



# *The Arcane Handbook*



This Handbook clarifies character modification for use in an Arcane Age Campaign any conflicts that occur are to be resolved exclusively by the DM.



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## Section 1: Back Ground & Regional Abilities

Characters do not lose any background or regional abilities while adventuring in the Arcane Age.



## Section 2: Races

Characters with races from those listed in the Handbook are reduced to the basic listed version of the race and or subtype found in the Handbook (a character that is an avarial elf with misc. chosen abilities from the elf listing would become an avarial as listed). If a subtype can not be determined the character becomes a generic version of that race (DM determined).

Human characters may only use their bonus CP's for NWP, Traits & WP's.

Monster characters are stripped of all templates and are reduced to the most basic version of their character race (those that are made from the savage species will remain at their given level). All template benefits are temporarily lost as they do not exist during the Arcane Age. Monster characters with class levels do not gain any additional levels due to loosing templates.



## Section 3: Classes

Characters are reduced to the basic listed version of their class without any limitations (current limitations are lifted while adventuring in the Arcane Age) or additional benefits. The following abilities and notes for respective classes are provided;

### Priest

Specialty Priests loose all class abilities and receive basic cleric abilities as specialty priests do not exist in the Arcane Age.

#### Cleric

- Access to Spheres
- Followers (5)
- Turn Undead (10)

#### Druid

- Access to Spheres
- Communicate with Creatures (10)
- Fire/Electrical Resistance (5)
- Identify (5)
- Immunity to Charm (5)
- Pass Without Trace (5)
- Secret Language (5)
- Shapechange (10).

#### Monk

- Access to Spheres
- Additional Damage (5)
- Armor Class Improvement (10)
- Climb Walls (10)
- Detect Noise (5)
- Escape Bonds (10)
- Followers (5)
- Increased Attack (5)
- Increased Movement (5)
- Move Silently (5)
- Saving Throw Bonus (5)

### Rogue

#### Bard

- Alter Moods (5)
- Climb Walls (5)
- Counter Effects (10)
- Detect Noise (5)
- Followers (5)
- History (10)
- Pick Pockets (10)
- Rally Friends (5)
- Read Languages (5)

- Scroll Use (5)
- Wizard Spells (10)

#### Thief

- Climb Walls (5)
- Detect Noise (5)
- Find/Remove Traps (10)
- Followers (5)
- Hide in Shadows (5)
- Move Silently (5)

Open Locks (10)  
Pick Pockets (10)  
Read Languages (5)

Scroll Use (5)  
Sneak Attack (10)  
Thieves' Cant (5)

## **Warrior**

### **Barbarian**

1d12 for HP's (5)  
Back Protection (5)  
Climb Walls (5)  
Hide in Shadows (5)  
Increased Movement (5)  
Leaping & Jumping (5)  
Sign Language (5)  
Stealth (5)  
Tracking Proficiency (5)  
Two-Weapon Style (10)  
Weapon Specialization (5)

### **Fighter**

Followers (5)  
Weapon Specialization (5)

### **Paladin**

Circle of Power (5)

Curative (10)  
Detection (5)  
Faithful Mount (5)  
Health (5)  
Lay on Hands (5)  
Protection from Evil (5)  
Saving Throw Bonus (10)  
Spell Ability (10)  
Turn Undead (10)

### **Ranger**

Bow Bonus (5)  
Empathy with Animals (10)  
Followers (10)  
Hide in Shadows (5)  
Move Silently (5)  
Special Enemy (10)  
Spell Ability (10)  
Tracking Proficiency (5)

## **Wizard**

Sorcerers and mages become one, gaining only basic abilities for a mage (spell books are not required to cast spells), specialty wizards do not exist in the Arcane Age.

### **Mage**

Access to Schools



## **Section 4: Kits**

The only Kits allowed during the Arcane Age are those kits from the "Complete Handbooks".



## **Section 5: Non-Weapon Proficiencies**

Characters do not lose any non-weapon proficiencies while adventuring in the Arcane Age, however certain proficiencies are not completely usable (a character with weapon smithing would not be able to forge a double bladed weapon, for instance, as they do not exist) in the Arcane Age.



## **Section 6: Traits & Disadvantages**

Characters do not lose any traits or disadvantages while adventuring in the Arcane Age.



## Section 7: Weapon Proficiencies

Characters are limited to the following weapon proficiency use while adventuring in the Arcane Age;

Weapon Proficiency  
 Weapon of Choice  
 Weapon Expertise  
 Weapon Specialization  
 Weapon Mastery  
 Weapon High Mastery  
 Weapon Grand Mastery

### Weapon Group Proficiencies

Tight Group Weapon Proficiency  
 Broad Group Weapon Proficiency

### Fighting Style Specialization

Horse Archery  
 Local Fighting Styles  
 Missile  
 One-Handed Weapon  
 Thrown Weapon/Sling  
 Two-Handed Weapon  
 Two Weapon  
 Weapon and Shield

**Dragon Magazine/"Complete Handbooks" Fighting Styles**  
 Bladesong Fighting Style

### Other Weapon Proficiencies

Ambush  
 Armor Proficiency  
 Blind-Fighting  
 Dirty Fighting  
 Disarm  
 Fencing  
 Fine Balance  
 Instant Stand  
 Iron Will  
 Leadership  
 Parrying  
 Quickness  
 Shield Proficiency  
 Spring  
 Steady Hand  
 Trouble Sense

Unarmed Combat (all forms/proficiencies for pummeling/wrestling are usable)



## Section 8: Spell Casting & Gods

### The Three Fields of Mythal (Arcanist Spells)

Inventives  
 Mentalisms  
 Variations

### Arcanist Weave Access

Arcanist Level	No. of Arcs	Weave Depth	Arcanist Level	No. of Arcs	Weave Depth	Arcanist Level	No. of Arcs	Weave Depth
1	1	1	13	78	6	25	245	10
2	2	1	14	85	7	26	260	10
3	4	2	15	94	7	27	275	10
4	7	2	16	115	8	28	290	10
5	11	3	17	130	8	29	310	10
6	14	3	18	140	9	30	330	10
7	20	4	19	155	9	31	345	10
8	27	4	20	170	10	32	360	10
9	32	5	21	185	10	33	375	10
10	39	5	22	200	10	34	390	10
11	51	5	23	215	10	35	400	11
12	66	6	24	230	10	36	410	11

Arcanist Level	No. of Arcs	Weave Depth	Arcanist Level	No. of Arcs	Weave Depth	Arcanist Level	No. of Arcs	Weave Depth
37	420	11	40	450	12	43	480	12
38	430	11	41	460	12	44	490	12
39	440	11	42	470	12	45	500	12

For example, Aksa was a 7th-level arcanist. He had 20 arcs that he could cast, and he could cast spells as high as 4th level. If he cast *General Matick's missile*, he would have 19 arcs left for the day. If he later cast a *Noanar's fireball* spell, he would have 16 arcs remaining for the day.

### The Winds of the Gods (Priest Spells)

Transcendent (available to all priests)	Sporadic	Predictable
Terrestrial (available to all druids)	Perpetual	Zephyrous
Buffering	Wandering	Prevailing

### Priest Wind Progression

Priest Level	No. of Winds	Wind Depth	Priest Level	No. of Winds	Wind Depth	Priest Level	No. of Winds	Wind Depth
1	1	1	16	115	7	31	330	7
2	2	1	17	130	7	32	340	7
3	4	2	18	145	7	33	350	7
4	9	2	19	160	7	34	360	7
5	12	3	20	175	7	35	370	7
6	15	3	21	190	7	36	380	7
7	19	4	22	205	7	37	390	7
8	26	4	23	220	7	38	400	7
9	34	5	24	235	7	39	410	7
10	44	5	25	250	7	40	425	Quest
11	54	6	26	265	7	41	440	Quest
12	66	6	27	280	7	42	455	Quest
13	75	6	28	295	7	43	470	Quest
14	91	7	29	310	7	44	485	Quest
15	100	7	30	320	7	45	500	Quest

### Winds Permitted by Deity and Class

Deity	Priest Name	Winds
Amaunator	Sunlord/sunlady	Transcendent, prevailing, perpetual, predictable
	Paladin	Transcendent, prevailing, buffering
Jannath	Druid	Terrestrial, wandering, buffering
	Ranger	Terrestrial, wandering
Jergal	Doomscribe	Transcendent, perpetual, prevailing, predictable, zephyrous
Kozah	Stormlord	Transcendent, sporadic, wandering
Moander	Darkbringer	Terrestrial, sporadic, wandering
Mysteryl	Dweomerkeeper	Transcendent, buffering, perpetual, predictable, sporadic, wandering, zephyrous
	Ranger	Terrestrial, wandering
Selûne	Silverstar	Transcendent, sporadic, buffering, wandering
	Paladin	Transcendent, prevailing, buffering
	Ranger	Terrestrial, wandering
Shar	Nightcloak	Transcendent, prevailing or sporadic (pick one), zephyrous, buffering
Targus	Bloodreaver	Transcendent, sporadic, wandering
	Ranger	Terrestrial, wandering
Tyche	Kismatic	Transcendent, sporadic, wandering, predictable, buffering
	Ranger	Terrestrial, wandering

Like the arcanist, a priest didn't need to spend hours praying in order to cast spells—but he still spent time in prayer each morning. Each priest gains access to a certain number of *winds* and possessed the ability to call upon more powerful winds (higher-level spells) as they advanced in level. As they called forth the power of their god, they lose a number of *winds* equal to the spell's level.

## Wisdom Bonuses

Wisdom	Additional Winds
13-14	1
15-16	2
17	3
18	4
19	5
20	6

Wisdom	Additional Winds
21	7
22	8
23	10
24	11
25	12

## Bard Song Progression

Bard's Level	No. of Songs	Song Depth	Bard's Level	No. of Songs	Song Depth	Bard's Level	No. of Songs	Song Depth
1	0	0	16	47	6	31	130	7
2	1	1	17	54	6	32	135	7
3	2	1	18	63	6	33	140	7
4	3	2	19	67	6	34	145	7
5	5	2	20	75	6	35	150	7
6	7	2	21	80	6	36	155	7
7	10	3	22	85	6	37	160	7
8	12	3	23	90	6	38	165	7
9	15	3	24	95	6	39	170	7
10	19	4	25	100	7	40	175	8
11	22	4	26	105	7	41	180	8
12	26	4	27	110	7	42	185	8
13	31	5	28	115	7	43	190	8
14	35	5	29	120	7	44	195	8
15	40	5	30	125	7	45	200	8

For example, Ilinar was a 12th-level bard who cast *Volhm's bolt*, a 3rd-level spell. This left him with 23 *songs* remaining for the day. However, he couldn't cast spells of 5th level or higher.

## Paladin Wind Progression

Paladin Level	No. of Winds	Weave Depth	Paladin Level	No. of Winds	Weave Depth
8	1	1	20	45	4
9	2	1	21	50	5
10	4	2	22	55	5
11	6	2	23	60	5
12	10	3	24	65	5
13	12	3	25	70	5
14	15	3	26	72	5
15	20	4	27	75	5
16	25	4	28	77	5
17	30	4	29	80	5
18	35	4	30	85*	5
19	40	4			

\* Maximum number of *winds* available to a paladin, though the character is still able to rise in casting level.

For example, Lord Alagar, an 11th-level paladin, cast a *cure light wounds* spell. He still had 5 winds remaining, but he couldn't cast spells of 3rd level or higher. He cast spells as a 4th-level spellcaster.

## Ranger Wind Progression

Ranger's Level	No. of Winds	Weave Depth
9	1	1
10	2	2
11	4	2
12	6	2
13	10	3
14	13	3
15	16	3
16	20	3
17	22	3
18	25	3
19	28	3

Ranger's Level	No. of Winds	Weave Depth
20	30	4
21	32	4
22	35	4
23	37	4
24	40	4
25	42	4
26	45	4
27	47	4
28	50	4
29	55	4
30	60*	4

## Cantras

Int. Score	Maximum # Cantras	Cantras Per Day	% Chance of Failure
3	1	1	55
4	1	2	50
5	1	2	45
6	2	3	40
7	2	3	35
8	2	4	30
9	2	4	25
10	2	5	20
11	3	5	15
12	3	6	10
13	3	6	5
14	3	7	0

Int. Score	Maximum # Cantras	Cantras Per Day	% Chance of Failure
15	3	7	0
16	4	8	0
17	4	8	0
18	4	9	0
19	4	9	0
20	4	10	0
21	5	10	0
22	5	11	0
23	5	11	0
24	5	12	0
25	5	12	0

Any Spell caster with bonus spells castable each day are allowed to take the total of their bonus spells in spell levels per spell and add that to their total number of Arc's, Wind's or Song's castable per day.



