

Enchanting

Enchanting an item is generally done *for* a specific character. It's 'attuned' to that user - the enchantment borrows some of the character's maxHP (like casting a spell), and doesn't give it back until the enchantment is 'released'. An enchantment can be released by the one it's attuned to at any time (takes a few minutes of concentration), and it can be de-attuned by its creator if the item is in his possession (takes a few hours, some ritual).

Permanent enchantments are mostly a matter of legend - some royal figures claim to have enchanted items that require no attunement, but none of the magical academies have managed to lay their hands on anything like that for study. Even if they are feasible, all the legends about their creation involve the sacrifice of intelligent life, usually in large numbers.

'Found' enchanted items are not active, but can be reactivated (and attuned) by even non- casters; running a character's blood over them (together with an act of will), can attune an unattuned enchantment to a character. Reattunement of an item that is still attuned probably is not possible.

When an attunement is dropped, the HP returns after a long rest (like with casting).

The caster can always use his own HP to power an item attuned to another, but they rarely do so; the mage can't break the attunement without having the item, so if the user runs off with it, he's lost some of his power permanently.

Enchanting an item takes a lot of time - usually multiple days per level of enchantment, and can easily ruin the target of the enchantment if something goes wrong.

Enchantments can be found in various spell lists, though rarely near the bottom.

Any academy or abbey that supports a sizeable contingent of casters most likely earns its income almost entirely from the sale of enchanting services.

Mage Spells

Level 0 (Cantrips)

- Arcane Mark: Inscribes a permanent personal rune (visible or invisible)
- Detect Magic: Detects spells and magic items within 60 ft for up to 1min/lvl or until concentration ends.
- Ghost Sound: Figment sounds for 1 round/level
- Light: Object shines like a torch for 10 min/lvl
- Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
- Prestidigitation: Perform minor tricks for 1 hour (coin tricks, card tricks, etc).
- Magic Dart: 1 damage to each of clvl targets

Level 1:

- Feather Fall: Objects or creatures fall slowly for 1 round/lvl or until landing.
- Floating Disc: Creates a 3-ft diameter horizontal disk that holds 100 lb/level. Lasts for 1 hr/level.
- Mage Armor: Gives subject +4 armor bonus for 1 hr/level
- Magic Missile: 1d4 + 1 damage, fires floor((clvl + 1)/2) missiles - may be at multiple targets, in the same direction. Max 5 missiles.
- Sleep: Puts (clvl + 3) HD of creatures into magical slumber for 1 min/lvl
- Shocking Grasp: Touch delivers (clvl)d6 electricity damage (max 5d6)

Level 2:

- Acid Arrow: 2d4 damage each round, lasts $\text{ceil}(\text{clvl}/3) + 1$ rounds.
- Flaming Sphere: Creates a foot-wide ball of clinging fire. Does 2d6 damage, and 1d6 damage each round thereafter. Lasts clvl rounds.

- Invisibility: Subject is invisible for clvl minutes, until it attacks.
- Inaudible: Subject can produce no sound directly for clvl minutes, until it attacks.
- Knock: Opens locked or magically sealed door or lock. For magic locks, $d20 + \text{MNDmod} + \text{clvl}$ against the creator's $\text{lvl} + \text{MNDmod} + 10$.
- Levitate: Subject moves up and down at your direction for clvl minutes. Magic attack against will every round if used on the unwilling.
- Spider Climb: Grants ability to walk on walls and ceilings for $10 * \text{clvl}$ minutes.

Level 3:

- Clairaudience: Hear at a distance for clvl minutes. Can target any location you have been to or person you have met.
- Clairvoyance: See at a distance for clvl minutes. Can target any location you have been to, unless it has changed significantly (walls missing, etc).
- Dispel Magic: Cancel a magical spell or effect. Break an attunement or charm. Roll $\text{DEXmod} + \text{Study}$ to break a fast-moving spell (fireball, eg).
- Firestorm: $(\text{clvl})d6$ damage to a 20ft radius. $1d4$ damage per round to all affected, save ends.
- Fly: Subject flies at speed of 60ft/round (fast run) for clvl minutes.
- Lightning Bolt: $(\text{clvl})d6$ damage to a target, half damage to *any* creature in conducting contact with it.
- Vampiric Touch: Touch deals $\text{ceil}(\text{clvl}/2)d6$ damage, caster gains damage as temporary hp lasting 1 hour.
- Heat Enchantment: The object (usually part of a weapon) so enchanted deals an extra $1d4$ damage on hit, and glows slightly reddish. It cannot be safely touched by any except the attuned wielder, and produces no heat while not being wielded by him/her.

