

Enhancing the enchanter

Changes and additions to DRAGONQUEST™ rules

by Craig Barrett

Of the twelve initial Magical Colleges in the DRAGONQUEST™ game system, the College of Ensoelments and Enchantments is my favorite. So it makes me just a bit unhappy to realize that it's also the weakest of the twelve. In the interest of fair play — and not just because one of my favorite Primary Characters is an Enchanter — this article proposes a few minor changes, as well as a couple of major ones, in the DRAGONQUEST magic rules that will rectify this state of affairs.

Is the case on behalf of Enchanters overstated? Consider that while spells 36.T-1, 38.T-1, and 46.T-1 are all called "Witch-sight," the Enchanter's version of that Talent is the least powerful of the three, and it is the only Talent available to Enchanters. And that 36.G-4, "Spell of Walking Unseen," is less potent than its namesakes, 43.G-5, 44.G-9, and 46.G-3. And that Enchanters have only a single spell that in and of itself inflicts damage. "Poison Dust" (36.Q-4) can potentially cause damage, but it's a ritual, it's exorbitantly expensive for low-Ranked Adepts, and it isn't all that useful. These are just a few examples. Only Namers are as weak as Enchanters, and they have some compensating advantages.

All of which are marvelous, if prejudiced, excuses for this article.

Actually, the changes proposed here aren't all that radical. With two exceptions, they're all either clarifications or extrapolations already implied by the game rules themselves or by supplemental materials. Here goes:

"Concentration" spells

The question arises: Can an Adept invest (by Rule 32.3) a spell into an object when the duration of that spell is governed by the concentration of the Adept? Yes, he can, because in the supplement *The Palace of Ontoncle* (page 4) the character Loklar has a medallion invested with 42.S-4, "Web of Fire," a spell that has a duration of "Concentration." So, Enchanters can invest spells 36.G-7, "Mass Charming," and 36.S-5, "Web of Entanglement." And, logically, this advantage has to be extended to members of the other Colleges as well. But Enchanters do realize some benefit.

As to what the duration of such spells should be (separated as they are from the actual concentration of the Adept), where maximums are given, as in "Web," the maximum duration applies and is subject to deliberate reduction by the Adept himself. Where no maximums are given — 14 separate spells in the first 12 Colleges fall into this category — the maximum can be deter-

mined by comparing the spell with other, similar spells for which a maximum duration is given. Thus, 36.G-7, "Mass Charming," should be compared to 36.G-1 and 39.S-1, "Spell of Charming." Both of the latter spells have a multiple of one hour, and are targeted at a single entity. "Mass Charming" can be targeted at several entities, so it's reasonable to assume that its duration as an invested spell should be relatively shorter, perhaps "½ hour + ½ hour per Rank." In any case, the duration should be specified at the time of investment, not at the time of use, with the Gamemaster's judgment final.

Investing rules, 32.3 and 84.2-84.5

On the subject of investment, here's another extrapolation: The spells listed under Rules 32.3 and 84.2-84.5 can, generally, be invested in objects, using 32.3, just like any other spells (see 84.1). "Deathcurse," listed under 84.4, isn't covered by this rule, since the dying Adept isn't going to live long enough to go through an Investment Ritual. (See Rule 75, paragraph 20 for how a Deathcurse should be used, which in ultimate effect isn't so different from investment.) On the other hand, "Geas" (84.2) merely needs a change in its Range qualification in order to work as an invested spell. Here, it's the person rather than the caster who must be within communicating distance of the object in which the geas has been invested, and must be clearly able to see it. The geas, still couched in 25 words or less, is considered to communicate itself to the person through a kind of extra-sensory perception, which the person hears as audible words. The geas will have been invested with a number of charges equal to the Adept's Rank with the Investment Ritual (32.3), and each person who is "spoken to" by the geas in this fashion will exhaust one charge. When all the charges are exhausted, the invested object no longer contains the geas.

This kind of modification should be used on all aspects of all spells covered under this rule.