## Section 9: Spells

### Arcane to Contemporary

<u>Arcane Spell</u>	<u>Contemporary</u>	<u>Arcane Spell</u>	<u>Contemporary</u>
<i>Aksa's contrivance</i>	Fabricate	<i>Berthot's disorder</i>	Chaos
<i>Aksa's disintegrate</i>	Disintegrate	<i>Berthot's screen</i>	Screen
<i>Aksa's glassteel</i>	Glassee	<i>Brightfinger's dancers</i>	Dancing lights
<i>Aksa's growth</i>	Enlarge	<i>Brightfinger's light</i>	Light
<i>Aksa's morphing</i>	Polymorph any object	<i>Carbury's force</i>	Phantasmal force
<i>Aksa's object</i>	Item	<i>Carbury's improved force</i>	Improved phantasmal force
<i>Aksa's passage</i>	Passwall	<i>Carbury's killer</i>	Phantasmal killer
<i>Aksa's repair</i>	Mending	<i>Carbury's mouth</i>	Magic mouth
<i>Aksa's shatter</i>	Shatter	<i>Carbury's servant</i>	Unseen servant
<i>Anglin's mirror</i>	Magic mirror	<i>Carbury's spectral force</i>	Spectral force
<i>Anglin's sphere</i>	Prismatic sphere	<i>Carbury's spook</i>	Spook
<i>Anglin's spray</i>	Prismatic spray	<i>Carbury's stalker</i>	Invisible stalker
<i>Anglin's wall</i>	Prismatic wall	<i>Carbury's steed</i>	Phantom steed
<i>Berthot's blunder</i>	Fumble	<i>Chever's contact other plane</i>	Contact other plane

<u>Arcane Spell</u>	<u>Contemporary</u>	<u>Arcane Spell</u>	<u>Contemporary</u>
<i>Chever's simulacrum</i>	Simulacrum	<i>Keonid's suggestion</i>	Suggestion
<i>Chronomancer's gravity reversal</i>	Reverse gravity	<i>Kutson's antipathy/sympathy</i>	Antipathy/Sympathy
<i>Chronomancer's stasis</i>	Temporal stasis	<i>Kutson's mind blank</i>	Mind blank
<i>Chronomancer's time stop</i>	Time stop	<i>Kutson's programmed illusion</i>	Programmed illusion
<i>Cragh's deafness</i>	Deafness	<i>Lefeber's 1st creation</i>	Minor creation
<i>Dace's comprehension</i>	Comprehend languages	<i>Lefeber's 2nd creation</i>	Major creation
<i>Dace's taunting</i>	Taunt	<i>Lefeber's contingence</i>	Contingency
<i>Dace's tongue forms</i>	Tongues	<i>Lefeber's weave mythal</i>	<i>Weave mythal*</i>
<i>Dace's ventriloquism</i>	Ventriloquism	<i>Lucke's 1st monster summons</i>	Monster summoning I
<i>Decampus's alarm</i>	Alarm	<i>Lucke's 2nd monster summons</i>	Monster summoning II
<i>Dethed's clone</i>	Clone	<i>Lucke's 3rd monster summons</i>	Monster summoning III
<i>Dethed's death finger</i>	Finger of death	<i>Lucke's 4th monster summons</i>	Monster summoning IV
<i>Dethed's spell</i>	Death spell	<i>Lucke's 5th monster summons</i>	Monster summoning V
<i>Dethed's trap</i>	Trap the soul	<i>Lucke's 6th monster summons</i>	Monster summoning VI
<i>Efteran's dream</i>	Dream	<i>Lucke's 7th monster summons</i>	Monster summoning VII
<i>Efteran's sleep</i>	Sleep	<i>Lucke's animal conjuration</i>	Conjure animal
<i>Enollar's aimlessness</i>	Misdirection	<i>Lucke's contagion</i>	Contagion
<i>Enollar's delusion</i>	Delude	<i>M'dhal's mantle</i>	Guards and wards
<i>Enollar's isolation</i>	Sequester	<i>M'dhal's missile shield</i>	Protection from normal missiles
<i>Enollar's mislead</i>	Mislead	<i>M'dhal's dispel evil</i>	Protection from evil
<i>Enollar's dispel curse</i>	Remove curse	<i>M'dhal's dispel evil II</i>	Protection from evil, 10' radius
<i>Enollar's sending</i>	Sending	<i>Mavin's create volcano</i>	<i>Create volcano*</i>
<i>Fahren's darkness</i>	Darkness 15' radius	<i>Mavin's earthfast</i>	<i>Earthfast*</i>
<i>Fahren's glitterdust</i>	Glitterdust	<i>Mavin's iron wall</i>	Wall of iron
<i>Fjord's air water</i>	Airy Water	<i>Mavin's meteors</i>	Meteor swarm
<i>Fjord's animation</i>	Animate dead	<i>Mavin's stone-flesh transmutation</i>	Stone to flesh
<i>Fjord's distortion</i>	Distance distortion	<i>Mavin's worldweave</i>	<i>Worldweave*</i>
<i>Fjord's vacancy</i>	Vacancy	<i>Nalevac's deep sight</i>	Infravision
<i>Fourfinger's enchanted weapon</i>	Enchanted weapon	<i>Nalevac's rainbow</i>	Rainbow pattern
<i>Fourfinger's lower water</i>	Lower water	<i>Nalevac's spray</i>	Color spray
<i>Fourfinger's part water</i>	Part water	<i>Niquie's reflection</i>	Gaze reflection
<i>Fourfinger's weather control</i>	Control weather	<i>Noanar's delayed fireball</i>	Delayed blast fireball
<i>General Matick's armor</i>	Armor	<i>Noanar's fireball</i>	Fireball
<i>General Matick's missile</i>	Magic missile	<i>Noanar's shield</i>	Fire shield
<i>General Matick's shield</i>	Shield	<i>Noanar's trap</i>	Fire trap
<i>Gwynn's feign death</i>	Feign death	<i>Noanar's wall</i>	Wall of fire
<i>Gwynn's vampirism</i>	Vampiric touch	<i>Nobrow's charm</i>	Fire charm
<i>Hamring's enfeeblement</i>	Ray of enfeeblement	<i>Nobrow's fire effect</i>	Affect normal fires
<i>Hamring's feeblemind</i>	Feeblemind	<i>Oberon's banish</i>	Banishment
<i>Hamring's hypnopattern</i>	Hypnotic pattern	<i>Oberon's blinking</i>	Blink
<i>Hamring's hypnotism</i>	Hypnotism	<i>Oberon's dismiss</i>	Dismissal
<i>Hamring's mass hypnosis</i>	Mass suggestion	<i>Oberon's extradoor</i>	Dimension door
<i>Hamring's scare</i>	Scare	<i>Oberon's flawless teleport</i>	Teleport without error
<i>Hersent's sigil</i>	Sepia snake sigil	<i>Oberon's succor</i>	Succor
<i>Hersent's symbol</i>	Symbol	<i>Oberon's telekinesis</i>	Telekinesis
<i>Jarm's irritation</i>	Irritation	<i>Oberon's teleportation</i>	Teleport
<i>Jarm's magic jar</i>	Magic jar	<i>Pockall's invisibility</i>	Invisibility
<i>Jarm's saga</i>	Legend lore	<i>Pockall's invisibility plus</i>	Improved invisibility
<i>Jarm's spectral hand</i>	Spectral hand	<i>Pockall's monster hex</i>	Charm monster
<i>Jarm's summon swarm</i>	Summon swarm	<i>Pockall's wide invisibility</i>	Invisibility 10' radius
<i>Jarm's mount</i>	Mount	<i>Polybeus's illumination</i>	Continual light
<i>Karsus's avatar</i>	<i>Karsus's avatar*</i>	<i>Primidon's arrow</i>	Flame arrow
<i>Keonid's charm human</i>	Charm person	<i>Primidon's burners</i>	Burning hands
<i>Keonid's charm plus</i>	Mass charm	<i>Primidon's cloud</i>	Incendiary cloud
<i>Keonid's confusion</i>	Confusion	<i>Primidon's pyrotechnics</i>	Pyrotechnics
<i>Keonid's emotion</i>	Emotion	<i>Primidon's sphere</i>	Flaming sphere
<i>Keonid's fear</i>	Fear	<i>Proctiv's dig</i>	Dig
<i>Keonid's forgetfulness</i>	Forget	<i>Proctiv's earthmove</i>	Move earth
<i>Keonid's friendship</i>	Friends		
<i>Keonid's geas</i>	Geas		

<u>Arcane Spell</u>	<u>Contemporary</u>	<u>Arcane Spell</u>	<u>Contemporary</u>
<i>Proctiv's move mountain</i>	<i>Move mountain*</i>	<i>Tolodine's cloudkill</i>	Cloudkill
<i>Proctiv's rock-mud transmutation</i>	Transmute rock to mud	<i>Tolodine's death fog</i>	Death fog
<i>Proctiv's shape stone</i>	Stone shape	<i>Tolodine's gust of wind</i>	Gust of wind
<i>Proctiv's steely glass</i>	Glassteel	<i>Tolodine's killing wind</i>	<i>Tolodine's killing wind*</i>
<i>Proctiv's water-dust transmutation</i>	Transmute water to dust	<i>Tolodine's stinking cloud</i>	Stinking cloud
<i>Prug's dominate</i>	Domination	<i>Tolodine's wind wall</i>	Wind wall
<i>Prug's hold being</i>	Hold monster	<i>Toscudlo's advanced illusion</i>	Advanced illusion
<i>Prug's hold human</i>	Hold person	<i>Toscudlo's bulk invisibility</i>	Mass invisibility
<i>Prug's hold the dead</i>	Hold undead	<i>Toscudlo's dominate</i>	Demand
<i>Prug's plant control</i>	Charm plant	<i>Toscudlo's hallucinatory terrain</i>	Hallucinatory terrain
<i>Prug's repulse</i>	Repulsion	<i>Toscudlo's illusionary wall</i>	Illusionary wall
<i>Ptack's brittleness</i>	Crystalbrittle	<i>Toscudlo's permanent illusion</i>	Permanent illusion
<i>Ptack's knock</i>	Knock	<i>Toscudlo's project image</i>	Project image
<i>Ptack's locking</i>	Wizard lock	<i>Trebbe's antimagic</i>	Antimagic shell
<i>Ptack's nonscryance</i>	Nondetection	<i>Trebbe's eye</i>	Wizard eye
<i>Ptack's secret script</i>	Secret page	<i>Trebbe's invulnerability</i>	Globe of invulnerability
<i>Purnia's fools' gold</i>	Fools' gold	<i>Trebbe's minor invulnerability</i>	Minor globe of invulnerability
<i>Quantoul's alterer</i>	Alter self	<i>Trebbe's scry alignment</i>	Know alignment
<i>Quantoul's changer</i>	Change self	<i>Trebbe's scry evil</i>	Detect evil
<i>Quantoul's climber</i>	Spider climb	<i>Trebbe's scry identify</i>	Identify
<i>Quantoul's fastmorph</i>	Haste	<i>Trebbe's scry invisibility</i>	Detect invisibility
<i>Quantoul's flat body</i>	Duo-dimension	<i>Trebbe's scry magic</i>	<i>Trebbe's scry magic*</i>
<i>Quantoul's manymorph</i>	Massmorph	<i>Trebbe's scry scrying</i>	Detect scrying
<i>Quantoul's othermorph</i>	Polymorph other	<i>Trebbe's scry undead</i>	Detect undead
<i>Quantoul's selfmorph</i>	Polymorph self	<i>Trebbe's turning</i>	Spell turning
<i>Quantoul's slowmorph</i>	Slow	<i>Trebbe's weird</i>	Weird
<i>Quantoul's statue</i>	Statue	<i>Undine's avoidance</i>	Avoidance
<i>Quantoul's strength</i>	Strength	<i>Undine's door</i>	Phase door
<i>Quantoul's wraithmorph</i>	Wraithform	<i>Undine's extra portal pocket</i>	Deeppockets
<i>Raliteff's illusion script</i>	Illusionary script	<i>Undine's hold portal</i>	Hold portal
<i>Raliteff's strike</i>	Erase	<i>Undine's rope</i>	Rope trick
<i>Sadebreth's reincarnation</i>	Reincarnation	<i>Valdick's astral form</i>	Astral spell
<i>Sadebreth's undead control</i>	Control undead	<i>Valdick's enigma</i>	Maze
<i>Shadow's demimagic</i>	Demishadow magic	<i>Valdick's forcecage</i>	Forcecage
<i>Shadow's demimonster</i>	Demishadow monster	<i>Valdick's gate</i>	<i>Gate</i>
<i>Shadow's door</i>	Shadow door	<i>Valdick's snare</i>	Ensnarement
<i>Shadow's magic</i>	Shadow magic	<i>Valdick's spheresail</i>	<i>Valdick's spheresail*</i>
<i>Shadow's monster</i>	Shadow monsters	<i>Valdick's submerse</i>	<i>Sink</i>
<i>Shadow's shades</i>	Shades	<i>Veridon's chiller</i>	Chill touch
<i>Shadow's summons</i>	Summon shadow	<i>Veridon's cloud</i>	Fog cloud
<i>Shadow's walk</i>	Shadow walk	<i>Veridon's cone</i>	Cone of cold
<i>Shan's forcewall</i>	Wall of Force	<i>Veridon's ice wall</i>	Wall of ice
<i>Shan's tallow</i>	Grease	<i>Veridon's solidifies</i>	Solid fog
<i>Shan's web</i>	Web	<i>Veridon's storm</i>	Ice storm
<i>Smolyn's blindness</i>	Blindness	<i>Veridon's wall</i>	Wall of fog
<i>Smolyn's blurring</i>	Blur	<i>Vilate's restriction</i>	Bind
<i>Smolyn's eyebite</i>	Eyebite	<i>Vilate's whispering</i>	Whispering wind
<i>Smolyn's foreseer</i>	Foresight	<i>Volhm's bolt</i>	Lightning bolt
<i>Smolyn's fraud</i>	False vision	<i>Volhm's chaining</i>	Chain lightning
<i>Smolyn's replica</i>	Mirror image	<i>Volhm's drain</i>	Energy drain
<i>Smolyn's seer</i>	True Seeing	<i>Volhm's grasp</i>	Shocking grasp
<i>Smolyn's veil</i>	Veil	<i>Xanad's blindness</i>	Power word, blind
<i>Stoca's change shape</i>	Shape change	<i>Xanad's glamer</i>	Audible glamer
<i>Stoca's fauna growth</i>	Animal growth	<i>Xanad's killer</i>	Power word, kill
<i>Stoca's feign</i>	Enervation	<i>Xanad's message</i>	Message
<i>Stoca's flora growth</i>	Plant growth	<i>Xanad's shout</i>	Shout
<i>Stoca's water breath</i>	Water breathing	<i>Xanad's stun</i>	Power word, stun
<i>Stoca's wings</i>	Fly	<i>Yong's dissipation</i>	Vanish
<i>Tipald's conjuration</i>	Conjure elemental	<i>Yong's imprison</i>	Imprisonment
<i>Tipald's runes</i>	Explosive runes		