Level 4:

- Animate Dead: Creates $\text{clvl} * 2$ HD of undead skeletons or zombies lasting clvl hours. Requires corpses.
- Arcane Eye: Invisible floating eye. Moves 30 ft/round, persists for clvl minutes.
- Black Tentacles: Tentacles grapple all within 20 ft radius of caster for clvl rounds.
- Dimension Door: Teleports you a short distance (the distance you can walk in a round).
- Polymorph: Gives one willing subject a new form for clvl minutes.
- Stoneskin: Ignore 5 points of damage per attack. Lasts $\text{clvl} * 10$ minutes, or until the end of the encounter in which it was discharged.
- Stonecloth: The fabric so enchanted cannot easily be pierced or cut. An enchanted cloak grants an additional 1 AC against blades or piercing weapons, and reduces damage taken from them by 1 if the attack spread is less than 4.

Cleric Spells

Level 0 (Orisons):

- Create Water: Creates $2 * \text{clvl}$ gallons of pure water.
- Guidance: +1 on attack roll, saving throw, or skill check. Lasts for 1 minute, or until discharged.
- Purify: Purifies clvl cubic feet of food or water.
- Resistance: Subject gains +1 of saving throws for 1 clvl minutes.
- Virtue: Subject gains clvl temporary hp for 1 minute.
- Ray of Light: Target takes a -2 penalty to attacks until the cleric's next turn. If undead, also deals $d4$ damage. Illumination lasts clvl seconds.

Level 1:

- Bless: Allies gain +1 on attack rolls and checks against fear for clvl minutes
- Bless Water: Makes water into holy water. Can bless clvl gallons.
- Cure Light: Cures $\text{clvl} + d8$ damage (max at $1d8 + 5$)
- Divine Favor: You gain $\text{ceil}(\text{clvl}/3)$ on attack and damage rolls for 1 minute (6 rounds).
- Shield of Faith: Aura grants +2 AC bonus for clvl minutes to whole party (within 20 ft)

- Flash Stones: Enchants 2 stones to explode with a *bright* flash when struck (thrown at ground, usually), blinding everyone looking toward them for 1d4 seconds.

Level 2:

- Aid: +1 on attack rolls and saves against fear, 1d8+clvl temporary hp.
- Cure Moderate: Cures 2d8+clvl damage (max at 2d8+10)
- Delay Poison: Stops poison from harming subject for clvl hours.
- Gentle Repose: Preserves one corpse (if an ally dies, they can only be resurrected for 12 hours unless they're preserved in this way)
- Remove Paralysis: Frees one or more creatures from a paralysis or snare effect.
- Lesser Restore: Subject gains d4 hp and d4 temp hp, and then 1 hp and 1 temp hp per round for clvl rounds.

Level 3:

- Create Potables: Feeds clvl * 3 humans a solid meal.
- Cure Serious: Cures 3d8+clvl damage (max at 3d8+15)
- Prayer: Allies get a +1 bonus and enemies get a -1 penalty on most rolls for clvl rounds.
- Remove Disease: Cures all diseases affecting subject
- Searing Light: Ray deals $\text{ceil}(\text{clvl}/2)d8$ damage, or (clvl)d8 against undead.
- Speak With Dead: Corpse answers $\text{ceil}(\text{clvl}/2)$ questions. Lasts for clvl minutes.

Level 4:

- Cure Critical: Cures 4d8+clvl damage (max at 4d8 + 20)
- Discern Lies: Reveals deliberate falsehoods for clvl rounds (until concentration ends)
- Freedom to Move: Subject moves normally despite impediments for clvl*10 minutes.
- Neut. Poison: Immunizes subject against poison for clvl*10 minutes, detoxifies any venom in or on subject.
- Restoration: Subject gains 3d4 hp and 2d4 temp hp, and then 2 hp and 2 temp hp per round for clvl rounds
- Tongues: Speak and understand any language for clvl*10 minutes.

