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ENCYCLOPEDIA
ARCANE

COMPONENTS AND FOCI

THE MATERIALS OF MAGIC

Adrian Bott

Encyclopaedia Arcane Components & Foci

Adrian Bott

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INTRODUCTION

ENCYCLOPAEDIA ARCANAE

Everybody knows the scene; we have been there a thousand times. The wizard's laboratory is utterly familiar. On the shelves, row after row of glass jars filled with murky fluid house misshapen tenants not quite recognisable enough to identify but familiar enough to cause disturbing thoughts. Drawers contain odds and ends garnered over decades of work and not so much as an afternoon of tidying up. Boxes are stuffed with protruding knick-knacks, some byzantine, some arabesque, some wholly unidentifiable, some oddly mundane. Skulls of strange creatures lurk on the tops of bookshelves, gathering dust. Torn-open packets of herbs and incenses, partly used, are crammed together in cubbyholes. On the desktop, scales are used to weigh heaps of glittering dust; priceless jewels are turned into harlequin powders.

What is it all for? Why this abundance of impedimenta, the curious, the dried-up, the priceless and the revolting? Why does arcane magic – and some portion of the divine – so often depend upon the use of odd bits of this and that? When hags cackled over their eye of newt and toe of dog, did they for one moment stop to consider why it was that eye of newt should be necessary? These questions will all be answered within these pages.

Magic is not entirely a science, but it does work on principles. The choice of material components for a given spell can now be shown not to be a pointless piece of arbitrary restriction, there to make spells harder to cast, nor a definite and unalterable requirement but instead a time-honoured way of achieving a given effect. When the principles underlying magic are understood, more variables enter the equation. The more you know, the more you can change. The more you can change, the more you can craft spells to your own liking.

Components and Foci – The Materials of Magic is another volume in the Encyclopaedia Arcane series, focusing on libraries and the tomes within them, both mundane and mystical. Designed for easy integration with any fantasy-based D20 games system, the Encyclopaedia Arcane series does far more than merely introduce new spells or items to extend existing magic-using character classes. Instead, each book covers wholly new forms of magic or details aspects of magic-using characters' lives in extensive detail, adding fresh dimensions to campaigns. Such information is not intended solely for the Games Master to use in association with non-player characters, however. Each book of the Encyclopaedia Arcane gives full details for players themselves to try the new systems presented, along with plenty of information to aid the Games Master in the introduction of each book into his campaign.

COMPONENTS AND FOCI – THE MATERIALS OF MAGIC

This volume presents the first ever serious study of the long-neglected questions of why material components are used in spells, what logic governs their use and whether or not it is possible to change them. We look at the typical components used in arcane spells and outline the key principles on which they work. An exhaustive treatment of the standard arcane spells is then provided which will inject new life and creativity into spellcasting. By daring to challenge the wisdom of the ages and use their own home-brewed recipes rather than keeping slavishly to the old ones, players may gain hitherto inaccessible levels of spell potency. Beware, however, for there is a price; he who presumes to tamper with magic must be very sure of himself, or he will cause an imbalance in the arcane forces and he will be the first to suffer for it. Even the slightest error can cause a side effect. While some of these are relatively harmless, others can cause disfigurement, crippling injury or even death. To the courageous mages who are willing to read on, this is a risk well worth taking.

The botanica sat at the end of the bustling street, squatting across the junction like a bloated toad.

Cardus of Melnap, component finder extraordinary, grinned in self satisfaction. He had travelled long and hard to find this treasure trove and now here it was. Even from the end of the street he could tell that it was practically overflowing with items, some of which seemed to literally be spilling out into the street.

Cardus approached, pausing to fish out the scroll upon which was listed the requirements of his current employer, a personage of such stature that his anonymity was considered as important as the list itself. He glanced down. The ground mica would probably cause the greatest difficulty, although griffon droppings could also prove problematic. Finding a character prepared to jam his hand where required would not be easy, however, as his master often stated, freshness is everything.

Having continued on his way during these meanderings, Cardus found himself in the doorway of the botanica. Instantly his nose encountered a completely fresh atmosphere, one sated with incense, yet so many different smells that even Cardus' trained nostrils were found wanting. Oh well, he reasoned, at least it meant there was plenty in stock.

'Greetings of the day, young sir,' said a friendly voice, seemingly unattached to any particular physical form.

Cardus looked around, finally managing to pick up a squat shape in amongst the tables and shelves. The man he saw looked very much like the human form of his own shop. It was a comparison that tickled Cardus, who fancied himself something of a wordsmith.

'Can I be of service, young sir?' asked the botanicaris, clearly not offended by Cardus' silence.

'Oh, I'm sorry,' stumbled Cardus, his private reverie broken. 'I am here to purchase certain extraordinary components.'

'Quite so, young sir. We rarely get visitors with other intentions. It seems that you have come some way.'

'West of the Balutians,' Cardus offered, fascinated by the botanicaris' raiment. He seemed to have acquired clothing from a dozen lands, mixed haphazardly about his person. Most interesting was the jewelled fez on his head, which sparkled even in the murky light of the shop.

'A mighty peregrination, young sir. Your needs must be considerable.'

Instinctively, Cardus extended his hand and passed over the scroll. Apart from the required items it was blank, and as such would not compromise his master.

'Fresh griffon droppings, eh?' muttered the botanicaris, stifling a chuckle.

'Will that be a difficulty?' asked Cardus, expecting the worst.

'Hmm...I think we can sort you out, young sir,' smiled the little man agreeably.

Cardus spluttered a grateful response, but found himself talking to the back of the botanicaris, who had vanished into the depths of his store.

'Guess I'll make myself at home then,' said Cardus to nobody in particular, and he proceeded to poke around the shop, finding himself enthralled by the sheer variety of objects scattered chaotically about. He wondered if the botanicaris could find half of this stuff himself.

An hour had passed and Cardus still felt that he had hardly examined more than a quarter of the shop. What did surprise him was how far back the place went. He was now in a back room, poring through several tomes that clearly had not seen the light of day for many a year. He was quite disconcerted that dwarves would even indulge in that sort of thing. Still, it showed they were human. . .

Meanwhile, the botanicaris had nearly filled Cardus' order when he sensed another customer. Two men, in fact. 'Gentle sirs, can I be of assistance,' he asked, appearing near the two figures, who looked uncomfortably dangerous in their hooded green cloaks. Luckily, the botanicaris had had dealings with the Temple of Tholon before and, at any rate, few things ruffled his cool.

'Greeting, shopkeeper,' grunted the larger of the two acolytes. 'We have a certain need.'

'Don't you always,' replied the botanicaris cheekily. The shorter acolyte started forward menacingly, but was restrained by his companion with a curt shake of his head. None of this was missed by the botanicaris, but he chose to feign ignorance. Business, after all, was business.

'Our needs are somewhat precise, today,' said the tall acolyte. 'We need a human heart. A fresh one.'

'The fresher the better,' blurted out the shorter man.

The botanicaris glanced over his shoulder, quickly. 'It appears to be your lucky day, good sirs. One just came into stock not one hour ago.'



COMPONENTS AND FOCI: AN OVERVIEW

Magic, especially arcane magic is an abstruse business. The words are tangled, barely pronounceable and seemingly meaningless; the gestures are grandiose and absurd; the components often seem to be superstitious garnish. From a rational perspective, it is hard to tell why one combination of words, gestures, material substances and focused intent should result in a glaring flash of lightning, while another should have absolutely no effect. The laws by which magic operates are capricious. It is not an exact science by any means, being as likely to function on a basis of wit and punning as it is to draw upon more mechanical formulae. One cannot simply concoct a new spell as if it were as simple as designing a mechanism. Magical research is one part theory and nine parts trial and error.

For this reason, the arcane spells that exist and are widely used are simply those procedures that have been found to work reliably, time after time. They have been reduced down to their simplest elements. Where the mages of the past used bags of silver dust or huge bars of iron, the mages of today have discovered the exact minimum quantities you need to operate a given spell. Any material component or focus represents the bare minimum of material necessary to make the spell work. This is why the mage often needs no more than a spell pouch to work his magic.

In spite of the trans-rational processes which make up so much of the craft of magic (and it is worth remembering that 'arcane' and 'occult' are both synonyms for 'incomprehensible') some basic principles have been extrapolated that describe how the process works. Of these, the most robust and accessible are those having to do with the material components of magic. There is in these a measure of consistency, if not of logic. One can at least understand why a *fly* spell should require the wing feather of a bird, or an *alarm* spell a tiny silver bell and a piece of silver wire. Even some of the more obscure spell components make sense, when approached from the right point of view.

One might ask why it is worth any magician's time to study how material components and foci work, when the current system is not broken and thus not in need of fixing. If it works, why trouble yourself over how it works? The answer is simple. Ordinary spells are for ordinary magicians. If you understand how it is that a material component lends power or substance to a spell, you can adjust your use of components so as to lend your spells greater versatility and strength. The two new skills of Knowledge (correspondences) and Arcane Composition constitute your ability to do this.

Magic can be compared to the art of cookery, particularly where material components are concerned. Anyone can follow a recipe out of a book, but it takes a master chef to improvise from what he knows to create a distinctive culinary masterpiece. What wizard or sorcerer would content himself with the staid, predictable spells found in a thousand spellbooks, when with a little tinkering and experimentation he could beef up his repertoire?

If you know which ingredients can be substituted for the ones listed in the spell's description, you can prepare a spell when you are miles away from the nearest source of components. If you understand the principles behind component use, you can substitute preparations of your own for the listed ingredients, taking other spellcasters completely by surprise. It is a little known fact that one very effective way to thwart a counterspell attempt is to use slightly different ingredients to the common ones. As the enemy spellcaster will be countering your spell with what he thinks is a duplicate of your own casting, he will be using the conventional ingredients.

OVERTURNING THE MYTHS

Conventional wisdom has it that players should not bother to keep track of spell components, save for those that cost money. This approach is fine if you want a quick and easy magic system, where spells are ticked off as they are used and only certain spells need to be prepared for in advance. However, one has to ask what the point of documenting so many different components is, if one then simply assumes that anything one needs is automatically in one's spell component pouch. Why trouble to tell a wizard or sorcerer that they need a ki-rin's eyelash – not the



most easily available of spell components – and then assume that it is automatically in their pouch when they need it, without costing them a copper piece? Furthermore, how are such material components as ‘a wisp of smoke’ supposed to be kept in one’s pouch for later use?

The rules we will present here require more bookkeeping but offer a coherent, structured system of magic, with far more scope for personal adjustments to the typical spell recipes.

Understanding Material Components

Material components differ from foci in that they are ‘used up’ or consumed during the course of the spell. In most cases, they contribute their essence to the magic and their physical form dissolves, simply fading away into nothing. Sometimes, they change their nature without changing their shape, as when the black onyx placed in the mouth or eye of a skeleton changes to a lump of worthless clinker. This much is known by any arcane spellcaster.

What, though, *happens* to the essence of the material? Why is it even necessary to provide it, since so many spells require no material component

at all? To answer that, we must look for a moment into the perplexing realm of magical theory.

THE FIVE PRINCIPLES

Material components are incorporated into a spell according to one or more of five fundamental principles. These are linkage, transference, essence, mythic resonance and sacrifice. A spellcaster who understands the precise role played by each component in a given spell can, if he is competent and careful, make substitutions or alterations. We will deal with each principle in its turn.

Linkage

Linkage is the process in magic whereby two things are brought together. Material components may achieve this in two ways. The first is the method of analogous correspondence, in which one thing is made to stand for another. The archetypal example of correspondence is the voodoo doll or witches’ poppet. An ingredient or focus operating on a basis of correspondence is magically linked to either the caster or the object of the spell. It represents them, or some aspect of them.

An example of this is the demand spell, which uses copper (for communication, as we will see later) and a fragment of the individual such as a nail paring. The portion of the person is made to stand for the whole person. By affecting a tiny part, like a fingernail or a tuft of hair, you affect all of them. Another example is project image, in which the material component (a small image of the caster) represents the caster’s projected image. Yet another is the astral projection spell, where the silver bar provided for each person represents the silver cord connecting their astral body to their physical form.

The second method of linkage is that in which the material component itself acts as the link between the two objects. An example here is the copper wire used in a sending spell.

Transference

The process of transference, the most commonly encountered principle in arcane magic, rests on the premise that the attributes and powers of a thing can be transferred to another thing, or to a person. This holds true even if only a tiny portion of the original thing is present. Transference can involve



the symbolic power of a thing being abstracted and imbued into the target, instead of any purely material quality.

The best example is *bull's strength*. Extracting and amplifying the latent power of the bull that resides in a tuft of its hair or a pinch of its dung can transfer the strength of the bull to a recipient. The *jump* spell works by transferring the ability of a grasshopper to leap long distances to the caster, by means of breaking a grasshopper's hind leg in the course of the spell. Transference does not have to involve a creature; it can involve a substance. For example, *mage armour* transfers the protective qualities of a piece of leather to the person protected by the spell.

Essence

The principle of essence is similar to that of transference, but in a cruder form. It holds that a small amount of material substance or of energy can provide power to fuel a spell. It is not the attributes of the component that are used, as in the case of transference, but the raw energy of the item. This energy is amplified and discharged rather than being transferred to another being or an item.

For example, the *lightning bolt* spell requires fur and a glass or amber rod. The fur is rubbed briskly on the rod, in order to produce a static electric charge; this electricity thus becomes the basis for the energy of the lightning bolt. Similarly, the sulphur component of a *fireball* spell is the basis of the explosion of flame, because of its fierce combustibility. The cold crystal cone employed in a *cone of cold* spell provides the basis for the freezing energy projected by the caster.

It is easy to confuse transference components with essence components. The easy way to remember which is which is to consider that transference components pass their attributes on to a person or thing (an area of material counts as a 'thing' but an area of space does not) while an essence component releases its energy at a person, thing or area. The bit of fat or butter used in a *grease* spell is a transference component; it transfers the slipperiness of the fat or butter to an area of the floor. The hard metal bar of *hold monster* is an essence component; it uses the essential hardness and immobility of the bar against the target, holding it in position.

Precious metals and jewels, or the ground dust thereof, contain magical essence that can be tapped. The type of essence available is determined by the type of precious substance; for example, black onyx is used as a source of necromantic energy. When a gem is crushed in the course of magic, as it is in many high-level spells, it is usually done in order to tap the energy of the jewel, though sometimes it may be done in accordance with the principle of sacrifice, for which see below.

When precious metals or gems are used as essence components, they are always crushed in the course of the spell, or are used in powder form. This is because it is far easier to extract the energy from a disrupted mineral matrix than to attempt to extract it from a large lump. The process is not really any more mysterious than the making of coffee. It is easier to make coffee with ground beans than with whole beans, because the particles are smaller and the oils thus more easy to extract.

Mythic Resonance

Mythic resonance is one of the most perplexing principles of arcane magic. Some sages believe that it proves the Gods have a sense of humour; others see it as evidence that the universe itself is sentient, albeit in a fashion which mortal minds cannot grasp. Others flatly refuse to think about it at all, muttering that that way madness lies. Whatever the truth of the matter may be, mythic resonance works by using a material component to tell a story or depict an idea. It is essentially as if one was making a pun and the universe 'got the joke'.

There can be no better example than the *feblemind* spell, which requires a handful of clay, crystal, glass or mineral spheres. In the casting of the spell, these spheres are casually tossed aside, where they vanish. The target of the spell thus 'loses his marbles'. A similar example is found with *passwall*, which requires the use of sesame seeds. This alludes to the well-known magical phrase 'Open Sesame'.

Some examples of mythic resonance are less peculiar and only involve the commemoration of an event or idea. An example would be the *tongues* spell, in which the clay ziggurat represents the well-known legend of a time when all men spoke the same language and built a tower to try and reach the Gods; the shattering of the ziggurat represents the



collapse of that tower and the resultant multitude of different languages.

Sacrifice

Sacrifice is a principle almost entirely restricted to divine magic, mentioned here because some arcane magic also touches upon it. The principle of sacrifice is that the component is of great value and is offered up in order to gain the favour of a deity or similar being. Many divine magic spells require that costly incense be burnt, the idea being that an offering pleasing to the caster's God has to be made and nothing less than the best will do. Gods are wont to be offended if substandard sacrifices are made.

Sacrifice components are frequently employed in anointment and suffumigation. Sacrifice does not always imply pouring the substance away or immolating it upon an altar. Most sacrifice components are spread over an area, most commonly in the case of incense, which is used ceremonially to waft sacred smoke into all parts of the area which the spell shall effect.

NEW SKILLS

The following skills are unique to *Components and Foci: The Materials of Magic*. They are used in augmenting spells and in substituting one material component for another.

Knowledge (correspondences) Int, Trained Only

Your rank in this skill indicates your understanding of the arcane correspondences between objects and ideas. You will have gained this skill by studying such systems as hermetic science and Cabalistic correspondence tables. With a successful use of this skill, you can analyse the components of any spell and figure out which of the five principles applies to each one. With this knowledge, you can then go on to substitute one material component for another, allowing you to cast spells for which you do not have the standard components. This skill does not allow you to augment a spell.

Alchemy draws upon the same fundamentals as the science of correspondences. If you have more than four ranks in Alchemy, you may add a +2 synergy bonus to all uses of this skill.

Arcane Composition Int, Trained Only

Whereas Knowledge (correspondences) is the science of understanding how the material components of a spell combine to create the spell effect, arcane composition is the art of applying that understanding in action. Once you have determined which components in a spell do what, you may attempt an Arcane Composition check in order to rework the components to create different effects. If your skill is not up to the task, you may fail altogether or produce an unwanted side-effect in addition to the augmented spell effect. The difficulty of an Arcane Composition check depends upon the level of the spell.

Arcane Composition is taught alongside Spellcraft in the colleges of magic. As the two skills have a close relation to one another, both of them dealing with the constructive processes in magic, a +2 synergy bonus is applied to all Arcane Composition checks if you have more than 4 ranks in Spellcraft.



THE ESSENTIAL MATERIAL COMPONENTS

The following section examines those material components that appear in many different spells. They are the fundamental ingredients of arcane magic. Mages will stock up on these products at botanicas (see Chapter 4, Buying and Selling Components) and gather them where they can. Although many of these ingredients are deemed to be of ‘negligible cost’ in *Core Rulebook I*, we shall find that there is good money to be made from them.

The quantity of material needed for any one spell may be of negligible cost, but it must be borne in mind that a supply of any one material will certainly not be of negligible cost. For example, several spells call for a drop of mercury but mercury is sold by the phial, not by the drop. Trying to acquire a drop of mercury would be like walking into a grocery store and asking for ‘a pinch of salt’. We look at the costs of suitable spell components and the outlets that stock them in Chapter 4.

MINIATURES AND MODELS

It is common for tiny representations of a thing to be used in arcane magic. This goes back to the old principle that the image of a thing or person, when charged with a suitable amount of arcane energy, *is* the person. Changes wrought upon the small have a parallel effect on the large. Miniatures are therefore usually linkage components, used to make a magical link between something the spellcaster can easily control and something he could not control without magic. Sometimes, miniatures are mythic resonance components, in which a given power or idea is expressed in symbolic form. For example, a tiny silver ear trumpet could be used to represent ‘hearing’.

Miniatures are usually considered to be ‘of negligible cost’ but this takes no account of the time and trouble that goes into making them. Anyone who thinks that (for example) a tiny silver ear trumpet should be available for free has clearly never tried to make one.

METALS

Metals have fascinated magicians for thousands of years. They have seen them as an allegory of the obstinacy of matter, resisting the magician’s will to change the world. The quest to transform base metals into gold was, for many years, the magical objective *par excellence*. The quantities of metal used in arcane magic are typically very small. Usually, a pinch of filings or a tiny length is enough.

Each metal is supposed to have its own nature, character and correspondences. Mages of the past have assigned each metal a ‘sympathy’ based upon its planetary nature. In your game world, you need not abide by the conventional attributions, especially since the solar system of Earth does not exist in most campaigns. However, should you wish to allocate the various metals to planets or Gods in your campaign, you can use the historical symbolism as a guideline.

Iron

The magnetic qualities of iron make it the perfect metal to represent the forces of crude arcane magic. It is simultaneously strong, hard and mundane, yet its magnetic attributes convey the idea of an invisible power surrounding it. Iron is used in *enlarge* and *reduce* spells as an essence component and is employed in *hold person* spells in the same way. Iron, like lead, can also be used as a deadening metal. It is employed as such as an essence component in the creation of an *antimagic field*. This quality of iron explains why many Fey creatures have an antipathy toward it.

In the conventional attribution, iron is the metal of Mars, representing the most direct and practical application of magic.

Copper

Copper is pre-eminently the metal of conductivity, transmission and sending. It is employed as a linkage component or as a focus in many spells to do with

passing information from person to person, such as *detect thoughts*, *sending* and *message*.

Copper is traditionally attributed to Venus, the planet of love and binding, which is why it serves so well as a linking agent.

Mercury

Mercury, or quicksilver as it is sometimes called, is symbolically associated with writing, with mutability and with swiftness. It is the basis of the mixed substance used to inscribe a *symbol*, with the other major constituent being phosphorous, for which see below. The fluid qualities of mercury make it the perfect transference component to use in a *polymorph any object* spell. Philosopher's mercury is a much rarer form, requiring exacting alchemical work to produce. The DC to make it is 20 and untreated mercury must be supplied as a raw material; it sells for 30 gold pieces per flask. It may be recognised by its bluish tinge and the way that it glows faintly in the dark. Its primary use is as a reagent in other alchemical work, though it can be used in some spells. Some alchemists believe it to be a step on the way to the legendary philosopher's stone, which has the power to transmute base metals to gold and prepare the elixir of life.

Mercury is called after the planet of the same name, said to be the messenger of the Gods, sovereign over writing.

Silver

Silver dust is the single most common component used in divine magic. Symbolically, silver stands for purity, though this is not necessarily a 'good' quality; silver dust is used to create unholy water as well as the holy version. Silver is usually used as a magical fixative, a form of permanent linkage component. For example, the spell *chain lightning* involves the use of silver pins, each one used to 'lock' the arcs to a target.

When used in powdered form, as it so often is, silver binds the energy of a spell into a substance, a thing or an area. For example, a large quantity of silver dust is used in the *consecrate* spell. If a caster needs powdered silver in a hurry, 50 silver pieces may be ground down into one pound of silver dust, if the proper tools are to hand. For more information on tools for component preparation, see Chapter 4.

Silver is said to be the lunar metal. The moon has connotations of virginity, purity and constancy; though she changes, she is ever the same.

Gold

Gold is not often used in magic, except as a component in foci. When it is used in dust form, it is a fixative much like silver dust, with a particular sympathy for locks, wards and barriers. It is most commonly used as an essence component. It takes the equivalent of 50 gold coins, ground down, to produce a pound of gold dust.

Gold is, in the conventional symbolism, the metal of the sun. As such, gold is a ready source of positive energy for those who know how to tap it. It is a curious fact of life that the holy symbols of good religions are often made from gold.

Lead

Lead is practically never used in magic. Its heavy, sluggish nature makes it the very antithesis of magical force. It is therefore used as a blocking agent. It is mentioned here because of its use as a barrier to magic, most particularly detection spells such as *detect magic* or *detect secret doors*. It takes only a thin sheet of lead to scupper such magical forces completely. The one and only use of lead as a material component is in the *illusory script* spell, in which lead-based ink is used. In this case, the lead serves to block the attempts of the reader to perceive the true writing under the *illusory script*.

Lead is ascribed to the planet Saturn, traditionally believed to be the outmost planet, the setter of boundaries, the one beyond which it is impossible to pass. This contributes to the idea of lead as a blocker.

MINERALS

Most minerals have to be produced by alchemists. They are rarely found in their natural state and must be extracted from mineral salts or other substances such as bones, shells and urine. A spellcaster wishing to buy a supply must therefore negotiate with a botanica or an alchemical supplier. One cannot simply dig mercury out of the ground, or chip sulphur from rocks. Mineral extraction is often a tedious, exacting process, requiring many hours of distillation and refinement to produce the end



result. For this reason, minerals are certainly not 'of negligible cost'.

Alum

Alum is an astringent. It is alleged to make a person's face screw up, as if in disgust, if it is placed in the mouth. Together with vinegar, which also causes the face to grimace, it forms a mythic resonance component for the *antipathy* spell; the provocation of a disgusted expression causes the necessary sensations of revulsion to arise.

Crystal and Glass

Crystal is most commonly used as a linkage component. Its transparency and its regular structure make it an ideal analogue for invisible or transparent magical forces. Shapes fashioned in crystal are used as the basis for forms cast from magical energy, especially in evocations of the force variety. A good example is *tiny hut*, which is derived from a crystal bead. The sphere is patterned on the bead, which is destroyed when the spell ends, not when it is first cast. The various *sphere* spells work on a similar basis.

Both glass and crystal are cool to the touch and resemble ice, so they are used as essence components or foci for spells that involve the production of cold, with *cone of cold* being the classic example. They may also be used to generate static electricity, a

crucial part of electrical spells like *lightning bolt* and *chain lightning*.

The other important attribute of crystal is its ability to refract light. The division of clear light into a spectrum is what powers such spells as *hypnotic pattern* and *rainbow pattern*. This splitting up and analysis of light is used as in accordance with the principle of mythic resonance to analyse arcane text, by means of the *read magic* spell. Arcane hieroglyphs are viewed through a crystal prism, which breaks them down into comprehensible language.

The crystalline matrix within any single piece of crystal may be used to contain energies or spirits, as it is orderly, labyrinthine and rigid. Mere crystal is too weak a substance to act as an effective prison; it can however be used as a focus in a *magic jar* spell when properly prepared. True gemstones are much better for this purpose.

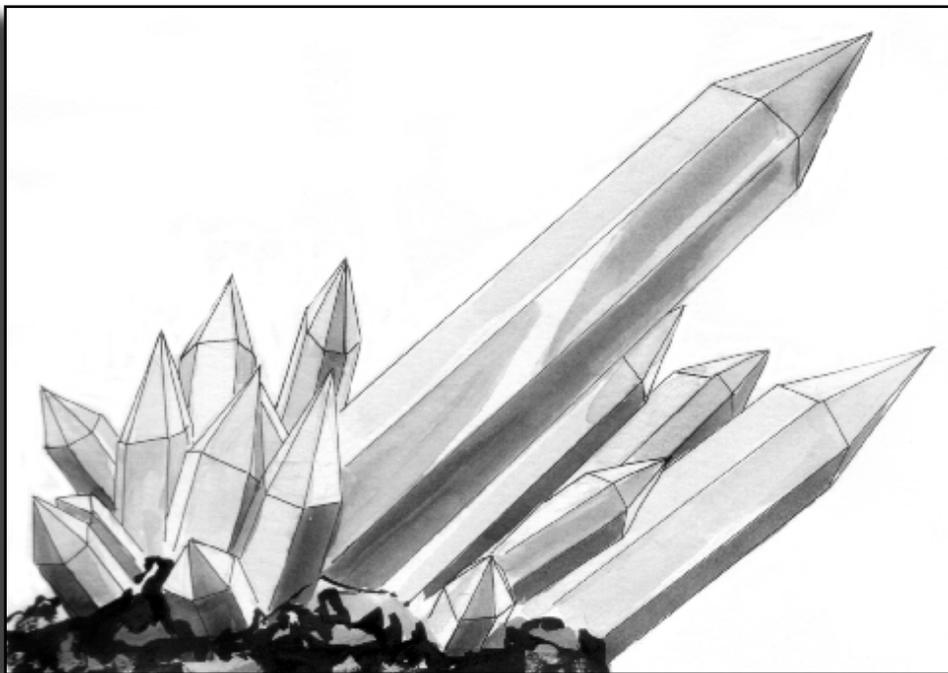
Mica

Mica is a form of silicate, transparent, extremely bright and brittle. It is like a kind of naturally occurring glass. The brittleness of mica makes it useful as a transference component in *shatter* spells; the friability of mica is momentarily transferred to the objects in question and as the chip is broken, the objects also break, assuming of course that they fail

their saving throws. Ground mica is a scintillating powder, explaining its use in the *glitterdust* spell.

Phosphorous

Phosphorous is usually found as a whitish substance that glows in the dark and burns fiercely when ignited. The light given off by a lump of phosphorous is minimal. It is enough to see the object but not bright enough to read by. It is used to create luminous paint and has been



involved in the creation of fake ghosts that seem to glow spectrally through the trees, an old smuggler's trick. 'Phosphor' is sometimes used as a second term for phosphorous but can also refer to any glowing substance.

The fiery sympathies of phosphorous mean that its essence is used in fire spells that involve steady burning over a space of time. For this reason it is employed in such spells as fire shield and wall of fire. The power of phosphorous is also employed in symbol spells; it is the element that makes the completed symbol glow faintly and keeps it supplied with energy. When used in the rainbow pattern spell, the glow of the phosphor piece becomes the basis of the psychedelic traces left in the eyes of the victim.