"Charge" control

A necessary condition of allowing the investing of Rule 84 spells is that Adepts of all the Colleges must have absolute control over the number of spell-charges they invest in an object. An Adept can't exceed the limitations of Rule 32.3, paragraph 3; however, he can invest as few charges as he pleases, because if investing a major curse (84.4) into an object is going to cost him a decrease in his Endurance value for each

charge he invests, he's going to want to control *exactly* how many charges he's investing. This ability is part of the Investment Ritual (32.3) and not something that has to be separately learned.

Activation instructions

Activation instructions are a vital part of investment. It's fairly clear from Rules 32.3 and 32.4 that two different sorts of activation instructions are possible, one for spells and one for Wards. Instructions for spells imply deliberate intent on the part of the person who activates the spell. Instructions for Wards imply lack of intent on the part of the person who activates the Ward. In practice, however, the distinctions tend to get a little blurred. For example, an Enchanter might protect his strongbox by investing it with 36.G-8, "Spell of Invisibility," with the instruction to activate if someone approaches within five feet unless that person utters a special word that prevents activation. The spell is still activated by the deliberate action of a person who approaches, but now possesses the characteristics of a Ward, in that the person did not intend to activate the spell.

Spell instructions are less detailed than Ward instructions. A Ward might be set to activate only when a particular person enters or exits, but a spell can never be so specifically personalized. Exactly how tricky an Adept can get with his spell instructions depends on his Investment Ritual Rank and on the GM's discretion. The GM might require a Rank of 5 for an Enchanter who wants to invest 36.S-7, "Enhance Enchantment," but who also wants to wait until the moment of activation before he decides which characteristic the spell will enhance. But, the desire to activate with a single whisper or gesture might be allowed at Rank 2.

Ward instructions require a much lower Rank in order to be sophisticated. Primarily, Rank will extend sophistication rather than enhance it. For example, an Adept who creates a Ward might be allowed to specify that its effect be delayed for 1 minute per Rank of the Adept. Or, a Ward might be restricted from attacking specified individuals (1 person per Rank of the Adept), but this instruction would endure only one hour per Rank and then the Ward would attack anyone who triggered it.

GMs ought to allow for great flexibility when players set up activation instructions. Remember, this is a kind of "verbal shorthand" in which a single word or gesture will mean just exactly what the Adept wants it to mean.

Anti-magic charms

In *The Palace of Ontoncle*, on page 20, three rings are described, each magically endowed as a charm against spells of the College of Fire Magics. Since counterspells come in pairs (Rule 31.3), each ring must have two spells in it. A single ring adds +5 to the Magic Resistance of whoever is wearing it, and an individual can benefit from the protection of only one ring at a time. But no limit is given on the number of times a ring can protect its wearer, so "spell charges" cannot be involved.

What are these rings, and who can control them? Obviously, each ring is a kind of amulet, similar in nature to the amulets created by the "Special Alchemy" Talent (46.T-3). As to who created them, the answer to this question leads to another rule extrapolation, added to Rule 32, "Special Magical Preparations":

[32.5] An Adept of any College can create an amulet against the magic of his own College by investing both of his College's counterspells into a single object.

A full 10-hour Preparation Ritual must precede two full 10-hour Investment Rituals (one for each counterspell) for a total of 30 hours expended, with one of the rituals performed on each of three successive days. The result is a permanent charm in the form of a ring that adds to the wearer's Magic Resistance against the spells of the Adept's College a number of points equal to

the Adept's Rank in whichever counterspell of his College his Rank is lowest in, providing the Adept has at least an equal Rank with the Investment Ritual. As with the *Ontoncle* rings, the effects of wearing more than one ring are *not* cumulative. A character can benefit from the protection of only one such ring at a time — from the strongest, if the other rings protect against the same College, or from the first one put on, if any of them protect against different Colleges. (See Rule 31.3, paragraph 7.) A ring-amulet is effective if worn on a chain instead of on a finger, but not if carried in a pouch.