Druid Spells

Level 0:

- Create Water: Creates 2*clvl gallons of pure water.
- Detect Life: Detects things that are living within 60' for clvl minutes (impressions of physical size, no identification)
- Detect Poison: Detects poison in or on one creature or object.
- Mending: Make minor repairs on an object
- Resistance: Subject gains +1 on saving throws for 1 minute
- Move Silently: Subject can move quietly with great skill (+ clvl+2)
- Magic Stones: Three stones gain +1 on attack, deal 1d4+1 damage. Last till discharged, or long rest.

Level 1:

- Enlivening Aura: On each of your turns, all allies within 20' gain 1 temporary hp, and regain 1 hp if they roll $(d20 + \text{clvl} + \text{MNDmod}) > 12$. Lasts $(3+\text{clvl})$ rounds.
- Faerie Fire: Outlines subject with light for clvl minutes. Cancels blur, invisibility, etc. Reduces AC by 1 against missile weapons.
- Goodberries: 2d4 berries, which each cure 1hp (max 8 berries per 24 hours)
- Obscuring Mist: Fog surrounds you, providing concealment for clvl minutes (roughly 20' radius)
- Produce Flame: clvl + d6 damage, touch or thrown. Touch uses melee attack with +4, thrown uses magic attack, and must travel at least 5 feet.
- Speak w/ Animals: You can communicate with animals for clvl minutes.

Level 2:

- Barkskin: Grants caster +2 AC for the rest of the day.
- Gust of Wind: Blows out lights, blows away small objects, or knocks small creatures prone. Larger creatures roll DEX+Athl, or lose next turn. (Targeted)
- Heat Metal: Makes metal so hot it damages those who touch it (1d4 per round, most will drop).
- Summon Swarm: Summons a swarm of bats, rats, or spiders for concentration period plus two rounds. (generally, creatures attacked must roll Will+3 or lose turns)
- Tree Shape: You look exactly like a tree for up to clvl hours. Close inspection is d20+MNT+clvl against Will+Subt+clvl+2
- Warp Wood: Bends wood within 20' radius. (Swap with Stone Shape for dwarves.)
- Empower Beast: Subject gains +2 to attack, +1 to damage, +1 to initiative, +1 speed, and is aware that those bonuses are from you. Can be cast on your spirit beast. Lasts clvl minutes (usually till end of encounter).

Level 3:

- Call Lightning: Calls down 3d6 damage lighting bolts from the sky once per round for clvl rounds. Tend to hit more heavily armored targets.
- Energy Protect: Absorb 2*clvl damage from a specific type of energy every round for clvl minutes.
- Speak w/ Plants: You can talk to normal plants and plant creatures for clvl minutes. Note, plants are aware of events near them, but can't think much.
- Spike Growth: Spikes coat the ground in a configurable 100 sq ft area. Creatures in area take d4 damage per 5' of movement, and may be slowed (check feet)
- Stone Shape: Sculpts stone into any shape within 8 feet. (Swap with Warp wood for dwarves)
- Water Breathing: Subjects can breath under water for clvl*2 man-hours (divided among any number of targets)
- Enrage Beast: Target non-intelligent animal becomes uncontrollably angry, and attacks anything near it randomly. If cast on an intelligent target, it will get a bit testy. Lasts clvl minutes.

Level 4:

- Air Walk: Subject can walk on air for clvl*10 minutes - Can gain or lose elevation at a 20% grade.
- Ice Storm: Hail does 5d6 damage to *all* targets in a cylinder from 20-40 feet across.
- Reincarnate: Brings dead subject back in a random body. Heh.
- Repel Vermin: Insects, spiders, and other vermin stay 10' away for clvl hours
- Entangling Roots: Target is well-bound by tree roots rising from the ground, and can no longer move. Roots last 2d4 rounds, but can be hacked clear in 2 rounds of focused attack with a decent edged weapon (5 rounds with a knife)
- Soothe Beast: The targeted non-intelligent animal loses interest in killing or eating anybody, and feels somewhat sleepy. If cast on an intelligent target, it will become lazier, and tired. Lasts clvl minutes.