**Arcane Spell**

*Yong's truss*  
*Yturn's feather fall*  
*Yturn's levitation*  
*Yturn's long jump*  
*Zahn's ESP*  
*Zahn's familiar*  
*Zahn's hearing*

**Contemporary**

Binding  
 Feather fall  
 Levitate  
 Jump  
 ESP  
 Find familiar  
 Clairaudience

**Arcane Spell**

*Zahn's location*  
*Zahn's mirage*  
*Zahn's seeing*  
*Zahn's vision*  
*Zwei's 1st extension*  
*Zwei's 2nd extension*  
*Zwei's 3rd extension*

**Contemporary**

Locate object  
 Mirage arcana  
 Clairvoyance  
 Vision  
 Extension I  
 Extension II  
 Extension III

**Spells by Specialization****Inventive Spells****1st**

Carbury's Force  
 Carbury's Servant  
 Carbury's Spook  
 Detect Magic  
 General Matick's Armor  
 General Matick's Missile  
 General Matick's Shield  
 Jarm's Mount  
 Lefeber's Mark  
 Primidon's Burners  
 Read Magic  
 Shan's Tallow  
 Veridon's Chiller  
 Veridon's Wall  
 Volhm's Grasp  
 Wizard Mark  
 Xanad's Glamer  
 Xanad's Message  
 Zahn's Familiar

**2nd**

Carbury's Improved Force  
 Carbury's Mouth  
 Fahren's Darkness  
 Fahren's Glitterdust  
 Jarm's Irritation  
 Jarm's Spectral Hand  
 Jarm's Summon Swarm  
 Polybeus's Illumination  
 Primidon's Pyrotechnics  
 Primidon's Sphere  
 Shan's Web  
 Smolyn's Replica  
 Tolodine's Stinking Cloud  
 Undine's Extra Portal Pocket  
 Veridon's Cloud

**3rd**

Carbury's Spectral Force  
 Carbury's Steed  
 Dispel Magic  
 Gwynn's Feign Death  
 Gwynn's Vampirism  
 Hersent's Sigil  
 Lucke's 1st Monster Summons  
 Noanar's Fireball  
 Primidon's Arrow  
 Tipald's Runes  
 Tolodine's Gust of Wind  
 Tolodine's Wind Wall  
 Volhm's Bolt

**4th**

Anglin's Mirror  
 Carbury's Killer  
 Fourfinger's Enchanted Weapon  
 Lefeber's 1st Creation  
 Lucke's 2nd Monster Summons  
 Lucke's Contagion  
 Noanar's Shield  
 Noanar's Trap  
 Noanar's Wall  
 Proctiv's Dig  
 Shadow's Monster  
 Stoca's Feign  
 Stoca's Flora Grow  
 Veridon's Ice Wall  
 Veridon's Solidifier  
 Veridon's Storm  
 Xanad's Shout

**5th**

Aksa's Contrivance  
 Efteran's Dream  
 Enollar's Sending  
 Fjord's Animation  
 Jarm's Magic Jar  
 Lefeber's 2nd Creation  
 Lucke's 3rd Monster Summons  
 Mavin's Iron Wall  
 Mavin's Stonewall  
 Shadow's Demimonster  
 Shadow's Door  
 Shadow's Magic  
 Shadow's Summons  
 Shan's Forcewall  
 Stoca's Fauna Grow  
 Tipald's Conjunction  
 Tolodine's Cloudkill  
 Veridon's Cone

**6th**

Carbury's Stalker  
 Dethed's Spell  
 Enchant an Item  
 Lefeber's Contingence  
 Lucke's 4th Monster Summons  
 Lucke's Animal Conjunction  
 M'dhal's Mantle  
 Mavin's Stone-Flesh Transmutation  
 Sadebreth's Reincarnation  
 Shadow's Demimagic  
 Shadow's Shades  
 Tolodine's Death Fog  
 Valdick's Snare  
 Volhm's Chaining

**7th**

Anglin's Spray

Chronomancer's Gravity Reversal  
 Dethed's Death Finger  
 Enollar's Isolation  
 Lucke's 5th Monster Summons  
 Noanar's Delayed Fireball  
 Valdick's Forcecage  
 Xanad's Stun

**8th**

Anglin's Wall  
 Dethed's Clone  
 Dethed's Trap  
 Hersent's Symbol  
 Lucke's 6th Monster Summons  
 Primidon's Cloud  
 Proctiv's Steely Glass  
 Permanency  
 Tosculdo's Dominate  
 Valdick's Enigma  
 Valdick's Submerse  
 Xanad's Blindness  
 Yang's Truss

**9th**

Anglin's Sphere  
 Lucke's 7th Monster Summons  
 Mavin's Meteors  
 Valdick's Astral Form  
 Valdick's Gate  
 Volhm's Drain  
 Xanad's Killer

**10th**

*Lefeber's Weave Mythal*  
*Mavin's Create Volcano*  
*Mavin's Earthfast*  
*Tolodine's Killing Wind*  
*Valdick's Spheresail*

**11th**

*Mavin's Worldweave*

**Mentalism****1st**

Dace's Comprehension  
 Dace's Taunting  
 Dace's Ventriloquism  
 Decampus's Alarm  
 Detect Magic  
 Efteran's Sleep  
 Hamring's Hypnotism  
 Keonid's Charm Human

Keonid's Friendship  
M'dhal's Dispel Evil  
Quantoul's Changer  
Read Magic  
Trebbe's Scry Identify  
Trebbe's Scry Magic  
Trebbe's Scry Undead  
Wizard Mark  
Xanad's Glamer  
Zahn's Familiar

## 2nd

Cragh's Deafness  
Enollar's Aimlessness  
Hamring's Enfeeblement  
Hamring's Hypnopattern  
Hamring's Scare  
Keonid's Forgetfulness  
Pockall's Invisibility  
Protection from Cantras  
Purnia's Fools' Gold  
Smolyn's Blindness  
Smolyn's Blurring  
Smolyn's Replica  
Trebbe's Scry Alignment  
Trebbe's Scry Evil  
Trebbe's Scry Invisibility  
Yturn's Levitation  
Zahn's ESP  
Zahn's Location

## 3rd

Carbury's Spectral Force  
Dace's Tongue Forms  
Dispel Magic  
Enollar's Delusion  
Keonid's Suggestion  
M'dhal's Missile Shield  
M'dhal's Dispel Evil II  
Pockall's Wide Invisibility  
Prug's Hold Human  
Prug's Hold the Dead  
Ptack's Nonscryance  
Quantoul's Slowmorph  
Quantoul's Wraithmorph  
Raliteff's Illusion Script  
Zahn's Hearing  
Zahn's Seeing

## 4th

Berthot's Blunder  
Carbury's Killer  
Enollar's Dispel Curse  
Fjord's Vacancy  
Keonid's Confusion  
Keonid's Emotion  
Keonid's Fear  
Lefeber's 1st Creation  
Nalevac's Rainbow  
Oberon's Extradoor  
Pockall's Invisibility Plus  
Pockall's Monster Hex  
Shadow's Monster  
Toscudlo's Hallucinatory Terrain  
Toscudlo's Illusionary Wall  
Trebbe's Eye  
Trebbe's Minor Invulnerability  
Trebbe's Scry Scrying

## 5th

Berthot's Disorder  
Chever's Contact Other Plane  
Efteran's Dream  
Enollar's Sending  
Hamring's Feeblemind  
Jarm's Magic Jar  
Lefeber's 2nd Creation  
Oberon's Dismiss  
Prug's Dominate  
Prug's Hold Being  
Shadow's Demimonster  
Shadow's Door  
Shadow's Magic  
Shadow's Summons  
Smolyn's Fraud  
Toscudlo's Advanced Illusion  
Undine's Avoidance

## 6th

Enchant an Item  
Enollar's Mislead  
Fourfinger's Weather Control  
Hamring's Mass Hypnosis  
Jarm's Saga  
Keonid's Geas  
Kutson's Programmed Illusion  
M'dhal's Mantle  
Prug's Repulse  
Shadow's Demimagic  
Shadow's Shades  
Smolyn's Eyebite  
Smolyn's Seer  
Smolyn's Veil  
Toscudlo's Permanent Illusion  
Toscudlo's Project Image  
Trebbe's Antimagic  
Trebbe's Invulnerability  
Zahn's Mirage

## 7th

Chever's Simulacrum  
Enollar's Isolation  
Oberon's Banish  
Prug's Plant Control  
Sadebreth's Undead Control  
Shadow's Walk  
Toscudlo's Bulk Invisibility  
Trebbe's Turning  
Xanad's Stun  
Yang's Dissipation  
Zahn's Vision

## 8th

Berthot's Screen  
Keonid's Charm Plus  
Kutson's Antipathy/Sympathy  
Kutson's Mind Blank  
Permanency  
Toscudlo's Dominate  
Yong's Truss

## 9th

Oberon's Succor  
Smolyn's Foreseer  
Trebbe's Weird  
Yang's Imprison

## 10th

*Lefeber's Weave Mythal*

## 12th

*Karsus's Avatar*

## Variation

### 1st

Aksa's Growth  
Aksa's Repair  
Brightfinger's Dancers  
Brightfinger's Light  
Detect Magic  
Nalevac's Spray  
Niquie's Reflection  
Nobrow's Fire Effect  
Primidon's Burners  
Quantoul's Changer  
Quantoul's Climber  
Raliteff's Strike  
Read Magic  
Undine's Hold Portal  
Veridon's Chiller  
Volhm's Grasp  
Wizard Mark  
Yturn's Feather Fall  
Yturn's Long Jump  
Zahn's Familiar

### 2nd

Aksa's Shatter  
Fahren's Darkness  
Ptack's Knock  
Ptack's Locking2  
Purnia's Fools' Gold  
Quantoul's Alterer  
Quantoul's Strength  
Undine's Extra Portal Pocket  
Undine's Rope  
Veridon's Cloud  
Vilate's Restriction  
Vilate's Whispering  
Yturn's Levitation

### 3rd

Aksa's Object  
Dace's Tongue Forms  
Dispel Magic  
Enollar's Delusion  
Nalevac's Deep Sight  
Oberon's Blinking  
Ptack's Nonscryance  
Ptack's Secret Script  
Quantoul's Fastmorph  
Quantoul's Slowmorph  
Quantoul's Wraithmorph  
Stoca's Water Breath  
Stoca's Wings  
Tolodine's Gust of Wind  
Tolodine's Wind Wall

### 4th

Fjord's Vacancy  
Fourfinger's Enchanted Weapon  
Lucke's Contagion  
Nalevac's Rainbow

Noanar's Wall  
Nobrow's Charm  
Oberon's Extradoor  
Proctiv's Dig  
Quantoul's Manymorph  
Quantoul's Othermorph  
Quantoul's Selfmorph  
Stoca's Feign  
Stoca's Flora Grow  
Trebbe's Eye  
Veridon's Ice Wall  
Veridon's Solidifier  
Veridon's Storm  
Zwei's 1st Extension

#### 5th

Aksa's Contrivance  
Aksa's Passage  
Fjord's Air Water  
Fjord's Animation  
Fjord's Distortion  
Oberon's Dismiss  
Oberon's Telekinesis  
Oberon's Teleportation  
Proctiv's Rock-Mud Transmutation  
Proctiv's Shape Stone  
Smolyn's Fraud

## Spells by Winds

### Transcendent Winds (Priests)

#### 1st

Bless  
Call Upon Faith  
Combine  
Command  
Create Water  
Cure Light Wounds  
Detect Evil  
Detect Magic  
Endure Cold  
Invisibility to Undead  
Light  
Magical Stone  
Precipitation  
Protection From Evil  
Purify Food & Drink  
Remove Fear  
Ring of Hands  
Speak With Astral Traveler  
Sanctuary

#### 2nd

Aid  
Augury  
Chant  
Create Holy Symbol  
Detect Charm  
Draw Upon Holy Might  
Dust Devil  
Enthrall  
Find Traps  
Hold Person  
Know Alignment  
Messenger  
Music of the Spheres  
Mystic Transfer

Stoca's Fauna Grow  
Undine's Avoidance  
Zwei's 2nd Extension

#### 6th

Aksa's Disintegrate  
Aksa's Glassteel  
Enchant an Item  
Fourfinger's Lower Water  
Fourfinger's Part Water  
Fourfinger's Weather Control  
M'dhal's Mantle  
Mavin's Stone-Flesh Transmutation  
Proctiv's Earthmove  
Proctiv's Water-Dust Transmutation  
Sadebreth's Reincarnation  
Tolodine's Death Fog  
Tosculdo's Project Image  
Zahn's Mirage  
Zwei's 3rd Extension

#### 7th

Chronomancer's Gravity Reversal  
Dethed's Death Finger  
Oberon's Banish  
Oberon's Flawless Teleport  
Quantoul's Flat Body

#### Resist Fire

Sacred Guardian  
Sanctify  
Silence 15' Radius  
Slow Poison  
Snake Charm  
Speak With Animals  
Spiritual Hammer  
Withdraw  
Wyvern Watch

#### 3rd

Animate Dead  
Astral Window  
Cloudburst  
Continual Light  
Create Food & Water  
Cure Blindness or Deafness  
Cure Disease  
Dispel Magic  
Emotion Control  
Extradimensional Detection  
Feign Death  
Flame Walk  
Glyph of Warding  
Line of Protection  
Locate Object  
Magical Vestment  
Meld into Stone  
Negative Plane Protection  
Prayer  
Remove Curse  
Remove Paralysis  
Speak With Dead  
Spike Growth  
Unearthly Choir  
Water Walk

Quantoul's Statue  
Sadebreth's Undead Control  
Shadow's Walk  
Trebbe's Turning  
Undine's Door  
Yang's Dissipation

#### 8th

Aksa's Morphing  
Dethed's Clone  
Kutson's Mind Blank  
Primidon's Cloud  
Proctiv's Steely Glass  
Permanency  
Valdick's Submerse

#### 9th

Chronomancer's Stasis  
Chronomancer's Time Stop  
Oberon's Succor  
Ptask's Brittleness  
Stoca's Change Shape  
Volhm's Drain

#### 10th

*Mavin's Earthfast*  
*Proctiv's Move Mountain*

#### 4th

Abjure  
Blessed Warmth  
Cloak of Bravery  
Cure Serious Wounds  
Detect Lie  
Divination  
Focus  
Fortify  
Free Action  
Giant Insect  
Imbue With Spell Ability  
Join With Astral Traveler  
Tongues  
Uplift  
Lower Water  
Neutralize Poison  
Protection From Evil, 10' Radius  
Speak With Plants  
Spell Immunity  
Sticks to Snakes

#### 5th

Air Walk  
Atonement  
Blessed Abundance  
Commune  
Consequence  
Cure Critical Wounds  
Dispel Evil  
Flame Strike  
Insect Plague  
Magic Font  
Meld  
Plane Shift  
Quest  
Rainbow  
Raise Dead

Spike Stones  
Thoughtwave  
True Seeing  
Unceasing Vigilance of the Holy Sentinel

### 6th

Aerial Servant  
Animate Object  
Blade Barrier  
Conjure Animals  
Find the Path  
Forbiddance  
The Great Circle  
Heal  
Heroes' Feast  
Part Water  
Speak With Monsters  
Spiritual Wrath  
Stone Tell  
Word of Recall

### 7th

Astral Spell  
Confusion  
Control Weather  
Divine Inspiration  
Earthquake  
Exaction  
Gate  
Holy Word  
Mind Tracker  
Regenerate  
Restoration  
Resurrection  
Succor  
Symbol  
Wind Walk

## Terrestrial Winds (Druids)

### 1st

Analyze Balance  
Animal Friendship  
Bless  
Call Upon Faith  
Combine  
Create Water  
Cure Light Wounds  
Detect Magic  
Detect Poison  
Detect Snares & Pits  
Entangle  
Faerie Fire  
Invisibility to Animals  
Locate Animals or Plants  
Log of Everburning  
Pass Without Trace  
Precipitation  
Purify Food & Drink  
Shillelagh

### 2nd

Barkskin  
Charm Person or Mammal  
Dust Devil  
Fire Trap  
Flame Blade  
Goodberry

Know Alignment  
Heat Metal  
Messenger  
Mystic Transfer  
Obscurement  
Produce Flame  
Slow Poison  
Snake Charm  
Speak With Animals  
Trip  
Warp Wood

### 3rd

Call Lightning  
Cloudburst  
Cure Disease  
Dispel Magic  
Emotion Control  
Feign Death  
Flame Walk  
Hold Animal  
Magical Vestment  
Meld Into Stone  
Plant Growth  
Protection From Fire  
Pyrotechnics  
Slow Rot  
Snare  
Spike Growth  
Starshine  
Stone Shape  
Summon Insects  
Tree  
Water Breathing  
Water Walk

### 4th

Animal Summoning I  
Blessed Warmth  
Call Woodland Beings  
Control Temperature, 10' Radius  
Cure Serious Wounds  
Free Action  
Giant Insect  
Hallucinatory Forest  
Hold Plant  
Lower Water  
Neutralize Poison  
Focus  
Fortify  
Plant Door  
Produce Fire  
Protection From Lightning  
Reflecting Pool  
Repel Insects  
Speak With Plants  
Sticks to Snakes  
Uplift  
Weather Stasis

### 5th

Air Walk  
Animal Growth  
Animal Summoning II  
Anti-Plant Shell  
Atonement  
Cloud of Purification  
Commune With Nature  
Consequence

Control Winds  
Cure Critical Wounds  
Elemental Forbiddance  
Insect Plague  
Moonbeam  
Pass Plant  
Rainbow  
Spike Stones  
Thoughtwave  
Transmute Rock to Mud  
Wall of Fire

### 6th

Animal Summoning III  
Anti-Animal Shell  
Conjure Fire Elemental  
Conjure Water Elemental  
Feeblemind (as the 5th-level wizard spell)  
Fire Seeds  
Liveoak  
Part Water  
Sol's searing orb  
Stone Tell  
Transmute Water to Dust  
Transport Via Plants  
Turn Wood  
Wall of Thorns  
Weather Summoning

### 7th

Animate Rock  
Changestaff  
Chariot of Sustarre  
Confusion  
Conjure Air Elemental  
Conjure Earth Elemental  
Control Weather  
Creeping Doom  
Divine Inspiration  
Earthquake  
Finger of Death (as the wizard spell)  
Fire Storm  
Reincarnate  
Sunray  
Transmute Metal to Wood

## Buffering Winds

Anti-Vermin Barrier  
Barrier of Retention  
Crushing Walls  
Dragonbane  
Efficacious Monster Ward  
Elemental Forbiddance  
Fire Purge  
Frisky Chest  
Grounding  
Invisibility Purge  
Land of Stability  
Shrieking Walls  
Squeaking Floors  
Tentacle Walls  
Thief's Lament  
Undead Ward  
Weather Stasis  
Weighty Chest  
Zone of Sweet Air  
Zone of Truth

### Perpetual Winds

Accelerate Healing  
Age Creature  
Age Dragon  
Age Object  
Age Plant  
Body Clock  
Choose Future  
Hesitation  
Know Age  
Know Time  
Modify Memory  
Nap  
Repeat Action  
Reverse Time  
Skip Day  
Time Pool

### Predictable Winds

Addition  
Analyze Balance  
Consequence  
Dimensional Folding  
Extradimensional Detection  
Extradimensional Manipulation  
Moment  
Moment Reading  
Music of the Spheres  
Personal Reading  
Physical Mirror  
Probability Control

Seclusion  
Spacewarp  
Telethaumaturgy  
Timelessness

### Prevailing Winds (Law)

Calm Chaos  
Champion's Strength  
Compulsive Order  
Control Weather  
Defensive Harmony  
Impeding Permission  
Legal Thoughts  
Rigid Thinking  
Strength of One

### Sporadic Winds (Chaos)

Chaotic Combat  
Chaotic Commands  
Chaotic Sleep  
Dissension's Feast  
Inverted Ethics  
Miscast Magic  
Mistaken Missive  
Random Causality  
Uncontrolled Weather

### Wandering Winds

Aura of Comfort  
Circle of Privacy

Clear Path  
Create Campsite  
Easy March  
Helping Hand  
Hovering Road  
Know Customs  
Know Direction  
Lighten Load  
Monster Mount  
Tree Steed

### Zephyrous Winds

Disbelief  
Divine Inspiration  
Emotion Control  
Emotion Read  
Genius  
Group Mind  
Idea  
Memory Read  
Memory Wrack  
Mental Domination  
Mind Read  
Mind Tracker  
Mindshatter  
Rapport  
Solipsism  
Telepathy  
Thought Broadcast  
Thought Capture



## Section 10: Equipment

### Equipment Available

The following list of equipment available is listed at normal prices as per the Equipment Handbook pages 3-12. Only the equipment listed below is purchasable by characters in the Arcane Age.