Phosphorous is toxic, making it dangerous to handle, but is nonetheless used in many alchemical preparations such as alchemist's fire and tindertwigs. If ingested, phosphorous acts as a poison equivalent to arsenic, for which see Core Rulebook II.

Pitch

Pitch (which includes bitumen) is a viscous black tar, sticky and flammable. In the mundane world it is used as a waterproofing and surfacing agent. In magic, it is most commonly a transference component. The stickiness of pitch lends itself to the caster's hands and feet in the *spider climb* spell, while its famed blackness (as in the phrase 'pitch black') is tapped for the *darkness* spell.

Lime

Lime is a corrosive powder that can be extracted from certain salts or produced by burning oyster shells. It is used in mundane crafts for making glass and mortar. In arcane magic, it is used as a transference component, because if its role in mortar-making; the quality of the lime that sets the mortar hard is drawn upon in such spells as *transmute mud to rock*, *statue* and *transmute stone to flesh*, all spells which involve the transmutation of a soft substance into a hard stony one.

The use of lime in building is also recalled in *secure shelter*, in which it is the essence component that provides the mortar to bind the magically produced bricks together. Its only other use is in the *greater magic weapon* spell, in which it is used as a transference component, lending its fierce

corrosiveness to the weapon and thus enhancing its damage.

Sulphur

Sulphur is a bright yellow and quite brittle substance that burns easily and gives off stinking fumes. It is also known by the name of 'brimstone' and many older spell texts refer to it by that title. It is universally associated with fire, particularly with the fires of the Nine Hells, which are frequently described as sulphurous; some accounts even mention a lake of boiling sulphur in which the damned are tormented.

Sulphur is the characteristic essence component of destructive fire spells, the most famous of all being *fireball*. It is usually consumed as an essence component, though there is at least one instance of it being used in accordance with mythic resonance principle; sulphur being associated with fire, its use in the *halt undead* spell recalls the vulnerability of some powerful undead creatures to fire and draws upon that. The garlic that serves as the second material component in the spell works in exactly the same way, tapping the vulnerabilities of a potent undead creature.

Earth, Rock, Stone and Clay

One can obtain ordinary earth simply by scooping it up from the ground. It is used as a linkage component in the *move earth* spell and as a transference component in *stone to flesh*. Clay is used to represent earth becoming fluid as water is added to it, an obvious transference component for *rock to mud*.

Graveyard dirt is a very common component of dark magic. The theory of innate transference holds that a substance that has been in proximity to a creature acquires some of the essence of the creature. So, the dirt from a graveyard can be used in the *detect undead* spell, because it is sympathetic to corpses. The dirt from a ghoulish grave can similarly be used in the *ghoul touch* spell.

GEMSTONES

Were it not for the need to use precious gems in so many high-level spells, there would be a lot more dangerous magic in the world. As it is, the requirement for gems places a limit on the



THE ESSENTIAL MATERIAL COMPONENTS

casting of some of the more potent spells, which is generally felt to be a good thing by many who are not themselves spellcasters. The number of gems in the world is not infinite and their consumption in magic only adds to their value. A precious diamond is rare enough as it is; the crushing of diamonds by wizards and sorcerers only serves to lessen the numbers and thus push the price up even further.

Diamond

Diamonds are a rich source of arcane energy; save perhaps the energy extracted from a willing sacrificial victim, there is no energy richer. When used as foci, they are always used intact, as the robust crystalline structure of the diamond acts as an anchor for the arcane forces. When used as a component, they are used in powder form. When used in arcane magic, powdered diamond is always an essence component, with the single exception of the *stoneskin* spell, in which it is a transference component.

Diamond is used when a lot of energy needs to be bound into a small space, as in the case of the *symbol* and *glyph* spells. This is analogous to the diamond itself, which stores a wealth of value and resilience in a small, glorious form. When used in divine magic

such as *raise dead* and *restoration*, the diamond or diamond dust used is a sacrifice component.

Ruby

The deep red of the ruby stone is associated with ‘force and fire’, also having connotations of blood and the heart. It is used as an essence component in some high-level spells such as *temporal stasis* (along with other gems) but is more commonly used as a transference component in *continuous flame* spells, when the fires dancing in the ruby’s heart are transferred to the recipient of the spell. In the *simulacrum* spell, the ruby dust is used as a mythic resonance component, symbolising the coursing of fresh red blood into the effigy of snow and ice, bringing it to life.

Onyx

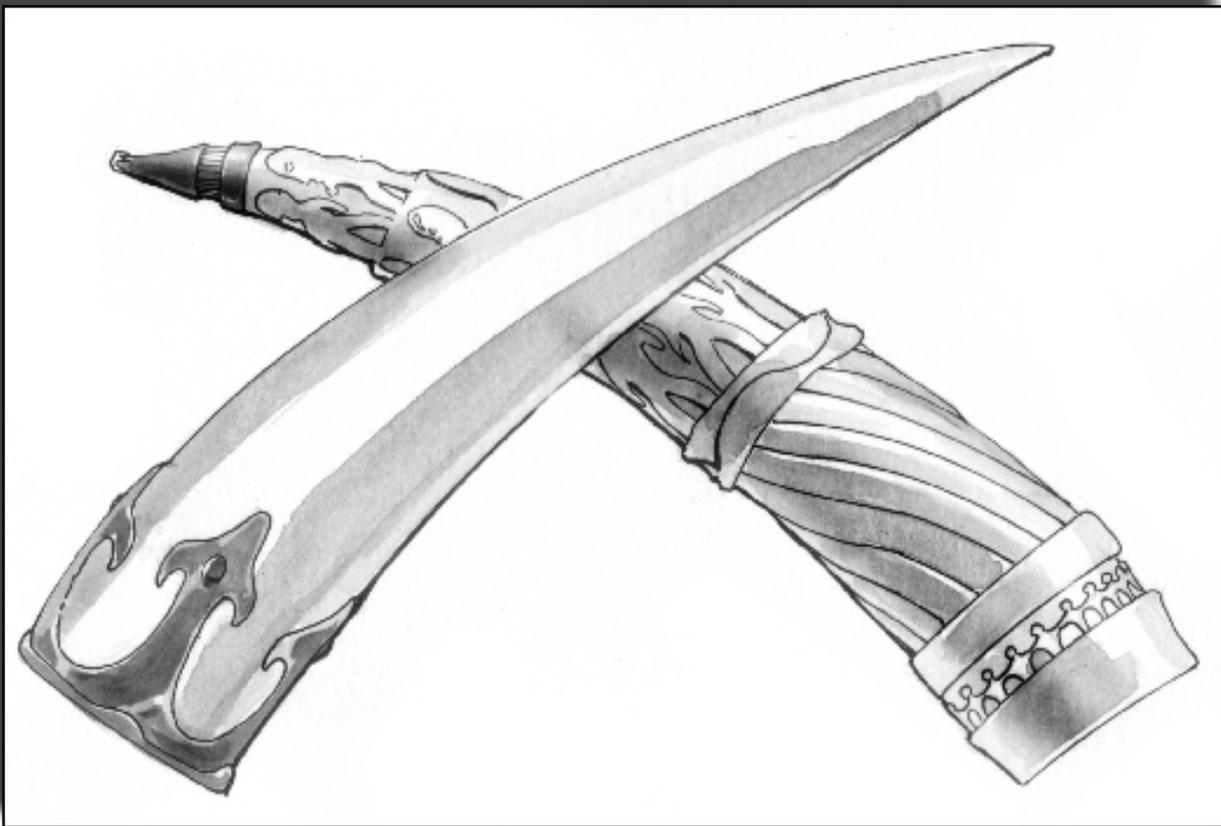
There are several varieties of onyx, with the most popular variety in arcane magic being the black kind. This is a glossy stone the colour of a starless night, often used in funerary jewellery and tomb ornamentation. It has a powerful association with necromancy (as do most black gems) and with the energies of the negative plane.

Optional Rules: Gem Dust

It is worth pointing out that individual diamonds are valued by multiple features, such as clarity, brilliance and the skill with which they have been cut, while powdered substance is valued by weight alone, as it has become homogenous. This is a vitally important consideration for any spellcaster who is out of diamond dust and needs to grind down some diamonds in order to make more.

The spellbooks are rather ambiguous sometimes on whether ‘500 gold pieces’ worth of diamond dust’ or ‘the dust of a diamond worth 500 gold pieces’ is required. Although it complicates the game, it is fair to point out that grinding a 5,000 gp diamond into powder does not create 5,000 gp worth of diamond dust, because the essence of the diamond’s value is that it is in one piece. A single large diamond is worth much more than multiple small ones that total the same weight, because large diamonds are rare and therefore worth more. It is therefore difficult to give precise rules whereby a gem in a player’s possession may be ground down into a given value of dust. The easiest way is to rule that a gem of a certain value may be ground down into dust of the same value for the purposes of that spell alone and to let the players do their own gem-crushing.

A more realistic proposal would be to state that the diamond dust that is sold in botanicas for use as a spell component is mostly made from the crudest, roughest diamonds available, a source of great glee to the dwarven miners who dig them up, as they would be difficult to sell to any other purchaser. The other source of powdered diamond and other ground-down gems is the gem cutting industry. When a jeweller is grinding away at a gem, smoothing off its facets, he is careful to keep the powder that falls away, as he knows he can sell it to the nearest magical supply shop. There are, after all, precious few other uses for powdered gem. Some jewellers use the dust from gem-grinding to make reconstituted jewels (a form of fake jewellery in which the powdered gem is bound back into a gemlike shape with clear cement) but the arcane magic industry is a far more profitable one in which to sell one’s by-products.



Black onyx is used as an essence component in the creation of undead, whether this is achieved by *animate dead* or *create undead* spells. The onyx provides the energy that animates the dead body and holds it to a coherent form. Magic items that involve the creation or control of undead will always have a black onyx component.

Ivory

Though animal in origin, ivory is here listed because of its value. Ivory is associated with memory, because it comes from the tusks of elephants, whose powers of recall are supposed to be tremendous. It is thus used as a transference component in spells that deal with recalling the past, such as *legend lore*, or those that enhance one's own powers of memory, such as *Rary's mnemonic enhancer*. The most ingenious use of ivory in a spell is in *contingency*, in which the statuette of the caster is carved from ivory, so that it will 'remember' the trigger event that causes it to activate the spell. The ivory here is thus both a linkage component and a transference component.

As ivory is easier to work than stone, it may also be used as a simple sculpture medium when

making foci, such as those used in *find the path* or *magnificent mansion*.

Pearl

Pearl is notable for its solubility in alcohol (at least in the realms of fantasy!) making it the essence component of choice in an *identify* spell; it is much easier to drink an infusion of dissolved gems than to release the energy from the whole stone. Black pearl, like black sapphire and black onyx, is a necromantic spell component, with its most notable use being in the *circle of death* spell.

Jacinth

Jacinth is a red, transparent gemstone. In arcane magic, jacinth is used only in the *astral projection* spell; the energy of the decomposing gemstone provides the necessary surge of energy to constitute the astral body and propel it forth. It is also used in other magical pursuits involving the astral plane, which we will examine in later chapters.

Amber

Amber is associated with electricity (the old Greek word for amber, *elektros*, is in fact the origin of





the word) and thus with those things that arc from one point to another. It is thus used to provide the essence component for electrical spells such as *lightning bolt* and at least one teleportation spell, namely *teleportation circle*. Amber dust costs 25 gp per pound, so a very large quantity is needed to create a *teleportation circle* – far more than can fit into the average mage’s spell pouch.

Opal

Opals, precious stones with prismatic and variegated interiors, are used as a powerful magical preservative. Its uses include such magics as the *binding* spell, in the majority of variants of which the subject is kept from aging. It is also used in the carefully engraved version *symbol* spell, in which the essence of opals serves to fix and preserve the symbol’s potent magic without allowing it to leak away or be discharged prematurely.

Jade

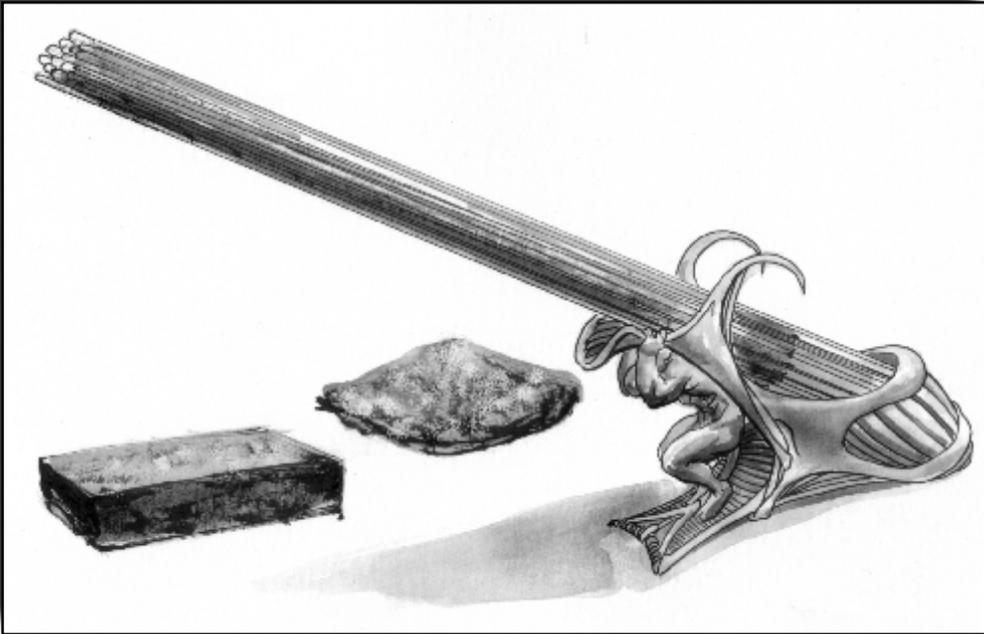
Jade is a greenish translucent stone, said to be the fossilized spilt of dragons. Owing perhaps to a confusion of language, as the word ‘jade’ means a worn-out horse or a disreputable woman, jade is said in some folklore to be a stone of ill omen, with nothing but falsity in it. It is also supposed to have

the property of encouraging deceit and altering the semblance of things. Whatever the truth of the matter may be, jade is an excellent essence component for spells of illusion and transmutation. When used as a focus, it is a catalyst for altering the reality of things, not just their appearances, which accounts for its use in the *shape change* spell.

Sapphire

Sapphire is a deep blue stone, with symbolic associations of open sky and sea and therefore of travel. A highly spiritual stone, it has the innate magical potential to look beyond the material part of things to higher levels of being. It is thus used as a linkage component in *instant summons*, which conjures an item to hand irrespective of physical barriers and as a focus component in *analyse dweomer*, which studies an item’s magical fields.

Black sapphire, a far more rare variant, exceeds the ordinary trans-physical refinement of sapphires and is able to penetrate to the inmost soul. This makes it the finest of all stones for necromancy. It is thus used to extract and store the soul of a victim of the *soul bind* spell; the stone is induced to draw out their life force, while leaving the unwanted flesh behind.



Incenses

Incense is a much more common component in divine magic than in arcane magic. It is used as a sacrifice component and to draw the attention of the deity concerned. When used in divination, it is a form of linkage component, the smoke rising from heaven to earth symbolising the current flowing from the earthbound petitioner to the higher powers who will answer the question. This is why it is used in *divination*, *legend lore* and *commune* spells.

Incense is also used as a means of imbuing a creature or a thing with holiness, or purging the taint of unholiness from it. The smoke that permeates all parts of an area is representative of the power of the deity, cleansing and consecrating whatever it touches. The process called 'suffumigation' consists in the application of incense smoke to a creature or thing in order to purge it in the deity's name. This is the use of incense in such spells as *hallow* and *unhallow* and especially in the *atonement* spell, in which the fumes of the incense are supposed to cleanse and purify the recipient of his sin.

The use of incense in arcane magic is much more limited. It is used as an essence component in *guards and wards*, with the smoking incense forming the basis of the magical fog that fills all the corridors. The glowing tip of an incense stick is used to trace a *hypnotic pattern*; the incense itself is less relevant. Incense is however extremely valuable

when performing a *binding*, so long as it is the right kind of incense.

Incense usually comes in the form of a powder or resinous chunks. Sticks of incense, such as we know today, are also found though they are less satisfactory for ritual use. Incenses are burned on a bed of hot charcoal within a brazier (a freestanding tripod

containing a fire-burning receptacle) or a censer. A censer is a special container for burning incense, usually made from metal and hung from chains; most have short legs, so that they can be set down on a surface.

Many spells make reference to 'costly' or 'rare' incenses; a selection of these is listed below. Each one costs from 10 to 100 gold pieces per pound, depending on where the retailer is located.

Frankincense

Frankincense, or olibanum, is the most frequently used incense in spellcasting. It is the favourite incense of most good-aligned deities and is used in works of positive divine magic. It is a granular resin, whitish-orange in colour, which produces a smoke whose odour is reminiscent of hot summer days or consecrated chapels. The fragrance of frankincense is often described as rich, regal and solar.

Myrrh

Myrrh is an altogether darker incense, again a granular resin but a deeper brown colour. The scent of burning myrrh is sombre, dusky and funereal, with a bitterness to it that suggests autumn evenings and imminent loss. It is particularly suited to the workings of necromancy and of negative divine magic, such as *unhallow*.



Sandalwood

Sandalwood is a gentle, sweet-smelling incense produced from aromatic tree bark. It is used in devotional rites, being a popular incense to burn in front of images of one's God. It lends clarity to divinations.

Asafoetida

Asafoetida is a stinking resin sometimes called 'devil's dung'. When burned, it produces a pungent aroma like sulphur or rotting onions. It is used in works of penitent magic, being the incense of choice for *atonement* spells. According to the Lesser Clavicle of King Belshegor, lawful evil Outsiders are especially repelled by asafoetida, which makes it a suitable ingredient to use in *banishment* spells directed against them.

Ambergris

Ambergris is a strange waxy substance said to be produced in the bellies of whales. On its own it is mostly flavourless but when combined with other incenses it has the effect of bringing out their best qualities, much as salt brings out the flavour of food. Ambergris is one of the most expensive of all incenses.

Patchouli

Patchouli is a heady, sensual incense. It is usually found in the form of shredded leaves. The smell of patchouli is instantly reminiscent of seduction, dissipation and vice. It is a common addition to love potions and similar herbal charms.

Gum Arabic

Gum Arabic is a transparent, gluey resin, produced from the sap of acacia trees. It is sometimes used as an incense but is mostly used as a water soluble glue. In magic, its function is to bind or encase, a role appropriate to its 'gluey' nature. For example, the *invisibility* spell uses an eyelash trapped in a lump of gum arabic as its material component; the principle of mythic resonance thus 'binds the eye' of those who would otherwise perceive the invisible person. Its use in *sequester* is much the same, with a certain elegant poetry to it. By encasing a basilisk's eyelash in gum arabic, the caster is effectively saying 'even the most potent gaze shall be bound by my spell'.

When used in the *sphere* spells, it is the ingredient that traps and encases the victims within the sphere and in such cases it operates as a transference component. An unusual use is found in *polymorph any object*, in which gum arabic, mercury and smoke are used to represent magically significant forms of the three states of matter; solid, liquid and gas.

ANIMAL AND MONSTER PARTS

Pieces of creatures alive or dead are mostly used as transference components. Some are so plentiful you can literally pick them up in the street. Others require considerable risk of life and limb to get, further giving the lie to the notion that components other than those with a set value in gp are of 'negligible cost'. Nobody who has gone out to slaughter a basilisk and bring back its eyelashes so that wizards can use them for spell components is doing so simply out of charity! The cost of such rare ingredients is addressed in Chapter 4.

Animal Hoof

Hooves are used to make glue. In the *acid fog* spell, they are used as a transference component to make the fog thick and tenacious.

Blood

Blood is either used to symbolise a living organic creature (in the case of the *stone to flesh* spell) or to tap the powers of the creature the blood came from, as in the case of the umber hulk's blood in the *guards and wards* spell, this blood being the component that powers the *confusion* effect. Black dragon blood is used in *mnemonic enhancer* as an essence component, simply because the rich energy of the blood and its black colour make it ideally suited for use as magical ink.

Fur, Hair and Dung

The use of bat fur in the *arcane eye* spell is again a as transference component, recalling the bat's sonar ability. Cat fur and bull hair or dung are used as simple transference components in *cat's grace* and *bull's strength* spells. (When fur is used to produce static electricity in such spells as *lightning bolt*, it does not matter what kind of fur it is.) Bat guano is used in *fireball* because of its high phosphorous content.

Feathers

Feathers are usually used as transference components, passing on their powers of flight to the caster, as in the case of a *fly* spell. They are also sometimes used as mythic resonance components, depending on the symbolic associations of the bird or the feather in question. For example, an owl feather is used in the *identify* spell because of the association of the owl with wisdom and learning, while a white feather is a possible component of the *fear* spell because of its association with cowardice. A striking use of mythic resonance is found in the *foresight* spell, in which the feather of a hummingbird is used to recall the phrase ‘a little bird told me’.

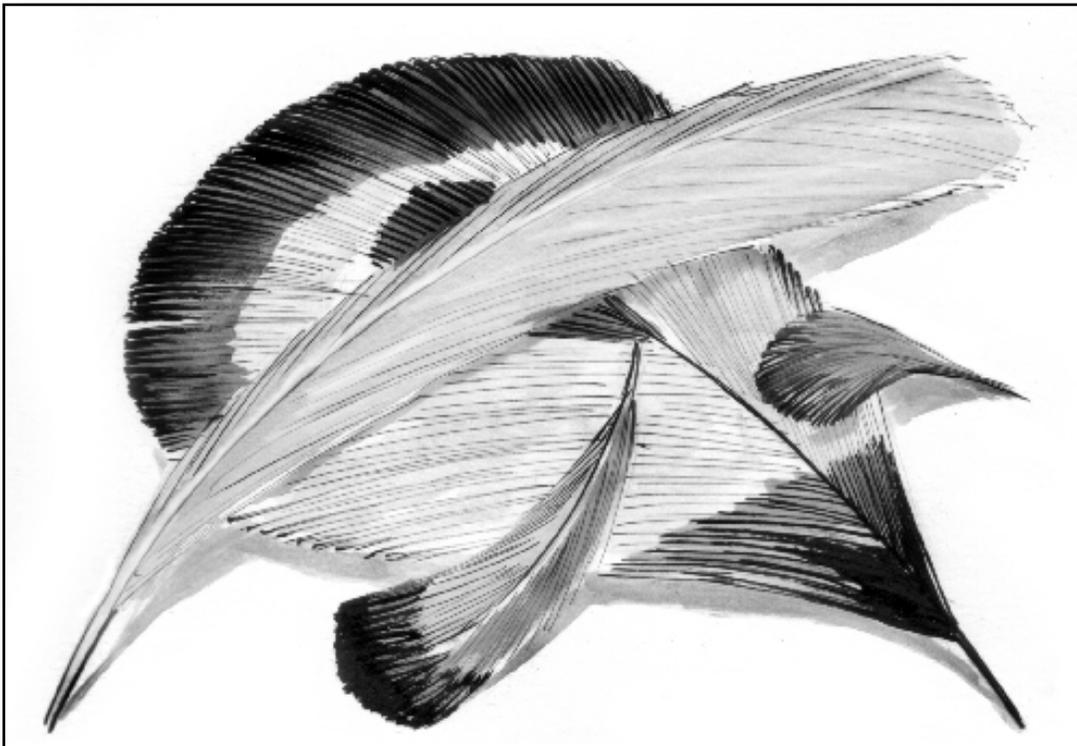
Eggshell

The eggshell used in the *crushing hand* spell is a transference component; it transfers its fragility to the targets of the spell as the magician crushes it with the glove that represents the *hand*. In the *telepathic bond* spell, it plays a quite different role, signifying that just as diverse species have certain things in common, such as the laying of eggs, so too can separate minds be interlinked.

Unicorn Horn – The Universal Panacea

As the entry on unicorns in *Core Rulebook III* states, the horn of a unicorn may be used as a spell component in healing spells. This has baffled some researchers, as healing spells do not *have* material components. Nonetheless, it is true. Any spellcaster casting a healing spell who uses a piece of powdered unicorn horn as a material component may maximise the result. For example, a *cure light wounds* spell automatically cures 8 points of damage plus one point per caster level. One horn can supply enough powder for 1d6+10 applications. The same amount of powder is used, irrespective of the level of healing spell used. Casters who have the Brew Potion feat may also prepare maximised healing potions using unicorn horn.

Using unicorn horn to augment a healing spell is not in and of itself an evil act. It is conceivable that a dying unicorn would wish its horn to be used to heal those who had been its friends in life. However, hunting a unicorn for its horn is definitely an evil act, while plundering the horns of dead unicorns solely for gain is unscrupulous to say the least and possibly verging on evil, at the Games Master’s discretion.



BUYING AND SELLING COMPONENTS

It will be obvious from even a cursory glance at the components used in spells that they do not have to be made of precious metal or gemstone to be valuable. Two things determine the value of an item: how rare it is and how much a person wants it. Water is so plentiful by the shore of a lake that charging for it would be absurd, but in the desert it is a different matter.

The demand for material components of quality is incessant in lands where there are many mages. To meet this demand, the shops customarily called 'botanicas' spring up, with their staff risking life and limb to fetch back ingredients that they know their customers will want. An average botanica is an overcrowded Aladdin's Cave of a place, with a stuffed crocodile hanging from the ceiling, jars of disturbing ingredients lining the shelves, roots and clusters of bulbs dangling from the ceiling, drippy candles, grinning skulls and the smell of a dozen kinds of incense hitting you at once.

Anyone who has given much thought to the problem of finding material components will have swiftly concluded that botanicas (or something like them) *have* to exist, because wizards and sorcerers cannot possibly be spending all of their downtime between adventures running around looking for components. So many of them are so diverse in their origins that a magician who tried to garner all his components himself would have precious little time for anything else. Hence, the botanica; the useful middleman institution that can find you just about anything you are looking for, at a price. Even a wizard who could easily find his own components will generally prefer to buy them from a reputable source, just for the convenience of it.

Botanicas are also well beloved of adventurers with no magical potential whatsoever. This is because they alone ascribe value to things which other shops would have no interest in. If a fighter succeeds in

overpowering a medusa who then proves to have no treasure worth the taking, he can always remove her lifeless eyes and attempt to sell them to the botanica in the nearest town. In fact, the knowledge of how good a price can be gotten for certain items is generally kept quiet about. The party rogue is most likely to know that bits of a dead foe could actually be worth quite a bit of money.

Botanica Prices

Botanicas sell all items on the list of minerals (see Chapter 3) for two gold pieces per 1-pound bag. Assume that a bag of this size will last you for one year of activity as a wizard or sorcerer. Remember that minerals come in useful for other purposes than just spellcasting. Sulphur burns with a vile smell, enough to drive people out of a building, while phosphorous can be used to write glowing messages in the dark and lime can be used to cause bodies to rot quickly, making them impossible to *raise*.

You may also buy gemstones in botanicas but it is often more expensive to do so than to purchase them from a jeweller. Botanicas prefer not to sell ground gemstones. Instead, they provide the necessary materials whereby the customer may grind his own.

The amount a botanica charges for animal parts, or parts of other creatures such as monstrous humanoids or magical beasts, will vary depending on the usefulness of the item and the amount of danger traditionally encountered by those who face the creature. The asking price can be ascertained by reference to the following table. The buying price for a monster part is usually approximately half of the selling price, though some botanicas pay much less; after all, it is not as if anyone else is going to buy your medusa's eyes from you. The Games Master should feel free to increase the price of items that are especially rare in the region.

In the table below, a unique part is a portion of the creature that can only be taken once to fuel a spell, such as the eyes of a medusa or the tongue of a succubus. Multiple parts are portions of the creature that can be used for several spells, for example the hide of a displacer beast, the essence of a will o'wisp or a bone fragment from an undead skeleton. Unique parts are more valuable, because any single monster

can only yield one. As a rule of thumb, assume that any single monster can yield 3d6 multiple parts. For example, a will-o'-wisp can yield from 3-18 doses of essence and a displacer beast can yield from 3-18 pieces of usable hide. You may modify this rule when the number of parts is fixed; for example, the slaughter of a kraken will only every yield 2 arms.

Botanicas do not buy or sell components by the 'pinch'. The minimum quantity of anything that they sell is a one-pound bag. They will also never buy common ingredients like string, bull dung, dust or cobwebs, though they *will* sell them; there is always a desperate mage in town who needs cobwebs and needs them *right now*. There is good money to be made from such people.

Botanica Asking Prices

Creature's Challenge Rating	Unique Part	Multiple Parts
1-3	30 gp	1 gp
4-5	100 gp	20 gp
6-8	800 gp	100 gp
9-10	1,500 gp	300 gp
11+	5,000 gp	800 gp

Ordering Special Items From A Botanica
Botanicas are happy to take commissions. There are few other places where you can go, announce your need for a tiny silver ear trumpet, a crystal bell jar and a pile of miniature tarts and not be taken away in a nice jacket that does up at the back. The asking price for any tiny item or special ingredient requiring extra preparation is the cost of the basic ingredients plus 10 gold pieces per level of the spell.

Botanicas can also make up foci for you. The cost of these items is as listed in the spell description. However, it is not worth their while to keep foci in stock that are not used all that often. The chance of finding any one spell focus for sale in a botanica is 100% minus 10% for every level of the spell. So, you would have a 20% chance of finding a suitable reliquary for use in a *holy aura* spell in stock at any given time. Any item not in stock can usually be prepared in 1d3 weeks, depending on how close the botanica is to the rest of civilisation.

Component-Related Equipment

Here we look at some of the items that have not yet been properly detailed in any study of material components, yet whose existence and use are definitely implied.

Mortar and Pestle

These useful items cost 3 gold pieces and may be made from stone or metal. They weigh three pounds. They consist of a blunt metal rod, the mortar, and a small bowl, the pestle. They are used for grinding. In mundane use they are employed to grind up peppercorns, salt crystals and such like but in magic they are much more commonly used to crush gemstones. A wizard or sorcerer attempting to crush a gem in a mortar and pestle must succeed in a Strength ability check at a DC of 10 plus the hardness rating of the gem. The same check must be made to crush a gem without one but a -4 circumstance penalty is applied to the check, as the mage does not have the proper tools for the job.

Preserving Jar

This is a screw-topped glass jar with a layer of crystals in the bottom, separated from the jar's contents by metal gauze. Its function is to keep perishable organic matter properly preserved until it is time to use it. A dead creature, or part of one, will be kept from decay for up to one month if it is stored in a preserving jar. Such jars are most often used by adventurers who are bringing back animal parts for sale to botanicas but they have also been used by magicians to keep chunks of flesh from decomposing, such as when casting a clone spell. Collectors also use them for the quite ordinary purpose of preserving specimens. Each jar is good for two years of use, costs 30 gold pieces and weighs two pounds.

Lens Grinder

A lens grinder is a complicated piece of equipment costing 500 gold pieces and weighing 10 pounds. It can be used to turn small pieces of glass or crystal into just about any desired shape. This is extremely useful for a magician who needs to produce a hemisphere of crystal for use in an *sphere* spell, or a small glass cone for a *cone of cold*. The Games Master may rule that a Craft (gem carving) roll is needed to produce usable results. You may also use a lens grinder to turn gems into dust.



Metal File

Metal files form part of the tools of other professions, such as armourer but are exceptionally useful to the magician. A metal file is necessary to produce 'powder' or 'dust' from any given metal. For example, if you have fifty silver pieces, they are not automatically counted as the equivalent amount of silver dust. You must laboriously file them down into powder. As a general rule, it takes ten minutes to file a coin into dust. A metal file costs one gold piece and is of negligible weight.

Censer

Censers are used for burning incense. They resemble bowls with conical lids and short stubby feet,

sometimes suspended from chains. Censers are supposed to be filled with charcoal, which is then lit to provide a glowing bed on which the incense is sprinkled. Although incense sticks are mentioned in the listings for some spells, the Games Master who wishes to be slightly more mediaeval in his campaign setting should have censers as the common method of incense burning. They are used in many religious rituals as well as in the rites of magic and are often used to trace symbols with smoke. A typical brass censer costs 5 gold pieces and weighs two pounds; extremely ornate ones in precious metals are fairly common in temples that have money to spare. It is possible to throw a censer as if it were a ranged weapon, by swinging it around by its chain and then letting go of it; you can easily start fires this way. If

this is done, treat the censer as a sling that inflicts 1d4 points of fire damage as well as impact damage but is used up in the throwing.

Charcoal

Charcoal is usually sold in chunks or small discs, impregnated with nitre to make it easier to light. It is consumed in vast quantities by temples and monasteries, where it is used as a source of heat and as the best way to burn incense. It costs one silver piece per pound.



SUBSTITUTIONS AND AUGMENTATIONS

Here and in the next chapter we come to the meat of this book; the methods by which one may change the material components of a spell to achieve different results. Beware when tinkering with these formulae, for there may well be unwanted side effects. The spells that have come down to the wizards and sorcerers of today have been preserved because of their stability. It is only the greatest of thaumaturgists who can change a spell's constituent parts with impunity. It is certainly not a task that any apprentice should presume to undertake.

Though there are several suggestions given for substitutions and augmentations for each spell, the very flexibility of the system means that players are bound to come up with their own ingenious suggestions for ingredients. The final adjudication of such matters is up to the Games Master, but the guidelines that we have already presented should make this adjudication an easy task. Ultimately, all rests upon a successful Arcane Composition check. If the player makes an especially good case for the use of a given ingredient and this use is clearly in keeping with the five principles, then the Games Master should award a circumstance bonus of between +1 and +4 to this check. If the choice is frivolous, overtly opportunistic or too far removed from the original ingredient, then a similar circumstance penalty should apply. If the player makes no attempt to abide by the Five Principles, then the Games Master is at liberty to rule an automatic failure.

Before any substitution or augmentation may be made, the caster must succeed in a Knowledge (correspondences) skill check for the spell. The difficulty of the check is 10 + the spell's level + the number of separate material components listed. Success means that the role of the material components in the spell is understood and the caster never needs to make this check again for that spell. If he fails, he may not attempt to use that skill on that

spell again until he has gained an experience level or increased his number of skill ranks by some other means.

Only material components may be substituted. Foci must always be used as stated, although the materials used to make the focus may vary from the norm. Foci and the skills necessary to make them are handled in the next chapter.

One rule governs all substitutions. You may only substitute linkage components, transference components and essence components with an ingredient from the same kingdom – animal, vegetable or mineral. You cannot substitute black moss for cat fur, or silver dust for blood. Mythic resonance components and sacrifice components may be substituted with ingredients from any kingdom. Augmentations may be made with ingredients from other kingdoms; sometimes the best way to improve upon a spell is to use a different kind of component altogether, such as the *enlarge* spell, whose augmentation involves using giant blood as a transference component, replacing the essence component of powdered iron.

The Games Master should feel free to expand the lists of substitution and augmentation ingredients with material appropriate to the campaign. The lists given here are meant to be demonstrative, not conclusive. They should provide enough of an idea of how the system works for the Games Master to produce a home-baked set of alternative spell ingredients. Part of the point of this system is the scope it gives for individual experimentation, research and the novelty of discovery.

HANDLING SUBSTITUTIONS

Substitution is what happens when the proposed replacement ingredient is no more and no less special than the original ingredient. Substitution is usually employed as an emergency measure, when you really need to cast a given spell but have no access to the components.

To make a substitution, you must succeed in an Arcane Composition check, the difficulty of which is 8 plus the spell's level. This determines whether you have 'gotten away with' your attempt to depart



from the regular ingredients. (The Games Master makes this check privately; you will not find out whether your substitution has succeeded or not until you cast the spell.) Failure to succeed in this check means that the spell, when cast, simply fails. Unsuccessful substitution does not result in side-effects, as the caster was not tampering deeply with the composition of the spell.

For example, a sorcerer stranded in the desert has no bat fur to cast his *arcane eye* spell, nor is there any for miles around, so what can he use instead? He is not trying to improve upon the original spell; he is merely trying to cast it with a substitute ingredient. In this instance, he may attempt to use ‘part of any creature that is able to scan a wide area with any one of its senses’. Reasoning that a hawk is in a good position to see a wide area from its high vantage point, he attempts to use a hawk’s feather as a substitute ingredient.

HANDLING AUGMENTATIONS

Augmentation is what happens when the proposed replacement ingredient is superior to the ordinary one, or when an additional ingredient giving extra benefit is added to the standard ingredients. A ‘superior’ ingredient is of the same order as the original but is scarcer, more valuable or more imbued with magical energy. Typical superior ingredients are those derived from monstrous humanoids, beasts or magical beasts instead of ordinary animals, gemstones more valuable than the gem called for, or mastercrafted items used when an ordinary item would suffice. To make an augmentation, you must succeed in an Arcane Composition check, the difficulty of which is equal to 10 plus the level of the spell plus the number of components involved. (The Games Master makes this check privately; you will not find out whether your augmentation has succeeded or not until you cast the spell.) Success means that your augmentation works, with the listed result. Moreover, you may use the spell again with the same alternative ingredient and achieve the same results, so long as the ingredient used is *exactly* the same as before.

If you fail your Arcane Composition check by 5 or less, the spell still works and incorporates the augmentation but you are struck by the side effect

as well. This side effect occurs every time you cast the spell with your alternative ingredient. If you fail by more than 5, the spell fails completely.

If you have discovered that your augmented spell produces a side effect, you may attempt to augment the spell again so that it does not produce the side effect. This process of making further attempts until the thing works is sometimes jocularly referred to among arcane spellcasters as ‘ironing out the kinks’ or ‘fixing a few teething troubles’. They generally do not refer to it in blunt terms such as ‘getting the augmented fireball to detonate without a second one going off right on top of me’, presumably out of a wish to retain their arcane credibility and sense of being in control.

Spells that you have augmented are not transferable. You may not teach them to another spellcaster or write them down in scroll form. The most that you can do to share your discoveries is to tell another arcane spellcaster about them, which (at the Games Master’s discretion) may lend him an Insight bonus of up to +2 when he comes to make his own Arcane Composition check.

As an example of augmentation, a wizard preparing his *bull’s strength* spell notices that his barbarian comrade is carrying about a minotaur’s hide as a war trophy. It occurs to the wizard that a minotaur is stronger than a mere bull, while of the same kingdom. There is enough in common between a minotaur and a bull that it ought to be possible to prepare *bull’s strength* using minotaur hair instead of bull hair.

SIDE EFFECTS

Side effects are unwanted consequences of magic. They are usually a nuisance and can be hazardous, though sometimes they can be unexpectedly helpful. The form a side effect takes will vary depending on the principle by which the component was working. For example, transference spells that go awry usually end up transferring more than just the desired attribute of the component. If the wizard in the example above had failed his Arcane Composition check by 5 or less, he would have acquired another attribute of the minotaur as well as its strength; the likeliest outcome would be for him to sprout a pair of horns. Though these are disfiguring, they might be rather useful if he had no other weapons to fight

with. Side effects can never be produced deliberately. They are always a consequence of failure.

Removing Side Effects

When side effects are not instantaneous (such as an explosion) they last for one day per level of the spell. They may be removed with *dispel magic* but a -4 circumstance penalty is applied to the Dispel check for every component that has been altered, as it is harder to counter unconventional magic than it is to dispel regular spells.

Divine Spells

For the sake of thoroughness, we have included divine spells in our treatment of spells here rather than dedicating a separate volume to the subject.. They do not have material components so frequently as arcane spells do but nonetheless it is a point in common between the two varieties of magic.

Some degree of substitution and augmentation may also be undertaken when casting divine spells. In this instance, the skills of Knowledge (correspondences) and Arcane Composition do not apply. Proceed in all respects as above but substitute Knowledge (religion) for Knowledge (correspondences) and a simple Wisdom ability score check for the Arcane Composition check. Divine spells are far more ceremonial and fixed in their nature. They are based around what is pleasing to a deity, not merely what works. This makes divine spells harder to customise. If a cleric is not careful, he may find that his experiments with innovation land him in trouble with his deity. Divine magic does not produce side effects as such; the idea is more that the caster has strayed outside the bounds of orthodoxy without really knowing quite what he was doing and must now pay the price for it. The more you know about your religion and about religion in general, the more flexible you can be in your religious observances, since your personal relationship with your deity allows you to depart from the script. To attempt such a departure without the proper experience and education is tantamount to flagrant disregard of your deity's wishes. Side effects resulting from divine magic may not be removed by *dispel magic*; at the Games Master's discretion, they may be removed by *atonement* or by other means as explained in the text.

Counterspelling And Dispel Magic

If a spell has been prepared with substitutions or augmentations, it is much more difficult to use a counterspell upon it to negate it or to target it with *dispel magic*. Any counterspell that is used is no longer guaranteed automatic success. Instead, the caster must make a Dispel check as if he were attempting to block the spell with *dispel magic*. See *Core Rulebook I* for the rules governing Dispel checks. Whichever method is used to counter the augmented or substituted spell, a -1 circumstance penalty is applied to the Dispel check for every material component that differs from the norm.

For example, Samaekh the Scarlet is casting a *fireball* spell at Azria the Blue, who makes a successful Spellcraft check and thus identifies the spell. Azria uses a prepared *fireball* spell of her own as a counterspell. Ordinarily, this would work automatically. However, unbeknownst to Azria, the inventive Samaekh has prepared his *fireball* with red dragon dung instead of bat guano! She must now make a Dispel check at a -1 circumstance penalty, or her counterspell attempt will fail and she will discover how potent the effluvia of dragons can be when used to augment a *fireball*...



THE SPELLS AND THEIR COMPONENTS

In the list below, the following key is used to identify the principle by which a given component is operating:

- L** Linkage component
- T** Transference component
- E** Essence component
- MR** Mythic Resonance component
- S** Sacrifice component

Entries are then given for typical substitutions and for typical augmentations. The results of a successful augmentation are listed along with the side-effects for a partially successful or failed augmentation.

Acid Arrow

T: Powdered rhubarb leaf and the stomach of an adder; these are both acidic, one from the vegetable kingdom, one from the animal.

Substitutions: You may substitute one ingredient from each kingdom so long as it contains a significant amount of acid. Suitable substitutions would thus be crushed army ants or bombardier beetles, stinging nettles, a live bee or an unripe apple. Pure acid (such as one might buy from an alchemist) is too intense to use in this spell.

Augmentation: The best known of acid secreting creatures is the black dragon, whose gall bladder makes a wonderful addition to acidic spells. A pound of gall bladder from an adult black dragon augments this spell so as to increase its base duration by 2 rounds, so its duration becomes 3 rounds plus one round per three levels of the caster.

Side Effect: If the augmentation has not been placed properly, this spell plays havoc with the caster's digestion. He suffers from cramps and colic for one hour after eating any meal, so much so that he suffers 1d3 points of temporary Dexterity ability damage due to the discomfort.

Acid Fog

You may apply any of these substitutions or augmentations to *solid fog*, too, as it has the same components and works in the same way.

MR: A pinch of dried, powdered peas. These recall the popular phrase 'pea-souper' to describe an unusually dense fog. This component therefore provides the fog with its obscuring quality.

Substitutions: A tuft of black cat fur and a pinch of coal, referring to the proverb 'like trying to find a black cat in a coal cellar; a needle and a tuft of hay.

Augmentation: Ink from the glands of a kraken or gigantic octopus. This increases the duration of the spell to 20 minutes/level.

Side Effect: The caster's eyes turn solid black.

T: Powdered animal hoof. These contain gelatine, which is the essence of the fog's curious thickness. The *acid fog* not only obscures vision, it slows down movement.

Substitutions: A handful of porridge oats; cornflour and water.

Augmentation: The boiled down essence of a gelatinous cube of at least 20 hit dice. This causes any creature that comes into contact with the fog to make a Fortitude saving throw or be stricken with paralysis for 1 round per level of the caster.

Side Effect: The caster's skin turns transparent, as if it were made of gelatinous ooze. This will undoubtedly cause difficulties when socialising or talking to strangers; the details of this are left to the Games Master to determine.

Animate Dead

E: A black onyx gem worth at least 50 gp, placed into the mouth or eye socket of each corpse. The essence of the black jewel provides the necromantic energy used to animate the undead creature.

Substitutions: A black pearl worth at least 50 gp; a carved obsidian skull worth at least 50 gp.

Augmentation: Black stones of higher value may be used to provide a more potent charge. Using a black gem of 200 gp value or higher provides an enhancement bonus to the hit points of the undead creature. It gains 4 hit points for every 200 gp in value that the stone has, to a maximum value of 1,000 gp.

Side Effect: From 0 to 3 of the animated undead creatures (1d4-1) are not under the control of the caster once brought into existence. They act randomly as a malfunctioning mindless machine would, attacking, fleeing or laying about them.

Antimagic Field

E: A pinch of powdered iron or iron filings. Iron is the element of active magic, so it is also used in the cancellation of magic.

Substitutions: If iron in its raw state cannot be obtained for whatever reason, then five pounds of iron oxide (rust) can be made to suffice, or ten pints of blood, which contains a quantity of iron in itself.

Augmentation: The central eye of a beholder of at least 16 hit dice can be used in place of the iron ingredient. It must be fresh, or pickled within three hours of the creature's death, in order to be efficacious. This organ is rich in anti-magic essence. Using it increases the field's radius to 30 feet and increases its duration to 20 minutes per level.

Side Effect: Any magical items the caster has in his possession (carried on his body) at the moment of casting remain suppressed for a further 10 minutes per level.

Antipathy

MR: Alum soaked in vinegar. These substances are associated with disgust and revulsion.

Substitutions: Items having to do with repugnance or opposition, such as the scent glands of a skunk, a piece of chalk and a piece of cheese, or cat fur and dog fur twisted together.

Augmentation: The skull of a werewolf of at least 8 hit dice, inlaid with silver costing no less than 300 gp and stuffed with wolfsbane. This allows the caster to specify one additional type of creature or alignment that will be affected by the spell.

Side Effect: The caster himself becomes repugnant to other creatures, suffering a -4 enhancement penalty to his Charisma ability score.

Arcane Eye

T: A small amount of bat fur. This calls upon the bat's sonar ability to form the basis of the *arcane eye*.

Substitutions: An animal component from any creature with far-ranging senses, such as a hawk.

Augmentation: One of the subsidiary eyes of a beholder, or all four eyes of an ettin, or the eye of a retriever. Any of these triple the movement rate of the *arcane eye* and increase the DC of the Stry skill check necessary to notice it to 30.

Side Effect: The caster is struck temporarily blind, unable to use his ordinary sight but able to see through his *arcane eye* without hindrance.

Arcane Lock

E: Gold dust worth 25 gold pieces. This is used to infuse the portal with magical binding power, holding it shut.

Substitutions: If gold is not available, three times the value of silver dust may be used. Alternatively, a crushed opal of no less value than 100 gp may be substituted.

Augmentation: If the essence of a diamond of 5,000 gp value is substituted for that of the gold dust, the power of the *arcane lock* is greatly enhanced. The increase to the DC of the check made to break it open changes from +10 to +20. Note that *arcane lock* only applies to attempts to break the door down all at once, not to attempts to attack it and whittle down its hit points. It will prevent a wooden door from being kicked open easily, but cannot prevent it from being smashed to pieces by repeated hammer blows.

Side Effect: The *arcane lock* does not recognise the caster. It remains just as shut for him as it does for anyone else.

Astral Projection

E: A jacinth worth at least 1,000 gp. This provides the energy necessary to translate the minds of the spell's recipients into astral form.

Substitutions: A ruby worth at least 3,000 gp may be used instead of a jacinth. Alternatively, one pint of the blood of an astral deva, an erinyes or a succubus will suffice. This blood must be freely given in order to be efficacious. It cannot be spilled by anyone other than the outsider concerned.

Augmentation: Using the skull of a pit fiend, planetary, solar or balor instead of the jacinth provides an excessive abundance of the interplanar energy needed. The skull need not be given voluntarily but is utterly consumed in the process. Note that such skulls cannot be obtained by destroying these creatures anywhere but on their home plane; as such, they are exceptionally rare. Use of any of these components allows the caster to apply the spell to one additional creature per level, rather than one per two levels.

Side Effect: The caster acquires the enmity of a relative of the former owner of the skull, who is able to sense what the caster has done. This Outsider receives a clear mental image of the caster at the moment of the spell's use and will attempt to track him down and exact revenge.

L: Each person to be affected by the spell requires a silver bar of at least 5 gp value.

Substitutions: The silver cord is an inherent part of the *astral projection* process, so the use of silver is indispensable. However, as a substitution, a quantity of silver no smaller than a single silver piece may be used, so long as it has been spun out into a wire.

Augmentation: The tendons from the jaw of a silver dragon of at least 16 hit dice may be used to form the basis of the silver cord, instead of using a silver bar. This fortifies the silver cord, making it even harder to destroy than it usually is. In addition, the existence of the cord may be maintained for longer than usual, tripling the duration of the spell.

Side Effect: The caster is drawn into the dreams of those around him. While the side-effect lasts, he is a guest in others' dreams but cannot dream himself. He may not be a recipient of the *dream* spell. Depending on whether these dreams were pleasant or nightmarish, he may (at the Games Master's discretion) suffer a -1 morale penalty the next day to any Intelligence based checks and rolls.

Atonement

S: Burning incense. This, as is usual for divine magic spells, represents an offering made to the deity in order to attract his or her attention. The incense does not have to be especially valuable.

Substitutions: A pint of one's own blood, causing the loss of 10% of your current hit points; an item of personal value, but *not* one of your religious effects; a living creature, sacrificed to the deity as appropriate for the religion.

Augmentation: This option may only be used when interceding for one who has willingly offended. Instead of burning incense, you may destroy the subject's possessions. Either 10,000 gold pieces' worth of items belonging to him or the entirety of his wealth (whichever comes first) may be offered up in sacrifice. This causes the experience point loss to be shared equally between you and the subject. Instead of a loss of 500 experience points on your part, both you and the subject lose 250 experience points.

Side Effect: Your deity is offended by your actions, considering you to have attempted to evade your duty. If this is the first time you have used this spell in its augmented form, you receive only a stern warning; on the second such



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occasion, you lose the ability to cast clerical spells until you too have undergone *atonement*.

Black Tentacles

T: A piece of tentacle from a giant octopus or a giant squid. This transference component lends tentacular form and motion to the energies of the spell.

Substitutions: A little tinkering can expand the potential for tentacle use in this spell. You may use the tentacle of any creature that has them, such as a displacer beast, grick or aboleth.

Augmentation: The most potent version of this spell uses the tips of a kraken's tentacles. These must be the tentacle tips from the two main limbs of the beast, not the six lesser 'arms'. This therefore restricts the number of spell components available from any single kraken carcass to two. The tentacles produced by the augmented version of this spell have 2 points per caster level rather than 1 and a Strength score of 25. In all other respects, they are identical to the conventional variety.

Side Effect: The caster's fingers become rubbery and boneless, like small tentacles. He may still cast spells with somatic components at an arcane spell failure chance of +10%. He may not grip anything, nor may he perform

acts requiring manual dexterity such as opening a lock or turning a page.

Binding

This spell involves far too many sub-components to detail separately, so we will concentrate on the components that are the same for each version.

E: Opals to the value of 500 gp for each HD of the target.

Substitutions: The opals provide the raw 'juice' for the operation. Instead of opal, you may substitute a star ruby or star sapphire to the same value.

Augmentation: The opals may be substituted for the skin of a couatl, an object beautiful even when stripped from the sad carcass of the creature, resplendent with rainbow colours. This substitution increases your effective caster level for the purposes of the *binding* by one for every three hit dice possessed by the couatl. Using such a creature's skin for the purposes of spellcasting is very much an evil act, unless the skin was voluntarily donated by the couatl in an act of magnanimity, which is not an impossible scenario.

Side Effect: The caster suffers double damage, or the normal effect when targeted by attacks or effects that specifically affect evil creatures. For example, he would take double damage from a *blessed weapon*.

L: A vellum depiction or carved statuette of the subject. This is used as a talismanic double; the spell is focused upon the depiction and the *binding* thus falls upon the original creature.



Substitutions: In the absence of an image of the subject, part of the subject may be used. You may therefore use part of his body, such as hair, blood, nail parings or sweat, or his clothing. Use of clothing grants the subject a +2 circumstance bonus on his saving throw to resist the *binding*, as it is a much weaker form of link than artistic depiction or bodily substance.

Augmentation: If the statuette is carved from ki-rin horn or the thighbone of a heiracosphinx, it has a far more potent bond with the person or being whom it represents, thus making the spell much harder to resist. The DC of the saving throw is accordingly raised by +2.

Side Effect: The caster's bones become exceptionally brittle. He suffers double damage from any attack that inflicts crushing damage.

Bless /Curse Water

S: Twenty-five gold pieces' worth of powdered silver (5 lb.) The silver does not remain in the water, but is dissolved by the force of the spell.

Substitutions: Only substances that are not abhorred by your deity may be used, or the water may not be considered holy. Instead of silver dust, you may use another precious substance suitable to your religion, but it may be of no less value. The Games Master must adjudicate your decision, but you may choose from such general categories as sacred oil worth no less than 25 gp, a small image of your deity that you have spent at least 24 hours carving yourself, or the powdered fragments of an ancient text sacred to your religion.

Augmentations: You may dissolve a precious and irreplaceable relic of your religion into the water instead of the silver component. One relic is good to make 10 pints of holy water but they must all be created within the same hour. Suitable relics are the bones or teeth of saints, items carried by heroes of your religion, or early holy symbols from the religion's origin. Any such item must be thoroughly crushed and destroyed before being added to the water. This has the effect of making the blessed water exceptionally potent. It automatically causes the maximum possible damage when used against evil creatures.

Side Effect: Your deity requires you to provide or retrieve a different relic to replace the one consumed. This will always involve at least a minor quest. For example, if you use up the Sacred Fingerbone of Saint Eric in making potent holy water before your comrades go into battle with a vampire, your deity may instruct you to go and retrieve the lost Holy Mace of Saint Eric so that your church will not be wanting for relics.

Bull's Strength

T: Hairs or dung from a bull, a paradigm case of transference components in use.

Substitutions: You may substitute the hairs or dung of any especially strong animal, such as a gorilla, an ox or a lion. Only substances deriving from animals may be used, not beasts, magical beasts or any such other category.

Augmentation: Instead of substances derived from a bull, you may use ingredients from a monstrous humanoid with animal characteristics, such as a minotaur or centaur. The

creature must have a base Strength ability score of 18 or higher. The enhancement bonus to Strength is increased to 1d4+2.

Side Effect: The caster acquires an animal characteristic shared by the monstrous humanoid from whom the ingredients were taken, such as hooves or a tail.

Cat's Grace

T: A small tuft of cat fur, again an obvious instance of transference.

Substitutions: The fur of any creature of Small size or smaller with a Dexterity ability score of 16 or over may be substituted for that of a cat, such as a squirrel.

Augmentation: The most powerful version of the *cat's grace* spell does not use any kind of fur at all, but substitutes will o'wisp essence. The ichor of a single wisp is sufficient for one application. This causes the enhancement bonus to Dexterity to increase to 1d6+1.

Side Effect: The caster's eyes glow, giving off the same incandescent light as that emitted by a will o' wisp. The caster's vision is not affected. They must be covered up with a veil or blindfold if they are not to attract attention.

Circle of Death

E: A black pearl with a minimum value of 500 gp, crushed to powder. The black pearl is a reservoir of necromantic essence.

Substitutions: You may use another black jewel of equal or greater value, such as black sapphire or black opal. Alternatively, you may use the dust of a vampire of no fewer than 13 hit dice, as this too is a repository of necromantic power.

Augmentation: A black sapphire of 5,000 gp minimum value, intermingled with the dust of a lich. The radius of the burst is increased to 80 ft. and the DC of the saving throw needed to resist it is raised by +2.

Side Effect: Part of the caster's own life force is sucked into the *circle of death* and consumed. He suffers 1d3 points of temporary Constitution ability score damage.

Colour Spray

T: A pinch each of powder or sand that is coloured red, yellow and blue. The colour is abstracted from these and fused with the energy of the spell.

Substitutions: So long as the primary colours are kept to, you may substitute other substances, such as paint pigments (if they are mineral in origin) or even semiprecious stones, such as garnet, amber and lapis lazuli.

Augmentation: A much more dazzling *colour spray* can be made if precious ingredients are used. By substituting 50 gp of ruby dust, 25 gp of powdered gold and 50 gp of sapphire dust for the ordinary ingredients, you can produce a *colour spray* that raises the hit dice in each category of effect by 1. For example, creatures of up to 3 hit dice are knocked unconscious, blinded and stunned, whereas the unmodified spell has this effect upon creatures of up to 2 hit dice.



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Commune

L: Incense, as is usual. Holy (or unholy) water is also used to perform a formal minor consecration of the place where the spell is cast.

Substitutions: There are other ways to establish a link between you and your deity other than by burning incense. You may spend an hour in fervent prayer, which will leave you in a fatigued condition but will obviate the need for incense. Alternatively, you may cast *commune* when in contact with an object especially sacred to your deity (your own holy symbol does not count) or when upon a site sacred to your deity. This need not be a specially dedicated site; for example, if you followed a God of wayfaring, then you could cast *commune* upon any road.

Augmentation: Deities can more easily be approached if a ceremony is made of the rite. You may therefore augment a *commune* spell by making an offering of at least 300 gp value (or, if your deity accepts sacrifices, of at least 4 hit dice) of a kind that will please the deity. This has the effect of increasing the duration of the *commune* spell to two rounds per level of the caster.