Cost: The rings in *Ontoncle* are worth 2,000 Silver Pennies (SPs), but a large portion of that value would be for the rubies with which they are adorned. The rubies, by the way, would have no effect on the use of the rings, the coincidence of their color and their anti-fire effects simply a conceit of their creator or a convenient means of identifying them. A bare ring would weigh about two ounces (maximum weight for a ring), would have a high platinum content, and would cost about 50 SPs — part of the price would be due to craftsmanship and merchant's mark-up. On each of the three days of the ritual, the Adept would have to expend material worth 30 SPs x the ring's ultimate Rank. A ring-amulet offering +5 protection would therefore cost 50 + 450, SPs, or 500 SPs all told.

Adepts of the College of Naming Incanta-

tions can create ring-amulets against the magic of any College, and are unique in this respect.

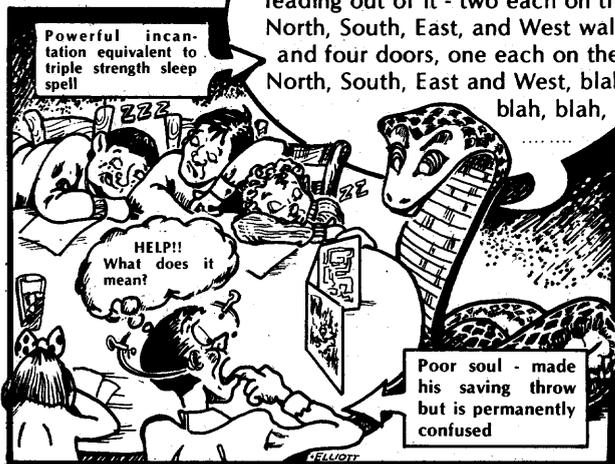
GMs should treat this formula as Special Knowledge. It is not properly speaking a ritual of its own, and it has no Experience Multiple.

Invest a ritual?

Ritual Spell Preparation (Rule 32.1) is a very valuable piece of Special Knowledge, but its use is somewhat restricted. Can it be made more flexible? Yes: Any Adept with Rank 10+ in Investment Ritual (32.3), or any Enchanter with Rank 5+ in Investment Ritual and Rank 5+ in 36.S-7, "Enhance Enchantment," can invest Ritual Spell Preparation into an object as if the ritual itself were a spell.

The procedure requires two Adepts of appropriate Ranks and compatible Colleges working together. While one is performing the Ritual of Preparation, the other performs the Ritual of Investment in an adjoining room, compartment or area. The moment both rituals are complete — and they must be completed within one minute of each other — one "charge" of Spell Preparation is invested in a given object. This "charge" will contain up to +30 Base Chance points (3 for each hour spent in the combined ritual, up to a maximum of 10 hours), and will be retained in that object for up to 10 days at full potency, at which time the charge will dissipate instantly.

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In effect, the object has been turned into a "storage battery" so that the Ritual Preparation can be executed ahead of time and its effects saved for when they're needed. The process is similar to that used by the character Aestus in the DRAGONQUEST supplement *The Blade of Allectus* (page 8) to store magical energies equivalent to 30 Fatigue points in his oaken-wood staff. And just as that staff is of use only to Aestus, so this object is of use only to the person the two Adepts designate at the time of preparation, which can be one of the two of them or someone else entirely, so long as the designated person was in the presence of one Adept or the other during the entire combined ritual.

When the "charge" is activated by the designated person, the points are applied to the Base Chance of any spell he casts in the same pulse. (See Rule 33, paragraph 2: When the character uses a full pulse in Pass Action to prepare a spell, part of the preparation is the activation of this "storage battery," so that in the next pulse both the spell and the "storage battery" will operate together. Activation instructions for the "battery" must therefore be very simple.)

In the process of the rituals, the two Adepts will each expend 100 SPs worth of non-recoverable materials.

GMs should treat this procedure as slightly less well-known than the Investment Ritual (32.3); that is, Adepts will be in a position to learn that this can be done when they reach about Rank 5 in that ritual.

All the modifications and extrapolations proposed so far have been of benefit to all Adepts, not just to Enchanters. But Enchanters, logically enough, have a special concern with enchantment (Rule 36), so it's reasonable to give them a few special advantages in the area of enchantments and investments, such as these:

Investing cold iron

For example, can cold iron ever be used as an *object* of investment, providing it isn't touched during the Investment Ritual? Read Rule 29.1 carefully (italics by the author): "A character may never *prepare* a spell or engage in ritual magic while in *physical contact* with cold iron. . . . The amount of cold iron that will *prevent an Adept from using his powers* is relatively small, but not minute. . . . The Adept must be *in direct contact* with cold iron for this stricture to apply. . . . An Adept cannot *prepare a spell, use the special talents* of his College, or *perform Ritual Magic while wearing armor* made of cold iron or *holding weapons or tools* made of cold iron. . . ." And finally, the second-to-last sentence of the rule: "A character is not protected from the effects of magic by wearing cold iron."

The intent of the designers is clear: Cold iron inhibits magic, to keep it from arising from its source (the Adept), but does not affect magic once it has arisen! Thus, the spells for enchanting weapons and the spells

for enchanting armor can be used to enchant cold-iron weapons and armor, not just *neutralized* cold iron. But also remember that Rule 56.3 requires a mechanic to invest silver a trap before it can be invested. Cold iron can accept the *effects* of an enchantment; however, when it comes to being the "surrogate source" of a spell, the non-neutralized cold iron even inhibits itself. So, under normal circumstances cold iron cannot be invested with a spell unless it is first neutralized.

Two pieces of evidence have yet to be heard, though: Rule 29.1 states that "a few ounces" of cold iron is enough to inhibit all but racial Talent Magic; and, under "Special Alchemy," 46.T-3, the sixth amulet is "of Iron." Obviously, Adepts of the College of Black Magics can use cold iron in working magic. And if a member of one of the other Colleges can do that, then Enchanters, with their special affinity for enchantment, ought to be able to do that as well.

So let's be generous and assume that "a few ounces" is four ounces, and that some quantity less than four ounces — say, three ounces or less — not only won't inhibit magic but also can itself be used for magic, provided one has the right formula.

The Adepts of Black Magic have one formula; the Enchanters have another one, which goes like this: An Enchanter first invests the spell "Enhance Enchantment" (36.S-7) into a non-metallic item — perhaps a piece of cloth. An object made of (non-neutralized) cold iron is then rested on the cloth while the Enchanter performs a full 10-hour Investment Ritual, using the spell of his choice and with no penalty because of the cold iron. During the ritual, one charge of "Enhance Enchantment" is activated. If the ritual succeeds, the cold-iron object is invested with the chosen spell at -20 to the Base Chance but +1 to the Base Chance per Rank of the "Enhance Enchantment" spell.

The procedure is a little lengthy, but can be very rewarding, particularly since only one "Enhance Enchantment" charge was used and the enchanted cloth can be employed at once for another cold-iron object. This formula has no cost other than that of the non-metallic and cold-iron objects used. GMs should treat this formula as moderately restricted. The knowledge that Enchanters can do this at all should be highly scarce among non-Enchanters.

Note: Spells can be invested in neutralized cold iron. Except for the case of Rule 56.3, however, the Cast Chance is penalized as described in Rule 29.1, numbered section #3.

The wyvern-horn amulet

Have you ever wanted to be able to detect the presence of magic before you stumble into it? An Enchanter, using this formula, can make it possible to do just that. And this formula doesn't break any of the DRAGONQUEST rules, though it may bend one or two of them.

