

MONTE COOK'S ARCANA EVOLVED:

SPELL TREASURY



BY MONTE COOK AND JEFFERY A. DOBBERPUHL

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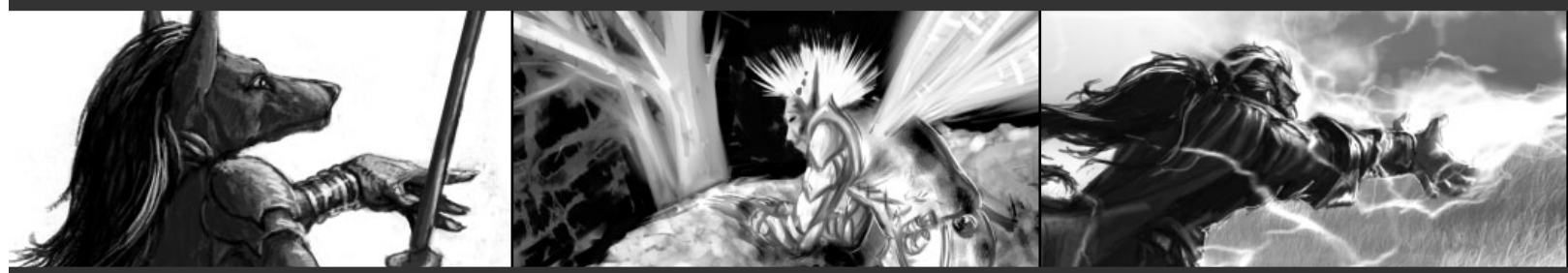
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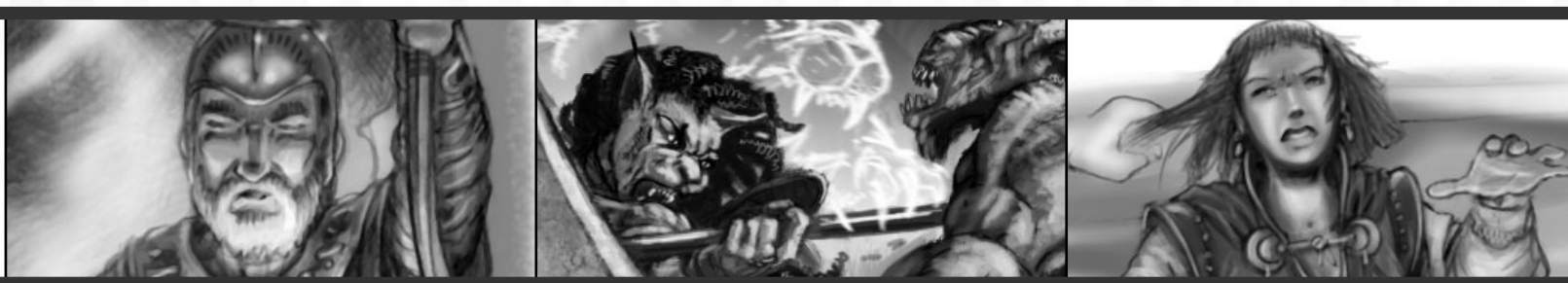
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Sample file



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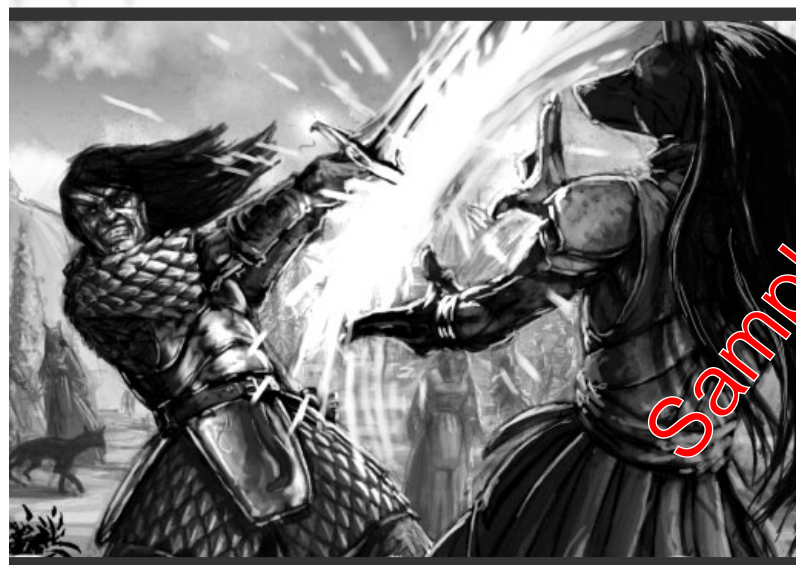
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INTRODUCTION:

The Joy of Spells

The mage watched her spell detonate in a ball of fire in the midst of the approaching enemy. As the explosion decimated the ranks of her foe, she grinned and said to her shieldmate, "I have to admit, I really like this job..."



