

Gaining Spells

Priests differ from wizards, because they pray for their spells each day and gain access to the new spells from their god when they increase a level. Clerics and Priests have access to all cleric spells, they also gain extra powers from their domains. They may choose any spell on the Cleric's Spell list, although using evil spells or spells from an evil source can be an alignment problem. Each day they must select their spells in advance, except for *Cure*, and *Inflict* Spells. Good Clerics can spontaneously cast any spell as a *cure* spell, of that level. Evil Clerics can spontaneously cast any spell as an *inflict* spell, of that level. Neutral Clerics choose to cast *cure* or *inflict* spells at character creation and must stick to that choice.

Paladins and Rangers all get their spells granted to them by their gods and so must pray for them, like Clerics and are allowed access to the entire list, using spells from evil sources (like the Book of Vile Darkness) can be an alignment problem.

Clerics, Priests, Paladins, and Rangers all regain their spells at either midnight (for evil creatures) or at dawn (for good creatures). Neutral creatures choose when they regain their spells at dawn or midnight during character creation and must stick with it. All of them require 8 hours of rest each day to gain the power to cast their spells, though they may regain the spells at midnight while resting.

Assassins, Bards and Sorcerers have their spells imprinted into their minds and they regain the ability to gain their spells with rest like all spell casters do, but they don't have to re-memorize their spells (songs for Bards) all they have to do is sleep to recharge their "spell batteries." They are not able to learn new spells while adventuring or from other sources. They are limited to their maximum number of spells as determined by their spell matrix; both spells that can be cast each day and spells that can be known. For this campaign I am allowing Bards and Sorcerers to increase the number of spells they can learn at each level by their Int modifier. That is they add their Int modifier to the base number of spells per spell level that they can know. I am not using their Cha modifier to try and keep the number of extra spells down, nor am I allowing bards or sorcerers to cast more spells per day, but this increases the number of spells that they can learn and allows them to take some utility spells making them more versatile. Assassins have a more restricted spell list, as noted on their spell class spell list. Otherwise Assassins learn and cast spells like bards do.

Wizards are different and get to learn new spells each time they advance a level or encounter new spells. If a Wizard finds a new spellbook or a spell on a scroll then they can try to learn those spells. The spells on scrolls must be inscribed into the Wizard's spellbook before the Wizard can memorize them; for scrolls this will consume that spell, erasing it from the scroll. If there is more than one spell on a scroll then the Wizard can attempt to learn each spell one at a time (without losing the rest from the scroll). To learn a spell from a scroll the Wizard must pass a DC 15 + spell level vs. 1d20 + their Intelligence modifier check. Part of the magic in scrolls is that the spell *read magic* is not needed to read them. Learning spells from another creature's spell book requires the cast of the spell *read magic*. Whenever wizards come across a new spellbook they can try to learn spells from that after casting *read magic*, this is because each wizard develops their own code/shorthand notation to write their spells. To learn a spell they must cast *read magic* and pass a 15 + spell level vs. 1d20 + their Intelligence modifier check. For each successful check the Wizard may inscribe that spell into their spellbook. If they fail a

check they can't try to learn that spell again until they increase their Intelligence Score. When a Wizard advances in levels they get access to their new spells from their guild. They must inscribe those spells from the master spell book into their own spellbook.

Wizards must study their spells and re-memorize the spells that they have cast that day. Or they can memorize new spells if they wish to change their spell inventory. Changing one spell to another requires 3 minutes of study per level (maximum 15 minutes) When a wizard goes to sleep then the previous days uncast spells remain in their memory. If the character goes for one week without re-memorizing their spells though then those spells are lost. Each morning after 8 hours of rest they regain enough magical power to cast their normal matrix of spells.

Bards, Sorcerers and Wizards gain access to all spells from the **Player's Handbook**, the **Spell Compendium**, and any other official spells from the main books, but not from the campaign setting books (Eberon, Forgotten Realms, Ravenloft, etc., sorcerers and wizards who join the Brothers of the Staff are limited in their spell lists as described in the Adventures Guild article under Brothers of the Staff). Bards are more friendly and share their spells so that they can learn any spell available to the campaign. A bard or sorcerer must pass a check of $14 + \text{spell level}$ vs. $1d20 + \text{their Charisma modifier}$. If a bard or sorcerer fails the check then they must select another spell and cannot try to learn that spell again until they advance a level. The number of spells that a bard or sorcerer can know at each level is determined by their spell matrix (plus their Int modifier for each spell level). Assassins have their own spell list and can chose to learn any spell from it.

Once an assassin, bard or sorcerer has learned a spell it remains imprinted in their minds and short of mental surgery or amnesia it cannot be forgotten. However, they require the same rest that all spell casters do to get their "spell batteries" recharged. Normally, they recharge after 8 hours of sleep and so start each morning with new spell power. There are other ways to learn spells like with a feat, but these are specific to a creature's heritage, bloodline or other category.

A wizard starts the game with a standard spell book that holds all zero level spells (or cantrips), and 4 first level spells plus one for each Int modifier point (this rule differs from the Player's Handbook and reflects the DM's access to a larger source of spells). All wizards gain the spell *read magic* automatically (and it is not counted against their number of spells learned for that level). When a wizard advances to a new level then they are offered the chance to learn 3 new spells. There is no need to determine if a wizard can learn the spells if they come from their guild, only if they are found from other sources (like other wizard's spellbooks). When a bard, sorcerer or wizard advances a level then they may chose what spells they want to learn from the list of available spells and can learn enough new spells to fill their spell's per level known matrix (remember that in this campaign they can add their Int modifier, if positive, to each level to increase the number of spells that can be known) . For Bards this represents new songs. Bards and Sorcerers can learn only up to the maximum allowed by their spell knowledge matrix. For a spellcaster to cast a spell their primary modifier must equal or be higher than $10 + \text{the spell level}$, the DC of their spells equal the same number ($10 + \text{their primary modifier}$, Cha for bards and sorcerers and Int for wizards).

Brothers of the Staff can only learn spells from the **Player's Handbook**, **The Spell Compendium** and most of the spells from **The Complete Arcane** (not any Wu Jen spells). Members of the Mage's Guild have a larger collection and can try to learn any spell allowed by

the DM. This includes spells from the **Player's Handbook** all the spells in **The Spell Compendium**, **The Complete Arcane**, **The Complete Mage** and others from other source books (but, not from the Campaign settings; Ebberon, Forgotten Realms Ravenloft etc). The Mage's Guild jealously guard their spell books and will not share them with other guilds. Other guilds will have a selection to spells based on that guild. Members of most guilds only get access to those spells that the Brother's of the Staff has access to. Members of the Checkered Pawn or the Blood Thorn have access to the same spells the Brother's of the Staff do and those spells from the Complete Scoundrel. Spellcasters of the Theatrical Guild gain access to the same selection as the Brother's of the Staff spell list and those from Song and Silence. Those with a draconic heritage (either by race or through a feat) have access to the same selection of spells as the Brother's of the Staff and those spells from **Dragon Magic** and the **Draconomicon**. Mages from the Army, Calvary, and the Hippogriff Guard and are granted access to all the spells that the Mage's Guild has. If a bard or sorcerer finds a spell on a scroll that is not normally one they have access to, but is still on their spell list, they may take that scroll to their guild and try to learn the spell there when they advance a level and would normally learn new spells.

As a character attempts to learn spells each spell it is recorded in their records, and the character must keep track of those spells that they can and cannot learn. Wizards cannot attempt to learn those spells until their Intelligence ability score is increased. Assassins, Bards and Sorcerers can try again when they advance in level.

Bards have access to a different spell list and their spells are actually songs that they perform, so they can't use wizard or sorcerer spells. They can't learn new spells from a spellbook, they would need to get access to their guild's bard song sheets to learn a new spell. They are able to use arcane scrolls normally though, provided they are on their spell list. Since assassins cast spells like bards they too can cast arcane spells from scrolls; provided they are on their spell list. For a bard or assassin to cast a spell (arcane or divine) that is NOT on their spell list they must make a Use Magic Device check and "pretend to be an arcane spellcaster."

If a player wishes to introduce a new spell into the campaign then the Dungeon Master must be provided with a copy of that spell. If the player wishes to invent a new spell then the spell must be researched and experimented with, a process similar to creating a magic item. Any spell caster may attempt to create a new spell, but they cannot create a spell beyond their ability to cast.

Remember a spell caster can learn spells at the level of their primary stat -10. So a character with 16 as their primary stat may learn up to 6th level spells. The DC for learning their spells is 14 + the spell level vs. 1d20 + their primary ability modifier.

Spell Books

The bread and butter of any good wizard is their spell book. They start off with a standard spell book and will probably spend the rest of their life trying to gain new spells. To a wizard a spell book is priceless and represents a lifetime's work.

The Standard blank spell book costs about 15 gold pieces and is approximately 16" high, by 12" wide, and 6" thick, it weighs 15 lbs. The Traveling spell book has a smaller spell capacity. It costs about 10 gold pieces and is approximately 12" high, by 6" wide, and 1" thick, it weighs 8

lbs. A standard spellbook has 100 pages (a traveling spellbook has 50 pages). it takes 1 page per level (minimum of 1 page) to copy a spell. (Custom made spell books can be created with rules from the Complete Arcane and are summed up in the table at the end of this article, it still takes 1 page per level to copy a spell.)

Typically a spell book will command prices of about 100 gold pieces per spell level per spell (2 third level spells and one 4th level spells would have a total value of 1,000 gold pieces). However, the selling of spell books is not appreciated by most wizards, who can enforce their beliefs with potent spells. The Mage's Guild is very protective of their spells and any spells researched by their members. So if a character wants to sell a spell book then they may have to deal with a wizard and risk facing their anger. Any member of the Mage's Guild that is caught selling spells to a nonmember risks expulsion from the guild. Serious breaches of this policy can warrant an assassination. If a new spell is researched or invented by a guild member then they are expected to make a copy of that spell available to other guild members. The Brothers of the Staff have a very limited spell selection and while they may learn spells that are not on those lists, they have to do so in secret and may not teach those prohibited spells to others.

Traveling spell books are used by adventuring characters as a more portable backup spell book. Due to the book's stronger construction it receives a +1 saving roll modifier. It is strongly suggested that a character gets a traveling spell book as soon as possible and that they store their standard spell book in a safe place, guilds will provide good places to hold backup spell books.

The capacities of spell books vary with the spell level and type of book involved. A standard spell book holds up to 100 spell units (100 pages), while a traveling spell book holds up to 50 spell units (50 pages). A spell unit is a chapter on that spell (taking 1 page per level, to a minimum of 1 page). It covers information on the components needed to cast the spell (experience, focus, material and somatic) research notes, and other notes that the caster will need. A wizard may write any combination of spells into her books, provided they do not exceed the books capacity. Spells cannot be partially written in one book and then finished in another, so any unused space is wasted. Extra space in a spell book can be used to hold maps, or adventure notes.

The special ink required to inscribe spells into a spell book costs 10 gold pieces per vial and each vial may be used to write one page worth of spells. A normal quill or writing pen can be used to scribe any spell into a spell book. Scrolls may require custom made quills (part of the price for creating the scroll). Normally spell books are embellished by their owners, either using special materials or extra spells to improve the book, enhance its saving rolls, or protect it from theft. Such embellishments should be discussed with the Dungeon Master.

Spell Books (From Complete Arcane)

Cover	Weight	Hardness	Hit Points	Cost
Leather	1lbs	2	+0	5 gp
Wood, Thin	1 lbs	3	+1	20 gp
Metal, Soft	5 lbs	5	+4	100 gp
Metal, Hard	5 lbs	7	+5	200 gp
Dragonhide	2 lbs	4	+2	200 gp

Slipcase	+1 lbs	+1	+1	+20 gp
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Pages (100)	Weight	Hardness	Hit Points	Cost
Parchment	2 lbs	+0	1	10 gp
Paper, Linen	2 lbs	+0	2	20 gp
Vellum	2 lbs	+0	3	50 gp
Bone or Ivory	4 lbs	+0	4	100 gp
Metal Foil	20 lbs	+1	8	500 gp