#### Clothing

Belt  
Boots  
Riding  
Soft  
Breeches  
Cap, hat  
Cloak  
Good cloth  
Fine fur  
Girdle  
Gloves  
Gown, common  
Hose  
Knife sheath  
Mittens  
Pin  
Plain brooch  
Robe  
Common

Embroidered  
Sandals  
Sash  
Shoes  
Silk jacket  
Surcoat  
Sword scabbard, hanger, baldric  
Tabard  
Toga, coarse  
Tunic  
Vest

#### Transport

Barge  
Canoe  
Small  
Carriage  
Common  
Coach, ornamented  
Chariot

Riding  
Raft or small keelboat  
Sail  
Wagon or cart wheel

#### Tack and Harness

Barding  
Chain  
Leather or padded  
Bit and bridle  
Cart harness  
Halter  
Horseshoes & shoeing  
Saddle (no stirrups)  
Pack  
Riding  
Saddle bags  
Large  
Small  
Saddle blanket

Yoke  
Horse  
Ox

**Miscellaneous Equipment**  
Backpack  
Barrel, small  
Basket  
Large  
Small  
Bell  
Belt pouch  
Large  
Small  
Block and tackle  
Bolt case  
Bucket  
Chain (per ft.)  
Heavy  
Light  
Chest  
Large  
Small  
Cloth (per 10 sq. yds.)  
Common  
Fine  
Rich  
Candle  
Canvas (per sq. yard)  
Chalk  
Crampons  
Fishhook  
Fishing net, 10 ft. sq.  
Flint and steel  
Glass bottle  
Grappling hook  
Holy item (symbol, water, etc.)  
Hourglass  
Iron pot  
Ladder, 10 ft.  
Lantern  
Beacon  
Bullseye  
Hooded  
Lock  
Good  
Poor  
Magnifying glass  
Map or scroll case  
Merchant's scale  
Mirror, small metal  
Musical instrument  
Oil (per flask)  
Greek fire  
Lamp  
Paper (per sheet)  
Papyrus (per sheet)  
Parchment (per sheet)  
Perfume (per vial)  
Piton  
Quiver

Rope (per 50 ft.)  
Hemp  
Silk  
Sack  
Large  
Small  
Sealing/candle wax (per lb.)  
Sewing needle  
Signal whistle  
Signet ring or personal seal  
Soap (per lb.)  
Spyglass  
Tent  
Large  
Pavilion  
Small  
Thieves' picks  
Torch  
Water clock  
Whetstone  
Wineskin  
Winter blanket  
Writing ink (per vial)

**Armor**

Banded mail  
Brigandine  
Bronze plate mail  
Chain mail  
Helmet  
Great helm  
Basinet  
Hide  
Leather  
Padded  
Plate mail  
Ring mail  
Scale mail  
Shield  
Body  
Buckler  
Medium  
Small  
Splint mail  
Studded leather

**Weapons**

Battle axe  
Blowgun  
Barbed Dart  
Needle  
Bow  
Flight arrow  
Long bow  
Sheaf arrow  
Short bow  
Club  
Crossbow  
Hand quarrel  
Hand crossbow  
Heavy quarrel

Heavy crossbow  
Light quarrel  
Light crossbow  
Dagger or dirk  
Dart  
Footman's flail  
Footman's mace  
Footman's pick  
Hand or throwing axe  
Harpoon  
Horseman's flail  
Horseman's mace  
Horseman's pick  
Javelin  
Knife  
Lance  
Heavy horse lance  
Light horse lance  
Jousting lance  
Medium horse lance  
Morning star  
Polearm  
Awl pike  
Bardiche  
Bec de corbin  
Bill-guisarme  
Fauchard  
Fauchard-fork  
Glaive  
Glaive-guisarme  
Guisarme  
Guisarme-voulge  
Halberd  
Hook fauchard  
Lucern hammer  
Military fork  
Partisan  
Ranseur  
Spetum  
Voulge  
Quarterstaff  
Scourge  
Sickle  
Sling  
Sling bullet  
Sling stone  
Spear  
Sword  
Bastard sword  
One-handed  
Two-handed  
Broad sword  
Khopesh  
Long sword  
Scimitar  
Short sword  
Two-hand. sword  
Trident  
Warhammer  
Whip



## Section 11: The Gods

### Amaunator

#### **Greater Power of Mechanus LN**

**Portfolio:** Bureaucracy, contracts, law, order, the sun, rulership

**Titles:** The Yellow God, the Keeper of the Eternal Sun, Keeper of Law

**Domain Name:** Mechanus/Keep of the Eternal Sun

**Allies:** Jergal

**Foes:** Kozah, Shar

**Symbol:** Sun with a face on the solar disk

**Wor. Align.:** LG, NG, LN, N, LE, NE

Amaunator (Ah-MAWN-ah-tor) was the god of law and the sun. He was revered as the patron of law and (much less vigorously) as the keeper of time. His justice was fair but harsh. He was honored by many rulers, soldiers, and powerful mages.

He was depicted as a lanky man with silver-white hair, a short, tenday growth of white beard, and skin that glowed constantly with a quiet golden radiance. He carried a scepter in one hand and a large legal tome in the other, and wore the dress of a magistrate: a long, flowing, black or purple gown trimmed in silver or gold. To be in his presence was to feel the awesome power of true law. His scepter, the *scepter of the eternal sun*, was devastating against chaotic creatures and golems. Amaunator's very touch was said to be able to destroy all undead creatures, and his visage could light an area for miles when he wished.

A very careful god, Amaunator made certain that everything was written down, contracted, signed, sealed, and notarized. An extremely lawful god, he followed the letter of the law, not necessarily the spirit of it—unless the spirit was a *great* deal more to his liking. He expected the same from his servitors.

Amaunator was also occasionally revered as the keeper of time. This artificial “addition” to his portfolio was due to a mispunctuation in a contract between himself and another deity which stated: “. . . Amaunator shall be responsible for all time. any misrepresentation of his or his followers, If so deemed the fault of Amaunator . . .” This unnoticed punctuational snarl of commas and periods led to Amaunator considering himself to be in charge of “all time.” Fortunately, he never officially attempted to take over the portfolio, since he wasn't willing to step on the toes of Mysteryl, who was the practical and actual keeper of the timestream.

### Jannath

#### **Greater Power of Elysium NG**

**Portfolio:** Wild nature, forests, wild animals, the sea and sea creatures, agriculture, cultivation, farmers, gardeners, the fundamental elements, summer

**Titles:** The Great Mother, the Grain Goddess, the Golden Goddess, She Who Shapes All, the Forest Mother, Guardian of the Wilds and Deepes, Earthmother, Keeper of the Wild

**Domain Name:** Eronia/Great Mother's Garden

**Allies:** Selûne, Tyche

**Foes:** Jergal, Kozah, Moander

**Symbol:** A sheaf of golden wheat on a green field

**Wor. Align.:** LG, NG, CG, LN, N, CN

The hand of Jannath (JANN-nuth) was on every place where things grew, whether they were animals, crops, forests, or people. She was not a goddess given to spectacle or pageant, but rather called her followers to small acts of devotion. She was immensely popular among gardeners, farmers, and common folk of many nations. Through her blessing, Toril was fruitful and wildlife healthy and plentiful. She was wise and quiet, though not passive, and wasn't given to hasty action.

Jannath was portrayed as a kindly, white-haired woman of middle years, wise by virtue of a long life well-lived. She had a lush beauty, tanned, brown skin, and a powerful build. She was usually draped in white robes of the finest linen or heavy silk cinched by a girdle embroidered with all manner of growing plants. Leaves, vines, and flowers twined through her hair and about her body, some even seeming to grow from her head. Jannath's touch had the power to banish disease and barrenness, bestowing instant life and fertility, or to transform foes who attacked her into shambling mounds or treants. Wounds inflicted on her gushed forth life-giving *sweet water* and swift-racing floral vines rather than blood. Normal animals, their giant analogs, plants, plant beings, fungi, the earth, the air, and the water couldn't harm her.

Jannath protected civilized folk who worked the land from the dangers of the wild, and the wilds from the dangers of civilized folk. Jannath was fierce in her defense of nature, especially the plant and animal life of the wild places of Toril. While she turned her blessing upon those plants and animals that had been domesticated, granting them fertility and abundance, she protected the forests, plains, jungles, arctic wildernesses, and even the depths of the sea with an equal generosity of spirit. Any who burned forests or grasslands, cut wood to excess, overfished, hunted whales, or attempted wholesale slaughter of the fur bearing animals of Faerûn found their efforts rewarded by aggressive visitations from the most clever of thieves and vicious predators of the animal and plant kingdom, who ruined their profits—or their lives.

### Jergal

#### **Greater Power of Gray Waste LE**

**Portfolio:** Death, the dead, order in death, funerals and tombs, undeath, the undead, wasting, old age, exhaustion, tyranny, dusk

**Titles:** Lord of the End of Everything, Lord of Bones, Lord of the Dead, Protector of the Names of the Dead, Guardian of Tombs, Scribe of the Doomed, the Pitiless One, King of the Walking Dead, Nakasr

**Domain Name:** Oinos/Bone Castle

**Allies:** Amaunator, Shar, Tyche

**Foes:** Jannath, Moander

**Symbol:** Skull, scroll, and quill

**Wor. Align.:** LG, NG, LN, N, LE, NE

Jergal (JER-gal), Lord of the End of Everything, was the power who presided over death, the dead, and undeath. He was responsible for keeping records on the final resting place of all the dead, and strove for order in death, anticipating the ever encroaching termination of all things living. As the Judge of the Damned and the Grim Reaper, it was said that only Jergal knew the final disposition of every spirit and the day of every being's final death, and he was never wrong. The ultimate tyrant, no one unintentionally escaped Jergal's grasp once they fell under the aegis of his portfolio. He was very jealous of his position, and even those of other faiths who sought to resurrect companions had to placate him or risk his retribution.

Jergal never visibly angered and always spoke with a disembodied, chilling voice that echoed with the dry whisper of a long-forgotten crypt. His tone was deceptively bland and his demeanor excessively formal, even if his words portended horrors unimaginable. Totally focused on death, he perceived life as momentary existence before death's eternity.

The Lord of the Dead was depicted as a wizened, insubstantial mummy of some ancient, alien race. His skin was gray and tightly strung across his frame. His bulbous, yellow, lifeless eyes and insectoid mandibles resembled a cross between a humanoid and a praying mantis. His ears and nose were barely distinguishable from his elongated skull. Most of his body was covered with an utterly lightless cloak that seemed to absorb the very atmosphere that enveloped it. He wore white gloves, which covered elongated, claw-like hands and forearms, and a shadow-filled gray cloak that rose and fell as if buffeted by an unseen wind. He clutched a thick scroll covered with intricate, incomprehensible script and a freshly inked quill in his hands.

Jergal was said to be shadowy, sinister figure who left a vague feeling of unease and enervation in his wake. He had total command over the undead, animating, creating, summoning, dismissing, and dispelling them at will. It was said that with his gaze Jergal could learn the sum total of a being's life, joys, fears, acts, and ultimate demise, and simply by inscribing a mortal's name on his voluminous scroll, he could inflict a being's fated demise immediately. His touch instilled fear, drained a being's life force, or could banish his victim to the realm of the dead.

Jergal had a cordial relationship with Amaunator, valuing that ancient sun god's adherence to law and order and his dominion over the more general field of rulership, and he worked grudgingly with Tyche, as fate sometimes had a hand in the time of a mortal's death. He admired the ineffable evil and seductive Power, grace of Shar and had formally courted her on several occasions, though he was well aware of the many attempts she made to manipulate him.

## Kozah

### **Greater Power of Pandemonium CE**

**Portfolio:** Storms, destruction, rebellion, strife, ravaging beasts and monsters, hurricanes, ocean storms, blizzards, vortices, conflagrations, earthquakes

**Titles:** The Destroyer, the Raging One, the Stormstar, the Storm Lord, the Wildfire, Bhaelros

**Domain Name:** Pandesmos/Towers of Ruin

**Allies:** Moander, Shar

**Foes:** Amaunator, Jannath, Mystryl, Seltine, Tyche

**Symbol:** A stylized white lightning bolt on a crimson field between two flanking horizontal white bars

**Wor. Align.:** LN, N, CN, LE, NE, CE

*Kozah (KOH-zah)* was the destructive force of nature. He was the god of storms, forest fires, earthquakes, tornadoes, hurricanes, and general destruction. He attracted the destroyer, the raider, the looter, the brigand, and the rabble-rouser among his followers. His actions often seemed petty and vengeful and were frequently motivated by rage, anger, and the desire to not appear weak or compromising in any way. He exulted in seeing what he or his followers can burn, break, flood, kill, or otherwise utterly destroy. He was like a malicious and twisted child whose power and wrath knew no bounds and who proved his self-worth and standing again and again by raining havoc and ruin down on those who could do little to oppose him.