Side Effect: The deity is either so impressed by your devotion or so enraged by the inadequacy of your offering that he or she sets you an additional task, while channels of communication are open. Failure to accomplish this will result in the loss of 200 experience points.

Comprehend Languages

MR: A small amount of soot and a pinch of salt. The meaning here is allegorical; one ‘sees it all in black and white’, representing simplicity and comprehension.

Substitutions: You may substitute quartz crystal, glass or a similar transparent substance as the prime ingredient, recalling the phrase ‘clear as crystal’.

Augmentation: One cubic inch of the brain of a mind flayer or intellect devourer may be used in place of the ordinary ingredients. This enables the caster to hear and understand foreign languages without having to touch the creature or the writing in order to do so.

Side Effect: For the duration of the side effect, your default language switches to one of your other spoken languages. You must make a Will saving throw at DC 15 to avoid answering in this language instead of the one you usually speak.

Cone of Cold

E: A tiny cone made from crystal or glass.

Substitutions: It is quite permissible to use actual ice instead of crystal or glass, so long as it has been fashioned into a cone first.

Augmentations: Using a precious stone instead of crystal adds to the essence available. If the cone is made from a clear gem (such as diamond) with a minimum value of 5,000 gp, the resultant *cone of cold* is even more intense than usual. Any rolls of 1 or 2 on the damage roll are counted as a 3. You will

have to have the cone specially carved or buy it ready-made from a botanica or similar supplier.

Side Effect: The caster’s creature type changes for the duration of the side effect. He is considered a Cold creature, with all the immunities and vulnerabilities that this implies.

Confusion

MR: A set of three nutshells. These allude to the famous ‘find the pea’ trick in which a sideshow huckster switches three shells around rapidly and the mark has to guess which one the pea is under. The idea is to baffle and bamboozle the subject.

Substitutions: Nutshells are not hard to come by but should a mage have left his spell pouch at home, he can create the same effect with three cups, three tankards or any other set of three identical cup-like containers. Remember that these will be destroyed in the course of the spell. Alternatively, inherently confusing substances can be employed, such as hallucinogenic mushrooms or a pint of pure alcohol.

Augmentation: The desiccated remains of an umber hulk’s eyes make the finest of all ingredients for a *confusion* spell. The creature must have been of at least 11 hit dice and both eyes must be used. This addition increases the DC to save against the spell by +1 for every 4 hit dice possessed by the monster.

Side Effect: The caster is unusually prone to anger. Under circumstances that would try his patience or provoke him to rage, he must make a Will saving throw at DC 15 not to lose his temper and act rashly.

Consecrate / Desecrate

Consecration and desecration utilise essentially similar components and are thus dealt with under the one heading.

S: A little holy (or unholy) water and 5 pounds of silver dust. The holy water provides the sacredness and the silver dust fixes the blessing in place.

Substitutions: Different religions have different set methods of consecration and there is no reason to keep to the standard laid down. So long as a sacrifice of at least 25 gold pieces in value is made (or at least 5 hit dice) and this is of a form that can cover a large area, the spell will hold. For example, a deity of agriculture could *consecrate* an area if prize animals were sacrificed and their blood used to douse the region. A deity with patronage over wine and brewing would accept the sacrifice of several vessels of beer and brandy.

Augmentation: There is no additional way to augment this spell as it already has augmentation potential, with the inclusion of a shrine or permanent altar in the consecrated area; see the spell description in *Core Rulebook I* for details. There is thus no side effect.

Contingency

L: Mercury, which is used to ‘record’ the circumstances under which the *contingent* spell will be activated.

Substitutions: A cast clay tablet with the activation circumstances recorded upon them; a silver disc worth at least 5 gp with a sigil representing the circumstances of activation engraved upon it.

Augmentation: Philosophers' mercury may be used instead of the regular article (see Chapter 3). This substance is expensive but well worth the investment. In this case, it extends the lifespan of the *contingency* from one day per level to one week per level.

Side Effect: The caster is unable to free up the spell slot taken up by the *contingent* spell until it has been discharged or the time limit has elapsed.

T: The eyelash of an ogre mage, ki-rin or similar spell-using creature. The spell 'borrows' their spell-using ability and uses it to cast the *contingent* spell for you.

Substitutions: It is not strictly necessary to use the eyelash of a creature. You may instead use the eyelash of a spell-using person, such as a fellow arcane spellcaster.

Augmentation: The entire brain of a spell-using creature or person may be employed. Their Intelligence ability score may have been no lower than 16 during life. The organ must either be fresh or have been properly preserved by pickling or such means as a *gentle repose* spell. This has the effect of possibly retaining the *contingency* once discharged. There is a flat 50% chance that a *contingency* prepared using these means will not be exhausted upon discharge and will activate the same spell again upon a subsequent occasion. The Games Master should roll after each discharge of the *contingency* to find out whether this has been the last one of which the spell is capable.

Side Effect: The caster is unable to cast the spell prepared with *contingency*; all attempts to do so effectively have a 100% arcane spell failure chance. For example, if you have prepared *feather fall* with *contingency* to activate whenever you fall from a great height and you run into this side effect, you cannot cast *feather fall* again while the side effect lasts.

Continual Flame

E: Ruby dust worth 50 gp is sprinkled on the item. As ruby is the gemstone most associated with fire, this is a simple matter of imbuing an item with essence.

Substitutions: Few other materials have the permanency associated with ruby. Diamond to the same value may be used, as may sapphire or emerald, but the fires produced do not resemble ordinary torchlight. They shed rather unearthly-looking white, blue or green radiance according to which stone has been used. Some casters, of course, use other stones for exactly this reason, liking their strongholds to be lit with curious radiances.

Augmentation: Sooner or later, most curious magicians try to find a way to incorporate heat as well as light into their *continual flame* spells. It has been discovered that the dried blood of a fire giant or red dragon of no less than 20 hit dice may be used to achieve this. This may seem like a major outlay for a tiny gain but when one considers that only a pound of dried blood is needed per continual flame and that several such flames can heat a room, the economies begin to add up.

Side Effect: The caster's blood becomes flammable and ignites on contact with air. Whenever he sustains a wound that sheds blood, he suffers an additional 1d4 points of fire

damage. He may, however, use his blood as if it were lightly burning oil, with a thrown flask inflicting 1d4 points of fire damage on a direct hit and 1 point on a splash.

Control Undead

L: A small piece of bone and a small piece of raw meat. Dead flesh and dead bone are used to make a magical link with the undead creature.

Substitutions: Items directly associated with death or the dead body may be used instead of bone and meat. For example, you may substitute a fistful of graveyard dirt, a death mask, a used burial shroud or a fragment of tombstone. If you know who the now-undead person was, you may use one of their close personal effects as a linkage component.

Augmentation: The best necromancers augment this spell by using fragments of undead creatures instead of indiscriminate chunks of dead flesh and bone. You may improve *control undead* by using at least a pound of the flesh and/or bone (a severed hand is perfect) of an undead creature of at least 10 hit dice. This creature must not have been slain in the process of removal and must still be animate when its flesh is used in this spell. You may add half of the hit dice of the undead creature to the maximum number of hit dice of undead you can control.

Side Effect: The proximity to necrotic tissues that have been forced to discharge their essence is traumatic to the spellcaster's body; he suffers 1d4+1 points of temporary Strength ability damage.

Control Water

E: A drop of water or a small pinch of dust, according to whether the water is being raised or lowered. Either the essence of water or the essence of dryness is introduced into the body of water being affected.

Substitutions: It is difficult to conceive of situations in which one would need to make a substitution here as water and dust are both plentiful but should the mage need to do so, saliva or other bodily fluids may be used as a substitute for a drop of water, while ash, sand or powdered minerals of any kind may be used as a substitute for dust.

Augmentations: Water and dry dust both have correspondences in the world of precious stones. An aquamarine or sapphire gem may be used in place of the drop of water, or an emerald in place of the pinch of dust. These must be worth at least 5,000 gp to be efficacious. Use of these components allows the caster to affect a volume of water measuring 20 ft./ level by 20 ft./level by 4 ft./ level instead of the amount given in the spell description.

Side Effect: Making mistakes when tampering with water magic is dangerous; the body is mostly water. Whether the water is raised or lowered, the caster's metabolism is altered such that he must drink three times the usual amount of fluids in a given day or begin to dehydrate. If his raging thirst is not adequately quenched, at the end of the day he suffers 1 point of Constitution ability damage.



Create Greater Undead / Create Undead

These spells have the same components and the same substitutions or augmentations may be made to each. They must, however, be separately analysed and a separate Arcane Composition roll made to engineer each substitution or augmentation. Success with one spell does not imply success with the other.

MR: A clay pot filled with grave dirt and another filled with brackish water. These components are present because of their associations with undeath and with stagnation, the decay out of which hideous life springs. They are not, curiously enough, essence components.

Substitutions: The pot filled with grave dirt may instead contain loose bones, the ash of cremated bodies, the remnants of other undead creatures or the intimate personal effects of a person dead for over a century. The pot of brackish water may instead be filled with embalming fluid, marsh mud or vinegar.

Augmentation: You may choose to fill the earth vessel with a special mixture of embalming spices and natron. These cost at least 400 gold pieces per hit die of the creature you are bringing into existence. The effect is to make the creature better disposed towards you when it is created. You still do not automatically control it but you receive a +4 profane bonus to your Charisma check to rebuke or command it. The bonus applies to your dealings with the freshly created creature alone.

Side Effect: The intensification of necromantic energy is hazardous. The caster must make a Fortitude saving throw at a DC of 10 plus half the hit dice of the creature he is trying to create, rounded down. If he fails, he immediately gains one negative level.

E: Black onyx, the archetypal gem of undead activation.

Substitutions: Other black gems than black onyx may be used but they are not so efficient. The value of a different black gem (such as black pearl) must be 100 gp per hit die of the creature brought to unlife. Alternatively, as a second source of necromantic energy, you may substitute the end bone of the thumb of a destroyed undead creature of at least twice as many hit dice as the creature you are attempting to create.

Augmentation: Black sapphire, the best of necromantic jewels, may be used to replace black onyx. You must provide 500 gold pieces' worth of black sapphire for each hit die of the undead creature. Multiple sapphires must be employed, placed in the eyes and mouth, if a single stone cannot meet the value. The effect is to give the undead creature the maximum number of hit points possible for its hit dice. Beware, however, as there is no guarantee that you will be able to control it.

Side Effect: The caster leaves a curious and indelible black stain upon everything he touches, as if ink had been spilled across it. If he wears other than black clothing, it becomes stained black in minutes. If he touches the page of a book, a black blot spreads out as quickly as spilled blood. He may write upon surfaces with his finger but also leaves marks on the flesh of others that he touches. These marks fade when the side effect ends and can be removed by the same means.

Crushing Hand

T: An eggshell. As the glove crushes this, the power to crush is transferred to the *hand*.

Substitutions: Objects from the animal kingdom noted for their frailty may be used instead of the eggshell, such as the skull of a sparrow, a dried leaf or a handful of twigs.

Augmentation: The eggshell may be substituted for the egg of a dragon of at least 18 hit dice. The egg must be fertile and intact; the remains of a broken egg may not be used. This substitution allows the *hand* to make two attacks per round instead of one.

Darkness

MR: A bit of bat fur. This is a mythic resonance component, as bats are nocturnal creatures and thus associated with darkness and the night.

Substitutions: Parts of the bodies of other creatures that are active in darkness may be substituted, such as the skin of a mole, the feather of an owl or the fur of a badger.

Augmentation: A lock of the hair of a vampire or the essence of a nightshade may be used instead of bat fur. This extends the duration of the spell to one hour per level and adds +4 to your effective caster level for the purposes of Dispel checks made against the *darkness*. The *daylight* spell no longer automatically cancels *darkness* so augmented and a Dispel check must be made as if the caster were attempting to use *dispel magic* upon it.

Side Effect: The caster finds full daylight intolerable and is dazzled if exposed to it. He can tolerate only half-light. He gains no especial ability to see in darkness, however.

E: A drop of pitch or a piece of coal. These are essence components, contributing their black colouration to the spell.

Substitutions: Anything from the mineral kingdom that is perfectly black, such as a piece of jet, a fragment of slate or even a drop of crude oil.

Augmentation: A black gem other than onyx or sapphire may be used. It must be of at least 200 gp value. This serves to increase the spell's radius of effect to 60 feet.

Side Effect: Whenever the caster enters any area where artificial lights (such as torches) are burning, each light source has a 1 in 4 chance to extinguish itself spontaneously. Only roll once for any one light source.

Darkvision

MR: Either a pinch of dried carrot or an agate. According to folklore, carrots are supposed to make one able to see in the dark, while the agate gem is reputed to have the power of enhancing one's night vision.

Substitutions: A tiger's eye gem may be used instead of the agate, as may the eye of any feline creature or that of a wolf.

Augmentation: A caster may use the heart of a drow elf (dried or fresh) of at least 3 hit dice as an augmentation. The heart must be eaten for the spell to be effective. The darkvision derived from this spell lasts one day per caster level.

Side Effect: The caster's skin darkens, as if he had been heavily tanned. If it is already dark, it develops strange patches of bluish-black. Most drow spellcasters will recognise these signs immediately.

Daze

MR: A pinch of woollen substance. The process of casting the spell transfers the nature of the substance to the target, making them 'woolly-headed'.

Substitutions: The original spell allows for a good deal of versatility but if you have nothing woollen to hand you may make do with a feather to represent light-headedness, a piece of blank paper to represent a blank mind or a tangle of string to represent muddle-headedness. Failing that, a small amount of beer will work.

Augmentation: Level 0 spells are not often augmented but it has been discovered that a small sieve made out of silver, at a cost of no less than 10 gp, makes the spell especially efficacious. The effects last for three rounds rather than one and the target must make a Will saving throw in order to take any action on any of these rounds.

Demand

L: A short piece of copper wire. This is the first of the linkage components and forms the basis of the connection through which the *demand* will be sent. It allows the caster to ignore distance.

Substitutions: In the absence of copper wire, you may either use a larger amount of copper, or a wire made of some other conductive metal.

Augmentation: A crystal link amplifier, which is a specially manufactured piece of crystal or blown glass in which a tiny thread of material connects two discs, may be used to create the best mineral linking component possible. Such an item cannot be made by anyone other than a qualified craftsman with 8 ranks in an appropriate skill and will cost at least 50 gold pieces in time and materials. This costly device allows the caster to use up to fifty words in the message and included suggestion, instead of the usual twenty-five, because of the clarity of the link.

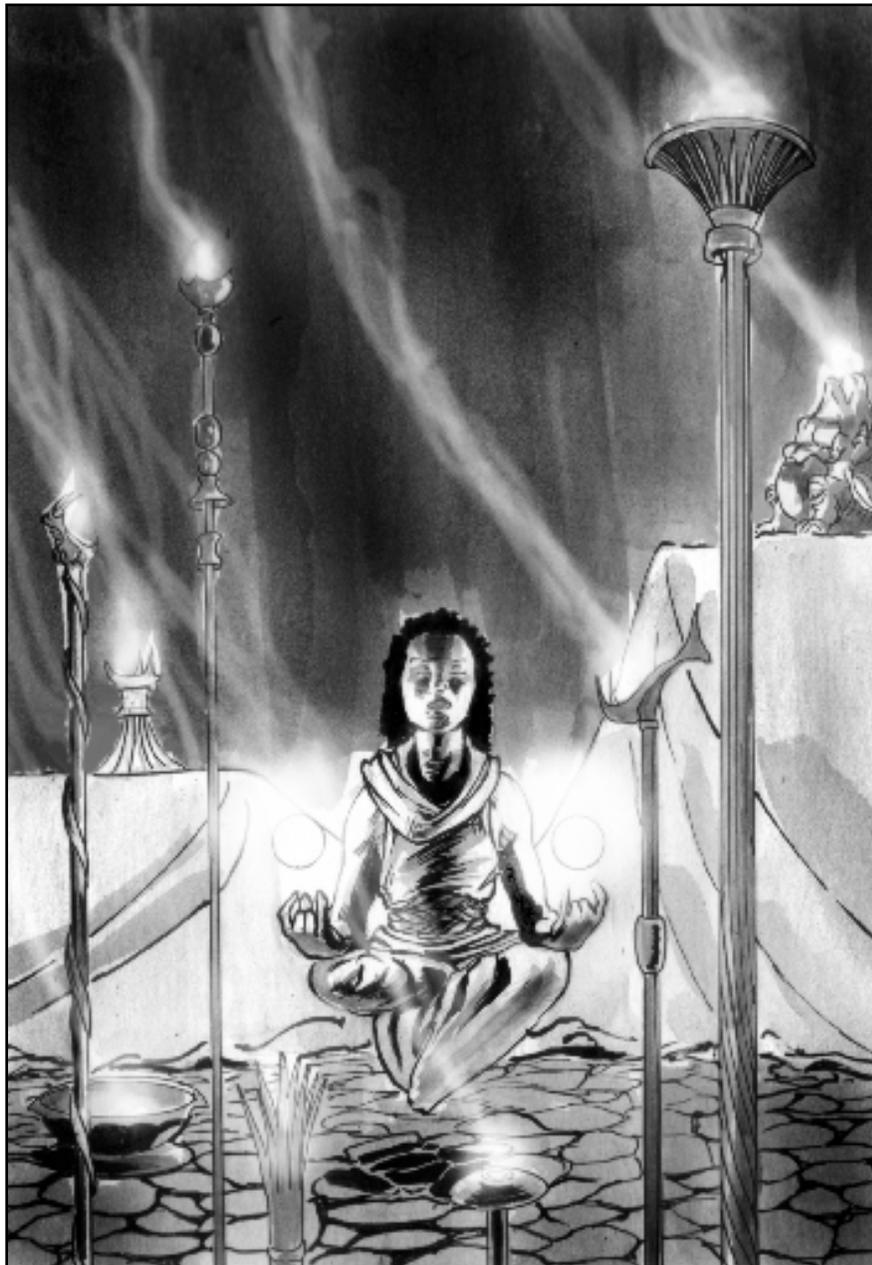
Side Effect: There is a price to pay for sending your thoughts

over long distances without properly integrating the clever new components you have had built. The caster remains 'spaced out' and unable to collect his thoughts after the spell has ended. Accordingly, he suffers 1d3 points of temporary Wisdom ability damage.

L: A small part of the subject's body, such as a nail paring or lock of hair. Whereas the first linkage component allows the caster to disregard distance, this one homes the spell in on the one creature on which it is supposed to act.

Substitutions: You may substitute a portrait of the caster drawn from life, an item of the caster's clothing that he has worn for at least 24 hours, or the caster's signature. This must be an original; a copy will not suffice.

Augmentation: You may make a carved image of the target of the spell from ki-rin horn or the thighbone of a



THE SPELLS AND THEIR COMPONENTS

heiracosphinx, two of the most potent linkage components available for this kind of magic. If this is done, the DC of the saving throw is raised by +2, owing to the enhanced power of the spell to overcome the target's mental defences.

Side Effect: Links can sometimes work both ways. The target of this spell, if intelligent, learns one of the caster's thoughts as determined by the Games Master. This does not undermine the *demand* but may complicate matters should it fail.

Detect Scrying

MR: A fragment of mirror and a small brass model of a hearing trumpet. These are clearly allegories of seeing and hearing.

Substitutions: You may substitute effigies of one item connected with sight and another connected with hearing. For example, you could chip out the eye and the ear of a statue and use those, or use carefully crafted images of an owl and a bat.

Augmentation: The most efficient version of this spell employs a set of ground crystal lenses worth 50 gp to assist the visual detection and a tiny golden drum worth 50 gp to boost auditory detection. This refinement adds a +4 insight bonus to the caster's opposed Scry check to receive an image of the person scrying him and the direction in which they lie.

Side Effect: The caster's senses become abnormally acute. He receives a +2 enhancement bonus to all Spot and Listen checks while the side effect lasts but any loud noises or bright lights within 30 feet of him are unsettling. He must make a Fortitude saving throw at DC 15 or be stunned or dazzled for one round should such events occur.

Detect Thoughts

L: A copper piece. Copper is the most easily available linkage component.

Substitutions: The copper does not have to be in the form of a coin. A mass of copper roughly equal to that of a copper piece will do. Failing that, you may use a drop of mercury or a crystal shard.

Augmentation: You may use a properly prepared crystal link amplifier (see the description of *demand* above.) This allows you to make a clearer link between your mind and that of the being or beings you are trying to scan. The DC to save against your detection attempt is accordingly raised by +4.

Side Effect: The magician is 'spaced out' and suffers temporary Wisdom ability damage. See *demand* for details on this.

Detect Undead

MR: A bit of earth from a grave. This tells the spell what kind of creature it is supposed to be looking for.

Substitutions: Any item closely associated with death or the undead will do. You could use a piece of funerary masonry, a piece of mummy wrapping, a sliver of wood from a coffin (so long as it has been used) or a coffin nail. The requirement is that the item has not once been part of a living person.

Augmentation: If you incorporate a small amount of the remains of an undead creature into your material components,

you have a chance to identify what kind of undead you are detecting. You can only identify types of undead whose remains you have incorporated into your spell; up to three types of remains may be included. So, if you do not have the remains of a mummy included in your spell, you cannot recognise an aura as being that of a mummy. To identify what kind of undead creature produced or is producing the aura, you must make a Knowledge (undead) check at a DC of 15. The DC of this check is lowered by 1 for every rank of intensity of the aura you are analysing; for example, an overwhelming aura lowers the DC of the check by -5.

Side Effect: Sentient undead that are still in the area when detected have a chance to notice the detection attempt. They are entitled to an opposed Scry check against the caster. If the undead creature succeeds, it receives a strong mental image of the caster and the direction in which he lies.

Disintegrate

T: A lodestone and a pinch of dust. The lodestone represents the forces that bind matter together and the dust represents that matter. In the casting of this spell, the lodestone is crushed and the dust blown away.

Substitutions: Magnetism is essential, so a small amount must be included; this need only be the amount found in a compass needle. Failing that, you may use a coil of copper wire wrapped around a steel or iron rod together with the material components for a *lightning bolt* spell. Any particulate substance that can be scattered with a single puff may be used instead of dust, such as sand or dandelion seeds.

Augmentation: You may substitute the dust of diamonds for mundane dust, representing the power of this spell to sunder even the strongest materials. The dust of a diamond of at least 5,000 gp value is needed to make this augmentation work. This has the effect of widening the *disintegrate* ray. Your ranged touch attack to hit receives a +2 enhancement bonus and the damage inflicted in the case of a successful saving throw is raised to 5d8 instead of 5d6.

Side Effect: A residue of the *disintegrate* effect remains with the character after the spell is cast. Nonmagical, nonliving items brought into contact with the caster's body slowly disintegrate, suffering one hit point of damage per hour. Clothes wear through and fall off, furniture that naked flesh is placed against is eaten through as if by acid and items carried in the hand slowly dissolve away like sugar in water. This side effect can be extremely useful if the caster needs to erode his way through an obstacle but is usually a mere annoyance.

Displacement

T: A small strip of leather made from a displacer beast hide, evidently a textbook case of transference. This is then twisted into the kind of loop known as a Moebius strip, a gesture which signifies the alteration of the ordinary rules of space.

Substitutions: This one spell is almost completely bound up with the component it uses, as the displacement power is intimately associated with displacer beasts. However, a part of the body of any other creature capable of displacement (even if it is a spell-like ability) will do.

Augmentation: If the strip of hide is taken from a creature of at least 8 hit dice and the caster also incorporates both the

tentacle pads into the spell, he may benefit from the displacer beast's +2 resistance bonus to saving throws against ranged spells and ranged magical attacks that specifically target him, except for ranged touch attacks.

Side Effect: The caster grows short, thick, black fur all over his body. This is glossy and coarse, like that of a displacer beast. If this is shaved off, it grows back again in eight hours.

Divination

S: Incense and a sacrificial offering appropriate to the caster's religion, together worth at least 25 gp. Sacrifice is necessary for this spell, as a boon is being asked of the deity.

Substitutions: A fair degree of leeway is already offered, inasmuch as the caster can choose an appropriate sacrifice. Those who follow dark or warlike gods may substitute 'a sacrifice of no fewer than 5 hit dice' for the stated text. At the Games Master's discretion, you may cast this spell without making the offering at the time, so long as you solemnly promise to make the offering within 24 hours. Failure to do so incurs a penalty of 200 experience points, representative of your deity's displeasure with you. Repeated failure to make the offering may cause you to lose your power to cast divine spells until you make *atonement*.

Augmentation: A sacrifice of exceptional merit may be made, in order to gain the deity's especial favour. The nature of the sacrifice will of course vary from deity to deity. You may even make it in advance of the actual *divination* so long as the sacrifice is dedicated to the appropriate deity at the time and the *divination* takes place no later than 48 hours after the sacrifice. For example, if you were leading an evil army in the field, you could devastate a small town as a particular sacrifice to your deity and deem that to be the sacrifice for the *divination* that will then tell you whether or not a frontal assault on the nearby city is the best way to proceed. The Games Master must adjudicate the magnitude of the sacrifice; its result is to increase the base chance for a correct divination from 70% plus 1% per caster level to 79% plus 1% per caster level.

Side Effect: An error is made in offering the sacrifice. The *divination* still proceeds as it should but the caster suffers horrible foreboding and a sense that something is amiss, duplicating the effects of a *doom* spell cast upon him for the duration of the side effect.

Enlarge

E: A small amount of iron filings, iron being the metal of basic magic.

Substitutions: If iron in its raw state cannot be obtained for whatever reason, then five pounds of iron oxide (rust) can be made to suffice, or ten pints of blood, which contains a quantity of iron in itself.

Augmentation: The blood of any Giant class creature may be used as a transference component, passing the gigantism of the unfortunate donor on to the target of the spell. Four pints of fresh blood or four pounds of dried, powdered blood are needed. This augmented version may only be used on living targets and unlike the original has no effect on nonliving

objects. Its effect is to increase the duration of the *enlarge* spell from one minute per level to one hour per level.

Side Effect: The caster positively reeks of blood. He suffers a -2 circumstance penalty to any Charisma based skills and checks when dealing with sentient creatures who can smell him. Carnivorous predators will single him out for special attention. Any creature with the Scent ability can detect him at twice the usual range.

Faithful Hound

MR: A tiny silver whistle, a piece of bone and a thread, representing items needed to call and tame a hound; the thread here represents a miniature leash.

Substitutions: You may replace the silver whistle with any (silver) item associated with dogs, such as a collar or dish; a silver ring could be reworked as a collar with a Craft (silversmith) check at DC 15. Bone may be replaced with meat or a drop of aniseed and thread with leather thong or string.

Augmentation: You may modify the spell slightly so as to change the breed of your phantom watchdog. In order to do this, you must use the dust of a jade worth at least 500 gp and the skull of a dog of the breed you wish to duplicate. The effects of this are mostly left for the Games Master to decide, but we suggest that a bulldog should be allowed to hang on to the opponent once it has bitten; after the bite, make an opposed Strength check, giving the bulldog an effective Strength of 18. If the *faithful hound* wins, it automatically inflicts bite damage on its turn. The tooth from a rabid dog should cause the person attacked to make a Fortitude saving throw to avoid contracting disease, while the tooth of a mastiff or even a yeth hound could be used to increase the base damage of the phantom dog's bite to 2d8+3.

Side Effect: The caster's dietary habits change abruptly. He is no longer able to digest anything but raw meat. Cooked meat, vegetables or any other foodstuff induce cramps (inflicting 4 points of temporary Dexterity damage) and nausea.

False Vision

E: The ground dust of a jade worth at least 250 gp.

Substitutions: Other essence components that are potent to fuel illusions may be used, such as rare hallucinogenic mushrooms or incenses (see Chapter 3).

Augmentation: Pixie dust, made from the ground-up wings of pixies (which need not necessarily be killed first, though they will naturally resent losing their wings) is the best illusion essence component available. Good spellcasters do not use it for obvious reasons. The wings of five pixies are needed to create one dose of pixie dust. Its use in this spell increases the spell's duration from one minute per level to ten minutes per level.

Side Effect: The placing of an illusion over actual reality spills over into the caster's mind, causing him to suffer from temporary amnesia. He must make a Concentration check at DC 20 to remember any event in the 24-hour period before the *false vision* spell was cast.



THE SPELLS AND THEIR COMPONENTS

Fear

MR: Either the heart of a hen, recalling the phrase ‘chicken-hearted’, or a white feather, which has always been associated with cowardice.

Substitutions: You are free to make substitutions based on other folkloric or vernacular ideas of fear, cowardice and running away. For example, you could use the skin of a toad that had a yellow streak, the tail of a rabbit, a clean pair of boot heels or the feather of a robin.

Augmentation: You may augment a fear spell with the teeth of a mummy over five hundred years old, the knucklebones of a lich or a chunk of the tongue of any dragon that had (or has) more than 16 hit dice. These ingredients, all of them from creatures with power to terrify in one form or another, increases the DC to save against the spell’s effects by +4.

Side Effect: The caster is afflicted by nightmares. He is unable to take a full night’s rest unless he can succeed at a Will saving throw at DC 20. This may well interfere with his ability to prepare spells.

Feeblemind

MR: A handful of clay, crystal, glass or mineral spheres, tossed aside as the spell is cast. As has been explained in an earlier chapter, these cause the target to ‘lose his marbles’.

Substitutions: You may substitute items associated with phrases describing stupidity or absent-mindedness, of which there are plenty to choose from. You might use a bag of hammers, two short wooden planks, a deck of playing cards with a few cards missing, a quantity of pig’s manure and so forth.

Augmentation: The most efficacious alternative component for *feeblemind* is a blonde wig made from spun golden wire, costing no less than 3,000 gold pieces to produce. The augmented spell may now affect one additional target within a 30 ft. area per 5 levels of the caster, to a maximum of four targets, instead of being targeted on one creature.

Side Effect: The caster is prone to fits of hysterical giggling. Whenever the Games Master rules that activity is taking place in the area that is exciting or stimulating (such as a combat) the caster must make a Will saving throw against a DC of 15 or suffer the effects of a *tasha’s hideous laughter* spell.

Fireball / Delayed Blast Fireball

E: A pellet of sulphur and bat guano. The contribution of each to the combustion process is explained in the last chapter.

Substitutions: A tiny amount of phosphorus may be used instead of bat guano; though substitutions across kingdoms are not usually workable, it is the phosphorous content of the bat guano that makes it efficacious. Alternatively, the excreta of any fire creature may be used, or the essence of a destroyed fire elemental, caught before it ebbs away altogether.

Augmentation: The dung of a red dragon of at least 14 hit dice or the essence of an elder fire elemental may be used instead of the bat guano component to create the most powerful version of a *fireball* available to an arcane caster. The intensity of the resultant heat makes the *fireball* difficult to avoid. The DC of the saving throw to avoid its effects is

raised by +1 for every 3 hit dice possessed by the creature from which the component came and every 1 rolled on the damage dice is counted as a 2. Needless to say, red dragons are not impressed by spellcasters or their agents making off with their excretions and are apt to guard against this eventuality by burying their dung or, should it be possible, scuffing it into a lava flow.

Another augmentation may be added to the *fireball* but only to the regular version. If the caster can get hold of magnesium, a pound of magnesium dust may be hurled along with the pellet. The result is a *fireball* that detonates in a dazzling white flash. Creatures who fail their Reflex saving throws are dazzled for one round in addition to taking full damage from the *fireball*.

Side Effect: Messing with fire magic is very dangerous when mistakes are made. The round after the *fireball* is cast, a second *fireball* explodes from the caster, centred on him. This second *fireball* has only half as many damage dice as the first and is saved against normally, with rolls of 1 being counted as a 1 as normal and with no modifier to the DC for the saving throw. The sole exception is the caster himself. As the caster is at the centre of the explosion, he must save for half damage at a –6 circumstance penalty.

Fire Shield, Warm Version

E: A piece of phosphorous.

Substitutions: You may use a ruby of no less than 500 gp value in place of phosphorous, because of the fiery sympathies of that gemstone. Alternatively, you may use the essence of a fire elemental of no less than 10 hit dice or the tip of the nose-cone of a dead thozqua.

Augmentation: A single piece of ruby carved into the shape of a lens, with an original value of no less than 2,000 gold pieces, augments the hot *fire shield*. The base fire damage dealt to a creature attacking with its body or handheld weapons is raised to 3d4 plus 1 point per caster level.

Side Effect: Upon expiry of the spell, the magic protecting the caster from the heat of the *fire shield* collapses before the shield itself. The caster suffers fire damage as if he had attacked himself, i.e. 3d4 points of damage plus 1 point per caster level.

Fire Shield, Chill Version

E: A live firefly or glow-worm or the tail portions of four dead ones. This curious choice of component is connected to the firefly’s ability to produce a fire-like light without combustion, creating the possibility (by the logic of magic) of cold flames.

Substitutions: You may use one pint of white dragon blood, the eye of a frost worm or will o’wisp essence to create the cold *fire shield*.

Augmentation: A single piece of diamond carved into the shape of a teardrop, with an original value of no less than 3,000 gold pieces, augments the cold *fire shield*. The base cold damage dealt to a creature attacking with its body or handheld weapons is raised to 3d4 plus 1 point per caster level.

Side Effect: Upon expiry of the spell, the magic protecting the caster from the chill of the cold *fire shield* collapses before the shield itself. The caster suffers cold damage as if he had attacked himself, i.e. 3d4 points of damage plus 1 point per caster level.

Fire Trap

E: A half-pound of gold dust (cost 25 gp) that you sprinkle on to the object to be *fire trapped*. If you wish to attune the trap to another person, you require a hair, nail paring or similar linkage component from that person.

Substitutions: You may use an equal value of ruby dust instead of powdered gold, or a sizeable quantity (at least three pounds) of phosphorous or sulphur.

Augmentation: *Fire trap* may be augmented by the addition of ground sunstone (to the value of 100 gp) or a further 50 gp of gold dust mixed with mercury. These concoctions increase the damage slightly, raising it to 1d8 points of fire damage plus 1 point per caster level. They also singe the victim in a curious whorled pattern, leaving blackened marks on his skin that are very distinctive. The caster can instantly recognise them and is thus able to tell who tripped his *fire trap*, assuming of course that the person did not die from the fire damage. These scorch marks last until the fire damage is healed.

Side Effect: When the trap goes off, it is a physical shock for the caster. He is stunned for 1d3 rounds, irrespective of how far away from the trap he is. This can be a useful feature, as the caster immediately knows when the trap has been tripped but it is also a major hazard should he be doing something important at the time.

Flame Arrow

T: A drop of oil and a small piece of flint; the one component confers its flammability, the other its potential to ignite flammable materials. The *arrow* is thus capable of bursting into flame independently.

Substitutions: You may use a small quantity of alchemists' fire, which ignites itself without flint needing to be struck. You may also use any flammable liquid (such as alcohol) and any source of ignition, such as a candle flame.

Augmentation: Introducing phosphorous into the mix of material components causes the *flame arrow* to burn with a greater intensity of heat but to consume itself more quickly into the bargain. Ordinary projectiles ignited with an augmented *flame arrow* inflict +6 fire damage rather than +4, but may only be used within two range increments for that weapon, after which the heat consumes the projectile completely. Projectiles shot at targets further away than two range increments simply burn away to ash (or molten drizzle) before striking a target. The *fiery bolt* version of the spell has its damage increased to 5d6 but its range reduced to Short (25 ft. plus 5 ft./level.)

Side Effect: Phosphorous can be hazardous to work with. The caster must make a Fortitude save at DC 14 or contract 'phossey jaw', a non-contagious debilitating disease that has a DC of 14 and causes 1d4 points of Constitution ability damage.

Flaming Sphere

T: A bit of tallow, which is the fat that candles are made from. This confers the power of continuous burning upon the *sphere*.

E: A pinch of brimstone and a small quantity of powdered iron. These provide the fiery essence for the *sphere*.

Substitutions: You may substitute any solid fuel for the tallow, such as peat or tinderwood. Brimstone may be substituted with 25 gp worth of ground ruby or a pound of dried red dragon blood, while iron may in this case be substituted with chippings of flint.

Augmentation: Phosphorous may be used instead of brimstone to create a *sphere* that burns more fiercely for a shorter amount of time. The augmented *sphere* inflicts 2d6+4 points of fire damage but has a flat 25% chance of burning out before the spell is over. *Flaming spheres* created with phosphorous burn with a whitish brilliance instead of the more usual yellow flames.

Side Effect: As for *flame arrow* above.

Flesh to Stone

T: Lime, water and earth. These ingredients together make an elementary form of cement, which as it hardens to stone mirrors the petrification of the target.

Substitutions: Fortunately for the caster who cannot get his hands on lime, there are other ways to represent the hardening of a mineral compound. You may use plaster dust in place of the lime and earth, or potter's clay and a flame in place of all the ingredients. By substituting powdered stone for the earth component, you may transmute the target into that specific kind of stone as opposed to generic rock. For example, by using powdered marble you could turn the victim into a marble statue. This may only be done with stones that have a value of less than 1 gp per pound.

Augmentation: You may mix in the dust of an emerald worth no less than 5,000 gp to create an augmented version of this spell. This not only turns the target to stone, it encases him in a surrounding block of similar stone. This block may be rectilinear, irregular or shaped like a column as the caster desires, but it may not exceed the target's dimensions in any direction by more than 5 feet, nor may it expand into a solid object. This encasing block is extremely strong, having a hardness of 9 and 20 hit points per inch of thickness. The victim must be chipped free of this block before an attempt can be made to return him to flesh form.

Side Effect: The caster's flesh becomes pale as marble and stone-cold to the touch, though he feels perfectly normal. He may well be mistaken for some kind of undead creature while the side effect lasts.

Forbiddance

S: A sprinkling of holy or unholy water and rare incenses worth at least 1,500 gp per 60 foot cube.

S: For a password lock, burn rare incenses worth at least 5,000 gp per 60 foot cube.

Substitutions: Holy/unholy water is essential and may not be done without. The magnitude of the sacrifice being made does not allow for cheaper substitutions. You may, however,





sacrifice an item of equal value, such as a gem, a piece of jewellery or a magical object. Deities that accept the sacrifice of living creatures may accept the substitution of creatures slain for items sacrificed, with one hit die being the equivalent of 100 gp of value. No one creature so sacrificed may have less than 4 hit dice, as this would represent a trifling sacrifice of no particular interest.

Augmentation: An image of your deity or a large representation of your faith's sacred symbol, wrought in silver and gold and costing no less than 8,000 gp may be placed within the affected area. This augmentation has the effect of raising the DC of the saving throw to resist the effects of the *forbiddance* by +4.

Side Effect: The deity concerned requires constant propitiation in return for granting the effects of the spell. Continual sacrifices of worth or of blood are needed to maintain the spell's effect. Once per week, a sacrifice of at

least 500 gp value must be made, or the spell is dissipated. This sacrifice will usually be in the form of rare incenses.

Floating Disk

E: A drop of mercury, which spreads out into the flat, circular basis for the *disk*,

Substitutions: You may use a circular disc of crystal, glass or ice.

Augmentation: Many force spells work much better with the addition of ruby dust. A mere 50 gold pieces' worth increases the *diameter* of the disk to four feet doubles the carrying capacity of the *disk* to 200 pounds per caster level; however, this only applies for the caster's first five levels, so a 6th level caster could produce a *disk* with a carrying capacity of 1,100 pounds.

Side Effect: The disk is much stronger but requires more concentration on your part to maintain. As soon as it has been loaded with any amount of weight, you must concentrate to maintain it. Concentrating to maintain a spell is a standard action that does not provoke an attack of opportunity.

Forcecage

E: Ruby dust to the value of 1,500 gp, used only in the spell's preparation.

Substitutions: You may use diamond dust if that of a ruby is not available; failing that, double the value of ground gold may be employed instead.

Augmentation: You may use the powdered bone from the ribcage from a devourer or from any dragon of over 16 hit dice. Only the bone from the very tip of the chest may be used,

limiting yield to one per creature. This augmentation doubles the duration of the spell and allows the *forcecage* to make a saving throw against the effects of any *disintegrate* spell levelled at it, saving as the caster and suffering no damage if the saving throw is made.

Side Effect: The caster is unable to open his jaws. He can still speak as though he were talking through clenched teeth but cannot eat solid food. While the side effect lasts, all spells he casts with verbal components have an arcane spell failure chance of 15%.

Foresight

MR: A hummingbird's feather, alluding to the phrase 'a little bird told me'.

Substitutions: You may use components that recall other sayings or ideas to do with information received in advance,

such as a single grape to represent ‘hearing through the grapevine’ or an idol of a creature with four arms, recalling ‘forewarned is forearmed’. Symbolic puns play a surprisingly large part in arcane magic. You may also use no less than four of the eyes of any creature that has four or more eyes, such as a gibbering moulder or giant spider.

Augmentation: The beholder’s plenitude of eyes makes it the perfect symbolic creature to play a part in the *foresight* spell. The dried, powdered remains of all the eyes of a beholder of 16 or more hit dice augment this spell considerably, increasing the insight bonus to armour class and Reflex saving throws to +3 and doubling the duration of the spell.

Side Effect: The caster retains a shadow of the *foresight* ability for the duration of the side effect. Though he does not receive any Insight bonus for this duration, he does receive warning of imminent threats to himself. However, such warnings have a flat 50% chance of being completely delusory. Half the time he will be genuinely precognitive and the other half will be spent jumping at shadows.

Freedom of Movement

MR: A leather thong bound around the arm or other limb. This curious use of symbolism represents that the caster is ‘bound but still free’, implying that he is equally free from the restrictions of his environment.

Substitutions: Instead of a leather thong, you may use any other item that symbolises bondage, such as a chain, belt, dog collar or padlock. This must be affixed to your arm or other limb in some way.

Augmentation: The severed hoof of a pegasus may be used to augment this spell, making the caster even more capable of overcoming limitations to his movements; all effects apply as normal and the caster benefits from the addition of an additional 10 feet to his movement rate.

Side Effect: On expiry of the spell, the caster’s feet turn into horse hooves, as if by a partial *polymorph* effect.

Gaseous Form

T: A small piece of gauze and a wisp of smoke, both of which contribute their natures to the caster.

Substitutions: In place of gauze, you may use any diaphanous fabric, such as thin silk or fine netting. Steam, fog or other visible gas (the visibility is important) may be used to substitute for smoke.

Augmentation: You may employ the distilled essence of a slain air elemental or djinni to augment your *gaseous form* spell. This grants you greater control over your gaseous body, increasing your speed to 30 while the spell lasts.

Side Effect: You spontaneously enter *gaseous form* without intending to. You have a 5% chance of entering *gaseous form* without warning at the start of any given hour of the day. This state lasts for one minute; you may do nothing to end it.

Gentle Repose

MR: A pinch of salt, which is used because of its relevance to preserving meat and a copper piece for each eye the corpse has or had, which is a custom of burial and a practical measure to keep the corpse’s eyes closed. Folklore has it that the coins

are to pay the dead person’s passage across the River Styx (or whatever the culture’s equivalent of this may be) to the land of the dead.

Substitutions: Embalming fluid, alcohol or pickling vinegar may be used instead of salt. Silver pieces may be used instead of copper pieces, which is in fact the custom in many parts of the world. Alternatively, a silk cloth worth at least 1 gp may be used to cover the corpse’s face.

Augmentation: Natron, a spice used in mummification, is a splendidly efficient preservative for dead tissues. It can keep a dead body fresh for much longer than salt alone. If natron is used in place of salt, the duration of the spell is doubled.

Side Effect: The caster’s wounds do not heal naturally, because of his arcane connection to a dead body. While the spell effect lasts, he may only heal half of the usual amount of hit points available for spending a day without taking strenuous activity or taking full bed rest.

Ghost Sound

MR: A bit of wool or a small lump of wax, which can both be used to stopper up the ears and thus mislead the hearing of the target.

Substitutions: You may use any soft item that could be safely stuffed into a person’s ear, such as a piece of lint, a cork or the tip of somebody’s thumb.

Augmentation: You may add the ground dust of a jade worth no less than 50 gp to make your *ghost sounds* more convincing. The attribute modifier that you use for the purposes of determining saving throw DC is doubled for that purpose alone.

Side Effect: The caster suffers from tintinnabulation (ringing in the ears) on some days. On waking up in the morning, roll a d4: on a result of 1, the caster is afflicted and suffers a –4 circumstance penalty to all Listen checks.

Ghoul Touch

T: A small fragment of clothing that a ghoul has worn, or a pinch of dirt from the lair of a ghoul. This works both as a linkage and as a transference component, as it transfers the ghoul’s essence by association.

Substitutions: You may use an actual fragment of a ghoul’s body, such as a claw or tooth. You may also use gelatinous cube essence but if you do so, the target is not afflicted with the carrion stench described in the spell. You might, of course, consider this an advantage.

Augmentation: The collected talons of no less than ten ghouls, boiled together into a broth and drunk, may be used to cast a souped-up version of *ghoul touch*. A successful Alchemy skill check (DC 15) is needed to prepare the broth properly, a process which takes at least 8 hours of attentive work. Instead of affecting only one target, you may now paralyse one target with this spell per two caster levels.

Side Effect: The caster’s skin peels away from his body in horrid strips, till he resembles a ghoul himself. He suffers a –4 circumstance penalty on any Charisma based skills and checks in which his physical appearance is a significant factor.



Glitterdust

T: Ground mica, which confers its scintillating appearance upon the *glitterdust*.

Substitutions: Powdered nacre (mother-of-pearl), gold dust worth at least 25 gold pieces, or a single (crushed) opal worth at least 100 gold pieces, are acceptable substitutes for mica.

Augmentation: The ground-up wings of a pixie or a lock or a lock of the hair of a nymph make a particularly tenacious form of *glitterdust*, which remains hanging in the air for three rounds per caster level instead of only one.

Side Effect: The caster's footprints (or the impression of whatever he uses to walk with) glow for five rounds before fading, with a twinkling light similar to that shed by the *glitterdust* particles. It thus becomes easy to tell where he has gone. This effect is blocked by two or more inches of material.

Glyph of Warding

E, S: The glyph is traced with incense, which has been sprinkled beforehand with the dust of a diamond worth at

least 200 gp. Incense is here used as an essence, rather than a sacrifice component; the diamond is the sacrifice.

Substitutions: If the glyph is being drawn on a surface, you may draw it with holy or unholy water (as appropriate) instead of incense. Alternatively, you may trace it with silver dust (at least 25 gold pieces' worth) so long as the dust is dropped on to a flat horizontal or near-horizontal surface. You cannot draw a glyph in the air with silver dust. The diamond may be replaced with another gem of equal value, as it is the quality of the sacrifice that is most important and not the type of stone.

Augmentation: You may honour your deity with a greater sacrifice than that which is called for. If the diamond crushed is of 1,000 gp value or greater, the *glyph* is fixed as if you had cast it at one greater caster level per 1,000 gold pieces of value, to a maximum of 5.

Side Effect: In recognition of the additional favour shown by the augmentation of your spell, our deity requires you to keep vigilant watch close to the *glyph* that you have created. If you move more than three hundred feet away from an augmented *glyph*, it automatically discharges. This side effect cannot be removed.

Grease

T: A bit of butter or pork rind; would that all transference components were so straightforward!

Substitutions: You may use any other kind of animal fat that you have to hand. Note that you may not use most oils, as they are of mineral or vegetable origin. Whale oil, however, could be used.

Augmentation: Fat from a displacer beast or blink dog produces the best *grease* spells. The DC of the saving throw to avoid slipping on the surface or dropping the object is raised by +4. This fat must however be stored properly and used within one month of the death of the animal, or it becomes utterly rancid and useless for spellcasting.

Side Effect: The caster's sebaceous glands go into overdrive. While the side effect lasts, his body produces three times as much of its natural oils as it should, making hair lank and greasy, skin shiny and blocking pores, creating acne. This gives the caster a -2 circumstance penalty on all Charisma-based skills and checks for which physical appearance is relevant. Washing has no effect on this condition.

Greater Magic Weapon

T: A pound of lime and an equal measure of carbon powder. The lime's corrosiveness adds to the weapon's damage, while the carbon acts as a fixative for the charge.

Substitutions: You may use other corrosive substances in place of the lime, such as a single flask of acid. This does *not* confer the



ability to inflict acid damage upon the weapon. Carbon may be replaced with 25 gold pieces' worth of powdered silver or the same value of ruby dust.

Augmentation: A little-known blend of powdered black and white dragon horn (equal measures of both) does wonders for a *greater magic weapon* spell. Unicorn horn can also be used for this purpose and does not have to be mingled with anything else. The specimens from whom the horn is taken must be fully adult. Preparing the compound requires proper alchemical facilities and a successful Alchemy check at DC 20. By using this preparation, the caster is able to bestow an enhancement bonus upon a weapon (or weapons) as usual but may also designate the weapon as a temporary bane for a specific kind of creature, for which see *Core Rulebook II*. Bane weapons have an effective enhancement bonus to attack and damage rolls of 2 more than their usual enhancement bonus when wielded against a given kind of creature; they also inflict an extra 2d6 points of damage upon such creatures. They may never have an effective enhancement bonus of higher than +5. The bane effect lasts for one round per level of the caster, following which the weapon or weapons drop back to their ordinary enhancement bonus as bestowed by the spell.

Side Effect: The caster exudes an aura of antipathy towards the class of creature he specifies for the bane above. He will be singled out over other creatures as their preferential target. Creatures of this type receive a +4 circumstance bonus to saving throws against attempts made by the caster to use mind-affecting magic on them.

Guards and Wards

This complicated spell has many effects and thus uses many components.

T: Burning incense. This enables the spell to produce clouds of fog, which fill all the corridors.

T: A small amount of sulphur and oil, which supply the stench for the *stinking cloud* effect and the fiery illumination for the *dancing lights* effects.

MR: Knotted string, representative of Ariadne's thread in a tangle and suggesting that there is no easy way in or out; the legend of the Minotaur explains this reference.

T: A small amount of umber hulk blood, used to power the *confusion* effect.

Substitutions: Anything that produces smoke, such as a smokestick or rags burned on a fire, may be used instead of the incense. The only criterion is that the smoke must continue to burn for as long as the spell is active. To douse the source of the smoke is to dispel the fog in the corridors. Sulphur and oil may be replaced by flint and tinder, by ruby dust to the value of 50 gold pieces or by dried red dragon blood. The knotted thread may be replaced by any symbol of misdirection or being lost, such as a small model or diagram of a labyrinth, or a spider's web that still contains a live spider. UMBER HULK BLOOD can be replaced by a ground opal of at least 1,000 gold pieces' value or by fermented alcoholic spirits distilled at least one hundred years before the time of casting.

Augmentation: There are several augmentations that may be made to a *guards and wards* spell. Each one must be separately researched, with its own Arcane Composition skill check. The incense may be treated with ground hippogriff

hooves, which turns the fog as thick as that produced by a *solid fog* spell (q.v.) with the same effects upon movement. Including a pound of phosphorous with the sulphur and oil allows you to place a *fire trap* upon any one area or item in the stronghold. Adding the dried brain of a phase spider of 10 or more hit dice increases the chance for an intruder to believe they are going in the opposite direction to 60%. Finally, the use of gibbering moulder essence in addition to umber hulk blood allows the choice of one additional magical effect from the list provided, as well as the effect granted by the ordinary spell.

Side Effect: The spell leaves sticky residue behind once the fog filling the corridors has retreated. This gluey mess slows movement down to half its usual rate. At the Games Master's discretion, it can also generate oozes, bred spontaneously from the magical gunk.

Hallow / Unhallow

The same substitutions, augmentations and side effect apply to both these spells.

S: Herbs, oils and incense worth at least 1,000 gold pieces plus 1,000 gold pieces per level of the spell involved.

Substitutions: You may substitute other items appropriate to your religion, so long as the value is the same or greater. If the religion allows for it, you may also offer up living creatures as a sacrifice, keeping to the rule that one hit die is equivalent to 100 gold pieces in value and no single creature sacrificed may have fewer than 4 hit dice. Note that sacrifice is not by any means an inherently evil act, unless it involves the sacrifice of an intelligent creature.

Augmentation: This is one of the few spells that may be augmented with a focus. The provision of an image of your deity or that deity's symbol, incorporating silver, gold and gems and valued at no less than 8,000 gold pieces, increases the effective caster level of the spell you have included in the hallowed area by 1 per 2,000 gold pieces spent on the image, to a maximum increase of 4 effective levels.. This item must remain in the hallowed area; if it is removed, the included spell no longer functions, even if the image is returned to its place. If it is defaced in any way, such as by the removal of one of its jewels, then the same cancellation effect happens. In either case, the site still counts as *hallowed*. The druid version of the spell involves a specially cultivated sacred tree, that must have been growing undisturbed for at least three months before the site can be *hallowed*. The death or removal of this tree cancels the spell effect as above but physical damage alone does not.

Side Effect: The caster is charged with the maintenance of the hallowed site. He must return to it at least once per month and perform a suitable ceremony of worship to the deity. If this is not done, the site no longer counts as hallowed. This side effect may not be removed by the usual means of *atonement*. The caster can only relieve himself of this obligation by passing on responsibility for the site's maintenance to a fellow cleric of the same religion.



Hallucinatory Terrain

T: A stone, a twig and a bit of green plant matter. These transfer the qualities of rocks, trees and plant life to the illusory landscape that you bring into being.

Substitutions: You must always use a minimum of three components but what they are is dependent upon the kind of landscape you are trying to create. There must be at least one mineral and one vegetable component. For example, to create a desert vista you could use a pinch of sand, the thorn from a cactus and a fragment of rock; to create a swamp you could use a globule of mud, the leaf of a fern and a piece of Spanish moss.

Augmentation: If you add a jade sphere as an essence component, your illusions take form much more quickly. The sphere must be worth at least 2,000 gold pieces. This augmentation lowers the casting time from 10 minutes to 2 minutes.

Side Effect: One single feature within your *hallucinatory terrain* is not as it should be. Close examination of this feature reveals that it is not appropriate for the region or even native to the world. For example, if you created a simple field of grass, the daisies in it might have human faces or the ants be bright pink. A forest might have trees bearing ordinary apples, one of which was silver. Noticing the aberrant feature requires a successful Spot check against a DC of 30 but if the check succeeds then the Will save to disbelieve the illusion is made at a +4 circumstance bonus.

Halt Undead

MR: A small amount of sulphur and garlic powder, referring to those substances believed by the superstitious to protect against the undead.

Substitutions: The traditions of different cultures are the source of information here. You may therefore use mustard seeds, a handful of iron nails, sticky rice or a small piece of sunstone as alternative ingredients.

Augmentation: Working on the principle that like affects like, the caster may directly disrupt the energy matrices of the undead creatures by crushing a black onyx jewel worth no less than 500 gold pieces in the course of the spell and adding this to the usual components. This allows him to affect three undead creatures plus one additional undead creature per three caster levels. The restriction on how far apart the creatures may be from one another still applies.

Side Effect: The caster begins to smell vaguely unpleasant, as if he were carrying something that had decomposed or had been eating a large amount of sulphur and garlic. He suffers a -1 circumstance penalty on all Charisma-based skill checks that involve interaction with civilised beings. He also experiences mild nausea almost continually. This results in a temporary lowering of his Constitution ability score by one point while the side-effect lasts.

Haste

MR: A shaving of liquorice root. The magician who first experimented with this spell and hit upon this ingredient must have been using some extremely twisted logic, as liquorice is a laxative and is primarily used to 'hasten' the activity of

the bowels. Nonetheless, the liquorice version has become the standard.

Substitutions: You may use any herbal substance reputed to give pep and energy, such as guarana seeds, coffee beans or coca leaves. If you wish to follow the train of thought used by the original formulator of this spell, you could employ senna pods or a fistful of bran.

Augmentation: A dose of philosopher's mercury, costing on average 300 gold pieces, is an excellent mythic resonance component to use here, given the association of mercury with swiftness. The duration of the spell is increased to 4 rounds plus one round per level of the caster. However, such a surge of speed does not come without cost and the recipient suffers one point of temporary Strength and one point of temporary Constitution ability damage when the spell ends.

Side Effect: Focusing so much quickening energy saps the caster's nervous system. Once he has cast the spell, he immediately suffers 1d3 points of temporary Dexterity ability damage.

Hideous Laughter

MR: Tiny tarts that are thrown at the target, evidently an allusion to slapstick comedy.

T: A feather that is waved in the air, as if one were tickling the target.

Substitutions: Tiny tarts are the most reliable component to use in this spell but are not especially easy to come by. Many mages therefore prefer to use a single, conventionally sized pie or tart. The caster must succeed in a ranged touch attack with the pie in order for the spell to work. Any other object that can be used to tickle a victim, such as a furry tail or even the tip of a brush, may replace the feather.

Augmentation: The Games Master must decide which single item best epitomizes comedy in his campaign world. A lavish representation of this item, valued at no less than 500 gold pieces, is needed to augment the spell properly. (For instance, one campaign used the perfectly preserved corpse of a sacred parrot, fitted with an Aztec death mask made from gold and ivory.) Whatever item is used, the effect is to cause the humour to last for much longer, increasing the spell's duration to 1d3+3 rounds.

Side Effect: The caster is followed by the sound of jingling bells, as if he were wearing a hat with bells on. This constant jingling gives him a -6 circumstance penalty on all Move Silently checks and alerts any person within 30 feet to his whereabouts, unless there is substantial background noise.

Hold Monster / Hold Person

T: One hard metal bar or rod; this can be as small in size as a nail. The type of metal does not matter, so long as it is hard. This lends the spell its quality of robust obstruction.

Substitutions: You may use a solid length of worked rock (natural rock will not do) or a length of chain.

Augmentation: A specially worked rod made from adamantium (costing no less than 100 gp) enhances the function of this spell. The target may be kept *held* for longer than the duration of the spell, so long as you have a line of sight to it and you do not make any voluntary motion yourself. If you are wounded, shaken or otherwise distracted,



you must make a Concentration check at a DC of 10 plus the target's hit dice. As soon as you make a voluntary motion, the spell ends.

Horrid Wilting

T: A piece of sponge. This lends the spell the ability to soak up moisture from the target creatures.

Substitutions: You may use a fragment (at least an ounce) of any creature that lives by draining fluids from others, such as powdered mosquito, vampire bat fur or crushed fleas.

Augmentation: An unusual and fragile mineral formation known as a sand rose, which is made from crystallised gypsum and found only in desert climates, is the best augmentation component for *horrid wilting*. Its inclusion in the components causes the draining to be sustained, meaning that a second *horrid wilting* takes place the round after the first casting was made. This second occurrence of the spell's effect strikes only those who were targeted by the first. It inflicts only 1d4 points of damage per caster level and a successful saving throw means that the target takes no damage rather than half damage.

Side Effect: The caster's extremities (nose, ears, toes and fingers) develop a tendency to crumble off while he sleeps, causing 1d4 hit points of damage. This has a 20% chance to happen during any period of unconsciousness. It is as if they simply dry up and fall off as scaly, flesh-coloured dust. This disfiguring damage can only be healed with a *heal* or *regenerate* spell. Though lost hit points can be restored

through ordinary means such as healing potions, the lost extremity does not grow back.

Hypnotic Pattern

T: The tip of a lit incense stick, or a rod made from crystal and filled with glowing matter. The glow is transferred to the pattern, which hangs in the air like a vapour trail.

Substitutions: You may use any item that gives a constant glow and that you can manipulate, such as a live firefly, a hot coal, a piece of phosphorous in the dark or a lit cigar.

Augmentation: Use of an opal (minimum value 500 gold pieces) adds an additional prismatic splendour to the *hypnotic pattern*, drawing more creatures to stare at it. The caster now rolls 3d4 +1 per caster level (maximum +10) to determine how many hit dice of creatures are affected.

Side Effect: The pattern is so beguiling that the caster himself is at risk of becoming affected by it. He must make a Will saving throw as if he were the target of his own spell. He receives a +1 insight bonus to this saving throw, as it is after all his own work. Failure means that he is affected by it in addition to any other creatures. His levels do not count towards the total hit dice affected. If he does succumb to his own *hypnotic pattern*, he no longer counts as 'concentrating' on the spell

Ice Storm

T: A pinch of dust and a few drops of water, which relate to the way in which hail is formed. The dust particle forms the kernel, while the water freezes around it.

Substitutions: In the unlikely event that you cannot locate either dust or water, you may use ground crystal or glass, a few shavings of ice, or the powdered tooth of a white dragon.

Augmentation: The dust of a diamond worth at least 1,000 gold pieces, whose chill transparent substance is magically so close to that of ice, is the best augmentation component here. When cast with this component, the *ice storm* continues for one round per 1,000 gold pieces value of the gem, to a maximum of five rounds. After the first round, creatures in the area of effect are allowed a Reflex saving throw to take half damage from the pounding hailstones.

Side Effect: The caster is haunted by bad weather. This is not so pronounced as to make for an effective *control weather* ability but it does mean that when the weather *can* be foul where he is, it *will* be. If he steps outside, it will start to rain within minutes. If he boards a ship for a voyage, a storm will blow up. If he goes travelling in the desert, he will be plagued by sandstorms.

Identify

E: A pearl of at least 100 gp value, crushed up and stirred into wine.

MR: An owl feather is used to stir the infusion, owls being symbolic of wisdom.

Substitutions: The pearl may be replaced with gold or silver dust to equal value, or a dose of philosopher's mercury. The mixture must be stirred by, or mixed with, a part of some animal having a folkloric association with wisdom



THE SPELLS AND THEIR COMPONENTS

or knowledge, such as the Raven of Thought from Norse mythology, or the Salmon of Knowledge from the Celtic.

Augmentation: The casting time of *identify* is enough to give many low-level spellcasters the horripilations. One has to work solidly for eight whole hours in order to determine for certain whether one's dagger has a +1 enhancement bonus or not. At higher levels, this is not so bad, as one can identify several items at once; but for the beginning mage it is a headache. Researchers into the arcane have therefore been striving for years to find a way in which *identify* could be cast in less time. It has been discovered that if the pearl is of at least 500 gp value, the feather is taken from the wing of a lillend or astral diva and the wine is drunk from a silver or gold goblet worth no less than 25 gold pieces (this is a focus rather than a component and may be re-used) then *identify* may be cast in one hour rather than eight, with no loss of accuracy. The proprietors of magical emporiums are usually aware of this augmentation and can therefore offer 'item identification within the hour' for those who wish to pay the extra asking price.

Side Effect: Casting *identify* so quickly leaves the caster with a form of lasting mental indigestion. He finds it hard to focus on what he is doing, as his mind is racing ahead of

itself all the time. Accordingly, he receives a -2 circumstance penalty on all Concentration checks and takes twice as long as usual to prepare his spells.

Illusory Script

MR: An ink made mostly from lead, which may be of no less than 50 gold pieces' value.

Substitutions: You may make your own ink from whatever materials come to hand, such as blood, soot, berry juice or even the ink sacs of dead sea creatures. However, it must contain either powdered lead, powdered jade of at least 50 gold pieces' value, or ground-up pixie wings. Mixing the ink requires an Alchemy check at DC 15.

Augmentation: To augment this spell, the ink needs to be made from the discharges of a giant squid, kraken or giant octopus and the quill that writes the *illusory script* must be made from the wing feather of any magical beast or outsider that has feathered wings. This script is more convincing than the regular article. You may add your Charisma ability score modifier to the DC of the saving throw to resist the effect if you are a wizard, or your Intelligence ability score modifier if you are a sorcerer or bard.

Side Effect: The caster suffers from mild hallucinations, seeing words dancing before him that he can almost – but not quite – make out. These hallucinations leave him with a -4 circumstance penalty to all Spot and Search checks and a -2 circumstance penalty to all Concentration checks.

Instant Summons

L: A sapphire worth at least 1,000 gp, inscribed with the name of the item you wish to summon. The two are linked thereafter.

Substitutions: As copper is also a linking agent, you may use a copper disc instead of the sapphire but this limits the operative range of the spell to one mile. If the item is any further from you than that, or it is on another plane of existence, the spell is still discharged but fails to work.

Augmentation: Star sapphire may be used instead of normal sapphire and must have a minimum value of 5,000 gp. The spell functions as normal unless the item is in the possession of another person, in which case you receive a clear image of the item and its surroundings as though you were *scrying* it. You may use *scrying* spells or devices upon the object as if it were a creature for a period of seven days after the *instant summons* attempt has been made. This is in addition to the information you receive concerning the object's possessor.



Invisibility / Invisibility Sphere / Mass Invisibility

The same components are used for all these spells and the same substitutions and augmentations apply to each.

MR: An eyelash encased in a bit of gum arabic, representing the binding of the observer's eye.

Substitutions: Instead of an eyelash, you may use another part of the body associated with sight, such as an eyelid, several teardrops or even a whole eye. These do not need to come from a humanoid creature but they must come from a creature whose eyes are capable of opening and closing, so giant spiders and the like are not acceptable. Gum arabic may be replaced with any other translucent, adhesive substance, such as glue. Alternatively, the eyelash may be placed in a crystal box.

Augmentation: One can cast no better *invisibility* magic than that which involves an opal worth at least 3,000 gold pieces, into which a small hole has been drilled. The eyelash is then sealed inside with a little gum arabic. This augmented *invisibility* has the distinct advantage of reasserting itself if the subject breaks it by attacking any creature. If the spell would not yet have ended if the subject had not attacked, the subject can recover the *invisibility* by remaining utterly motionless and concentrating for three rounds. If he is struck or distracted, he must make a Concentration check at DC 15 to avoid losing the recovery of *invisibility* and having to start again.

Side Effect: Once per day, from one to four objects of Small size or smaller within 10 feet of the caster spontaneously become invisible, as determined by the Games Master. Metal objects will be most likely to vanish. This invisibility ends when the side effect does. This can be an extremely useful side effect but when it first happens it can easily lead to accusations of theft.

Iron Body

T: A small piece of iron that once comprised part of either an iron golem, the armour worn by a hero (a fighter of at least 14th level) or a war machine, i.e. a catapult, trebuchet or ballista.

Substitutions: You may stretch the definitions of the above somewhat. You may use part of an iron image of a hero, a fragment of shield or weapon carried by a hero, a piece of a battering ram, a portion of meteoric iron or an iron fitting from the door of a stronghold that has stood for at least 50 years.

Augmentation: You must somehow acquire the pewter-coloured, bulbous, hollow mass that is the 'heart' of an iron golem if you wish to cast the most potent version of this spell. This object weighs at least 20 pounds and you must use all of it; a fragment will not do. The heart sizzles away into nothing as the spell is cast. Instead of taking half damage from fire effects as per the usual function of *iron body*, you are now healed by fire damage exactly as an iron golem would be. Fire effects cure you of 1 point of damage for every 3 points they would otherwise deal.

Side Effect: The different aspects of the *iron body* wear off over different times. The caster suffers from stiffness in the joints for as long as the side effect lasts, leaving him with a

-3 penalty to Dexterity (to a minimum Dexterity ability score of 1) and a halved movement rate.

Jump

T: A grasshopper's hind leg. This is broken as the spell is cast, transferring the grasshopper's prodigious jumping power to the caster.

Substitutions: You may use the hind leg of any creature that is renowned for making long leaps, so long as you are capable of breaking it. The Games Master may wish to have the caster make a Strength check to break some hind legs; it is not easy for the average mage to break a kangaroo's leg across his knee. You may attempt to break the leg of a flea but you will need magnifying lenses, tweezers and a successful Dexterity check at DC 30.

Augmentation: If you incorporate the wing of a flying squirrel, bat, flying fish, flying lizard or other gliding creature (though not a bird) you may glide down any distance once you have launched yourself into your *jump*. You must move 20 feet forwards for every 10 feet you drop down.

Side Effect: A physical feature of the creature is transferred to the caster and remains there for as long as the side effect lasts. He might acquire the teeth of a squirrel, the scales of a fish or the tongue of a lizard. These features are essentially deformities, giving the caster a bizarre appearance and do not confer any special ability.

Light

T: A firefly or a piece of phosphorescent moss.

Substitutions: In a rare exception to the substitutions rule, you may use a piece of phosphorus instead of the above ingredients. Alternatively, any naturally glowing substance will do. This has to glow under its own power. Anything that needs to be lit in order to give light will not work.

Augmentation: A tiny sprinkling of gold dust, to the value of 5 gold pieces, is enough to increase the spell's duration to 30 minutes per level.

Side Effect: The caster develops a mild fear of the dark. In any conditions where the illumination available is less than that of a torch or *light* spell, he suffers a -1 morale penalty to all checks and saving throws.

Lightning Bolt

E: A bit of fur and an amber, crystal or glass rod, used to provide the spark of static electricity that becomes the *lightning bolt*.

Substitutions: You may substitute the above components for any other means of generating static electricity or an electric spark, such as a comb made from amber or horn or two quartz crystals that release a spark when struck together.

Augmentation: In an emulation of nature, the most potent wizards of the storm recall the lightning breath ability of the blue dragon to cast their *lightning bolts*. You must acquire two teeth from a blue dragon's jaws, one from the top jaw and one from the bottom. The dragon must have had at least 18 hit dice while alive. These are then clashed together in the



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course of the spell's casting to create a tremendous spark. The dazzling glare of the resultant bolt is enough to blind those who are too close to it. Any creature in the path of the bolt who fails its Reflex saving throw is blinded for 1d3 rounds as well as taking damage. Those who make their saving throws are dazzled for 1d3 rounds as well as taking half damage.

Side Effect: The caster becomes a living battery of static electricity. His hair stands on end, and anyone approaching within 10 feet of him has a 1 in 4 chance to be struck by a stray arc of electricity causing 1d4 points of electrical damage. Once this has happened, an hour must elapse before it can happen again.

Locate Creature

T: A bit of bloodhound's fur, drawing on that creature's ability to track.

Substitutions: You may substitute the fur, scales, hair or skin of any creature with exceptional powers of scent, such as a wolf or owlbear.

Augmentation: There are few finer trackers in the world than the invisible stalker; this entity can track down and dispatch almost anything. To cast the best of all *locate creature* spells, you must persuade an invisible stalker to provide you with a phial of its essence. (You cannot collect this upon the creature's death unless you do so upon the elemental plane of Air, as it simply fades back to its home plane once destroyed.) The augmented spell not only tells you in which direction the creature lies, it gives you a strong mental image of what it is doing and its condition of health. The duration of the spell is also extended to 20 minutes per level.

Side Effect: The caster's sense of smell becomes abnormally acute. He acquires the Scent special quality (see *Core Rulebook III*) but is hypersensitive to unpleasant smells as well as pleasant or neutral ones. When passing such odorous items as a dungheap or a rotting corpse, he must make a Fortitude saving throw at DC 15 or be overwhelmed with nausea for 1d4 rounds. Whenever he is exposed to an effect that induces nausea by smell, such as *stinking cloud* or *ghoul touch*, his saving throw suffers a -6 circumstance penalty.

Magic Mouth

MR: A small fragment of honeycomb, recalling the notion of 'sweet talking'.

E: Jade dust to the value of 10 gp, jade being pre-eminently the gemstone of illusion.

Substitutions: Honey, sugar, molasses or even mead may be substituted for honeycomb, while ground opal to the same value will do if you have no jade. Alternatively, you may use morning dew gathered that same morning.

Augmentation: Resetting a *magic mouth* every time it is activated is a tiresome business for a spellcaster, so attempts have been made to give the illusion some form of durability. This may be achieved by using a human tooth with a diamond of at least 500 gold pieces' value set into it as an additional material component. The diamond tooth appears within the *magic mouth* as it speaks. Once the spell is discharged, roll a d10: on a result of 1, the spell expires completely. Otherwise, it resets itself.

Side Effect: The caster's ordinary speaking voice becomes a flat monotone, as if all of his powers of emotional expression had been transferred to the *magic mouth*. He may still cast spells with verbal components but he is unable to express emotion through his tone of voice, leading to a -4 circumstance penalty on all Perform checks which involve the voice and all Diplomacy checks.

Minor Globe of Invulnerability

L: A glass or crystal bead that shatters at the expiration of the spell.

Substitutions: Any translucent or clear sphere made from nonliving material, including ice.

Augmentation: If you can take the time and trouble to make (or commission) a hollow crystal sphere into which the ground dust of ruby, sapphire and amber have been poured - an item that costs no less than 750 gold pieces to construct - you will find that it provides essence as well as linkage, pouring vitalizing energy into your *globe of invulnerability*. The duration is doubled to two rounds per level and the spell may be maintained beyond that point with a successful Concentration check against DC 20 (taken as a free action) for every round you wish to maintain it beyond that point, to a maximum duration of 30 minutes.

Side Effect: Your own ability to cast spells of up to 3rd level is impeded by the lingering abjuration magic from the unorthodox *globe*, even after it has dissipated. Every spell you cast of 3rd level or below has a 5% chance of simply failing to activate. This does not apply to spells aimed at you.

Mnemonic Enhancer

MR: A piece of string, in which the caster ties a knot, symbolic of having something to remember.

E: Ink made from the discharge of squid and the blood of a black dragon.

Substitutions: The piece of string can be exchanged for a knotted handkerchief, leather thong bound around the wrist, or similar memory-jogging device. The ink can be prepared from suitable alchemical compounds that duplicate the effects needed; this costs 25 gold pieces and requires a successful Alchemy check at DC 20 to make.

Augmentation: Juices from the pressed brain of an intellect devourer or mind flayer are the only way to make the ink of the *enhancer* more potent than it already is. This enhancement allows the caster to prepare two additional levels of spells (though he may not prepare any spell above third level) or to retain multiple spells totalling no more than four levels. These spells may have been cast up to a minute before the casting of the *mnemonic enhancer*. He could therefore retain one third level spell and one first level spell, or two second level spells.

Side Effect: The mental strain of recalling so much arcane detail gives the caster violent headaches. One hour after casting the augmented version of the *enhancer*, he develops a headache so severe that he may take no action requiring concentration, including the casting of spells. This headache lasts for 1d3 hours.

Mount

T: A piece of horsehair, a simple transference component for a simple spell.

Substitutions: You may use any other part of a horse's body. In a rare departure from the 'kingdoms' rule, you may also use an iron horseshoe, so long as it has been worn at least once.

Augmentation: Other mounts may be summoned but to do so requires the additional energy of a crushed sapphire of no less than 50 gp in value. You may use the hair of a specially bred riding dog (*see Core Rulebook I*) to summon one as a mount, an augmentation favoured by gnome spellcasters who find a riding dog to be more their size. You may also use the hair of a warhorse to summon a sturdier mount than usual but if this is done, the spell lasts half as long. It is possible to summon a pegasus, unicorn or hippogriff to act as your *mount* by using hair from these creatures and adding the dust of a sapphire worth at least 1,000 gold pieces but the creature will not automatically serve you, nor does it come equipped with a riding harness. In most cases, it will simply turn and run away unless you can somehow induce it to stay and allow you to ride it.

Side Effect: The caster develops mild claustrophobia. He suffers a -1 morale penalty to all checks and saves when in an enclosed space. Should he be in a tightly confined space, this penalty is increased to -4.

Move Earth

L: A mixture of soils (clay, loam and earth) in a small bag. The rearrangement of these substances causes the movement of the earth. The soils must be varied because earth is not uniform; if only one sort of earth was used, the spell would not have the necessary versatility.

T: An iron blade, which represents the flat of a spade and lends its earthmoving power to this spell.

Substitutions: You may use any three types of soil to make up the components, depending on what is available in the area. The regions from which these three soil types are taken may not lie within one mile of each other. You might, for example, use sand from a beach, chalk from the neighbouring hills and mud from a riverbed. The iron blade may be replaced with any spade-like piece of metal, such as the scale from a comrade's armour or even a silver spoon.

Augmentation: If you can draw upon the power of pure earth energy, you can make the earth more compliant to your will. There are two principal ways of doing this. Firstly, you can use the shattered essence of an earth elemental of at least 16 hit dice; secondly, you can use an emerald of no less than 3,000 gold pieces' value. Either of these augmentations allow you to halve the casting time of the spell, so that ditches can be dug and embankments raised with much less preparation.

Side Effect: The caster is physically drained, as if he had been labouring hard to shovel massive amounts of earth. He suffers a -2 circumstance penalty to all Strength-based skill and ability checks while the side effect lasts.

Neutralise Poison

E: A bit of charcoal; this material is supposed to be absorptive and neutralizing.

Substitutions: You may use a lump of brown bread, a fragment of anything that has been burnt or (if you are neutralising the poison within a creature) a piece of the venomous creature or a drop of the poison that did the damage in the first place. This must be a drop of the poison in its raw state; you cannot use the blood of the poisoned person, even though it has the venom in it.

Augmentation: Unicorn horn, when crumbled into wine and administered, is potent to undo the effects of poison. If you use this augmentation, which a good spellcaster will find it difficult to justify, the poison is removed as usual and 1d3 points of ability damage lost due to poison are restored to each ability from which they have been lost.

Side Effect: The caster's own vulnerability to poison increases. All saving throws against poison effects are made at a -2 circumstance penalty. Attempts to administer *neutralize poison* spells or potions do not succeed unless the person administering them succeeds in an opposed caster level check against the afflicted caster. This may involve a person trying to roll against his own caster level.

Nondetection

E: A pinch of diamond dust worth 50 gold pieces.

Substitutions: It is generally difficult to substitute for diamond but twice the value of ruby or sapphire will do in a pinch.

Augmentation: Adventurous mages have discovered that the eyes of a bebelith or the hair of a dark naga may be used to complement this spell. Use of either of these hard-to-get components increases your effective caster level by 4 when casting *nondetection*, making it significantly more difficult for other spellcasters to perform divinations on people or items that you have protected.

Side Effect: The caster loses all sense of direction. If unaccompanied and without large visible landmarks, he must make a Wisdom ability check against DC 20 to find his way around even in a place that he has known for years.

Obscure Object

MR: Chameleon skin; the ability of this creature to blend in with its background is used to make the object impossible to detect.

Substitutions: You may use any item associated with concealment or that is characteristically difficult to find. Mages with a quirky approach to spellcasting have been known to use a set of keys, a single sock or hair from the head of a virgin in this spell.

Augmentation: You may increase this spell's duration to 24 hours by using the essence of an invisible stalker instead of the chameleon skin component.

Side Effect: The caster's own skin and hair become chameleonic, changing colour from moment to moment; however, they never match the background. This gives him a -4 circumstance penalty on all Hide and Disguise checks



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and allows a +2 circumstance bonus for Spot checks made to notice the caster.

Passwall

MR: A pinch of sesame seeds, alluding to the story of Ali Baba and the phrase ‘Open Sesame’. It is unknown whether the story was based on an early use of the component, or whether the popularity of the story has lent the component its significance.

Substitutions: You may use any item historically associated with the opening of a portal or a surface. You could therefore use a fragment of a boulder that had breached a castle wall, the tip of a thoqqua’s nose cone or one of the many teeth from a purple worm’s maw.

Augmentation: To really beef up a *passwall* spell, you must go to the trouble of obtaining wood from a battering ram that has been used successfully in at least five sieges. The use of this venerable device’s substance doubles the penetration of your *passwall*, increasing the depth of the tunnel it creates to two feet per caster level. By this means, thick walls can be breached with just one use of the spell, rather than necessitating multiple uses.

Side Effect: The passage created by the *passwall*, though deeper than usual, is structurally unstable. If any creature strikes or collides with one of the walls of the passage, the spell is dispelled and all creatures are ejected from the nearest exit.

Polymorph any Object

T: Mercury, which bestows fluidity of form; gum arabic, which ‘traps’ the object in its new form, fixing it; and smoke, which veils the original nature and essence of the object and prevents it from ‘remembering’ what it used to be.

Substitutions: These ingredients are extremely specific. Mercury is too basic a component to change. Gum arabic may however be exchanged for amber; smoke may be exchanged for a piece of veil, a quantity of vapour or a handful of spiderweb.

Augmentation: Polymorphing objects is so much easier when you can add a phial of phasm essence to the mixture of components.

Phasms being natural shapeshifters, their essence can easily be used to render objects more malleable by your will. Phasm essence increases the DC of the saving throw to resist the spell’s effects by 2 and moves the resultant item one row down on the duration table, though an item of duration factor 7 can never become permanently changed; in this case, it would be changed for 4 weeks rather than suffering permanent change.

Side Effect: The singular disadvantage of using phasm essence is its instability. The very protean nature of the stuff makes it dangerous to work with. If the target of the spell should happen to make its saving throw, the caster must attempt to save against the spell as if he had been the target of it; if he fails his saving throw, he suffers the transmutation that he was attempting to impose upon the object or creature. Many magicians who were overly greedy for transformational power and cut corners in their spell research have accidentally turned themselves into newts (and worse) because of this unfortunate side effect.

Polymorph Other

MR: An empty cocoon, recalling the process by which a caterpillar is transformed into a butterfly.

Substitutions: You may use items associated with a change in shape; finding these is harder than it first appears, as there are not many such items. The easiest substitution item to use is the hair of a lycanthrope.

Augmentation: As for *polymorph any object* above.

Side Effect: As for *polymorph any object* above.

Project Image

L: A small replica of you; this is a typical use of a model as a linkage component.

Substitutions: In the absence of a properly prepared replica, you may use a drawing or similar image of yourself. This must be a good likeness; a suitable Craft check must be made at a DC of 15 to achieve this. The drawing is not in itself enough to act as a linkage component for this spell; it must be stained with enough of your blood to cause you one hit point of damage. An inferior sketch may still be used but it gives anyone interacting with the



illusion a +4 circumstance bonus to their Will saving throws, as the resultant illusion is less convincing.

Augmentation: You may augment this spell with jade dust costing 200 gold pieces and an expertly crafted image that conveys your likeness perfectly. Creating such an image requires a successful Craft check with a DC of 20. It becomes much harder to tell the shadow image of you from the real one; the DC of the Will saving throw to negate the spell is raised by +2. The duration of the spell is also increased to 3 rounds plus one additional round per caster level.

Side Effect: The image absorbs just a little too much of your essence before the spell ends. On conclusion of the spell, you suffer one point of temporary Constitution ability damage and 1d3 points of temporary Wisdom damage,

Protection from Arrows

T: A small piece of shell from a tortoise, turtle or similar thick-shelled creature.

Substitutions: You may use shell from any creature whose carapace is at least half an inch thick, including giant clams, crabs or umber hulks.

Augmentation: Two types of shell, namely a scale from a gorgon or a fragment of the back of a dragon turtle, can increase the efficiency of this spell. The addition of an opal of 300 gold pieces' value is also necessary to bind the reagent's essence to you. This has the effect of increasing your effective caster level by one for the purpose of determining the degree of protection you receive. So, if you were of fourth level, use of the augmented spell would give you damage reduction of 10/+2 against ranged weapons.

Side Effect: The magical protection feels cumbersome on you, like a heavy or badly fitting suit of armour. You suffer from a maximum Dexterity bonus, armour check penalty and chance of arcane spell failure as if you were wearing hide armour. Your speed and encumbrance are not affected.

Protection from Evil/Good

E: A little powdered silver. This is used to trace a circle around the warded creature.

Substitutions: You may use powdered sulphur and garlic instead of silver for a protection from evil spell, or the fresh blood of a (slain) good and intelligent creature for a protection from good spell.

Augmentation: You may, to some extent, modify this spell to make it more efficient at protecting the warded creature from given kinds of evil or good. Including powdered ruby to the value of 300 gold pieces grants additional protection against creatures that are lawful as well as being evil (or good) while including the same value of powdered topaz grants additional protection against creatures that are chaotic as well as being evil (or good). This additional protection is an increase of the deflection bonus to AC, raising it to +3 and an increase of the resistance bonus to saving throws, also raised to +3. This increase is not without cost. As an automatic side effect that cannot be removed, the protection granted against creatures who are not of the specified alignment type drops to +1 in each case.

For example, a character warded against lawful evil creatures would receive a +3 deflection bonus to his AC against attacks

from lawful evil creatures, but only a +1 deflection bonus against neutral evil or chaotic evil creatures.

Protection from Spells

E/S: A diamond of at least 500 gp value. This is crushed to powder and sprinkled over the spell's recipients.

Substitutions: It is extremely difficult to find suitable substitutes for diamond. However, there are two possible replacements. A divine caster may sacrifice a religious relic that has been kept safe for at least 500 years, while an arcane caster may sacrifice any one scroll on which a 9th level spell has been written. This use of the scroll does not discharge its magic in any useful way; it merely consumes it. The diamond focus may not be done without.

Augmentation: The caster may grant the *protection* to more creatures than would ordinarily be possible by the limits of the spell. This requires only the provision of additional diamonds as foci. Each additional *protection* granted drains the caster of 250 experience points. The caster may not grant the *protection* to more creatures than he has levels.

Side Effect: The spell is less effective against spells from one specific school of magic. The Games Master must roll secretly to determine which school this is. The resistance bonus against saving throws from this school is reduced to +2.

Drying Eyes

E: A few crystal marbles, which disintegrate as the spell is cast and become the *eyes*.

Substitutions: You may use any collection of spheres, so long as they are mineral in substance, round and translucent. You may therefore make them out of glass or even ice, though *eyes* made from ice only last for ten minutes per caster level.

Augmentation: One or more of your *eyes* may be based upon a gemstone rather than a crystal marble. This gemstone must be of at least 200 gold pieces' value. Eyes thus created have a hardness of 10, making them much more difficult to destroy. They still only have one hit point.

Side Effect: The eyes you have made from gems glow slightly, reducing the skill modifier to their Hide checks to +10.

Rainbow Pattern

T: A piece of phosphorous, whose luminosity is transferred to the *pattern*, making it glow.

Substitutions: You may use any item that gives a constant glow and that you can manipulate, such as a live firefly, a hot coal, a piece of phosphorescent moss or a lit cigar.

Augmentation: Opals are especially useful for augmenting *pattern* spells. An opal worth no less than 3,000 gold pieces can be used as an essence component to add its lustre and dancing colours to the *rainbow pattern*, increasing the DC of the saving throw by +2 and increasing the caster's effective level by 2 for the purposes of overcoming spell resistance.

Side Effect: The wild gyrations of the enhanced *rainbow pattern* are not easy to control. The caster cannot maintain



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it simply by normal concentration. He must instead make a successful Concentration check at DC 15 on every round on which he wishes to maintain it.

Raise Dead

S: A diamond worth at least 500 gp, offered to gain the deity's favour.