The *Spell Treasury* contains spells for use with Monte Cook's *Arcana Evolved*. These spells represent new magic that you can include in any campaign. To create this book, we started by assessing spells from many sources, including the d20 core rules, *The Complete Book of Eldritch Might* (encompassing the *Books of Eldritch Might I, II, and III*), and the *Books of Hallowed Might I and II*. We chose the ones that would work best in *Arcana Evolved* campaigns and adapted them—in many cases, you will find very little similarity between the originals and the versions that appear here! Next, we added plenty of all-new spells to round out the volume.

Be forewarned, however—the spells in this book could potentially change the balance of spellcasting power in *Arcana Evolved*. When *Arcana Evolved* was created, certain spells such as *magic missile* were left out intentionally. This book makes those spells available to *Arcana Evolved* casters, though efforts have been made to rebalance them. However,

we have not included spells that we deemed inappropriate for the *Arcana Evolved* rules, so you won't find *all* the spells from the sources above updated for this book.

The *Spell Treasury* also includes a handful of non-adventuring spells. It stands to reason that, in a world where magic works, not every spell is going to be designed to blast foes, heal wounds, or make someone harder to harm. Many would have no battle applications at all. These spells may never get used in a typical game session, but just knowing this sort of magic exists amid the adventuring-specific spells adds a bit of believability to any game world.

Still other spells are better suited for use by NPCs, as a part of an interesting adventure hook or encounter. You can use the converted spells here simply as examples of how to modify or create your own, or as part of a quest for your characters to discover long-lost magic.

However you decide to use them, the hundreds of spells in this book outnumber those in *Arcana Evolved* itself. They will expand your game in amazing ways.

INTEGRATING NEW SPELLS

When integrating these spells into an existing campaign, you have a number of different methods available. These methods can be used in any combination, or may inspire other ideas suitable for your particular campaign. The general methods include: research, acquisition, and adventuring.

RESEARCH

For many players, having a spellcaster character develop a new spell can be the highlight of an adventuring session. Possessing a unique spell that provides an edge is as important to a caster as a finely honed blade is to a warrior. Any of these spells can represent knowledge that one can discover only through research.

A player should put his or her character in a position to research a new spell. Appropriate tomes of knowledge, the lore of other casters, and personal observations should all

come into play. Additionally, suitable space to meddle with magic should be available. One cannot research new spells in the middle of the town square, after all. This may require the player character to acquire (by adventuring or otherwise) a suitable location in which to conduct research undisturbed.

Once the location and means of research have been established, the character will need a variety of mystical items and spell components to experiment with. Various combinations will be tried and tested until the final spell is crafted.

In game terms, a character should generally expect to spend 100 gp per level of the spell to be researched (with 0-level spells treated as 1st-level spells for this calculation). If the spell is complex, this amount doubles. If the spell is exotic, the amount quadruples. Thus, a 2nd-level complex spell would cost $2 \times 100 \text{ gp} \times 2 = 400 \text{ gp}$. Likewise, a 10th-level exotic spell would cost $10 \times 100 \text{ gp} \times 4 = 4,000 \text{ gp}$ to research.

A simple spell generally takes one day per spell level to research, with complex spells taking three times as long and exotic spells taking seven times as long. Thus, a 9th-level simple spell takes nine days to research, while an 8th-level exotic spell takes 56 days to research.

Spell research must be more or less undisturbed. If something interrupts the research, the character must make a Concentration check (DC = the spell level to be researched + 15; add an extra +5 if the spell is complex or +10 if it is exotic). Other situational modifiers may affect this check (if the interruption takes a great deal of the caster's time, the caster is grievously injured, research notes were destroyed, and so on).

Once the research is completed, the character must make a Knowledge (magic) check to successfully apply the research (DC = the spell level + 10; add an extra +5 if the spell is complex or +10 if it is exotic). Due to the vagaries of magic, a roll of 1 on the check is always a failure. Depending on the spell researched, there could be penalties for failing as well. These penalties might include the spell misfiring (turning the character into a frog for one week per spell level, for example), an explosion burning all the hair off the character's body, and so on.

Because watching a caster research a spell is probably not a lot of fun for other characters, much of this process should occur during the party's downtime between adventures. Still, it might be entertaining for the rest of the party to fend off enemies who seek to foil the research, or to help a spellcaster track down obscure spell components.

ACQUISITION

Many times, it's best to have all the research completed by NPCs. This lets PCs acquire their spells by interaction with the world and the characters around them.

In an average game environment, NPCs should be expected to be just as active as player characters. Some of these nonplayer characters may be strapped for cash. Imagine a caster down on his luck and needing to make some quick

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coin, or a family of nonspellcasters selling off mom's old book of spells. On the other hand, perhaps a center of magical learning is known for teaching unusual spells that the party has need of. Such events should probably be uncommon, but as roleplaying experience, the mundane can sometimes be an interesting diversion from high adventure.

Trading spells can be fun, too. PCs may travel with an NPC who simply knows different spells than they do. Alternatively, a player character might be sought out for a spell he knows, with the NPC offering to teach a different spell in return. Not every trade should be a good bargain, however, and not all trades should be easy. A character wants to learn a spell the local hermit knows? Maybe the hermit has a quest that the PC must fulfill before he's willing to part with his knowledge.