When Kozah was portrayed in religious art, he was depicted as a broad-shouldered, dark-haired, bearded young man with eyes that blazed yellow and crackled with unleashed lightning. He wore a half-suit of field plate armor (without a helm) worn over smooth black leather armor and black leather gloves. He carried three staves, one of the first iron forged on Faerûn, one of the first silver smelted in Faerûn, and one carved from the first tree felled in Faerûn (said to be a shadowtop). With them he raised and hurled the winds, created storms of immense force, stirred Toril's waters to form waterspouts, whirlpools, and tsunamis, raised and lowered the seas, rent the earth, and called forth earthquakes. His gaze was said to be able to send forth raging curtains of lightning to smite his foes at his whim.

Kozah counted among his enemies all those who dared to work magic to try to control the winds and weather in an ongoing or wide-ranging fashion, including the mortal arcanists of Netheril.

## Moander

### **Lesser Power of the Abyss CE**

**Portfolio:** Rotting death, decay, corruption, parasites

**Titles:** The Darkbringer, the Jawed God, the Rotting God, the Great Dread God

**Domain Name:** Rarandreth/Offalmound

**Allies:** Kozah, Shar

**Foes:** Jannath, Jergal, Selûne, Tyche

**Symbol:** An upright male human right hand, fingers outstretched, with an open human female fanged mouth, lips parted as though speaking, set in its palm

**Wor. Align.:** LE, NE, CE

Moander (Moe-AN-der) was the god of rot, corruption, and decay. It wasn't known whether Moander was male, female, or utterly beyond gender, and because of this most texts referred to the god by the neutral "it." It was a corrupt isolation of one part of the whole cycle of birth, death, and renewal, an obsessive focus on the descending edge of the circle of life. Moander attracted those who feared decay in themselves or the world around them and hoped to placate Moander to stave it off; it also attracted the nihilists who saw all of existence as a constant decay toward death.

The Darkbringer was a cruel and petty tyrant who enjoyed tormenting lesser beings and making them destroy that which they held most dear. Moander frequently lied, particularly when such prevarications caused great emotional distress in its victims.

The Darkbringer sought to control every aspect of its worshipers' lives, viewing them only as puppets. It sought to corrupt and destroy all who didn't bow down before it. Moander was most commonly depicted as a huge mass of vaguely humanoid-shaped rotting vegetation and carrion covered in tendrils that ended in fanged maws that babbled in an endless cacophony of a thousand disparate voices chanting the god's name or in swirling gray-and-white eyes that stared blindly.

Moander was said to be able inflict disease, rot, and corruption on all it touched and to scour the ground over which it passed of all life, leaving nothing for the earth to renew itself with. It could overrun and consume those that angered it or implant within them a *seed of Moander* that caused them to rot from within while becoming a puppet of the god. It was even said to be able to take control of the minds of those who touched it and to raid their memories for knowledge or work their bodies for short periods of time against their wills.

## Mystryl

### **Greater Power of Limbo CN**

**Portfolio:** Magic, spells, the weave, wizards, spellcasters, energy, creativity, knowledge, invention, song, time, spring

**Titles:** The Lady of Mysteries, the Muse, the Mother of All Magic, Our Lady of Spells, the Hidden One

**Domain Name:** Limbo/Dweomertor

**Allies:** Selune, Tyche

**Foes:** Kozah, Moander

**Symbol:** A single blue-white star

**Wor. Align.:** Any

Mystryl (MISS-trihl) was the goddess of magic, spells, creativity, invention, and knowledge. She was said to have taught the first spellcaster of the Realms. All spells of all types were known to her when their creators constructed them, and her bountiful creative spirit was said to imbue all inventors, authors, songwriters, and artists. She was most venerated by wizards and those who used magic or magical items in their daily use. She was the goddess of the essential force that made all spellcasting possible. She provided and tended the Weave, the conduit that enabled mortal spellcasters and magical crafters to safely access the raw force that is magic.

Mystryl was depicted as a beautiful human female with rainbow-colored hair, radiant skin, and burning blue eyes. She wore simple, but elegant, blue-white robes of the finest heavy silk. At other times she was depicted as a vaguely female humanoid form composed entirely of prismatic-hued will-o'-wisps. She had ultimate control over all magic and could shape it to her will, casting as many spells or types of spells as she wished whenever she desired at whatever level of power or in whatever shape she chose. She couldn't be affected by less than the most powerful magics—which reached beyond the Weave to attempt to draw upon her very nature, the stuff of magic itself—unless she desired to be.

She could withdraw a being's access to the Weave and prevent it from using spells of any sort, and in an even harsher restriction she could also prevent a being from using any sort of magic whatsoever if she so decreed. These conditions persisted until she removed them. Mystryl could even deny deities access to the Weave, but she couldn't deny other gods the ability to grant their worshipers spells through prayer.

Mystryl was flirtatious and profound, flighty and persistent, light-hearted and deadly serious. Her moods and state-of-mind varied from moment to moment, but she generally tried to do what she thought was right. She seemed too trusting and innocent at times, and tended to overreact when she felt she had been tricked. She distrusted but didn't hate Shar, who had sought to seize control over her for centuries, and she also rebelled occasionally against the good-intentioned suggestions of Selune, who she regarded as smotheringly maternal at times. Kozah and Moander, who seemed always intent on ruining that which she created or inspired, were her mortal enemies.

## Selûne

### **Greater Power of Ysgard CG**

**Portfolio:** Moon, moonlight, stars, dreams, purity, beauty, love, marriage, navigation, navigators, tracking, wanderers, seekers, diviners, good and neutral lycanthropes, autumn

**Titles:** Our Lady of Silver, the Moonmaiden, the Night White Lady, She Who Guides, Elah

**Domain Name:** Ysgard/Gates of the Moon

**Allies:** Jannath, Mystryl, Tyche

**Foes:** Kozah, Moander, Shar, Targus

**Symbol:** Two darkly beautiful human female eyes surrounded by a circle of seven silver stars

**Wor. Align.:** LG, NG, CG, LN, N, CN

Selune (Seh-LOON-eh) oversaw connections and relationships, guided herdsmen to good pastures, blessed marriages and sent love into the lives of those who sought it, helped lost ships at sea and those lost in the wilderness, and ensured safe births. She sent visions to those who sought them for good ends and blessed all things that were beautiful for the joy of beauty. To be in her presence was to feel ultimate good, and she was slow to anger and forgiving of many of her worshipers' flaws. However, she was also protective and fierce in the face of evil, especially that embodied by Shar, and used her mystical *moon-blades* and the *Wand of the Four Moons* in her eternal struggle against evil. Magic of any sort could streak from her presence as moonbeams, her words banished evil creatures from her presence or from existence, and anyone in her vicinity was said to feel the protection she radiated against the forces of evil and darkness.

She was depicted in religious art as everything from a female face on a lunar disk to a dusky-hued, long-limbed woman with wide, radiant, lime-green eyes and knee-length tresses of ivory white hair to a ghostly, lithe form with dark hair and eyes and robes of white that trailed moon motes. At other times, she was shown as a fair but matronly woman of middling years whose dark hair was streaked with gray. However she was depicted, she constantly glowed with a faint blue-white moonlight whenever her surroundings were dark.

Selûne's foe was the evil goddess Shar, and she battled her ceaselessly on many planes of existence, both through mortal worshipers and servitor creatures. The undying enmity between the two goddesses predated the existence of all other Faerûnian deities. The enmity between Shar and Selune carried into their priesthoods, such that open battle often occurred when followers of each faith met.

Selune was a caring and quietly mystical power who had been saddened by events millennia old. While she was normally calm and placid, her war with Shar was fierce, with neither side giving or receiving quarter. She was at times effervescently joyful and active, at others maternal, quiet, and almost poetic, and at yet others warlike and fierce, showing little mercy to her foes.

Selûne was served by the Shards, a group of shining female servitors. The Shards could grow wings or banish them as they desired and had long, flowing blue hair and pearly-white skin. (They were in reality planetars.)

## **Shar**

### **Greater Power of the Gray Waste NE**

**Portfolio:** Dark, night, hatred, loss, forgetfulness, sleep, nightmares, illusions, lies, trickery, unrevealed secrets, hiding places, betrayal, treachery, seduction, thieves, thievery, murder, winter

**Titles:** Mistress of the Night, the Lady of Loss, Nightsinger, the Unseen Lady, the Dark Traitor, the Shadowy Seductress

**Domain Name:** Niflheim/Palace of Loss

**Allies:** Jergal, Kozah, Moander, Targus

**Foes:** Amaunator, Selûne, Tyche

**Symbol:** A glistening purple eye outlined in black with a black pupil or a cowled hunting cloak of unadorned black stretched out flat

**Wor. Align.:** Any, but mainly evil

Hatred and loss were the nature of Shar (SHAHR). She was a deeply twisted and perverse being of ineffable evil and endless petty hatred and jealousy. She ruled over pains hidden but not forgotten, bitterness carefully nurtured away from the light and from others, and quiet revenge for any slight, no matter how old. She had dominion over treachery, lies, illusions, thievery, and seduction. In her philosophy, the ends always justified the means. She reveled in the concealed, in that which is hidden, never to be revealed. She could always clearly perceive every being, object, and act performed within darkness.

In temples, representations of the goddess were either a huge female eye of solid purple with a large black pupil or paintings of a beautiful human with purple or black skin and long, raven-black hair wearing a cowled cloak that merges into any shadows and darkness present. She smiled coldly and her large eyes had black pupils and were otherwise solid purple.

Illusions of all sorts were said to be hers to command at a whim. Her singing voice was said to make those who heard it stand lost in hopelessness or willingly do whatever she instructed.

Her eyes could spit forth magics that harmed or healed, and her touch could bring brief forgetfulness and solace or total loss of memory. She created darkness with a thought, and always moved in carefully sculpted shadows. Her kiss brought instant death or lifelong servitude to her cause.

Shar was a schemer and manipulator. Her philosophies made Moander and Kozah easy compatriots for her schemes, and Targus was hopelessly smitten by her beauty and thus easily led to whatever action she wished him to take.

She was the mortal enemy of Selûne and battled her ceaselessly. The undying enmity between the two goddesses is older than recorded time, and neither deity would forgive or forget. Shar disliked Amaunator intensely for both the light he brought and his unyielding nature.

## **Targus**

### **Greater Power of Limbo CN**

**Portfolio:** War, skill-at-arms, duels, berserkers, plunder

**Titles:** The Reaver, Master of All Weapons, Lord of War

**Domain Name:** Limbo/Battle Garde

**Allies:** Shar

**Foes:** Moander

**Symbol:** A five-armed tentacus (a pinwheel of five black, snaky arms spinning counterclockwise, each arm ending in an identical sword)

**Wor. Align.:** Any

Targus (TAR-guhs) was the god of war. He was associated more with the rampaging destruction and plundering of war than tactics, strategies, or armies. He was a fierce figure of random and lawless carnage, but his destruction was more mindless than of evil intent. The Reaver was linked with the mad bloodlust that overtook warriors, resulting in horrifying butchery.

In religious art, Targus was depicted as a rugged-looking, scarred, half-naked giant of a man wielding a different weapon in each of five or more hands. He wore a scarlet cloak made of the blood of his foes, and he was often shown recently wading through a blood-red sea-again, the blood of his slain enemies.

Targus was said to personally scorn the use of armor (though he didn't care if his priests wore it) and admired those who gave in to a hearty battle-lust and let themselves be carried away to become one with the essence of battle, the cut and thrust of the fray. Once set upon a path of action, he was difficult to dissuade, especially if it involved violence. He angered quickly, but cooled down from an emotional boil very rapidly also. He was feared for the damage he can do and the uncontrolled nature of his fury. He was the master of all weapons, dealing the most potent damage with any weapon he wielded in his hands and striking unerringly, but he preferred to encounter foes with his mystical scimitars.

Targus was repulsed by the corruption and the lack of purity of purpose in Moander. He was totally in smitten with Shar, who he believed to be the most beautiful and gracious being to have ever existed.

He would hear no word spoken against her, even when all logic dictated otherwise. While Selûne considered him an enemy because he sided with Shar in most matters, Targus considered Selûne too beautiful in spirit and self to hate, though Shar worked on him constantly to finally firmly turn against her.

## Tyche

### **Lesser Power of Arborea N**

**Portfolio:** Fortune, luck, fate, misfortune, accidents, accountability, adventurers, explorers, traders, trade

**Titles:** Lady Fate, Lady Doom, the Lady Who Smiles, Kismet

**Domain Name:** Olympus/Olympus

**Allies:** Jannath, Jergal, Mystryl, Selûne

**Foes:** Kozah, Moander, Shar

**Symbol:** A shining disk of silver bearing a red five-pointed star on its front and a red triangle on its back

**Wor. Align.:** Any

Tyche (TIE-key) was the goddess of fate, luck, victory and fortune. Since she governed both the good and bad things that happened in life, she was praised as well as placated by her worshippers, many of whom were more afraid of her allowing them to have misfortunes befall them than intent upon coaxing her to bless them with luck. She was seen as a fickle power, easily distracted and restless in her pursuits.

Tyche was depicted as a tall woman with a willowy build, long, lustrous, pale-blonde hair, and a proclivity for clinging gowns in luxurious fabrics. She had deep blue-green eyes flecked with gold and favored the colors purple and silver in her dress. She was said to move constantly and restlessly, but with a graceful sensuousness. She was headstrong and willful, always proclaiming her way to be the best way, and was quick to anger and to calm again.

Her voice was said to be as soothing as the purr of a cat when she was pleased and as harsh as a screeching bird when she was angered; it was also said that if she wished, all within miles or only the one being she desired could hear her voice. She was usually playful, but not normally vengeful or malicious; however, she was both when she felt she had been slighted or that someone had done a great wrong.

Her gaze was said to inspire males with lust and to make anyone who met her eyes desire to obey her every whim. Those who refused her advances were said to be cursed with ill luck until they redeemed themselves to her. Her word or gaze could bring misfortune, accidents, an inability to successfully strike enemies, manic behavior, madness, a berserk rage, or great fortune, the inability to miss one's enemies in battle, elation and strength, and great blessings. Attacks directed at her always missed or back fired upon those who attempted them, and events always conspired so as to most favor her actions.

She liked a good joke and was known to play an occasional practical joke on some of the more straight-laced deities. She had romanced several deities in the past, including Jergal and Targus. After boring of Targus, she began toying with the idea of pursuing Amaunator, who seemed a more daunting target because of his aloofness and stuffiness.

She enjoyed merriment and festive occasions and rumors existed that she visited gaming halls, festhalls, and noble parties and festivals. She was always invited and welcomed formally in the opening speeches or ceremonies of formal functions (such as marriages and coronations), contests of sport or martial prowess, and at the naming ceremonies of children. If she was not so invited, she could take offense and wreak endless misfortune upon those involved.



## Section 12: Cantra's

### Cantra's

#### **Blank (Illusion/Phantasm)**

Range: 0

Duration: 1 hour per level

Area of Effect: Book touched

Components: V, S

Casting Time: 1

Saving Throw: None

This cantra covers the print on the pages of a book and replaces it with the illusion of blank pages. For the blank pages to be convincing, the pages in the book must be seen by the caster during the casting, otherwise the blank pages might not match up with the real ones. Also, individual pages may not be blanked. This is an all or nothing spell. The caster concentrates on blankness while passing her left hand over the book and muttering the proper words. Katrine developed this one, to her master's chagrin, while she was still an apprentice.

#### **Boil Water (Evocation)**

Range: 1 foot

Duration: Permanent

Area of Effect: One container

Components: V, S

Casting Time: 1 turn

Saving Throw: None

With this cantra, the wizard can heat the water (or water-based liquid) in a container of up to a quart to boiling. The wizard must concentrate on the container during the entire casting. The cantra is used mainly by herbalists, who use it to create poultices and draughts quickly.

#### **Bugger (Conjuration/Summoning, Illusion/Phantasm)**

Range: 30 feet

Duration: Instantaneous

Area of Effect: Special

Components: V, S

Casting Time: 1

Saving Throw: Negates

The wizard creates a number of small bugs equal to his level. In the illusionist's case, these bugs are only illusionary, but with the conjurer, they are real. If they are made to appear within the pockets (or open orifice) of an individual, a saving throw versus spell may apply to negate the cantra's effects.

### Clean (Alteration)

Range: 0  
Duration: Instantaneous  
Area of Effect: 10'10'10 foot pile of cloth touched  
Components: V  
Casting Time: 1  
Saving Throw: None

This spell removes all small particles from most cloths instantly. All that is required is that the caster touch the pile of cloths and mutter the short verbal component.

### Compass (Divination)

Range: 0  
Duration: 1d6 seconds  
Area of Effect: Special  
Components: V, M  
Casting Time: 4  
Saving Throw: None

This cantra causes a glowing arrow to appear in the cupped palm of the wizard. It is a light green in color, and wavers around in the general direction of north. The spell will work underground, as well as at sea, and is not affected by a lodestone, but it is only exactly right about 25% of the time and may sometimes be completely off (10% chance). The material component is a sliver of iron.

### Count (Divination)

Range: 0  
Duration: Permanent  
Area of Effect: 1 yard per level cube touched  
Components: V, S  
Casting Time: 1 minute  
Saving Throw: None

Count verbally announces the number of objects in the specified area (with a minimum of one cube yard), like grains of sand or pieces of silver. Count can count 10level+1 things, i.e., a 1<sup>st</sup>-level wizard can count 100 things, a 2<sup>nd</sup>-level one 1000 things, a 3<sup>rd</sup>-level one 10,000 things, and so on.

### Dispel Cantra (Abjuration)

Range: 30 yards  
Duration: Instantaneous  
Area of Effect: Cantra's or 15' radius  
Components: V, S  
Casting Time: 1  
Saving Throw: None

This spell similar to dispel magic is only useful at dispelling cantra's.

### Ferment Grape (Evocation)

Range: 0  
Duration: Permanent  
Area of Effect: One grape  
Components: S  
Casting Time: 1  
Saving Throw: None

By use of this spell an apprentice can convert the contents of a grape into fermented wine. It will not change the skin of the grape, so it will keep its shape. This spell is mostly used by apprentices tired of the same old food from teachers who do not approve of alcohol, but it could also be good in an emergency for use against alcohol-sensitive monsters.

### Firefinger (Evocation)

Range: 0  
Duration: Instantaneous  
Area of Effect: The wizard's finger  
Components: V, M  
Casting Time: 1  
Saving Throw: None

When cast, the firefinger cantra causes flame to spurt several inches from the wizard's outstretched finger. Combustibles will be ignited by the flame if they are dry. The material component is pitch, which must be rubbed on the finger prior to casting.

### Impersonation (Illusion)

Range: 0  
Duration: 1 round  
Area of Effect: The caster  
Components: V, S, M  
Casting Time: 1  
Saving Throw: None

This cantra allows the wizard to impersonate any speaker with nearly perfect ability. The wizard can only speak in languages he knows, and must possess a small item recently in close proximity to the original speaker (for example, an article of clothing). The wizard's audience will probably be greatly amused if they can see who is speaking, or completely fooled if not. The material component is a mirror, which is consumed in the casting.

### Insect Missile (Evocation)

Range: 1 yard + 1 yard per 3 levels  
Duration: Instantaneous  
Area of Effect: Special  
Components: S  
Casting Time: 1  
Saving Throw: Special

This cantra is a weaker version of magic missile. Casting generates one missile plus one per level. Each is sufficient to kill creatures typically affected by an exterminate cantra; i.e., those that normally have zero hit points. Ten mini missiles will inflict 1 point of damage if a saving throw versus spell is failed.

### Invisible Scribe (Conjuration/Summoning)

Range: 3 feet  
Duration: Concentration  
Area of Effect: Special  
Components: V, S, M  
Casting Time: 4  
Saving Throw: None

By casting this cantra, the wizard brings into existence a field of force able to write on normal materials with a quill pen. The wizard must sit quietly for the duration of the writing, and simply speaks what is to be written. The invisible scribe writes in a handwriting vaguely like the wizard's in any language the wizard knows how to read. It is fairly slow. The material component for the spell is ink, which is consumed in the casting.

### Jamye's Appearing Ink (Alteration)

#### Reversible

Range: 0  
Duration: Special  
Area of Effect: Special  
Components: V  
Casting Time: 1  
Saving Throw: None

This cantra turns a small amount of ink (up to one pint) into water. The ink remains clear and colorless until it dries, at which time it reverts to its normal state. The reverse, Jamye's disappearing ink, turns up to a pint of water into an inky liquid that evaporates like water, leaving no trace when it dries.

### Katrine's Mirth (Illusion/Phantasm)

Range: 20 yards  
Duration: Instantaneous  
Area of Effect: 100 yards  
Components: S  
Casting Time: 1  
Saving Throw: None

This cantra causes a high-pitched, girlish giggle to come into existence somewhere within 20 yards of the caster. The caster controls where it will sound. It only lasts for a second or two, and requires the caster to point at the location.

### Katrine's Quick Makeover (Conjuration/Summoning)

#### Reversible

Range: 0  
Duration: Instantaneous  
Area of Effect: Person touched  
Components: V, S, M  
Casting Time: 1  
Saving Throw: None

This spell arranges the target's hair, cleans the face and skin, applies some minimal amounts of make-up, sprays the target with any desired perfumes, fixes the target's clothing or minor bits of apparel, etc. The spell cannot dress the target. The caster must have all the objects needed to perform these operations on hand (make-up, perfumes, bits of apparel, etc.) and must mime the initial actions desired while muttering the appropriate arcane words. It doesn't have to be a great mime, however. Upon casting the spell, the desired objects begin flying around the target and fixing her up. This spell applies equally well to males as to females, and can be reversed to muss the target up (Katrine's quick muss). For either use, the target must be willing.

### Know Quality (Divination)

Range: 0  
Duration: Permanent  
Area of Effect: Equivalent of one bottle or less  
Components: S, M  
Casting Time: 1  
Saving Throw: None

By casting this spell, an apprentice or wizard is able to tell what quality of wine or champagne he is drinking. This spell will let the caster know by quickly flashing a color, on the surface of the drink, corresponding to the level of quality. It will also warn of possible spoilage (but not of poison). The color black means poor or bad quality. Blue means good or average quality. A light blue means very good and white means excellent. If the flash is black and red, the wine is spoilt.

This spell was developed by apprentices who were tired of getting poor-quality wines for dinner. They also didn't want to keep being ripped off in pubs. The material component for this spell is a white feather.

### Know Vintage (Divination)

Range: 0  
Duration: Permanent  
Area of Effect: Equivalent of one bottle or less

Components: S, M  
Casting Time: 1  
Saving Throw: None

By use of this spell, an apprentice or wizard is able to tell the vintage (year) of one single bottle of wine or champagne. It is also possible to tell, with a 10% chance of failure, the vineyard or winery where the wine came from. This spell is very useful for those who are not sure about a particular bottle of wine. A small drop of wine from the bottle is necessary to cast the spell.

### Mend (Alteration)

Range: 0  
Duration: Instantaneous  
Area of Effect: Piece of cloth touched

Components: V  
Casting Time: 1  
Saving Throw: None

This spell rejoins parted fabric, whether it was torn, cut, ripped, or shredded. It does not affect leather, nor will it affect a tear that has been subsequently altered significantly (sewn to something else, or hemmed). The caster must touch the cloth pieces while muttering arcane words.

### Narek's Shears (Alteration) *Reversible*

Range: 0  
Duration: Concentration  
Area of Effect: One target

Components: V, S  
Casting Time: 2  
Saving Throw: Negates

Narek's shears causes hair, fur, or fur-like growth on the target to shorten by up to an inch, possibly causing it to disappear. Its effect on nearly bare skin is to completely prevent growth for 2 days. The reverse of this spell, augmented hairiness, causes hair or fur to thicken and lengthen by up to two inches. This increase is permanent until the hair is trimmed or cut. Neither form affects rugs, furs, or any other hair or fur not on a living body. Unwilling targets get a saving throw versus spell.

### Narin's Mask (Illusion)

Range: 0  
Duration: 10 minutes  
Area of Effect: The caster

Components: V, M  
Casting Time: 3  
Saving Throw: Special

This spell causes others to not see the details of the wizard's face. Anyone paying attention to the wizard is entitled to a saving throw versus spell. If the saving throw succeeds, they realise that they cannot discern some detail in the wizard's face; careful attention will then negate the spell. A dispel illusion will cancel the spell entirely. The material component of this spell is a blindfold.