Substitutions: You may sacrifice a single item with a value of no less than 1,500 gold pieces in place of the diamond. The gates of the afterworld are not unlocked without substantial cost.

Augmentation: Any of the following components may be used to restore damage to the raised creature of 2 points per hit die instead of 1 and heal 1d6 points of ability score damage rather than 1: a diamond worth 5,000 gold pieces; a magic weapon with an enhancement bonus of at least +3; a holy relic that has been venerated for at least 800 years; the entire horn of a unicorn.

Side Effect: The caster is utterly drained following this much expenditure of effort. He suffers 2d4 points of temporary Strength damage, which may not reduce his Strength to below 1.

Reduce

E: A pinch of powdered iron, as for *enlarge*.

Substitutions: If iron in its raw state cannot be obtained for whatever reason, then five pounds of iron oxide (rust) can be made to suffice, or ten pints of blood, which contains a quantity of iron in itself.

Augmentation: You may use pixie dust (the ground-up wings of ten or more pixies) as an augmentation component. This augmented version may only be used on living targets and unlike the original has no effect on nonliving objects. Its effect is to increase the duration of the *reduce* spell from one minute per level to one hour per level.

Resistance

MR: A miniature cloak, symbolising protection and an excellent example of the use of models in magic.

Substitutions: You may instead use any piece of jewellery that symbolises protection but is not in itself a holy symbol. This must be worth at least 5 gold pieces. Suitable symbols would be the pentagram, the eye of Horus, the hand of Fatima or a stylised shield.

Augmentation: It is not easy to augment such a basic spell but research has found that the addition of powdered silver worth 25 gold pieces increases the spell's duration to 5 minutes.

Side Effect: The target's system is left slightly weakened after the spell has expired, giving him a -1 circumstance penalty on Fortitude saving throws. This side effect only lasts for one day.

Resilient Sphere

T: A hemispherical piece of clear crystal, providing the tensile strength and clarity of the force bubble.

T: A matching hemispherical piece of gum arabic, which provides the 'imprisoning' component.



Substitutions: Whatever substitutions you make, you *must* keep to the pattern of having two hemispherical pieces. Crystal may be substituted for another clear material, such as glass, ice or gemstone. Gum arabic may be substituted for any other gluey or imprisoning substance, so long as it can be made to hold a hemispherical form. For example, you could use rubber cement or congealed tree sap.

Augmentation: There are two augmentations that may be made to this spell. Replacing the clear crystal with shaped diamond, which costs at least 2,000 gold pieces, forces anyone trying to bring the *sphere* down with a *disintegrate* spell to make an opposed caster level check against the caster in order to do so successfully. It also increases the caster's effective level by 2 when resolving a Dispel check resulting from a targeted *dispel magic* spell. Replacing the gum arabic with a hemispherical piece of amber in which an insect has been trapped (which will cost at least 50 gold pieces) makes the initial casting of the spell harder to evade, adding +2 to the DC of the Reflex saving throw made to dive out of the way.

Side Effect: On any given day while the side effect lasts, the caster has a 1 in 4 chance to be surrounded by a *resilient sphere* quite spontaneously, as if he had cast it himself. His Reflex saving throw to avoid being encapsulated is made at a -6 circumstance penalty, as he is effectively both the origin and the target. The Games Master must decide when in the day this happens. It is most likely to occur during moments of extreme tension, such as a combat or an argument.

Restoration

S: Diamond dust worth 100 gp, sprinkled over the target as a sacrifice.

Substitutions: You may use sacred oils, unguents and incenses worth 300 gold pieces if diamond dust is not available. If your religion accepts living sacrifices, then you may sacrifice up to 10 hit dice of creatures, with no one creature having less than 2 hit dice.

Augmentation: None are possible, as the spell restores what was lost; one cannot improve upon complete restoration.

Reverse Gravity

T: A lodestone and iron filings. The caster uses the lodestone to represent the pull of gravity, holding it above the filings to draw them upwards.

Substitutions: The iron filings may be replaced by any kind of powdered metal. That is the easy part. If you have some other way of inducing them to rise against the pull of gravity, such as a *telekinesis* effect or a *levitate* spell, then this will also work. The important part is to identify the metal powder with the material world in the area of effect; the force that then draws it upwards may be magnetic or magical, depending on what you have to hand.

Augmentation: If the lodestone is an exceptionally large single piece (such as would fetch a price of at least 20 gold pieces) and the filings are made from meteoric iron rather than the usual article, you may affect much more than the customary area. The spell's area of effect is changed to one 10 foot cube for every level of the caster.

Side Effect: The caster's body radiates a strong magnetic field. Ferrous items stick to him and ferrous weapons have a +2 circumstance bonus applied to their users' attack rolls

when attacking him, as the magnetism of his body pulls them towards him.

Rope Trick

MR: Powdered corn extract, from whence comes the starch to hold the rope erect and a loop of parchment twisted into a Moebius strip, which signifies the distortion of dimensions necessary to open the extradimensional space.

Substitutions: You may derive the starch from any vegetable that contains it in quantity, such as a potato. For parchment you may substitute any broad strip of flat material, such as a leather belt.

Augmentation: It is possible to fold the parchment in such a way as to increase the dimensional space available. To do this requires a successful Intelligence check against DC 15 and a Dexterity check against DC 15. Any ranks in Knowledge (the planes) or Craft (origami) add a +2 synergy bonus to these checks. Success expands the dimensional space so that it can hold 12 creatures rather than 8.

Side Effect: Having made some mistakes in his dimensional he caster is intermittently confused about the direction in which he is travelling. Once per hour he must make a Will saving throw at DC 15 or be convinced that the direction in which he is travelling is actually the opposite direction from the one in which he wishes to go.

Scare

MR: A bit of bone from an undead skeleton, zombie, ghoul, ghost or mummy. This is a mythic resonance component, as it is the idea of these creatures that has the power to frighten; of all of them, only the mummy has any ability to cause supernatural fear.

Substitutions: You may use a fragment of the body of any creature that has either the terrifying presence quality or the ability to cause fear.

Augmentation: This spell may be augmented by the use of a special mask. It must be created from the facial bones of one of the undead creatures mentioned and studded with black onyx to the value of at least 50 gold pieces. The terror it induces does not wear off easily. Use of this mask causes the spell's effects to last for 5 rounds plus 1 round per level of the caster.

Side Effect: The caster is surrounded by a vague aura of disquiet. This is not sufficient to disturb intelligent creatures but any animal coming within 15 feet of him must make a Will saving throw as if resisting this spell or become frightened.

Secret Page

MR: Powdered herring scales, which refer to the popular phrase 'red herring' for a deliberate false trail and will-o'-wisp essence, because of that creature's habit of misleading travellers.

Substitutions: Will-o'-wisp essence is indispensable; for the herring scales, you may use any animal component that is associated with treachery or deception, such as the forked tongue of a snake.

Augmentation: A sprinkling of diamond dust to the value of 100 gold pieces seals the *secret page* and makes it harder



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to dispel. All dispel checks made in attempts to dispel the *secret page* are made against a caster level raised by 2 for the purposes of the dispel check.

Side Effect: The caster commits an error similar to locking himself out of his house. The password to remove the *secret page* effect does not work. If the caster wishes to remove the effect and read the original page, he must dispel the effect himself.

See Invisibility

T: A pinch of talc, which outlines the invisible creatures in your mind's eye and a sprinkling of powdered silver, which makes that outline stand out brightly.

Substitutions: You may substitute any fine powder for talc, such as plaster, face make-up or even common household dust. The powdered silver may be substituted for any bright metallic powder. Iron would not work, as it is too dull but gold certainly would.

Augmentation: There are few components more effective at revealing invisible creatures than the dust of pixie wings. A pinch of this is sufficient to extend the spell's duration to 30 minutes per caster level. At the Games Master's discretion, you may be allowed a Spot check at DC 30 to detect the means by which the creature became invisible.

Side Effect: Using fragments of Fey creatures can have consequences as bizarre and unpredictable as the Fey themselves. More of the pixie essence than intended ends up in the caster's system. If the caster hears music at any time while the side effect lasts, he must make a Will saving throw at DC 15 or suffer the effects of *otto's irresistible dance* for fifteen minutes or as long as the music lasts, whichever is shorter.

Secure Shelter

T: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water and several splinters of wood. All of these components make up the basics needed to build the lodge.

Substitutions: You may substitute tin, lead, slate or hay for wood in order to give the lodge a roof of the given material. Stone may be replaced with clay and a source of heat.

Augmentation: The more magical ingredients are worked into this spell, the longer the construction will stand. Any of the following will increase the duration of the spell by the same amount again: the gravelly residue of a destroyed earth elemental of no less than 10 hit dice, a branch cut from a treant or given voluntarily therefrom, the head of a stone or clay golem or the beard of a dwarf over 5 centuries old. Each component may only count towards the increased duration once.

Side Effect: The *secure shelter* is a semi-sentient creature, an accidental construct. It must be 'fed' once per hour with enough food to feed a man for a day. If it does not receive this, it will attack the occupants; its beds, chairs and tables become *animated objects* as per the spell.

Sending

L: Fine copper wire cut to a short length, copper being the metal of transmission and linkage.

Substitutions: Instead of a small piece of copper, you may use any length of metal that has one bar crossing another, driven into the earth. This forms a rudimentary 'antenna'. You could thus use two swords in a cross form, so long as they had been fused together somehow.

Augmentation: This spell is too simple to augment.

Sepia Snake Sigil

E: 500 gp worth of powdered amber, the basis for the field of force that imprisons the target like a trapped insect.

T: A scale from any snake, to form the snake's body and a pinch of mushroom spores to give the snake its characteristic sepia darkness.

Substitutions: In place of amber, you may use double the value of powdered opals. The snake scale can be replaced with a scale from any creature with snakelike features or abilities, such as a yuan-ti. Instead of mushroom spores, you may use squid ink or the ash from a burnt magical scroll.

Augmentation: If you are lucky enough to find a single piece of amber in which a creature has been trapped, you may use this piece (which must in itself be worth at least 500 gold pieces) instead of the powdered amber. This increases the amount of time by which you may keep a victim in the amber field quite radically; it is raised to 2d4 days plus 3 days per caster level, which for an advanced caster can easily be more than a month. The DC of the Reflex saving throw to avoid the snake's stroke is increased by one for every 500 gold pieces' value of the amber, to a maximum of +4.

Sequester

MR: A basilisk eyelash stuck in gum Arabic, the significance of which is explained in the entry on gum arabic in Chapter 3 and a dram of whitewash, recalling the meaning of the word as a 'cover up'.

Substitutions: Basilisk eyelash may be replaced with the eyelash or eyelid of any creature with a magical gaze attack, such as a beholder. Gum arabic may be replaced with amber to the value of 25 gold pieces, while any item that spins, such as a child's toy windmill or a whipping top can replace whitewash.

Augmentation: The only way to improve this spell is by making it harder for a person to resist its effects, which is useful if you are planning to hold someone prisoner against their will. This may be achieved by adding black lotus petals and a diamond cube worth at least 500 gold pieces to the components given. These additional components increase the DC of the saving throw by +2 per ingredient, to a maximum of +4.

Shatter

T: A chip of mica, which confers its brittleness upon all targets within the area of effect.

Substitutions: You may substitute a single delicate wine glass, a slender rod of glass or crystal that you then snap, or

a glass pane no larger than a foot square. All of these must be broken as the spell is cast; failure to break them annuls the spell.

Augmentation: The larynx of the fearsome destrachan, which can shred nerves and shatter objects with a single roar, may be assimilated into the components of a *shatter* spell as an additional transference component, as it is a sonic effect. The area of effect is broadened to a 20-foot radius. If the spell is targeted against one object or crystalline creature, the DC of the saving throw to resist the effect is increased by +6.

Side Effect: On the first day of the side effect, the caster's voice becomes hoarse; on the second and thereafter, it becomes a whisper. He may still use spells with verbal components but may not shout, scream or sing.

Shield of Faith

L: A small parchment with a portion of holy scripture written upon it, forming a link between the individual and the deity granting the protection.

Substitutions: Depending on the religion, you may substitute an especial symbol of protection (such as a ceremonial breastplate), write the text on bark or a leaf instead of parchment or apply the holy text to the individual directly by painting it on his skin.

Augmentation: The scripture may be fully illuminated and beautifully drawn. This uses inks costing at least 25 gold pieces and requires a Craft (calligraphy) check at DC 15. This page takes eight hours to create. The result of such augmentation is to give the caster an additional +1 deflection bonus for every 4 levels of the caster, rather than every 6 levels, though the maximum deflection bonus is still +5.

Side Effect: If the creature receiving the *shield of faith* is not a member of the religion followed by the cleric who cast it, then they must convert to that religion within a week. If they do not so convert, the cleric loses 200 experience points for failing to bring a person into the fold who has been protected by the deity's power. The person who does not convert is not penalised for it.

Simulacrum

This is a complex spell. The DC of the Knowledge (correspondences) check to analyse it is raised by +4, because of the complicated calculations involved.

T: A part of the creature to be duplicated, such as hair or nail clippings, placed inside the snow or ice replica.

E: Powdered ruby worth 100 gp, which gives the *simulacrum* its life force.

Substitutions: Cold materials are traditionally used for this spell as they do not take long to shape. You may instead make your *simulacrum* as a marionette from wood, as an effigy of straw or as a clay form similar to a golem. The Games Master may call for a suitable Craft skill check.

Augmentation: By means of special laboratory apparatus costing 1,500 gold pieces, you may transfer essence from the original creature (which must be present) to the simulacrum. This drains permanent Constitution from the original creature. Every point of Constitution transferred grants you a +1 enhancement bonus to the Disguise check you make and increases the percentage of the donor creature's hit points,

knowledge and personality by 5%, to a maximum of 5 points of Constitution transferred.

Side Effect: The *simulacrum* has a 5% chance per day (not cumulative) to realise what it is and why it was made. Once it achieves this self-knowledge, it is no longer under your control. It may act as it sees fit, which will probably involve taking some form of revenge upon its creator, or trying to destroy the original of which it is a copy.

Sleep

MR: A pinch of fine sand, rose petals or a live cricket, all of which have associations with myths to do with falling asleep; the best known of these being the sand, which the Sandman is said to sprinkle in children's eyes.

Substitutions: You may substitute any ingredient known for its association with sleep, such as poppy juice, a small stuffed bear, warm milk or a handful of down feathers.

Augmentation: Augmenting *sleep*, one of the best known of all spells, is possible but costly. It requires the use of powdered gold dust worth 300 gold pieces. This increases the soporific energy available; you now roll 2d6+2 to find the total number of hit dice of creatures affected instead of 2d4. As with the regular version, no creature with more than 5 hit dice is affected. The altered version of the spell is slightly easier to resist; the DC of the saving throw is lowered by 1.

Side Effect: The caster's own sleep patterns are disrupted while the side effect lasts. On any given night, he has a 50% chance of being insomniac and failing to achieve the necessary rest to prepare his spells in the morning; alternatively, he sleeps especially deeply and cannot be awoken in the morning until he has slept for a full 12 hours.

Sleet Storm

T: A pinch of dust and a few drops of water, as for *ice storm*.

Substitutions: As for *ice storm*.

Augmentation: You may augment *sleet storm* by incorporating the powdered skull fragment of a white dragon of no less than 18 hit dice. This augmentation includes lethal welts of ice that fall along with the sleet, battering anyone unfortunate enough to be caught in the area. The pelting lumps of ice are similar to those of an *ice storm* but smaller. They inflict 1d6 impact damage plus 1d4 cold.

Side Effect: As for *ice storm*.

Slow

T: A drop of molasses, which transfers its mellifluous mode of motion to the target of the spell.

Substitutions: You may use any thick, viscous liquid, such as honey or porridge. This must be fluid enough to flow but thick enough not to run.

Augmentation: A potent, if revolting, concoction may be made by combining a pint of the bodily substance of at least three different species of ooze, taken from specimens with at least 10 hit dice. This gelatinous mass, when used as a component in *slow*, increases the duration, which becomes 4 rounds plus one round per caster level.

Side Effect: As for *acid fog*.



Spell Turning

MR: A small mirror made from silver, worth no less than 3 gold pieces.

Substitutions: You may use any artificial reflective surface made from precious metal, so long as it measures no more than six inches square. In an absolute pinch, you may even file and sand a gold or silver piece down to a smooth face, polish it to a shine and use that.

Augmentation: It is possible to augment this spell so that it turns from nine to thirteen (1d4+8) spell levels instead of the customary amount. To do this, the mirror must be crafted from pure silver that has been exposed to the light of the full moon over the course of thirteen moons. It must then be engraved with tiny, precise runes, requiring a successful Craft (silversmith) check at DC 20. You do not have to perform the engraving yourself.

Side Effect: Having surrounded himself with a strong field that shrugs off magic, the caster has difficulty applying magic to himself. While the effect lasts, any spell the caster uses to affect himself has a 10% chance of simply dissipating without effect, caught up by the remnants of the *spell turning*.

Spider Climb

T: A drop of bitumen and a live spider. As well as the obvious adhesive properties of bitumen, its historical significance as a source of radium may be an allusion to a certain well-known story about being bitten by a radioactive spider.

Substitutions: Bitumen may be replaced by any tarry, adhesive substance, or by an especially sticky strand of giant spider's web. Any small, flightless arachnid or insect that has the ability to cling to walls may replace the spider itself.

Augmentation: Certain rare breeds of spider are able to jump as well as cling to surfaces. If the caster is able to locate one of these specimens and consume it in the course of casting this spell, he may benefit from the additional effects of a *jump* spell, leaping from surface to surface without needing a running start to do so.

Side Effect: As for *trap*. The caster also develops short, bristly hairs on the palms of his hands and the soles of his feet.

Statue

T: Lime, sand and a drop of water, which must be stirred together with an iron spike; this is a miniaturization of the process of mixing mortar.

Substitutions: You may not do away with the lime, as it is a vital part of the mortar. You may however replace any ground mineral with the sand.

Augmentation: Stirring in the dust of a diamond worth no less than 3,000 gold pieces raises your hardness to 12 while in the stone form, which makes it easier to resist the attentions of those who may be trying to chip pieces of you, or carve their initials into your leg.

Side Effect: As for *iron body*.

Stinking Cloud

T: A rotten egg or several skunk cabbage leaves, which transfer their stench to the *cloud*.

Substitutions: You may use other rancid or stinking substances, such as offal, the glands of a skunk or a putrid fish.

Augmentation: If you have the necessary alchemical skill, you may blend sulphur with other ingredients to create a substance that will yield pure hydrogen sulphide, the famous gas that gives rotten eggs their characteristic stench. Preparation of this noxious substance requires sulphur, 50 gold pieces' worth of laboratory equipment (which may be reused) and a successful Alchemy check at DC 15. The vapours produced are especially vile, raising the DC of the saving throw to avoid their effect by +2.

Side Effect: The caster is afflicted by chronic flatulence. In the interests of good taste we leave it to the Games Master to decide the exact details; it should be sufficient to say that the condition is not life-threatening, though it may cause considerable difficulties when making Diplomacy, Performance or Hide checks.

Stoneskin

T: Granite and 250 gp worth of diamond dust sprinkled on the target's skin; these transference components convey the necessary hardness to the flesh.

Substitutions: You cannot do without the diamond dust as it is needed to bind the abjuration in place but the granite (one only needs a chunk) may be replaced with another stone or rock of equivalent hardness. Using softer rock than granite reduces the amount of damage the *stoneskin* may absorb to 8 points per caster level.

Augmentation: To get the most out of a *stoneskin* spell, you need to use granite that has formed part of a stone golem or that has formed part of a fortress that is still in use and has not been breached in a hundred years. Increasing the amount of diamond dust is also necessary; 1,000 gold pieces' worth are needed for the upgraded spell. The effect is to increase the total number of hit points of damage that can be absorbed by the *stoneskin* before it is dispelled from 10 points per level to 13 and the maximum allowed to 180.

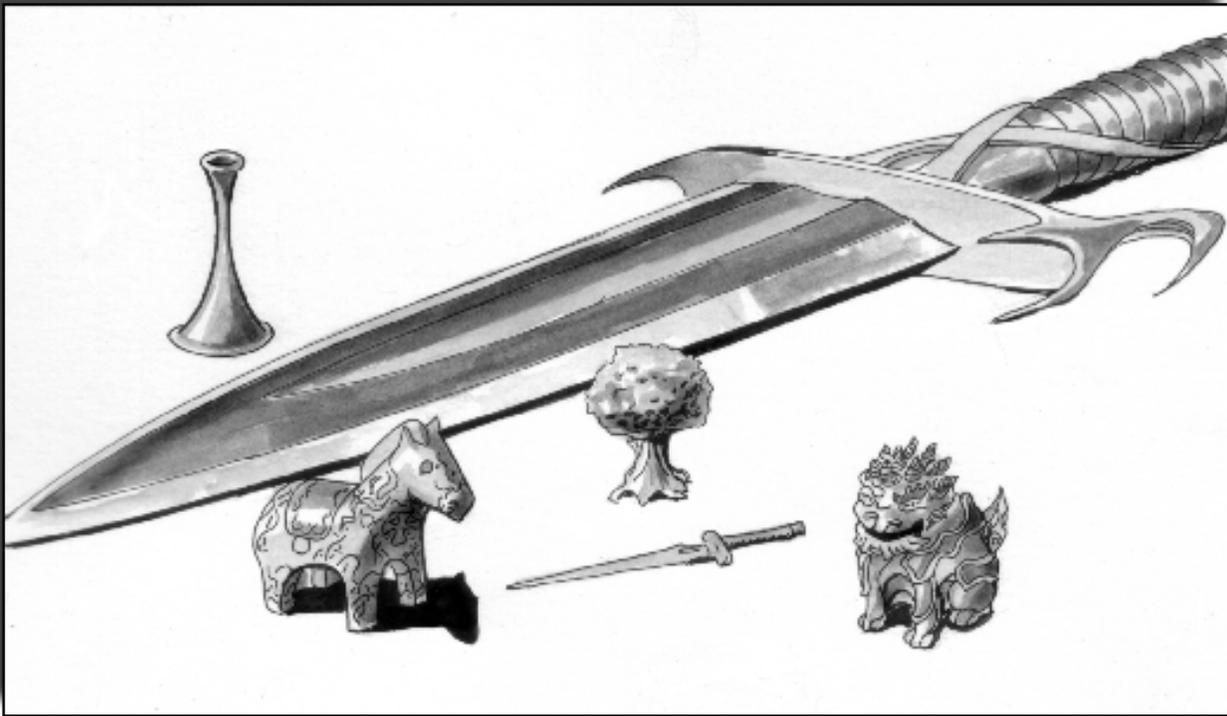
Side Effect: As for *iron body*.

Stone to Flesh

L: A pinch of earth, representing the mineral kingdom and a drop of blood representing animal life.

Substitutions: These ingredients are probably the easiest of all to come by. In the highly unlikely event that substitutions need to be found, the ground dust of any mineral can be used instead of earth and a piece of meat or bone can be used instead of blood.

Augmentation: It is said in folklore that 'what makes you bad makes you better'. The transformation from stone back into flesh can be made much easier if the organ of the creature that caused the petrification, or failing that the equivalent organ from another specimen, can be used in the spell. For example, a comrade petrified by a gorgon has the best chance of recovery if that gorgon's lungs can be used



as components in the *stone to flesh* spell. Using the organ of the actual creature that inflicted the petrification grants a +3 resistance bonus to the victim's Fortitude saving throw to survive the process, while using the same organ from a different creature grants a +1 resistance bonus to the same saving throw. This version of the spell also requires the use of ground emeralds to the value of 300 gold pieces, emeralds being a stone of earthy magic.

Side Effect: As a side effect represents the spell going slightly awry due to a failure to augment it properly, *stone to flesh* is especially dangerous. The recipient has a better chance of overall survival, but may lose a limb owing to botched transmutation. They must make a second Fortitude saving throw, also at DC 15; failure means that an arm or a leg (roll randomly) did not successfully transmute back into flesh and instead shattered into dust. The recipient of the spell immediately loses 20% of his total hit points as a result. This lost limb can be recovered by *regeneration* or by the other usual means.

Suggestion

MR: A snake's tongue and either a bit of honeycomb or a drop of sweet oil, all evocative of lies, sweet speech and deception.

Substitutions: You may use other items with a history of being associated with glibness, easy lies and smooth talking. For example, you might use the brush of a fox, as that animal has a reputation in folk tales as a trickster; or, if your campaign has a more shamanistic feel to it, some representation of Coyote or Raven.

Augmentation: An old magician's trick with this spell is to make oneself literally 'silver-tongued' by holding a single silver piece under the tongue while the *suggestion* is made. You must make a Dexterity check against a DC of

15 to speak the *suggestion* clearly at all; if your words come out garbled, then the spell (being language-dependent) is wasted. Failure may also, at the Games Master's discretion, cause you to choke on the coin. Success raises the DC of the saving throw by +2, as your words become more eloquent and persuasive.

Side Effect: Having steeped himself in falsity, the caster finds himself unable to distinguish between truth and lies. He suffers a -6 circumstance penalty to all Sense Motive checks and opposed Diplomacy checks made while the side effect lasts.

Summon Swarm

MR: A square of red cloth. Mages are at odds with one another over the symbolism of this peculiar component but common theory holds that it is the simplest form of the picnic blanket, the spreading of which upon the ground inevitably signals the immediate appearance of a swarm of insects.

Substitutions: You may use any sweet, sticky substance, spread out on the ground, such as jam, honey or fruit juice.

Augmentation: You may make the creatures in the swarm more dangerous by including additional material components. A pound of otyugh fat can be used to make summoned rats or bats disease carriers, with an appropriate saving throw needed to avoid infection from the insect bites. A flask of acid causes the insect bites and stings to become inflamed and irritating, inflicting one point of temporary Dexterity damage the first time they cause hit point damage.

Side Effect: Any foodstuffs within 10 feet of the caster become infested with vermin, whether they are in his possession or not.





Sympathy

E: 1,500 gp worth of crushed pearls, a jewel famous for its beckoning allure.

MR: A drop of honey, reminiscent of the saying 'a drop of honey catches more flies than a gallon of gall'.

Substitutions: Pearls are ideal, but other gemstones may be used so long as the value is at least 3,000 gold pieces and the type of gemstone is consistent; you may not mix them. Honey may be substituted for any sweet, fragrant or succulent thing, such as chocolate, roses or mead.

Augmentation: The pearls may be substituted for a lock of the hair of a nymph, freely given; hair that has been forcibly removed or

cut from a dead specimen has no worth in it. This allows the caster to specify one additional type of creature or alignment that will be affected by the spell.

Side Effect: Having worked with their essence, the caster becomes especially vulnerable to the enchantments of the Fey. He suffers a -6 circumstance penalty on any saving throw made to resist an enchantment effect placed upon him by a Fey creature.

Sunburst

E: A piece of sunstone (a variety of feldspar) and a naked flame, contributing the solar and the fiery essences to the spell.

Substitutions: Sunstone may be replaced with a golden sphere of at least 500 gold pieces' value. Instead of a flame, you may have a spark, such as that produced by a tinderbox; it is however difficult to time this properly, so a Dexterity check at DC 20 is needed to strike the spark at just the right moment.

Augmentation: You may tap the purest solar and fiery essences possible by using a ruby worth no less than 5,000 gold pieces and gold dust worth no less than 200 gold pieces as well as the naked flame. This costly but spectacular addition increases your effective caster level by 4 for the purposes of resolving this spell. The maximum is still 25d6.

Side Effect: The caster has night blindness. Partial darkness is, for him, equivalent to full darkness.

Symbol, Quick Version

E: A small quantity of mercury (enough to write the symbol with) as mercury is associated with symbols and communication and a lump of phosphorous, which provides the energy and makes the symbol glow.

Substitutions: If you have no mercury, you may use the blood of an ogre mage, ki-rin or similar spellcasting creature. Phosphorous may be substituted for a pinch of ruby dust worth at least 25 gold pieces.

Augmentation: None is possible, as the carefully engraved *symbol* is already a fully-fledged augmentation of the quick version.

Telekinetic Sphere

T: These are as for *resilient sphere*, with the addition of a pair of small bar magnets.

Substitutions: The same substitutions may be made as for *resilient sphere*. The bar magnets may be substituted for pieces of lodestone.

Augmentation: The same augmentations may be made as for *resilient sphere*, with the following addition: the bar magnets may be replaced by magnetised pieces of iron that have been taken from the body of an iron golem or a piece of destroyed magical armour. This raises the maximum load of the *sphere* to 7,500 pounds and increases the distance by which the sphere may be moved to 40 feet per round.

Side Effect: As for *resilient sphere*; however, the caster is surrounded only by that spell and *not* by a *telekinetic sphere*. He may therefore not move the sphere telekinetically.

Telepathic Bond

MR: A piece of eggshell from two different species of creatures.

Substitutions: You may substitute any two similar body parts from different species. These body parts must be no larger in size than a foot square and must closely resemble

one another. For example, you could use the feather from a pegasus and that of a seagull, or the wing of a pixie and that of a dragonfly, but you could not use the head of an orc and the head of a human.

Augmentation: There is no finer example in the natural world of a group telepathic bond in action than the society of the formians. Accordingly, if the caster is able to get his hands on the brain of a formian myrmarch and extract the juices from it, these form a stupendously effective additional material component. These juices must be used within two weeks of the creature's death. They allow the caster to link together one creature per level instead of one creature for every three levels.

Side Effect: The caster accidentally picks up the thoughts of people around him, experiencing this as a babble of voices in his head. These voices never convey any actual information, as they are indistinct, like low muttering. (At the Games Master's discretion, some flash of information might occasionally shine through.) This is not ordinarily intrusive but can get in the way when he needs to focus on a particular task. To perform any task that requires concentration, he must first succeed at a Concentration check with a DC of 20.

Tiny Hut

L: A small crystal bead. When the spell expires or is dispelled, this shatters; shattering the bead also ends the spell.

Substitutions: A glass globe or a spherical jewel of any kind. You may also use any roughly spherical, translucent stone; a piece of raw amber of the right kind of shape would do but a pebble would not.

Augmentation: Ruby is the best jewel with which to augment this spell. Using a spherical ruby (an uncommon shape, as they are almost always cut with facets) worth no less than 1,000 gold pieces increases the dimensions of the *tiny hut* to a 40 foot radius centred on you and extends its duration to 3 hours per caster level.

Side Effect: As soon as he leaves the *hut* or the spell expires, the caster is afflicted by mild agoraphobia. Whenever he is under the open sky or in a busy place he suffers a -1 morale penalty to skill checks and saving throws.

Tongues

MR: A small clay model of a ziggurat, representing such myths of the origin of multiple languages as that of the Tower of Babel.

Substitutions: Depending on the legends of the origin of language in your campaign, an alternative model might be substituted. You may also use a fire into which ground amber worth 25 gold pieces has been sprinkled.

Augmentation: The creature most envied for its polyglot ability is the succubus, which is said to know a thousand languages but not to know the word 'no' in any of them. The tongue of a succubus - not the easiest of items to obtain, but one could have fun trying - augments the spell so significantly that the *tongues* effect lasts for one day per level of the caster, quite the most impressive augmentation of them all in terms of magnification of effect. The caster must place the succubus' severed tongue into his own mouth in order to use it as a component.

Side Effect: One cannot use the organs of demons and not pay the price. On expiry or dismissal of the spell, the caster immediately gains one negative level. This must be removed by the usual means and cannot be *dispelled*.

Trap

MR: A piece of iron pyrite, touched to the object. This 'fool's gold' has the reputation of being other than what it seems, which is the basis for the spell's deceptive power.

E: A special dust, made from a compound of powdered gold and jade, which costs 50 gold pieces.

Substitutions: Iron pyrite may be substituted for a similar object associated with trickery or with things being other than they appear, such as a piece of warped mirror or the hair of a werewolf. You may replace the special dust with a crushed opal of at least 100 gold pieces' value.

Augmentation: By sprinkling the juice of a carnivorous plant such as a Venus flytrap (or even a larger specimen such as a *tendriculos*) into the dust, you can specify the type of fake trap that will be detected, such as poison needle, gas capsule or concealed blade. Moreover, the trap's magic is less easy to detect, requiring an opposed caster level check between yourself and the person casting *detect magic* in order for the aura to show up. This will not make the searcher any more or less convinced (he is already utterly taken in) but will probably make his companions less likely to suspect that the trap is a fake.

Side Effect: The caster develops an appetite for insects.

Trap the Soul

E: A gem of 1,000 gp value per hit die of the trapped creature.

Substitutions: None are possible. The crystal matrix of a precious jewel is all that can contain a soul trapped by this spell.

Augmentation: You may only augment the spell completion version of this spell. The use of the target's name is already an augmentation of sorts. If you can acquire any of the following, each one will increase the DC of the saving throw by 1: a complete natal chart of the target, for which you will need their time and place of birth; the target's personal sigil or seal, if it is a powerful creature from another plane; at least three substances from the target's body, such as hair, nails and blood; at least three similar substances from a close blood relative of the target; a portrait or similar likeness of the target, accurate enough to warrant a suitable Craft check for its production.

Side Effect: You successfully bind the target's soul into the gem but it can still be heard, faintly. Any person finding the gem will be able to tell immediately that there is something trapped within it and even to converse with the trapped creature. The trapped creature may only converse; it may not cast spells.

True Seeing

E: An ointment is made from mushroom powder, saffron and fat. This costs 250 gold pieces to prepare (the high price is



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due to the large amounts of saffron needed) and is smeared upon the caster's eyes.

Substitutions: You may use any kind of fungus in place of mushroom powder (such as the scrapings from a dungeon wall) and oil will do in place of fat. Saffron may be replaced with an equivalent value of cinnamon, cardamom or other aromatic spice.

Augmentation: The eyes of any creature with a gaze attack may be ground into the mess, to give it a little extra potency. This extends the spell's duration to 5 minutes per level.

Side Effect: Even after the spell has expired, the caster sees unsettling visions, as if he were looking into a terrible and haunted place. At the Games Master's discretion, this place might be somewhere that actually exists (such as one of the levels of the Abyss) or just a hallucination in the caster's mind. Once per day, with the timing at the Games Master's discretion, he sees an apparition or scene that leaves him frightened for 2d6 rounds unless he makes a Will saving throw at DC 18.

Unseen Servant

MR: A piece of string and a bit of wood; you create a 'puppet on a string' to be your servant.

Substitutions: Instead of the above ingredients, you may use a sock or glove and two buttons, or a piece of gingerbread dough.

Augmentation: If you go to the trouble of having a detailed marionette made, which would require a suitable Craft (carpentry) check and appropriate payment, you may extend the spell's duration to one day per caster level. Such a marionette would take at least two days to construct.

Side Effect: The *servant* is as industrious as before but somewhat on the clumsy and heavy-handed side. Doors will be slammed rather than closed, pan lids are rattled, cups will be dropped and liquids spilled. This is likely to be more of an annoyance than a hazard.

Wall of Fire

E: A small piece of phosphorus.

Substitutions: You may use sulphur instead of phosphorus, or the ground dust of an amethyst worth no less than 50 gold pieces.

Augmentation: The dancing violet flames of the *wall of fire* can be made to be beguiling as well as intensely hot. By adding the ground dust of an opal worth no less than 4,000 gold pieces, the flames can be made to shimmer and dance in rainbow hues. This effect is as if a *rainbow pattern* spell had been cast in the same area. The effect is easier to resist than an ordinary *rainbow pattern* and the DC of the saving throw is accordingly reduced by 2 points.

Side Effect: The wall is a little too efficient. Both sides of it give off heat, rather than just the one side selected by you.



Wall of Force

E: A pinch of powder made from a clear gem; the value is unimportant.

Substitutions: You may use the powder from any crushed, transparent item that has a crystalline structure, such as a piece of crystal, feldspar or glass. Salt is too weak to be used as a component.

Augmentation: Ruby is the best of gems with which to augment a force spell. The use of a ruby worth no less than 3,000 gold pieces in the casting of this spell allows you to cast it with an effective caster level 3 levels higher than normal.

Side Effect: The wall is imperfectly cast and patches of it flicker in and out of existence, though as the wall is invisible this is hard to detect. Any creature rushing at the wall, or any item hurled through it, has a 10% chance of catching a temporary null patch in the wall and passing straight through it. Any creature that pauses in the middle of the wall having entered a null patch is ejected automatically on to one side or the other at the start of the next round.

Wall of Ice

E: A small piece of quartz or similar rock crystal.

Substitutions: You may use any clear crystalline substance, so long as it is not artificial. You could therefore use a diamond but not a fragment of window glass. Note that the crystalline substance must be intact. You cannot use ground-up material.

Augmentation: A fragment of the eggshell of a frost worm can be used to lend additional structural strength to a *wall of ice*. The eggshell's tensile strength gives the *wall* an additional hit point per inch of thickness, for a total of 4 hit points per inch.

Side Effect: This version of *wall of ice* does not have a sheet of frigid air left in the space where the wall used to be, should the wall be breached. It is harder to smash through but once it is breached it is easier to traverse.

Wall of Iron

E: A small piece of sheet iron plus gold dust worth 50 gp.

Substitutions: There is no substitute for iron, as it is the material from which the *wall* is made. You may however substitute gold dust for ground opal or diamond to the same value.

Augmentation: You may augment this spell by using a piece of iron from a destroyed iron golem, from the armour of a legendary hero or from a dwarven anvil that has been in continuous use for 500 years or more. It thickens and strengthens the wall, allowing you to make it 1 inch thick for every 3 caster levels you have.

Side Effect: The wall is stronger than usual but has a much more limited lifespan. After it has been in existence for one week, it begins to corrode. One inch is lost from the wall's thickness for every 12 hours that pass until it finally collapses in a rusting heap.

Wall of Stone

E: A small block of granite.

Substitutions: You may use any other stone block of approximately the strength of granite, such as marble or baked brick. The material must be worked; it cannot be natural, like a loose pebble. You may also, if no better material is available, use a chunk of broken statue.

Augmentation: There are two additional components you may use to lend the wall additional strength. You may either use the head of a stone golem or the heart of a dwarf. (You cannot use both.) Either of these additional components increase the hit points of the wall's sections from 15 to 18. The hardness remains the same.

Side Effect: As for *wall of iron*; the *wall of stone* crumbles instead of corroding and loses one foot per 12 hours after the first week.

Water Breathing

MR: A short reed or piece of straw, used to breathe underwater.

Substitutions: You may use the gills of a fish, a spherical glass bowl or an empty wineskin as substitute components.

Augmentation: Folklore has it that land-based creatures can avoid drowning if they wear a bracelet made from woven triton hair. Whatever the truth of this may be, triton hair is an effective transference component to use in this spell, passing on the power of those creatures to survive underwater. The caster is able to breathe water for 4 hours per level, while still having 4 hours per level of spell duration to share out among any other creatures touched.

Side Effect: Upon expiry of the spell, all creatures suffer the characteristic mermaid's curse; they find that their feet are in agonizing pain whenever they touch the ground, as if they were walking on sharp knives. This inflicts no damage but halves the creatures' movement rate.

Web

T: A bit of spider web.

Substitutions: You may use a tangle of knotted thread and a piece of gum arabic to create an artificial 'web' if you have none of the natural kind.

Augmentation: The silk glands of an ettercap, used within 14 days of the creature's death, are useful for boosting the amount of ground that a *web* can cover. Addition of these components increases the spread to a 30 foot radius.

Side Effect: As for *spider climb*.

Wind Wall

MR: A tiny fan, which may be folded from paper.

T: A feather taken from any beast or magical beast.

Substitutions: Instead of the fan you may use a child's windmill or a dandelion clock. The feather must be 'exotic', which is usually taken to mean 'from an unusual source', though if it were especially large or brightly coloured it would suffice.



FOCI AND THEIR FUNCTIONS

Foci play a completely different role to that of material components. The most obvious difference is that components are consumed in the act of casting, whereas foci can be used again and again. This is because a focus is essentially a conduit through which magical power flows. It is the pipeline, not the substance that runs through it; the cable, rather than the current.

Nonetheless, foci are not indestructible. They may be lost, broken or otherwise rendered useless. As

some of them are extremely expensive to create, this is a problem for the magician; you cannot bring too many spares along, as you would soon be overburdened with magical contraptions. You must keep track of all foci you have on your character sheet. Unlike material components, you may not simply assume that you have what you need.

Most foci take some kind of Craft skill to construct, which the wizard or sorcerer is hardly likely to possess. When you are spending your days and nights bent over tomes of magic, you do not have the spare time to carve a perfect image of yourself in ivory or prepare a special magnifying glass from gold and sapphire. The manufacture of foci tends to be left to jewellers or to botanicas. No special feats are needed to make a focus; it does not count as a magical item, nor does one need any arcane knowledge to prepare it.



Some foci are not channels for power so much as recipients for it. These are such items as the gem used in a *magic jar* spell, or the black sapphire of *soul bind*. These foci may never be pushed (see below) or enhanced in any other way.

PUSHING FOCI

Although foci are not intended to be used up in the casting, any caster may attempt to 'push' a focus beyond what it can ordinarily bear. Essentially, you crank up the power in the hopes of getting a better result, drawing some of the force from the focus itself.

To push a focus, you must make a successful Arcane Composition check, with a DC 10 plus the spell's level. This roll is made in secret by the Games Master prior to the casting, as failure both destroys the focus and wastes the spell. A successful check allows you to cast the spell with the focus at a caster level one higher than the caster level you actually

have. Upon completion of the spell, the focus has a flat 75% chance of shivering to pieces or turning to a burned-out husk. Gems destroyed in this way may not be used as components for spells. If your focus is destroyed, you suffer repercussive damage, taking 1d3 points of temporary Intelligence damage and 1 point of temporary Wisdom damage. It is not an option taken by many mages but it has been known to save those who were in desperate straits, by making a tiny but crucial difference.

You may only push a divine focus at the Games Master's discretion. It may seem like a good idea when you are in the thick of a battle to channel more divine energy through your holy symbol than you (or it) can really manage but when that symbol has boiled away to clinker in your hand, you are rather left up the creek without a paddle. It may not be in the interest of the deity who grants a cleric his spells that his holy image should be destroyed, even if it would be useful to his worshipper to risk this. Pushing foci is much more a feature of the arcane approach, which has a lot in common with engineering – 'the augury tokens will nae take any more o' this punishment!' – than the divine does, which is more akin to petitioning.

Questing And Bonded Foci

Sometimes, a spellcaster wants to acquire a specialist tool for the job. As foci are tools, some are better made than others and some are more personal to the user than others. There is a major difference between a tool that has been custom made for your use and your use alone and one that has been put together following instructions out of a book, or bought off the shelf.

Spellcasters may therefore create 'bonded' foci. A bonded focus has the distinct advantage that any spell cast with it is cast at one higher caster level than usual. Moreover, it will not work for any caster other than yourself. The disadvantage is that it costs five times as much to construct a bonded focus and you must expend experience points in the process; a total of 200 experience points per level of the spell for which you intend to create a bonded focus must

be invested. You must have the Craft Wondrous Item feat to create a bonded focus (it has an aura of magic, although it is not a magic item in the sense in which this is ordinarily understood) and you must perform the bonding process yourself; nobody else can do it for you. Another person may, however, make the item that is to become the focus once you have bonded it to yourself.

Bonded foci may not be pushed and are as strong or weak as the material from which they were originally made. They do, however, make saving throws as if they were magical items; see *Core Rulebook II*.

Any bonded focus that you create has to have at least one component for which you have quested. You cannot simply go into a botanica and buy the ingredient off the shelf. The rationale is that the piece of amber that is destined to be your personal *chain lightning* focus, or the jewel that will ultimately take pride of place in the hilt of the platinum sword that will be your focus for *sword*, is already out there in the world somewhere. That item and only that item will do. You must recourse to *legend lore* spells and similar divinatory magic to find out where the quest component for your bonded focus lies. Once you see it, you recognise it instantly, without having to make a check.

You may only have one bonded focus for a given spell at any time, though there is nothing to stop you having more than one ordinary focus as well. If the bonded focus is destroyed, you may not create another one until you have advanced in level or until three years have passed. If the focus is lost or stolen, you cannot sever your connection with it; it is still 'yours' and you may not make a replacement.



ADDITIONAL SPELLS

Here we take a brief look at some additional spells that are connected to the use of material components in magic and can compensate to an extent for the lack of the appropriate one.

Mould Morbid Matter

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./ 2 levels)

Target: One small object

Duration: 1 hour / level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell allows you to change a small amount of dead matter (up to 1 lb / level) into a different kind

of dead matter. For example, you could change the severed finger of a hobgoblin into the tip of a squid's tentacle, in order to have a component for *Evard's black tentacles*. The spell will only work on material that was once alive and is now completely dead. It cannot be used on undead creatures, or dead creatures that have been treated with *gentle repose*. When the spell expires, the object changes back into its original state, unless it has been used as a spell component and consumed.

This spell is also sometimes used in underworld circles, to make it look as if a severed head (for example) is that of a different person..

Crampion's Congealed Carbuncle

Necromancy

Level: Sor/Wiz 9

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This ghastly spell extracts the life force and bodily fluids of a creature and crystallises them out into the form of a jewel. The creature struck gains 1d4+1 negative levels; each level adds 1,000 gold pieces in value to the resultant gem, which appears inside a crystal box (the spell focus) that the caster must carry on his person. The jewel lasts only 24 hours before disintegrating but it may be used as a spell component before then. It may be used as a focus but it still disintegrates after the allowed time

Roll 1d8 on the following table to determine the type of jewel created.

Congealed Carbuncles

d8 Result	Gemstone
1	<i>Diamond</i>
2	<i>Ruby</i>
3	<i>Sapphire</i>
4	<i>Opal</i>
5	<i>Black Onyx</i>
6	<i>Amber</i>
7	<i>Emerald</i>
8	<i>Black Sapphire</i>



HELP FOR GAMES MASTERS

This book has introduced some new ways to tackle a very old issue of magic. Components are no longer obscure footnotes to spells with which nobody can be bothered, but potent and important features of spellcasting and a way to breathe new life into established spells. In this section we will look at various methods for introducing new material component rules into an established campaign without too much shock to the system.

The biggest hurdle that the Games Master will have to face is the introduction of two new skills, Arcane Composition and Knowledge (correspondences). If you wanted to sugar the pill somewhat, you could substitute Knowledge (arcana) for Knowledge (correspondences), though they do cover substantially different ground. The best way to persuade players to invest their hard-won skills points in these new skills rather than established staples like Concentration or Spellcraft is to give them an indication of what these skills can achieve.

Personalising Magic: How Did He Do That?

The players will quickly learn the benefit of augmentations once they encounter an enemy spellcaster who is using them successfully. The first time you encounter a *wall of fire* with glimmering rainbow colours in its violet depths, holding half the party rapt, you are likely to remember it and want to figure out how you can do the same yourself. You are even more likely to remember a spell which you should have been able to counterspell and could not.

Let the players encounter a spellcaster who uses unorthodox magic, then when he has been satisfactorily disposed of, let them root around through his spellbook and notes. It will soon become clear that there is, as it were, more than one way to skin a displacer beast. Once it is clear that the spells

in the books are not fixed but can be tinkered with, the next question is 'how can I do that cool stuff?'

Weird Ingredients Wanted, Good Prices Paid

You can introduce the players to the amazing variety of spell components by having a botanica open in a town near them, or have them encounter one. Any starting botanica will have a sign outside giving a list of the components that are most sought after and the rewards to be garnered by providing them. This is likely to motivate players to pay more attention to the monsters they encounter and the situations they pass through.

With the new rules in this supplement, monsters not only *have* treasure; some monsters *are* treasure. Even if the wizard or sorcerer in the party does not have a use for beholder's eyeball himself, it makes a difference to know that it is a precious object. The most disturbing possibility is that unethical players will become professional unicorn hunters. The advantages of using unicorn horn are *very* considerable and high prices are paid for them.

A botanica is an excellent staging point for simple adventures. They always want new items and they always have money to pay for them; these items are moreover difficult to get hold of and involve journeys, challenges and combats. For a Games Master who is stuck for an adventure idea, a botanica is a godsend. Players who are short of cash will quickly learn that there is always a job waiting for them at the local botanica.

Keeping Track of Components

You do not have to force the players to keep track of components at first. Though it is taxing to the imagination, you can always take the 'any item of negligible cost is automatically in your spell pouch' route. However, if players want to augment spells, they will have to note down these exceptional ingredients. This way, ordinary spellcasting is not interfered with, while the reward of using augmented spells is balanced by the extra effort needed to keep track of the special components used.



Components As Quest Objects

It is one of fantasy's clichés that wizards are always hiring heroes to fetch back obscure ingredients for them. Now that the properties of some of these ingredients have been detailed, one can understand why. The desire of spellcasters for exotic objects such as gorgon scale or roc feather has never been properly explained before. As an introduction to the heady heights of high-level spell augmentation, characters can be hired to fetch back such rare components as the tooth of a white dragon, or an especially huge gem. If they have already made contacts at a botanica, this is an ideal starting point for the adventure.

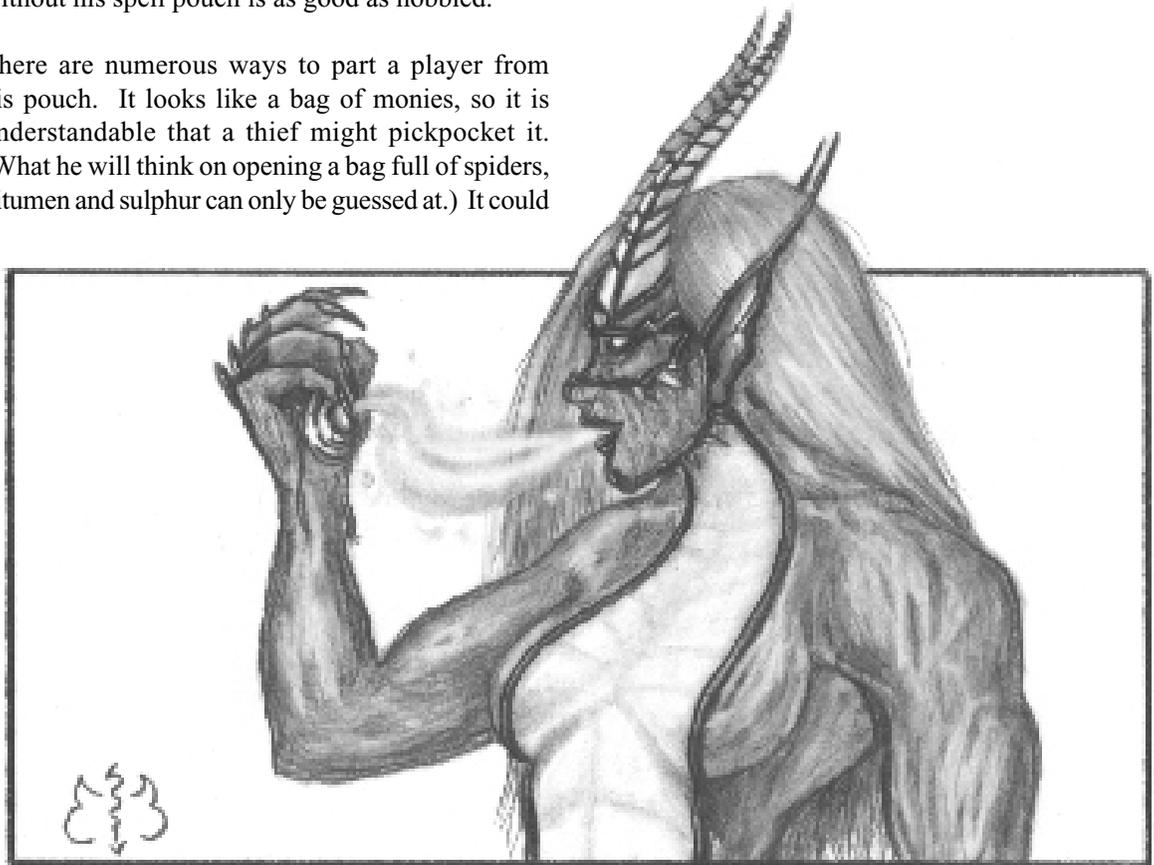
Unusual Situations

The science of substituting components does not come into its own until that disastrous event occurs – the loss of the mage's spell pouch. The rules as they stand allow a mage to tap his spell pouch for any ingredients he might need but nothing is said about what to do if the pouch should be irrevocably lost. Unless he has some ability to improvise, a mage without his spell pouch is as good as hobbled.

There are numerous ways to part a player from his pouch. It looks like a bag of monies, so it is understandable that a thief might pickpocket it. (What he will think on opening a bag full of spiders, bitumen and sulphur can only be guessed at.) It could

be taken forcibly by armed robbers or confiscated by border guards or customs inspectors. Any adversary worth their salt who decides to imprison or enslave the players knows quite well where the mage gets his power from and will confiscate spell pouches along with spellbooks and other items.

Players who are thrust into this situation will have to fall back on their wits. If they understand the kind of item they require, based on the class of component they need to replace, they can use their initiative and imagination to come up with solutions. It is extremely rewarding to hit upon a way of making a spell work that is not covered by the original description, especially if your captors were not expecting you to be able to use that kind of magic at all. These rules are the perfect addition to the classic 'you have lost all your gear; now what do you do?' adventure opening.



DESIGNER'S NOTES

Back in the day when role-playing was something we did in the school lunch break, in the days when dice were blue and lumpy with numbers filled in with wax crayon and multi-level dungeons were drawn on graph paper (and constructed with an endearing lack of plausibility for which I now feel an undeniable nostalgia) I remember wondering why it was that nobody ever bothered with spell components. Like the Weapon Speed Factor – remember that? – they were part of the game that you were *supposed* to bother with but nobody we knew ever did. I was therefore curious to see how the d20 rules handled spell components.

Much to my surprise, there seemed to be some kind of official sanction for ignoring them altogether. The system seemed to say ‘Here are all the bizarre, exotic, convoluted components you need but don’t bother keeping track of them.’ Erm. Okay.

So, when I was asked to write the volume you are now reading, the most pressing question was how to make spell components worth the extra attention needed to even notice their presence, let alone keep track of them. Wizards and sorcerers have a rough enough time of it as it is (can you tell what character class I prefer to play?) without limiting their powers even further by telling them that unless bat guano is listed on their character sheet, they can’t cast that *fireball* they so desperately want to cast.

Well, perhaps we could start by finding out why the components were chosen. If they weren’t just arbitrary, if there was some kind of system involved, then there would be a basis for improvisation and for extending the rules. Without that kind of overview, the project would have been scuppered from the start. You cannot graft anything on to a system that is already there (and the similarity between so many of the components did suggest an underlying rationality to their choice) without knowing how the system works. The one thing I did not want to do was produce a whole load of arbitrary bonuses and modifications based on adding a tableful of additional components. I have too much respect for the spellcasting characters for that.

Hence, the rules regarding the different types of component. The more I applied the model, the more it seemed to work. To my delight, I seemed to have

a handle on the ‘programming language’ of material components. With that in mind, it would be a simple task (or so I thought) to go through the spells that already exist, explain why they have the components they do and suggest substitutions and augmentations. I expected to be able to produce about five pages on the subject. You cannot have failed to notice that the chapter in question has eaten half the book. As a result of this, foci have not received quite the attention that material components have; not this time, anyway. I am sure that more work could be done on foci, if our readers wanted it.

The system is not perfect – and more than once I wondered whether what I was uncovering was not in fact a distorted version of a more coherent system that the original designers had in mind but had yet to publish – but what the hell. That is the nature of magic. It is not like technology, whatever Arthur C Clarke may have thought. Magic is peculiar, awkward stuff that is difficult to cram into boxes and force to behave the way you want it to. At the end of the day, we have a set of rules that work and that allow for that most crucial of factors, player input. If this book helps magic come alive for a player and gives their character a chance to use wit and ingenuity rather than just being an arcane artillery piece or tool box, then I will feel I have done a good job.

If there was one thing I was going to find it difficult to justify, it was the presence of in-jokes and sly little references sneaked into the material components list by the original designers. There were quite a lot of these. It is not easy to write a system that justifies the use of a material component when the component amounts to a wink. My favourite has to be the red square of cloth used in the *summon swarm* spell, whose origins have now been revealed; consult Chapter 6, Spells and Their Components, if you are still in the dark. It is well known that one way of staying sane as a games writer is to include little in-jokes in the text, which only a few people will understand.

One wonders how many of these have gone unnoticed for the best part of 20 years. I seem to remember that biting a radioactive spider (rather than being bitten *by* one) was a criterion of the *spider climb* spell back in the days of lumpy blue dice...

Adrian Bott



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ENCYCLOPEDIA
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COMPONENTS AND FOCI

THE MATERIALS OF MAGIC

This volume presents the first serious study of the long-neglected questions of why material components are used in spells, what logic governs their use and whether or not it is possible to change them. Looking at the typical components used in arcane spells and outlining the key principles on which they work. An exhaustive treatment of the standard arcane spells is then provided which will inject new life and creativity into spellcasting.

By daring to challenge the wisdom of the ages and use their own home-brewed recipes rather than keeping slavishly to the old ones, players may gain hitherto inaccessible levels of spell potency. Beware, however, for there is a price; he who presumes to tamper with magic must be very sure of himself, or he will cause an imbalance in the arcane forces be the first to suffer for it. To the courageous mages who are willing to read on, this is a risk well worth taking.

Inside You Will Find:

Components and Foci: An Overview	Foci and their Functions
The Essential Material Components	Additional Spells
Buying and Selling Components	Help For Games Masters
Substitutions and Augmentations	Designer's Notes

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