	30	261	_____	32,364	_____
186-189	Heart Seeker *	30	72	_____	3,888	_____
190	Crowga's Quarterstaff *	30	150	_____	1,350	_____
191-192	Tarpan Dag *	30	94	_____	4,606	_____
193-195	Axe of Orc Slaying *	25	137	_____	9,316	_____
196-215	Sword of Returning *	25	112	_____	6,608	_____
216-235	Spear of Battle Spells *	25	138	_____	10,074	_____
236-255	Great Mace of Teng *	25	156	_____	12,636	_____
256-275	Ithamar, Fist of Vinusa *	25	243	_____	36,207	_____
276-295	Rod of Nobility *	30	198	_____	92,070	_____
296+	Great Elven Blade *	30	332	_____	45,485	_____



Part III Spell Lists, Charts, & Tables

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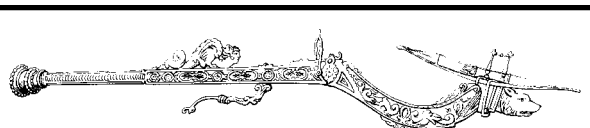
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Part III Spell Lists, Charts, & Tables

WEAPONS TABLE V (T-14.53)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-100	Forest Friend	35	95	_____	6,650	_____



WEAPONS TABLE VI (T-14.54)

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost	Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1-6	Blade of Crevice Fighting	50	71	_____	4,473	_____	92	+25 Mithril and Wooden Weapon with 1 Enchanted Ability	50	184	_____	24,656	_____
7-15	+25 Black Alloy Weapon	50	63	_____	3,969	_____	93-94	+25 Wooden Weapon with 1 Enchanted Ability	50	169	_____	20,111	_____
16-24	+25 Black Alloy and Wooden Weapon	50	82	_____	6,724	_____	95-101	Sword of Justice *	50	119	_____	10,115	_____
25-33	+25 Leather Weapon	50	68	_____	4,624	_____	102-108	Mace of Crushing *	50	190	_____	21,850	_____
34-42	+25 Mithril Weapon	50	65	_____	4,225	_____	109-115	Skorbaas, The Heart Seeker *	50	196	_____	23,520	_____
43-51	+25 Mithril and Wooden Weapon	50	84	_____	7,056	_____	116-122	+25/+30 vs. Group Black Alloy Weapon with 1 Enchanted Ability	50	313	_____	51,019	_____
52-60	+25 Wooden Weapon	50	69	_____	4,761	_____	123-129	+25/+30 vs. Group Black Alloy and Wooden Weapon with 1 Enchanted Ability	50	332	_____	60,424	_____
61-62	Hammer of Striking *	50	83	_____	5,810	_____	130-136	+25/+30 vs. Group Leather Weapon with 1 Enchanted Ability	50	318	_____	53,424	_____
63-64	Gauntlet of Ector *	50	115	_____	10,350	_____	137-142	+25/+30 vs. Group Mithril Weapon with 1 Enchanted Ability	50	315	_____	51,975	_____
65-66	Demik Dral's Omba *	50	110	_____	9,350	_____	143-148	+25/+30 vs. Group Mithril and Wooden Weapon with 1 Enchanted Ability	50	334	_____	61,456	_____
67-68	Scimitar of Throwing *	50	83	_____	5,810	_____	149-155	+25/+30 vs. Group Wooden Weapon with 1 Enchanted Ability	50	319	_____	53,424	_____
69-70	Fang of the Long Sleep *	50	113	_____	9,944	_____	156-162	+25 Black Alloy Weapon with 2 Enchanted Abilities	50	313	_____	51,019	_____
71-72	Selkar's Girdle *	50	71	_____	4,473	_____	163-169	+25 Black Alloy and Wooden Weapon with 2 Enchanted Abilities	50	332	_____	60,424	_____
73-74	Whip of Grappling *	50	94	_____	7,614	_____	170-177	+25 Leather Weapon with 2 Enchanted Abilities	50	318	_____	53,424	_____
75-76	+25/+30 vs. Group Black Alloy Weapon	50	163	_____	18,419	_____	178-183	+25 Mithril Weapon with 2 Enchanted Abilities	50	315	_____	51,975	_____
77-78	+25/+30 vs. Group Black Alloy and Wooden Weapon	50	182	_____	24,024	_____	184-189	+25 Mithril and Wooden Weapon with 2 Enchanted Abilities	50	334	_____	61,456	_____
79-80	+25/+30 vs. Group Leather Weapon	50	168	_____	19,824	_____	190-195	+25 Wooden Weapon with 2 Enchanted Abilities	50	319	_____	53,424	_____
81	+25/+30 vs. Group Mithril Weapon	50	165	_____	18,975	_____	196-265	Attack Sphere *	50	272	_____	40,256	_____
82	+25/+30 vs. Group Mithril and Wooden Weapon	50	184	_____	24,656	_____	266-275	Blade of Demonslaying *	50	540	_____	116,100	_____
83-84	+25/+30 vs. Group Wooden Weapon	50	169	_____	20,111	_____	276-285	The Great Sword of Vrak Tanuk *	50	465	_____	88,350	_____
85-86	+25 Black Alloy Weapon with 1 Enchanted Ability	50	163	_____	18,419	_____	286-295	Spirit Slayer *	50	427	_____	75,152	_____
87-88	+25 Black Alloy and Wooden Weapon with 1 Enchanted Ability	50	182	_____	24,024	_____	296+	Ny'Calubraithe, Longsword of the Elven Smiths *	50	1363	_____	427,982	_____
89-90	+25 Leather Weapon with 1 Enchanted Ability	50	168	_____	19,824	_____							
91	+25 Mithril Weapon with 1 Enchanted Ability	50	165	_____	18,975	_____							