ADVENTURING

This is probably the way most player characters learn new spells. By adventuring, they can uncover lost magic in a treasure trove or loot the lore of a defeated spellcaster foe.

From a DM's perspective, adventuring has many advantages as a way of integrating new spells. First, the main storyline does not have to be interrupted. If a character is to learn a new spell, he or she simply discovers it when the villain is defeated or the treasure obtained.

Second, a newly discovered spell can be used against the party beforehand. If used in a creative manner, it can provide

a challenge equal to its ultimate reward, as well as offering the opponent spellcaster some personality beyond simply being the villain of the week.

Third, acquiring spells through adventuring can provide ready-made adventure hooks or side quests. The party members might learn of hidden knowledge being sought by opposing forces. Alternatively, they may discover notes in the possession of a recently defeated villain that form part of a treasure map. Perhaps a defeated foe offers to tell the tale of a lost book of knowledge in exchange for her life. The possibilities are endless.

One means of uncovering new spells that combines adventuring and acquisition is stealth. The PCs might learn of a place where secret research is being conducted, or of the existence of a tome of lore. Rather than trading or fighting for it, they may need to sneak in undetected to make copies of the spells.

SPELL HISTORY: THE LEGEND OF THE STONE KREJ

In ancient times, the land had many heroes. One of these was Nexin Oathmaker, a mage of great power. He did all he could to help others and was quick to give wise counsel. Leaders and peasants alike sought out his knowledge.

But then came the black days. A soul filled with malice arose in the guise of a man. This was Duke Fanor, who was as foul as Nexin was fair. Fanor knew many secrets of magic and had legions of followers, but he was not satisfied with such successes. Beyond the insufferable fact that Nexin was idolized by all, Fanor knew that the mage had knowledge of spells that he could not learn on his own.

And so Fanor and Nexin did battle. The war was fought on land, sea, and air. It crossed the planes and the bounds of time itself. After seemingly endless clashes, Nexin understood that he and his forces were losing, and he became despondent. If Fanor won, then all peoples would be bound to a despot. Desperate, Nexin challenged Fanor to one final duel. Sensing quick victory, Fanor accepted. He hoped to defeat but not kill his foe—then he could force him to reveal all his secrets. Nexin had a different plan, however.

Nexin faced Fanor and invoked a ritual of incredible power. The arcane words he used drew energy from the souls of thousands of creatures in the armies that stood close by. He drew even more energy from the earth and the plants that grew there. Finally, he stole energy from the sky itself. All of this power he directed at Fanor in a final mighty blast. Fanor fell, and with his defeat, his control over his armies collapsed.

However, Nexin was a hero no more. As a result of his actions, the dead were beyond number, their souls consumed. As well, the great energies released when Fanor was killed sought out those soulless corpses as receptacles, bringing countless undead into the world.

And what of Nexin, now called Soulslayer? He disappeared, presumed destroyed by the very spell he cast. His wondrous lore was thought lost. However, from time to time, word surfaces of a book of previously unknown spells, or a granite tablet carved with arcane knowledge believed to come from the time of Nexin. As well, some legends hold that Nexin was not certain he would win his battle, so he stored much of knowledge in a series of krej (an ancient word for a holding place). These have come to be known as the stone krej, as most people believe Nexin encased his krej in solid rock to avoid easy detection. It is thought that, if one could only find the first krej, it would include instructions for finding all the others.

The locations of the krej (and the power they contain) are no more than rumor and legend now, and only the mad and the foolish still seek them. Many of the spells in this book stem from the troubled times of Nexin's end.

OATHS, CONVICTIONS, AND BELIEFS

Many spells in this book rely upon your character focusing on an oath, belief, or strongly held conviction. These spells are of a psionic nature; they are powered in part by the strength of the caster's belief system.

All of these spells deal with drawing energy from the caster's faith or sense of self. Generally speaking, these are referred to as *soul spells*. This is a new descriptor introduced in this book as a way of identifying spells that function based on the caster's belief system. (Note that soul spells are not the same thing as soul magic as defined in *The Complete Book of Eldritch Might*.)

In *Arcana Evolved*, characters do not use alignment as a defining characteristic. Good and evil, law and chaos are all relative terms. There may be times when a character performs in an altruistic manner, while at other times he acts as a free spirit. The group may meet villains whose acts can only be considered depraved, but the game system does not categorize such actions on a rigid scale.

However, characters in an *Arcana Evolved* game take oaths, vows, rituals, beliefs, and convictions very seriously. Did your character vow to let no one into the temple? Then your character needs to do whatever is necessary to keep that vow. Likewise, an NPC who fervently follows a deity might not be able to understand (or willing to care) why you are now looting her temple of its sacred icons.

Soul spells feed off this understanding of the way characters interact. In order to cast these spells, the caster must focus on something greater than a sense of self-preservation. He needs to have either an oath to follow, a deeply held belief system, or a set of inviolate convictions that he always obeys. In part, this need to follow a set of self-imposed rules is what fuels a soul spell.

The guidelines for oathsworn in Chapter Three: Classes of *Arcana Evolved* are a good place to look for example oaths. Here are some other ideas for acceptable convictions or vows: