

a spell that normally can affect others such as a thrown spell or a touch spell. The magic of a potion only affects the drinker.

The spells that can be stored in potion form are: *Missile Deflection*, *Mist Form*, *Claws*, *Heightened Senses*, all *Celerity* spells, *Hands of the Spider*, *Lionheart*, *Speak With Animals*, *Animal Medicine*, *Greater Senses*, all *Totem* spells, *Charm Animal*, *Morph*, *Regeneration*, all *Heal* spells, *Slow Taint*, *Immunity to Pain*, *Refresh*, *Purge Taint*, *Greater Immunity to Pain*, *Rejuvenate*, *Restore Flesh*, *Resuscitation*, *Accelerated Healing*, *Armor*, *Greater Armor*, *Aura of Fire*, *Awaken*, *Comprehend Languages*, *Truthspeak*, *Concentration*, *Forget*, *Sleep*, *Mind Balm*, *Insanity*, *Geas*, *Oracle*, all *Barkskin* spells, *Salve*, *Speak With Plants*, *Herbalism*, *Treeform*, *Curative*, *Nature's Vision*, *Turn Wood*, *Doublesteps*, *Mask of Death*, *Speak With Dead*, *Undead Limb*, *Spirit Form*, *Rite of Life from Death*, *Swim*, *Poison*, all *Protection* spells, all *Elemental Immunity* spells, all *Embody* spells, all *Invisibility* spells.

Any spell may be made into a scroll.

First, the number of scrolls or potions a character may create per event day is determined by the character's *Magic Research* skill level. The character may create one potion or scroll equal to his or her current level or create multiple items of lower level. For example, at level 3, the character may create one 3rd level scroll or one 2nd level scroll and one 1st level scroll or three 1st level scrolls.

Second, the player must spend game money to make a scroll or potion to cover the cost of time and materials. The cost depends on the level of the spell to be stored:

—1st through 3rd spells cost the level x 3 crowns for scrolls or level x 5 crowns for potions

—4th through 7th spells cost the level x 5 crowns for scrolls or level x 10 crowns for potions

—8th through 10th spells cost the level x 10 crowns for scrolls or level x 20 crowns for potions

—11th through 16th spells cost the level x 20 crowns for scrolls or level x 30 crowns for potions

—17th through 20th level cost the level x 30 crowns for scrolls or level x 50 crowns for potions.

Finally, the player must expend Magic Points as per casting the spells to be scribed or brewed. A 1st level scroll or potion requires 1 MP to make. A 2nd level scroll or potion requires 2 MPs to make. A 3rd level scroll or potion requires 3 MPs to make and so on.

Once a scroll or potion is made, the Elder gives the player an Item Writ. The writ represents the made scroll or potion. For a scroll, the writ must be attached to a piece of plain or parchment paper on which the spell's name, full incantation, and invocation line have been written. For a potion, the writ must be attached to a small water bottle; water with a little food coloring may be used to represent the potion. Scrolls and potions are transferable items.

To use a scroll, the user must be of the discipline *Rule of Knowledge* or have the skill *Read Magic*. The spell's incantation and invocation lines must be read as if the spell were being cast normally. Though a spell's incantation and invocation are written upon a scroll, the words simply represent stored magic. Reading the scroll releases the magic. Therefore, the spell on a scroll cannot be copied into a caster's spellbook. The writ and scroll must be destroyed once the scroll is used.

To use a potion, the contents of the bottle must be consumed; the player may pretend to drink the potion and dump the bottle out. The writ must be destroyed after the potion is used.

If at any time the scroll or potion is damaged before use, then the magic of the item is ruined and the writs must be destroyed. The first level Water spell *Cleanse Water* will destroy a potion. A *Dispel Magic* greater than the level of the stored spell will destroy a scroll or potion; however, the *Dispel Magic* must be delivered via touch.

To create a magic item, the caster must gather together several materials and present them to an Elder.

First, he or she must have an item of at least fine quality made by the *Artisan* skill. A 1st through 3rd level item must be of *fine quality*. A 4th

through 7th level item must be of *superior quality*. And an 8th or greater item must be of *mythic quality*. The item can be a ring, a staff, an amulet, or some appropriate object. If the caster wishes the item to be a weapon or armor, the object must be made by a person with *Artisan* and *Armorsmithing* or *Weaponsmithing* of the appropriate levels.

Second, the caster must have enough game money to cover the cost of enchanting the item. Items may be enchanted permanently, meaning the spell's magic is always on or always usable. To enchant an item permanently costs the level of the spell times 500 crowns. On the other hand, items may be enchanted with a certain number of uses per day. To enchant an item with charges costs the level of the spell times 100 crowns for one charge per day; for each additional charge, the cost is the spell level times 50 crowns to a maximum of five charges per day. Depending on the usefulness and the power of the magic item, the Elder of the Realm may adjust the cost to use this skill.

The only spells that can be made permanent are: *Missile Deflection*, *Mist Form*, *Heightened Senses*, *Hands of the Spider*, *Invisibility to Animals*, *Lionheart*, *Speak With Animals*, *Animal Medicine*, *Greater Senses*, *Greater Medicine*, *Regeneration*, *Slow Taint*, *Immunity to Pain*, *Greater Immunity to Pain*, *Accelerated Healing*, *Comprehend Languages*, *Truthspeak*, *Concentration*, *Invisibility*, *Hallow Grove*, *Speak With Plants*, *Nature's Vision*, *Turn Wood*, *Doublesteps*, *Mask of Death*, *Invisibility to Undead*, *Spirit Form*, *Forbid*, all *Mnemonic* spells, all *Detect* spell, all *Protection* spells, all *Elemental Immunity* spells

Any spell can be made into an item with charges. Once the item is enchanted and the maximum number of charges is set, the caster can use the item until the charges are expended for the day. To recharge the item, the caster must use the fifth level Power spell *Hold Power*.

Creating a magic reservoir, an item to hold Magic Points, is similar to making a level 1 permanently enchanted item. The reservoir can be a staff, a wand, a ring, an amulet, a gem, or any appropriate item made by the *Artisan* skill. Once the item is made, a *Magic Research* of level 11 can make a *fine quality* reservoir to hold 10 MPs; a *Magic Research* of level 14 can make a *superior quality* reservoir to hold 20 MPs; a *Magic Research* of level 18 can make a *mythical quality* reservoir to hold 30 MPs.

Finally, the player must expend Magic Points per day of research. The MPs required is equal to the *Magic Research* level required to enchant the item. For example, a 1st level magic item requires a *Magic Research* skill of 11 and 11 MPs per day of enchantment.

The minimum time required to enchant the object is three events. Depending on the complexity of the item, the Elder may increase the necessary time. For every additional player with *Magic Ability* of similar level helping to make the item, the time required is reduced by an event to a minimum of one event.

Once an item is made, the Elder of the Realm will give the character an Item Card signifying the creation of the object; a prop will also be made for or by the player. An item created by *Magic Research* is transferable and can be taken from the character.

A magic item can be dispelled. A *Dispel Magic* of double the level of the item will destroy the item's enchantment; the *Dispel Magic* must be delivered via touch. Moreover, if an item were destroyed (physically broken), disastrous and unexpected results may occur. The Elder must determine the results of a broken magic item.

Beyond creating potions, scrolls, and items, *Magic Research* can be used to create a spell, the player must submit a proposal to the Elder of the Realm. The proposal must list the spell's name, level, range, area of effect, duration, material components, incantation, invocation, and description. Furthermore, the proposal should detail why the spell is necessary to the Realm. If the spell is approved, then the player may research the formula. The time, resources, and money required for research will be determined by the Elder. Generally, a new spell will require questing for special reagents and knowledge. Once the spell is created, the formula is considered a lost spell and only the creator initially gains the incantation.

Chapter Three

Mineral Lore (x1)

Mineral Lore gives the character knowledge about rocks, stones, minerals, crystals, and metals. The character can identify minerals, their properties, and any special uses. This skill does not allow the character to extract mineral poisons.

The higher the skill level, the more detailed the knowledge and the more the character will know. This skill requires the presence of an Elder.

- LEVEL ONE: knowledge of common non-magical minerals, common lore
- LEVEL THREE: knowledge of uncommon non-magical minerals, uncommon lore
- LEVEL FIVE: rare non-magical minerals, obscure lore
- LEVEL SIX: common magical minerals
- LEVEL EIGHT: uncommon magical minerals, rare lore
- LEVEL TEN: rare magical minerals, lost lore

Mistic Ability (x10/x10/x5)

This unique ability grants the character the ability to use the rituals of misticism, to understand the mysterious power of *ordainments* and *curses*, and to draw mythical influence from the Three Paths and Mists itself. Every time the player buys this ability, the character gains a level in mistical power. See Chapter Six on misticism and Chapter Seven on the realm of Archaea for more information.