Weapon Effects

01-10	Arms Destroyer
11-20	Guardian Defender
21-30	Slaying Weapon True
31-40	Superior Concussive Damage
41-50	Superior Increased Initiative
51-60	Superior Increased Potency
61-70	Superior Increased Range
71-80	Superior Speed Weapon
81-90	Weapon of Justice
91-100	Weapon of Far Returning



ARTIFACTS TABLE (T-14.55)



Part III Spell Lists, Charts, & Tables

Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost	Roll	Item	Level	Time (wks)	Avail	Base Cost	Adj. Cost
1	Air Drake Armor *	75	244	na	272,060	_____	53	Plate of the Deep *	90	240	na	224,400	_____
2	Airianda's Periapt *	110	1364	na	932,976	_____	54	Plaguestone *	90	170	na	28,900	_____
3	Amulet of Beastform *	110	150	na	29,550	_____	55	Ranger's Blade *	80	470	na	98,700	_____
4-5	Aphestasia's Veil * of Mystical Changes	75	280	na	60,760	_____	56	Ring of Kaylaikas *	60	467	na	101,807	_____
6	Armor of Golspre *	90	116	na	2,243,160	_____	57	Ring of the Elves *	90	840	na	279,720	_____
7	Battle Axe * of Foul Summons	75	340	na	98,600	_____	58	Ringlin's Blue Death Blade *	75	3041	na	1,940,158	_____
8-9	Bell of Healing *	75	200	na	35,600	_____	59	Robe of Kazlauskas *	90	1367	na	2,959,555	_____
10-11	Bell of Stunning *	75	71	na	6,674	_____	60	Robes of the Elements *	90	1106	na	1,985,270	_____
12	Black Heart *	90	2251	na	1,341,596	_____	61	Rod of Exchange *	75	104	na	11,336	_____
13	Blade of Light, Darkbane *	110	1953	na	1,312,416	_____	62	Scarab of Absolution*	75	145	na	23,780	_____
14	Blade of Light, Deamonbane *	110	1381	na	751,264	_____	63	Shianul *	110	8,282	na	13,507,942	_____
15	Blade of Light, Dragonbane *	110	1716	na	1,019,304	_____	64	Shield of Death *	75	138	na	17,664	_____
16	Blade of Light, Magebane *	110	1444	na	795,644	_____	65	Shield of the State *	75	207	na	36,639	_____
17	Cauldron of Mists *	75	213	na	48,510	_____	66	Shiwakalii *	75	231	na	36,036	_____
18-19	Collar of Loudness *	75	302	na	81,842	_____	67	Spear of Light *	110	5917	na	8,011,618	_____
20	Dagger of Nidhogar *	110	1443	na	932,178	_____	68	Spectral Blade *	90	189	na	32,886	_____
21	Dancing Sword of the Fallen Friend *	120	1438	na	813,908	_____	69	Spell Breaker *	110	1977	na	1,500,543	_____
22	Death Crown *	130	1034	na	602,822	_____	70	Staff of Aristarchus *	75	838	na	392,184	_____
23	Demon Armor *	90	1217	na	2,537,445	_____	71	Staff of Lights Echoes *	150	4128	na	5,341,632	_____
24	Dervish Drum *	110	182	na	33,124	_____	72	Staff of the Coast Runners *	110	270	na	68,850	_____
25	Dread Staff of Count Astock *	110	715	na	321,035	_____	73	Staff of the Winds *	110	1019	na	832,523	_____
26	Dwarven Plate *	145	198	na	182,160	_____	74	Staff of the Wise *	120	2144	na	1,567,264	_____
27-29	Eggs of Divination *	75	18	na	2,484	_____	75	Staff of Xyk *	75	345	na	72,105	_____
30	Fireball Thrower *	110	267	na	67,551	_____	76	Swiftslayer *	110	607	na	203,345	_____
31-32	Flare Arrow *	75	105	na	14,595	_____	77	Sword of Kalis Pathon *	80	275	na	48,125	_____
33	Flute of the Siren Song	110	201	na	42,009	_____	78	Sword of the High Elves, Aglara *	110	1355	na	810,290	_____
34	Funeral Mask of Upanashadrak *	110	770	na	313,390	_____	79	Sword of the High Elves, Celebtill *	80	1423	na	643,196	_____
35	Gauntlets of Regal Adora *	90	627	na	172,426	_____	80	Sword of the High Elves, Curutur *	110	1584	na	1,105,632	_____
36	Hammer of Relin *	150	3603	na	2,994,093	_____	81	Sword of the High Elves, Gil-Glin *	110	1355	na	810,290	_____
37	Hammer of the Underworld *	140	680	na	227,800	_____	82	Sword of the High Elves, Melercir *	140	3006	na	2,35,9718	_____
38	Heart of Gold *	90	471	na	148,365	_____	83	Sword of the High Elves, Noril *	110	1572	na	786,000	_____
39	Helm of Might *	150	415	na	122,425	_____	84	Sword of the High Elves, Turang *	180	5173	na	5,131,616	_____
40	Helm of the Weapon Master *	120	205	na	35,876	_____	85	Sword of the High Elves, Ururin *	140	1525	na	1,006,500	_____
41	Horn of Inspiration *	110	273	na	73,437	_____	86-87	Tesra'amvir, the Staff of Three Parts	60	1903	na	580,415	_____
42	Kirae Shang, Black Laen Blade of Souls *	80	736	na	259,038	_____	88	The Lake Bow *	75	243	na	39,123	_____
43	Krist-archa, Axe of the Woodmen Kings *	140	654	na	224,976	_____	89	The Lake Shield *	75	775	na	223,975	_____
44	Lighirth's Death Spear *	110	574	na	208,936	_____	90-91	The Lake Sword *	50	488	na	99,064	_____
45	Lightning Lance *	75	112	na	14,000	_____	92	The Lathe of the Moak *	80	2431	na	1,283,568	_____
46	Longboat Sail of the Northmen *	75	320	na	91,840	_____	93	The Naharien Orb *	110	7566	na	11,931,582	_____
47	Loremaster's Amulet *	90	9,025	na	9,792,125	_____	94-95	The Swords of Irgaak *	110	955	na	400,145	_____
48	Marlor's Crown na *	75	662	na	274,068	_____	96	The White Bow *	80	715	na	200,200	_____
49	Minstrel Cloak *	90	198	na	36,234	_____	97	Thiru's Ring * of Shouting *	75	354	na	100,536	_____
50	Opal Necklace *	90	471	na	114,453	_____	98	Thrown of Tesor *	110	3127	na	3,152,016	_____
51	Overlord Shield *	110	414	na	132,480	_____	99	Truncheon of Command *	110	456	na	160,512	_____
52	Phial of the Fountainhead *	75	159	na	22,419	_____	100	Winged Shield *	75	132	na	15,576	_____

Note: * = Item has a description in Section 16.0. Note: All costs are given in gold pieces.

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Part III Spell Lists, Charts, & Tables

BASIC ITEM PRICE TABLE 14.56

Item	Item Lvl	Spell Lvl	Time	Base Cost	Selling Cost
+5 Leather Weapon	4	6	6	36	—
+5 Wooden Weapon	4	7	7	49	—
+5 Wood/Metal Weapon	4	11	11	77	—
+5 Metal Weapon	4	8	8	64	—
+5 Leather Armor	5	7	7	245	—
+5 Metal Armor	5	9	9	405	—
+5 Leather Shield	5	7	7	49	—
+5 Wooden Shield	5	8	8	64	—
+5 Metal Shield	5	9	9	81	—
+5 General Item*	6	9	9	81	—
+10 Leather Weapon	8	10	10	100	—
+10 Wooden Weapon	8	11	11	121	—
+10 Wood/Metal Weapon	8	16	16	256	—
+10 Metal Weapon	8	13	13	169	—
+10 Leather Armor	9	11	11	605	—
+10 Metal Armor	9	14	14	980	—
+10 Leather Shield	9	11	11	121	—
+10 Wooden Shield	9	12	12	144	—
+10 Metal Shield	9	14	14	196	—
+10 General Item*	10	13	13	169	—
+15 Leather Weapon	13	15	15	225	—
+15 Wooden Weapon	13	16	16	256	—
+15 Wood/Metal Weapon	13	23	23	596	—
+15 Metal Weapon	13	20	20	400	—
+15 Leather Armor	14	16	16	1,280	—
+15 Metal Armor	14	21	21	3,485	—
+15 Leather Shield	14	16	16	256	—
+15 Wooden Shield	14	17	17	298	—
+15 Metal Shield	14	21	21	441	—
+15 General Item*	15	18	18	324	—
+20 Leather Weapon	25	27	27	796	—
+20 Wooden Weapon	25	28	28	784	—
+20 Wood/Metal Weapon	25	38	38	1,444	—
+20 Metal Weapon	25	35	35	1,225	—
+20 Leather Armor	30	32	32	5,120	—
+20 Metal Armor	30	40	40	8,000	—
+20 Leather Shield	30	32	32	1,024	—
+20 Wooden Shield	30	33	33	1,089	—
+20 Metal Shield	30	40	40	1,600	—
+20 General Item*	35	38	38	1,444	—
+25 Leather Weapon	50	68	68	4,624	—
+25 Wooden Weapon#	50	69	69	4,761	—
+25 Wood/Metal Weapon	50	84	84	7,056	—
+25 Metal Weapon	50	65	65	4,225	—

* — General Items are assumed to be made out with a 3rd level *Work* spell.

— Wooden Weapons at +25 or above are assumed to be made out of magical wood.

Note: Partially enchanted Metal/Wood weapons use either the Metal or the Wooden Weapon Costs.

Item	Item Lvl	Spell Lvl	Time	Base Cost	Selling Cost
x2 Multiplier	15	18	18	324	—
x3 Multiplier	35	38	38	1,444	—
+1 Adder	6	9	9	81	—
+2 Adder	10	13	13	169	—
+3 Adder	15	18	18	324	—
+4 Adder	35	38	38	1,444	—

Note: Adders and Multipliers are assumed to be made out with a 3rd level *Work* spell.

Item	Item Lvl	Spell Lvl	Time	Base Cost	Selling Cost
Potion I	3	8	2	16	—
Potion II	6	14	3	42	—
Potion III	9	20	5	100	—
Potion IV	12	26	6	156	—
Potion V	15	32	8	256	—
Potion VII	20	43	11	473	—
Potion X	25	56	14	784	—
Lord Potion	50	91	23	2,093	—
Wand 1	7	18	9	162	—
Wand 2	7	21	10	210	—
Rod 1	10	25	12	300	—
Rod 2	10	28	14	392	—
Rod 3	10	31	15	465	—
Rod 4	10	34	17	578	—
Rod 5	11	37	18	666	—
Staff 1	15	34	17	578	—
Staff 2	15	37	18	666	—
Staff 3	15	40	20	800	—
Staff 4	15	43	21	903	—
Staff 5	15	46	23	1,058	—
Staff 7	15	50	25	1,250	—
Staff 10	20	58	29	1,682	—

Note: Items are assumed to be of the same realm as the caster. Wands, Rods, and Staves are made of wood.