### Notice (Enchantment/Charm)

Range: 0  
Duration: Concentration  
Area of Effect: The caster

Components: V  
Casting Time: 1 round  
Saving Throw: None

With this cantra, the wizard can put himself into a trance-like state in which he is highly aware of the details of his surroundings. For the duration of the trance, the wizard is at +2 perception (or +4 if there is something particular he is looking for), but cannot take any actions. Also, he loses any Dexterity bonus to Armour Class and takes a further -2 penalty, and is likely to ignore most attempts at communicating with him. The wizard can break the trance at any time, and can do so in response to a remark he "didn't hear", an impending attack, or whatever - it is assumed that his subconscious will snap him out if really necessary.

### Pitch (Evocation)

Range: 0  
Duration: 2 rounds  
Area of Effect: The caster

Components: V  
Casting Time: 1  
Saving Throw: None

This cantra sounds a perfectly-tuned note from out of nowhere. The note is centred on the wizard, and can be heard from a distance of 20 feet. Things that block normal noise (walls, curtains, silence, 15-foot radius, etc.) block this as well.

This spell is useful for tuning instruments "by ear", or with the help of a tune cantra. It is also slightly disturbing to those around the wizard, as any single note would be if held out for two rounds.

To cast this cantra, the bard must speak out loud the name of the note he wishes to hear, such as "middle C", "B flat", or "quarter-step above the first F sharp above high C".

### Protection from Sun (Abjuration) *Reversible*

Range: 0  
Duration: 3 hours + 1 hour per level  
Area of Effect: Person touched

Components: V, M  
Casting Time: 2  
Saving Throw: None

This cantra protects the target from suffering sunburn even under very adverse conditions. It does not protect against sun stroke, snow-blindness, or heat exhaustion. The reverse of the spell, tan, allows the target to get a nice tan by staying in the sun for only an hour or so in any climate and on all but the cloudiest days. The material component is a small amount of coconut milk, which the wizard must rub on a patch of bare skin.

### Remove (Alteration)

Range: 0  
Duration: Permanent  
Area of Effect: 1-yard per level cube touched

Components: V, S  
Casting Time: 1 minute  
Saving Throw: None

Like sort, remove can remove a number of things from a pile of things. The objects removed are not gone, but placed on a pile adjacent to the original pile. This cantra has the same restrictions and capacities as sort (q.v.).

### Restore (Alteration)

Range: 0  
Duration: Instantaneous  
Area of Effect: Piece of clothing touched

Components: V  
Casting Time: 1  
Saving Throw: None

This spell regenerates worn out cloth, returning it to its original strength and texture. Faded jeans, for example, would unfade. Any holes in the cloth must be fixed first, however, for it will not fix anything worse than wear and rubbing. The caster must touch the article of clothing while muttering the appropriate words.

### Sanh's Harmless Ray of Light (Evocation)

Range: 6 yards + 1 yard per level  
Duration: One second  
Area of Effect: One creature

Components: V, S  
Casting Time: 1  
Saving Throw: Special

When cast, a ray of light is emitted from the wizard's index finger, lasting about a second. The color is up to the wizard (sunlight cannot be duplicated, as the ray is monochromatic, like a laser). If aimed at a creature, a saving throw versus spell is required. If the saving throw succeeds, the ray missed. If it fails, the ray hits, inflicting no damage.

Only a critical failure (1) can result in any ill effect. In that case, the victim was struck in the eyes, and is dazzled for 1d6 segments (-2 on all rolls). Of course, if the creature in question is blind, or immune to such attacks, there is no effect. At the DM's option, creatures particularly sensitive to light may be dazzled for a longer period of time. Note: while the spell is magical, the light generated is not, and therefore is not subject to magic resistance.

### Shoo (Abjuration)

Range: 0  
Duration: 1 hour per level  
Area of Effect: 30-foot radius

Components: V, S  
Casting Time: 1  
Saving Throw: None

This spell allows the wizard to "shoo" away annoying bugs and small pests.

### Silvadel's Magic Feather (Enchantment)

Range: 10 feet  
Duration: Concentration  
Area of Effect: One feather

Components: V, S, M  
Casting Time: 1  
Saving Throw: None

This spell simply allows the wizard to control a feather. This is very useful for writing things secretly, or for tickling someone. It is related to the unseen servant spell. The material component for this spell is a feather. It lasts until concentration is broken.

### Slap (Illusion/Phantasm)

Range: 10 feet  
Duration: Instantaneous  
Area of Effect: One creature

Components: V, S  
Casting Time: 1  
Saving Throw: Negates

The victim of this spell feels a forceful slap across the cheek. Creatures must save versus spell or lose concentration and be distracted for one round, dazed by the blow.

### Sobriety (Alteration)

Range: 0  
Duration: Special  
Area of Effect: Person touched

Components: V, S, M  
Casting Time: 2  
Saving Throw: Negates

Casting this cantra removes all effects of alcohol from the wizard or any one other person he touches. It also instantly cures hangovers. The material component is a fresh lemon, whose juice must be squeezed on the wizard's fingers before the casting. Unwilling targets are granted a saving throw versus spell. The duration of this cantra is permanent, until the subject gets drunk again. If the spell is cast on the wizard himself, a saving throw at -5 is required, since concentration is very difficult. The material component is a sip of alcoholic drink.

### Sort (Alteration)

Range: 0  
Duration: Permanent  
Area of Effect: 1-yard per level cube touched

Components: V, S  
Casting Time: 1 minute  
Saving Throw: None

This cantra separates the specified amount of any mixture of dry materials: salt and pepper, for example, or gold, platinum, and bronze. The cantra does not affect living things, and cannot be used to separate materials bound together, i.e., mortar, plaster or stone.

### Sparks (Evocation)

Range: 1d4 feet  
Duration: Instantaneous  
Area of Effect: A few square feet

Components: S  
Casting Time: 1  
Saving Throw: Special

When this cantra is cast, a shower of sparks sprays forth from the wizard's hand. These sparks are harmless unless cast in the presence of highly flammable or explosive substances. Creatures particularly susceptible to fire damage, such as trolls, may, at the DM's option, suffer a point of damage from the sparks. Such injury can be avoided with a successful saving throw versus breath weapon at +4.

### Stepping Stones (Evocation)

Range: 0  
Duration: 1 round per 4 levels  
Area of Effect: 4 spheres, 1-foot diameter each

Components: V, S  
Casting Time: 1  
Saving Throw: None

This cantra creates 4 spheres of force of approximately 1 foot in diameter. They can be placed anywhere within 20 feet of each other, and last approximately 1 round per 4 levels of the wizard. Combat of just about any sort will destroy these very useful discs, so they are not useful in combat. Furthermore, these disks cannot inflict any damage to anything, since they are made by a cantra.

### Stone (Conjuration/Summoning)

Range: 20 feet  
Duration: Instantaneous  
Area of Effect: One pebble

Components: V, S  
Casting Time: 3  
Saving Throw: Special

This cantra conjures up a small pebble in any desired location within 20 feet of the wizard. The verbal component is a short phrase describing the desired location ("in John's shoe", for example). If the pebble is to affect another creature in any way, as in the above example, a saving throw is permitted to resist the spell.

### Styrmann's Luminous Eyes (Alteration)

Range: 0  
Duration: 1 round  
Area of Effect: The caster

Components: S  
Casting Time: 1  
Saving Throw: None

This cantra causes the caster's eyes to become luminous (not a light source worth a damn, but pretty impressive).

### Taster's Choice (Illusion/Phantasm)

Range: 30 feet  
Duration: 1 round per level  
Area of Effect: One creature

Components: V, S  
Casting Time: 1  
Saving Throw: Negates

Under the influence of this cantra, an individual eating will taste whatever taste is desired.

### Tune (Alteration)

#### Reversible

Range: 0  
Duration: Instantaneous  
Area of Effect: 5-foot radius sphere

Components: V or M  
Casting Time: 1  
Saving Throw: None

With this cantra, the bard can bring one note of an instrument in tune with either a hummed note, the equivalent note played by a second instrument (in which case the component of the spell is that other instrument, which is obviously not consumed in the casting; what good would that do?), or the result of a preceding pitch cantra (q.v.). The one note will end up perfectly in tune with the reference note. As many instruments as are in the area of effect can be brought into tune at once.

A well-tuned instrument (with two or more tuned notes) has the effect of making the bard's songs more melodious and enjoyable; this has the game effects of reducing the saving throws of hostile creatures versus the bard's mood-altering story telling by 1, as well as making the bard's morale-boosting song affect the listeners for an additional 50% longer (i.e., one-and-a-half rounds per level) than it usually does.

Too many notes perfectly tuned on an instrument, however, will have a negative effect on other bards in the area, who will realise that the tuned instrument has been magically tampered with to sound so perfect. For each note above one that the instrument has been tuned, the hostile bard personally gets a +1 to his saving throw versus the playing bard's influencing reactions effects.

Although the tuning is instantaneous, the effects of the cantra last for a while. In perfect conditions (humidity on the low side, comfortable temperature, no rough handling), the instrument will stay tuned for a week. In less than perfect conditions (typical adventuring abuse, for example), the instrument will have to be re-tuned every day. If the instrument is taken apart for storage, such as flutes or other woodwinds are, the instrument will have to be re-tuned every time it is reassembled.

The reverse of this cantra, untune, causes one note of the specified instrument to become horribly out of tune. It also has the side effect of turning the wizard's hands a brilliant red for one turn after the cantra is cast, unfortunately.

### Tweak (Illusion/Phantasm)

Range: 10 feet  
Duration: Instantaneous  
Area of Effect: One creature

Components: V, S  
Casting Time: 1  
Saving Throw: Special

This cantra causes the victim to feel the sensation of being tweaked by an unseen forefinger and thumb. The portion of the body being tweaked must be seen by the wizard and be uncovered by armour.

The wizard must either save versus spell or make an Intelligence check (whichever is more difficult) to avoid losing concentration. Other intelligent, small and medium sized creatures must make the same saving throw or check, or be distracted for one round. The wizard must make a tweaking motion with his hand in order to affect the spell.

#### **Umbrella (Abjuration)**

Range: 0  
Duration: 1 hour per level  
Area of Effect: The caster

Components: V, S  
Casting Time: 1  
Saving Throw: None

As with all cantrips, this one can be very useful, but not very powerful. It manifests itself as a field of force that resembles an umbrella. It lasts for up to one hour per level of the wizard at most, but if the concentration of the wizard is broken for more than one round, it will fade away. It actually does have some form and is "worth" 6 HP, but only magical weapons will affect it.

#### **Unbutton (Alteration)**

*Reversible*

Range: 10 feet  
Duration: Instantaneous  
Area of Effect: One object

Components: V, S  
Casting Time: 1  
Saving Throw: None

By means of this cantrip, the caster can magically cause the object of the magic to unbutton itself. The reverse, button, buttons an object. A stronger spell in the works is power word, disrobe.

#### **Untie (Alteration)**

*Reversible*

Range: 10 feet  
Duration: Instantaneous  
Area of Effect: One object

Components: V, S  
Casting Time: 1  
Saving Throw: None

By means of this cantrip, the caster can magically cause the object of the magic - thread, string, cord, rope - to untie itself. The reverse, tie, ties an object. A stronger spell in the works is power word, disrobe.

#### **Vision (Alteration)**

Range: 0  
Duration: 1 turn  
Area of Effect: The caster

Components: V, S  
Casting Time: 1  
Saving Throw: None

This cantrip allows the wizard to see things in the distance up to three times better for the duration of this spell. It also allows him to see things more clearly as they appear to be only one third of the distance away. It does, however, cause some problems when trying to see things close-up. The spell's duration may be ended at any time.

#### **Wash (Invocation/Evocation)**

Range: 0  
Duration: Instantaneous  
Area of Effect: One 10'10'10 foot cube

Components: V, S  
Casting Time: 1  
Saving Throw: None

This spell removes dirt from all smooth surfaces in the area of effect. This includes skin, dishes, and stone walls, but not wood (unless highly polished), a dirt floor, etc. The caster sweeps her arm in a wide arc while muttering the arcane phrase.



## **Section 13: High Level Rules**

The abilities listed in the High Level Rules Handbook are available at the appropriate levels if the prerequisites can be met.