Before buying *Mistic Ability*, the player must have some skill in *History*, *Legend Lore*, and *Magic Lore*. Furthermore, the character must have the skill *Mistic Lore*. The character's *Mistic Lore* skill level must equal or exceed the character's level in *Mistic Ability*. For example, the player may not buy *Mistic Ability 1* until he or she buys *Mistic Lore 1*.

The powers and effects granted by *Mistic Ability* must be carefully adjudicated by the Elder. Because of the nature of *Mistic Ability*, the Elder of the Realm must approve of any player-character taking this ability.

Mistic Lore (x5/x5/x3)

This skill gives the character knowledge about the Mists that surround the Realm, the Three Paths, mistics, and misticism (see Chapter Six). *Mistic Lore* grants the character some information about the nature of black and white misticism and the power of ordainments and curses. This skill also allows the character to identify mistical rituals by their evocation or resulting effects. This skill does not allow the character to work misticism.

The higher the skill level, the more detailed the knowledge and the more the character will know. This skill requires the presence of an Elder.

- LEVEL ONE: common lore, identify a level 1 ritual
- LEVEL THREE: uncommon lore, identify a level 3 ritual
- LEVEL FIVE: obscure lore, identify a level 5 ritual
- LEVEL SEVEN: rare lore, identify a level 7 ritual
- LEVEL TEN: lost lore, identify a level 10 or greater ritual, basic familiarity with the *Tongue of the Paths*

Music Lore (x1)

Music Lore grants the character knowledge about the history of music, musicians, and the legends and lore hidden in song and dance. *Music Lore* gives the character some skill in singing and performing. This skill also grants the character some ability to use and maintain musical instruments.

The higher the skill level, the more detailed the knowledge and the more the character will know. This skill requires the presence of an Elder.

- LEVEL ONE: common lore
- LEVEL THREE: uncommon lore
- LEVEL FIVE: obscure lore
- LEVEL SEVEN: rare lore
- LEVEL TEN: lost lore, basic familiarity in *Foolspeak*

Nautical Lore (x1)

This skill gives the character knowledge about sailing, ships, shipbuilding, navigation, trade routes, and other things related to life on the sea. This skill also gives the character some skill in swimming.

The higher the skill level, the more detailed the knowledge and the more the character will know. This skill requires the presence of an Elder.

- LEVEL ONE: common lore, ability to swim
- LEVEL THREE: uncommon lore
- LEVEL FIVE: obscure lore
- LEVEL SEVEN: rare lore
- LEVEL TEN: lost lore

New Armor Proficiency (—/x5/x10)

This skill allows the character to gain the use of additional armor types. Armor is arranged in sequence according to their protective value. The sequence, as detailed in Chapter Four, is as follows: Leather, Ring Mail or Studded, Metal Scale or Brigandine, Chain Mail, Banded or Splint Armor, and Plate Armor.

New Armor Proficiencies must be bought in sequence. Therefore, the first new armor costs the cost multiplier times 1. The second new armor costs the cost multiplier times 2. The third new armor costs the cost multiplier times 3 and so on.

For example, a character of the Rule of Skill, who automatically gains the ability to wear up to Scale, wishes to wear Plate Armor. He or she must buy *New Armor Proficiency* three times—once to move up to Chain Mail for 5 points, again to move up to Banded for 10 points, and again to move up to Plate Armor for 15 points.

New Shield Proficiency (—/x5/x10)

This skill allows the character to gain the use of additional shield types. Shields are arranged in sequence according to their size: Target, Small, Medium, Large/Tower.

New Shield Proficiencies must be bought in sequence. Therefore, the first new shield costs the cost multiplier times 1. The second new shield costs the cost multiplier times 2. The third new shield costs the cost multiplier times 3 and so on.

For example, a character of Rule of Skill, who begins with proficiency in Target and Small shields, wants to use a Tower shield. He or she must buy *New Shield Proficiency* twice—once to get Medium shields for 5 points, and again for Large/Tower shields for 10 points.

New Weapon Proficiency (—/x5/x10)

This skill allows the character to gain the use of an additional weapon outside of what he or she normally, by Discipline, is allowed to use. A *New Weapon Proficiency* must be bought for each specific weapon the player wishes to use such as a bow, crossbow, spear, javelin, Critical axe, Mortal sword, or polearm. The first new weapon costs the cost multiplier times