Item	Item Lvl	Spell Lvl	Time	Base Cost	Selling Cost
Daily I	6	10	7	70	—
Daily III	10	23	17	391	—
Daily V	14	33	25	825	—
Daily X	25	58	43	2,494	—

Note: Items are assumed to be of the same realm as the caster and made using a 3rd level *Work* Spell. Items are holding one spell equal to their Daily number.

GENERAL ALCHEMY BASE LISTS		ESSENCE-BASED ALCHEMY BASE LISTS	
INORGANIC SKILLS ☐ 1) Work Stone ☐ 2) Work Base Metals ☐ 3) Work Base Alloys ☐ 4) Work Hard Iron ☐ 5) Work Low Steel ☐ 6) Make Alloys ☐ 7) Work High Steel ☐ 8) Make Steel ☐ 9) ☐ 10) Work White Alloy ☐ 11) Work Gemstone ☐ 12) ☐ 13) Work Black Alloy ☐ 14) ☐ 15) Work Mithril ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Work Laen ☐ 25) Work Eog ☐ 30) ☐ 50) Make/Work	OWN REALM IMBEDDING ☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) Charge Wand ☐ 5) Imbed II ☐ 6) Daily I ☐ 7) Imbed III ☐ 8) Charge Rod ☐ 9) Imbed IV ☐ 10) Daily III ☐ 11) Imbed V ☐ 12) Charge Staff ☐ 13) Imbed VI ☐ 14) Daily V ☐ 15) Imbed VII ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Imbed X ☐ 25) Daily X ☐ 30) Constant ☐ 50) Imbed True	ARMOR ENCHANTMENTS ☐ 1) ☐ 2) Shield * ☐ 3) Enchanted Robes ☐ 4) Deflections I * ☐ 5) Armor I ☐ 6) Enchanted Robes II ☐ 7) Bladeturn I * ☐ 8) Deflections II * ☐ 9) Armor II ☐ 10) Aim Untrue ☐ 11) Enchanted Robes III ☐ 12) Bladeturn II * ☐ 13) ☐ 14) Armor III ☐ 15) Deflections III * ☐ 16) Aim Untrue III * ☐ 17) ☐ 18) Mass Deflections * ☐ 19) ☐ 20) Mass Bladeturn * ☐ 25) Mass Aim Untrue * ☐ 30) Armor IV ☐ 50) Mass Re-aiming *	ORGANIC SKILLS ☐ 1) Work Cloth ☐ 2) Work Leather ☐ 3) Work Wood ☐ 4) Rune Paper I ☐ 5) Work Organic ☐ 6) Rune Paper II ☐ 7) Make Wand ☐ 8) Rune Paper III ☐ 9) ☐ 10) Make Rod ☐ 11) Rune Paper V ☐ 12) ☐ 13) Organic Rune ☐ 14) Rune Paper X ☐ 15) Make Staff ☐ 16) Rune Paper X ☐ 17) Work Magic Cloth ☐ 18) Work Magic Leather ☐ 19) Work Magic Wood ☐ 20) Work Organic True ☐ 25) Lord Rune Paper ☐ 30) Rune Paper XXX ☐ 50) Rune Paper True
LIQUID/GAS SKILLS ☐ 1) Work Liquid ☐ 2) ☐ 3) Potion I ☐ 4) Minor Poisons ☐ 5) Work Gas ☐ 6) Potion II ☐ 7) ☐ 8) ☐ 9) Potion III ☐ 10) Major Poison ☐ 11) Work Magical Liquid ☐ 12) Potion IV ☐ 13) Gaseous Potion ☐ 14) ☐ 15) Potion V ☐ 16) ☐ 17) Work Magical Gas ☐ 18) ☐ 19) ☐ 20) Potion VII ☐ 25) Potion X ☐ 30) Multiple Doses ☐ 40) Poison True ☐ 50) Lord Potion	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	GENERAL ENCHANTMENTS ☐ 1) ☐ 2) Protection Sphere I ☐ 3) Protection II ☐ 4) ☐ 5) Cancel Power ☐ 6) General I ☐ 7) Protection Sphere II ☐ 8) ☐ 9) ☐ 10) General II ☐ 11) Power Shield ☐ 12) Protection III ☐ 13) ☐ 14) Dispelling Sphere ☐ 15) General III ☐ 16) Essence Resistance ☐ 17) ☐ 18) Mentalism Resistance ☐ 19) ☐ 20) Protection V ☐ 25) Channeling Resistance ☐ 35) General IV ☐ 50) Resistance True	WEAPON ENCHANTMENTS ☐ 1) ☐ 2) Enchantment ☐ 3) Empathy ☐ 4) Weapon I ☐ 5) Personal Tie ☐ 6) Cleave ☐ 7) Low Intelligence ☐ 8) Weapon II ☐ 9) Blade Store ☐ 10) Rejoining ☐ 11) Missile Parry * ☐ 12) Medium Intelligence ☐ 13) Weapon III ☐ 14) ☐ 15) Body Sheath ☐ 16) ☐ 17) High Intelligence ☐ 18) Elemental Parry * ☐ 19) ☐ 20) Spell Parry * ☐ 25) Weapon IV ☐ 30) Very High Intelligence ☐ 50) Weapon V
OTHER REALM IMBEDDING ☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) ☐ 5) Charge Wand ☐ 6) Imbed II ☐ 7) Daily I ☐ 8) ☐ 9) Imbed III ☐ 10) Charge Rod ☐ 11) Daily III ☐ 12) Imbed IV ☐ 13) ☐ 14) Imbed V ☐ 15) Daily V ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Charge Staff ☐ 25) Imbed X ☐ 30) Daily X ☐ 50) Constant	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	Item Analysis ☐ 1) Item Assessment ☐ 2) Item Tale ☐ 3) Detect Power ☐ 4) Detect Curse ☐ 5) Power Lore ☐ 6) Item Analysis I ☐ 7) Text Analysis ☐ 8) Rune Analysis ☐ 9) Symbol Analysis ☐ 10) Delving ☐ 11) Spell Analysis ☐ 12) Item Analysis II ☐ 13) Curse Analysis ☐ 14) ☐ 15) Death Analysis ☐ 16) Power Analysis ☐ 17) ☐ 18) IItem Analysis II ☐ 19) ☐ 20) Mass Analyses ☐ 25) Item Analysis IV ☐ 30) Item Analysis True ☐ 50) Analysis True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

CHANNELING-BASED ALCHEMY BASE LISTS		MENTALISM-BASED ALCHEMY BASE LISTS	
HOLY ARMORING	HOLY WEAPONS	ATTACK MASTERY	MEDITATIVE HEALING
☐ 1) ☐ 2) Bless I ☐ 3) ☐ 4) Repel Undead V ☐ 5) Armor I ☐ 6) Aura I ☐ 7) Remove Curse ☐ 8) ☐ 9) Armor II ☐ 10) Anti-channels III ☐ 11) Sphere of Blessing I ☐ 12) Aura II ☐ 13) Repel Undead X ☐ 14) Armor III ☐ 15) Anti-channels VIII ☐ 16) ☐ 17) Bless III ☐ 18) Uncurse True ☐ 19) ☐ 20) Anti-channels True ☐ 25) Sphere of Blessing V ☐ 30) Armor IV ☐ 50) Protection True	☐ 1) ☐ 2) Holy Attack I * ☐ 3) Empathy ☐ 4) Weapon I ☐ 5) Holy Attack II * ☐ 6) ☐ 7) Low Intelligence ☐ 8) Weapon II ☐ 9) Holy Aura I ☐ 10) Holy Attack III * ☐ 11) ☐ 12) Medium Intelligence ☐ 13) Weapon III ☐ 14) Holy Attack IV * ☐ 15) Holy Aura II ☐ 16) ☐ 17) High Intelligence ☐ 18) Holy Attack V * ☐ 19) ☐ 20) Holy Attack VII * ☐ 25) Weapon IV ☐ 30) Very High Intelligence ☐ 50) Weapon V	☐ 1) ☐ 2) Well Aimed Attack I ☐ 3) Empathy ☐ 4) Weapon I ☐ 5) Open Ambush I ☐ 6) Targetting I ☐ 7) Low Intelligence ☐ 8) Weapon II ☐ 9) Well Aimed Attack II ☐ 10) Targetting II ☐ 11) Open Ambush II ☐ 12) Medium Intelligence ☐ 13) Weapon III ☐ 14) Lightning Reflexes * ☐ 15) Well Aimed Attack III ☐ 16) ☐ 17) High Intelligence ☐ 18) Slaying Attack ☐ 19) ☐ 20) Well Aimed Attack True ☐ 25) Weapon IV ☐ 30) Very High Intelligence ☐ 50) Weapon V	☐ 1) Flow Stoppage I ☐ 2) Clotting I ☐ 3) Stun Relief I * ☐ 4) Pain Relief I ☐ 5) Cut Repair I ☐ 6) Fracture Repair ☐ 7) Muscle/Tendon Repair ☐ 8) Clotting III ☐ 9) Stun Relief III * ☐ 10) Resist Poison ☐ 11) Pain Relief II ☐ 12) Vein/Artery Repair ☐ 13) Cut Repair III ☐ 14) Fracture Repair True ☐ 15) Muscle/Tendon Rep. True ☐ 16) Minor Nerve Repair ☐ 17) Eye/Ear Repair ☐ 18) Touch Joining ☐ 19) Neutralize Disease ☐ 20) Neutralize Poison ☐ 25) Clotting True ☐ 30) Neutralize Pois./Di.e Tr. ☐ 50) Renewal True
HOLY OFFICE	HOLY WORKS	DEFENSE MASTERY	UNDERSTANDING MASTERY
☐ 1) ☐ 2) Guess ☐ 3) ☐ 4) Intuitions I ☐ 5) Dream I ☐ 6) General I ☐ 7) Intuitions III ☐ 8) Death's Tale ☐ 9) Channel Opening ☐ 10) General II ☐ 11) Commune I ☐ 12) ☐ 13) Intuitions X ☐ 14) ☐ 15) General III ☐ 16) Magic Basin I ☐ 17) ☐ 18) Channeling Opening II ☐ 19) ☐ 20) Commune True ☐ 25) Magic Basic II ☐ 35) General IV ☐ 50) High Prayer	☐ 1) Work Cloth ☐ 2) Work Leather ☐ 3) Work Wood ☐ 4) Holy Vestment ☐ 5) Work Organic ☐ 6) Vestment of Combat ☐ 7) Make Wand ☐ 8) Holy Water I ☐ 9) ☐ 10) Make Rod ☐ 11) Vestments of War ☐ 12) Holy Water II ☐ 13) Exorcism ☐ 14) ☐ 15) Make Staff ☐ 16) Dismissal ☐ 17) ☐ 18) Work Magic Cloth ☐ 19) Work Magic Leather ☐ 20) Work Magic Wood ☐ 25) Work Organic True ☐ 30) Holy Water III ☐ 50) Holy Water True	☐ 1) ☐ 2) Turn Attack * ☐ 3) Unpain I * ☐ 4) Deflect I * ☐ 5) Armor I ☐ 6) Bladeturn I * ☐ 7) Aim Untrue * ☐ 8) ☐ 9) Armor II ☐ 10) Unpain II * ☐ 11) Deflect II * ☐ 12) Spell Deflect I * ☐ 13) ☐ 14) Armor III ☐ 15) Bladeturn II * ☐ 16) Deflect III * ☐ 17) Spell Deflect II * ☐ 18) ☐ 19) ☐ 20) Bladeturn III * ☐ 25) Spell Deflect III ☐ 30) Armor IV ☐ 50) Deflect True	☐ 1) ☐ 2) Recall ☐ 3) Learn Language II ☐ 4) Language Lore ☐ 5) Learn Language III ☐ 6) General I ☐ 7) ☐ 8) Study III ☐ 9) Passage Origin ☐ 10) General II ☐ 11) Learn Language IV ☐ 12) Study V ☐ 13) ☐ 14) Study X ☐ 15) General III ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Study True ☐ 25) Learn Language V ☐ 35) General IV ☐ 50) Learn Language True
HOLY WARDS		EXTERNAL CONCENTRATION	
☐ 1) Detect Ward ☐ 2) Ward Lore ☐ 3) Bypass Ward ☐ 4) ☐ 5) Protect Site ☐ 6) Spell Ward I ☐ 7) Alarm Ward I ☐ 8) ☐ 9) Spell Ward II ☐ 10) Scrying Ward I ☐ 11) Spell Ward III ☐ 12) Alarm Ward II ☐ 13) ☐ 14) Repulsion Ward ☐ 15) Spell Ward IV ☐ 16) Spell Ward V ☐ 17) ☐ 18) Scrying Ward II ☐ 19) ☐ 20) Spell Ward VII ☐ 25) Alarm Ward III ☐ 30) Exclusion Ward ☐ 50) Lord Spell Ward	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) Work Cloth ☐ 2) Work Leather ☐ 3) Work Wood ☐ 4) Temperature Change ☐ 5) Work Organic ☐ 6) Cracks Call ☐ 7) Make Wand ☐ 8) ☐ 9) Woodfires ☐ 10) Make Rod ☐ 11) Stone/Earth/Mud ☐ 12) Shatter ☐ 13) ☐ 14) Make Solid ☐ 15) Make Staff ☐ 16) Break Solid ☐ 17) Work Magic Cloth ☐ 18) Work Magic Leather ☐ 19) Work Magic Wood ☐ 20) Work Organic True ☐ 25) Unstone ☐ 30) Unmetal ☐ 50) Transmutation	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____



DIVINE ALCHEMY BASE LISTS



DIVINE ENCHANTMENTS	DIVINE POTIONS		
☐ 1) ☐ 2) ☐ 3) Empathy ☐ 4) Weapon I ☐ 5) Armor I ☐ 6) General I ☐ 7) Low Intelligence ☐ 8) Weapon II ☐ 9) Armor II ☐ 10) General II ☐ 11) ☐ 12) Medium Intelligence ☐ 13) Weapon III ☐ 14) Armor III ☐ 15) General III ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) High Intelligence ☐ 25) Weapon IV ☐ 30) Armor IV ☐ 35) General IV ☐ 40) Very High Intelligence ☐ 50) Weapon V ☐ 55) Armor V ☐ 60) General V ☐ 70) Artifact Intelligence ☐ 80) Weapon VI ☐ 85) Armor VI ☐ 90) General VI ☐ 100) Legendary Intelligence ☐ 110) Weapon VIII ☐ 115) Armor VIII ☐ 120) General VIII ☐ 140) Weapon X ☐ 145) Armor X ☐ 150) General X ☐ 180) Weapon/Armor/General True	☐ 1) Work Liquid ☐ 2) ☐ 3) Potion I ☐ 4) Minor Poison ☐ 5) Work Gas ☐ 6) Potion II ☐ 7) ☐ 8) ☐ 9) Potion III ☐ 10) Major Poison ☐ 11) Work Magical Liquid ☐ 12) Potion IV ☐ 13) Gaseous Potion ☐ 14) Work Magical Gas ☐ 15) Potion V ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Potion VII ☐ 25) Potion X ☐ 30) Multiple Doses ☐ 35) ☐ 40) Poison True ☐ 50) Lord Potion ☐ 55) ☐ 60) ☐ 70) ☐ 75) Potion XXX ☐ 80) ☐ 85) ☐ 90) ☐ 100) Potion True ☐ 110) ☐ 115) ☐ 120) Permanent Potion ☐ 140) ☐ 145) ☐ 150)	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____
DIVINE IMBEDDING			
☐ 1) Research ☐ 2) ☐ 3) Imbed I ☐ 4) Charge Wand ☐ 5) Imbed II ☐ 6) Daily I ☐ 7) Imbed III ☐ 8) Charge Rod ☐ 9) Imbed IV ☐ 10) Daily III ☐ 11) Imbed V ☐ 12) Charge Staff ☐ 13) Imbed VI ☐ 14) Daily V ☐ 15) Imbed VII ☐ 16) ☐ 17) ☐ 18) ☐ 19) ☐ 20) Imbed X ☐ 25) Daily X ☐ 30) Constant ☐ 50) Divine Imbedding ☐ 75) Lord Daily ☐ 90) Lord Constant ☐ 110) Daily True ☐ 130) Constant True	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____	☐ 1) _____ ☐ 2) _____ ☐ 3) _____ ☐ 4) _____ ☐ 5) _____ ☐ 6) _____ ☐ 7) _____ ☐ 8) _____ ☐ 9) _____ ☐ 10) _____ ☐ 11) _____ ☐ 12) _____ ☐ 13) _____ ☐ 14) _____ ☐ 15) _____ ☐ 16) _____ ☐ 17) _____ ☐ 18) _____ ☐ 19) _____ ☐ 20) _____ ☐ 25) _____ ☐ 30) _____ ☐ 50) _____

Category/Skill Record Sheet (part III)

MARTIAL ARTS • SWEEPS

Rank Cost: _____	Ag+St+Ag	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Blocking	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sweeps Degree 1	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sweeps Degree 2	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sweeps Degree 3	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sweeps Degree 4	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Wrestling	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____

OUTDOOR • ANIMAL

Rank Cost: _____	Em+Ag+Em	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Animal Handling	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Animal Healing	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Animal Mastery	_____	R	<i>Bonuses:</i>	_____	_____	_____	_____
Animal Training	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Driving	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Herding	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Riding	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____

OUTDOOR • ENVIRONMENTAL

Rank Cost: _____	SD+In+Me	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Caving	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Foraging	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Hunting	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Star-gazing	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Survival	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Weather Watching	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____

POWER AWARENESS

Rank Cost: _____	Em+In+Pr _____	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Attunement	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Divination	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Power Perception	_____	R	<i>Bonuses:</i>	_____	_____	_____	_____
Read Runes	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
			<i>Bonuses:</i>				

POWER MANIPULATION

Rank Cost: _____	Em+In+Pr	Stat Bonus: _____
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: _____ na
Skill Progression: Combined		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Channeling	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Magic Ritual	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sp. Mastery	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sp. Mastery	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sp. Mastery	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sp. Mastery	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sp. Mastery	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Transcend Armor	_____	R	<i>Bonuses:</i>	_____	_____	_____	_____
_____	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
_____	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____

The Channeling skill should be classified as Restricted unless the character's chosen realm is Channeling.

POWER POINT DEVELOPMENT

Rank Cost: _____	_____	Stat Bonus: _____
Category Progression: na	# Ranks: na	Rank Bonus: _____
Skill Progression: see Table T-1.1		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
PP Development	_____	_____	<i>Bonuses:</i> _____				

Character:

Level:

SCIENCE/ANALYTIC • BASIC

Rank Cost: _____	Re+Me+Re _____	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Basic Math	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Research	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
			<i>Bonuses:</i>				

SCIENCE/ANALYTIC • SPECIALIZED

Rank Cost: _____	Re+Me+Re	Stat Bonus: _____
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: na
Skill Progression: Combined		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
			<i>Bonuses:</i>				
			<i>Bonuses:</i>				
			<i>Bonuses:</i>				
			<i>Bonuses:</i>				

SELF CONTROL

Rank Cost: _____	SD+Pr+SD _____	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adr. Balance	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Adr. Concentration	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Adr. Landing	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Adr. Leaping	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Adr. Quickdraw	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Adr. Speed	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Adr. Stabilization	_____	R	<i>Bonuses:</i>	_____	_____	_____	_____
Adr. Strength	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Cleansing Trance	_____	R	<i>Bonuses:</i>	_____	_____	_____	_____
Control Lycanth.	_____	R	<i>Bonuses:</i>	_____	_____	_____	_____
Death Trance	_____	R	<i>Bonuses:</i>	_____	_____	_____	_____
Frenzy	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Healing Trance	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Meditation	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Mnemonics	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Sleep Trance	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Stun. Maneuvering	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____

SPECIAL ATTACKS

Rank Cost: _____	St+Ag+SD	Stat Bonus: _____
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: na
Skill Progression: Combined		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Brawling	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Dis. Foe (Armed)	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Dis. Foe (Unarmed)	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Jousting	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
_____	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
_____	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
_____	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
_____	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____

SPECIAL DEFENSES

Rank Cost: _____	none	Stat Bonus: _____	na
Category Progression: 0 • 0 • 0 • 0 • 0	# Ranks: na	Rank Bonus: _____	na
Skill Progression: Combined		Special Bonus: _____	
		Total Category Bonus: _____	

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Adrenal Defense	_____	_____	<i>Bonuses:</i> _____	_____	_____	_____	_____
Adrenal Toughness	_____	_____	<i>Bonuses:</i> _____	_____	_____	_____	_____
			<i>Bonuses:</i> _____				

SUBTERFUGE • ATTACK

Rank Cost: _____	Ag+SD+In _____	Stat Bonus: _____
Category Progression: Standard	# Ranks: _____	Rank Bonus: _____
Skill Progression: Standard		Special Bonus: _____
		Total Category Bonus: _____

Skill	# Ranks	Class.	Rank	Item	Cat.	Spec.	Tot.
Ambush	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
Silent Attack	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____
	_____	_____	<i>Bonuses:</i>	_____	_____	_____	_____

Category/Skill Record Sheet (part IV)										Character:		Level:							
SUBTERFUGE • MECHANICS				Profession Bonus: _____						WEAPON • 1-H CONCUSSION				Profession Bonus: _____					
In+Ag+Re				Stat Bonus: _____						St+Ag+St				Stat Bonus: _____					
Rank Cost: _____				# Ranks: _____						Rank Cost: _____				# Ranks: _____					
Category Progression: Standard				Rank Bonus: _____						Category Progression: Standard				Rank Bonus: _____					
Skill Progression: Standard				Special Bonus: _____						Skill Progression: Standard				Special Bonus: _____					
Total Category Bonus: _____				Total Category Bonus: _____						Total Category Bonus: _____				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	
Camouflage	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Club	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Disarm Traps	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Mace	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Disguise	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Morning Star	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Counterfeiting	_____	_____	Bonuses:	_____	_____	_____	_____	_____		War Hammer	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Forgery	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Whip	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Hiding Items	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
Picking Locks	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
Setting Traps	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
Trap Building	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
Use/Rem. Poison	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
SUBTERFUGE • STEALTH				Profession Bonus: _____						WEAPON • 1-H EDGED				Profession Bonus: _____					
Ag+SD+In				Stat Bonus: _____						Rank Cost: _____				# Ranks: _____					
Rank Cost: _____				# Ranks: _____						Category Progression: Standard				Rank Bonus: _____					
Category Progression: Standard				Rank Bonus: _____						Skill Progression: Standard				Special Bonus: _____					
Skill Progression: Standard				Special Bonus: _____						Skill Progression: Standard				Total Category Bonus: _____					
Total Category Bonus: _____				Total Category Bonus: _____						Total Category Bonus: _____				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	
Hiding	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Broadsword	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Picking Pockets	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Dagger	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Stalking	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Falchion	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Trickery	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Handaxe	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Main Gauche	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Rapier	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Scimitar	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Short Sword	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
TECHNICAL/TRADE • GENERAL				Profession Bonus: _____						WEAPON • 2-HANDED				Profession Bonus: _____					
Re+Me+SD				Stat Bonus: _____						Rank Cost: _____				# Ranks: _____					
Rank Cost: _____				# Ranks: _____						Category Progression: Standard				Rank Bonus: _____					
Category Progression: Standard				Rank Bonus: _____						Skill Progression: Standard				Special Bonus: _____					
Skill Progression: Standard				Special Bonus: _____						Skill Progression: Standard				Total Category Bonus: _____					
Total Category Bonus: _____				Total Category Bonus: _____						Total Category Bonus: _____				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	
Begging	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Battle Axe	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
First Aid	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Flail	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Gambling	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Quarterstaff	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Operating Equip.	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Two-hand Sword	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Mapping	_____	_____	Bonuses:	_____	_____	_____	_____	_____		War Mattock	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Orienteering	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
Sailing	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
Tactical Games	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
Use Prepared Herb	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
TECHNICAL/TRADE • PROFESSIONAL				Profession Bonus: _____						WEAPON • MISSILE				Profession Bonus: _____					
Re+Me+In				Stat Bonus: _____						Rank Cost: _____				# Ranks: _____					
Rank Cost: _____				# Ranks: na						Category Progression: 0 • 0 • 0 • 0 • 0				Rank Bonus: _____					
Category Progression: 0 • 0 • 0 • 0 • 0				Rank Bonus: na						Skill Progression: Standard				Special Bonus: _____					
Skill Progression: Combined				Special Bonus: _____						Skill Progression: Standard				Total Category Bonus: _____					
Total Category Bonus: _____				Total Category Bonus: _____						Total Category Bonus: _____				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Composite Bow	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Heavy Crossbow	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Light Crossbow	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Long Bow	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Short Bow	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Sling	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
WEAPON • MISSILE ARTILLERY				Profession Bonus: _____						WEAPON • POLE ARM				Profession Bonus: _____					
Rank Cost: _____				# Ranks: _____						Rank Cost: _____				# Ranks: _____					
Category Progression: Standard				Rank Bonus: _____						Category Progression: Standard				Rank Bonus: _____					
Skill Progression: Standard				Special Bonus: _____						Skill Progression: Standard				Special Bonus: _____					
Total Category Bonus: _____				Total Category Bonus: _____						Skill Progression: Standard				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Javelin	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Lance	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Polearm	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Spear	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____											
TECHNICAL/TRADE • VOCATIONAL				Profession Bonus: _____						WEAPON • THROWN				Profession Bonus: _____					
Me+In+Re				Stat Bonus: _____						Rank Cost: _____				# Ranks: _____					
Rank Cost: _____				# Ranks: na						Category Progression: Standard				Rank Bonus: _____					
Category Progression: 0 • 0 • 0 • 0 • 0				Rank Bonus: na						Skill Progression: Standard				Special Bonus: _____					
Skill Progression: Combined				Special Bonus: _____						Skill Progression: Standard				Total Category Bonus: _____					
Total Category Bonus: _____				Total Category Bonus: _____						Total Category Bonus: _____				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Bola	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
URBAN				Profession Bonus: _____						WEAPON • THROWN				Profession Bonus: _____					
In+Pr+Re				Stat Bonus: _____						Rank Cost: _____				# Ranks: _____					
Rank Cost: _____				# Ranks: _____						Category Progression: Standard				Rank Bonus: _____					
Category Progression: Standard				Rank Bonus: _____						Skill Progression: Standard				Special Bonus: _____					
Skill Progression: Standard				Special Bonus: _____						Skill Progression: Standard				Total Category Bonus: _____					
Total Category Bonus: _____				Total Category Bonus: _____						Total Category Bonus: _____				Total Category Bonus: _____					
Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.		Skill	# Ranks	Class.		Rank	Item	Cat.	Spec.	Tot.	
Contacting	_____	_____	Bonuses:	_____	_____	_____	_____	_____		Bola	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Mingling	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Scrounging	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
Streetwise	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____
_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____		_____	_____	_____	Bonuses:	_____	_____	_____	_____	_____	_____

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The world is new... though awakening amongst the ruins of an older world, mankind has only be "active" in the world for less than 200 years. Certain races and cultures have maintained their technology through the dark time known as the Pall; but, for the most part, life is simple... and hard.

All folk fear the storms that occasionally rage across the land. They are dark reminders of the Pall—the storm that threatened to end all existence. The storms are weaker now, but can still wipe out entire villages and devastate towns. When the magical energies that drive the storm begin to gather, you can do nothing but hide... and pray that the storm will pass you by this time...

Magic is everywhere and feared by most. To use magic, you must touch part of the storm that envelops the world. And touching that storm is known to drive men insane...

The Tesse Nadir, the Valley of Tears, is the center-point for re-birth in the *Bladelands*. It is here that the heroes will first arise to battle the enemies of goodness and light. It is from here that men will create a civilization. But there are dark secrets throughout the lands.

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Static Maneuver Table (T-6.2)			



TREASURETM COMPANION

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