The formula is based on the fact that

while a wyvern (see the rulebook, page 115) doesn't know any magic, it can obtain magical items and so must have some kind of affinity for, or attraction to, magic. Neither a picture nor a detailed description of the wyvern is offered, which makes it possible to suppose that the wyvern has a small, backward-curving horn growing near the tip of its snout. It's in this horn that the wyvern's affinity for magic is centered; and, on the principle of Sympathetic Magic, an Enchanter can use this horn to create an amulet that can be used to detect magical auras.

The horn itself shouldn't be enormously difficult to obtain, since wyvern horn has recognized medicinal properties in addition to its little-known magical-detection properties. A horn of the proper size will cost about 1,000 SPs. But to be of any magical use, the horn must have been cut from a living wyvern, since the trauma of death destroys its affinity. About 40% of the horns being sold will have come from living wyverns. (The "horn" is actually made up of horny hair fibers growing out from the skin, just like the horn of the rhinoceros; and experienced hunters know that if the wyvern is left alive in the wild after its horn and poison are harvested, in about a year its quickly growing horn can be harvested again.) An Enchanter can easily tell whether a horn has been cut from a living or a dead wyvern, simply by holding the horn in his hand.

Once the wyvern horn is obtained, the Enchanter uses it to create an amulet by performing the "Ritual of Creating Crystal of Vision" (36.Q-2), using the horn in place of a piece of crystal. This takes about three hours, and the total cost of creating the amulet is the cost of the horn plus the cost of the ambergris used, in all about 2,000 SPs.

The amulet can be employed in two ways. In the simplest procedure, a character holds the amulet in his hand and recites whatever activating phrase the Enchanter has built into the amulet. For one minute thereafter, the character will be able to recognize any magical aura — spell, Ward, amulet, etc. — within his field of vision, providing he continues to hold the amulet, though he will be unable to distinguish the nature of the magic (the kind of spell or Ward it is, its purpose, how it's triggered, etc.). This procedure can be used one time each day, +1 time per Rank the Enchanter has with the "Ritual of Creating Crystal of Vision."

In the second procedure, the Enchanter performs an Investment Ritual (Rule 32.3) on the amulet and invests it with "Wizard's Eye Spell" (36. S-10). When this spell is activated, the character will not only be able to recognize magical auras as in the first procedure, but if he has the Witchsight talent (36.T-1, 38.T-1, or 46.T-1, but not the 44.G-7 spell) he can also learn something about the nature of the magic. Base

Chance for success in this is the same as the Adept's normal Base Chance with Witchsight, with no penalty for failure. If the Adept succeeds, the GM should tell him one fact about the magical aura he is investigating, such as the name of the spell or Ward involved, or its effects, or its activation instructions, or what College is involved (and whether General or Special Knowledge), etc. Exactly what piece of information the success yields is up to the GM. The Adept has only one opportunity to learn one fact about each magical aura he investigates while the "Wizard's Eye Spell" is in effect. Using a second "Wizard's Eye Spell," he can re-investigate auras he failed to learn anything about, but he can learn nothing new about auras that he has already succeeded in investigating.

GMs should treat this formula as not very widely known, about as difficult for an Enchanter to obtain as the "Wizard's Eye Spell" itself — and even less well-known to non-Enchanters. The availability of appropriate wyvern horns can also be restricted.

An attendant danger in carrying a wyvern-horn amulet is that wyverns tend to notice such things and then react in an unfavorable manner. In fact, it's not impossible that a wyvern's trove of magical items could contain a wyvern-horn amulet taken from some unwary and unfortunate Adept.

Gryphon-fur amulet

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make also follows the principle of Sympathetic Magic: Since gryphons (see the rulebook, page 109) have a talent for locating buried treasure, they can "contribute" a key ingredient for an amulet that can be used in treasure hunting. This key ingredient is a lock of fur taken from the gryphon's chest — specifically, the black lock that always grows nearest the heart. Since the death-trauma would destroy the magical value of the lock, it must be taken from the chest of a living gryphon, and if this is done it will grow back in about 18 months.

Once the lock is obtained — on the open market its cost will vary but should never be less than 1,500 SPs — the Enchanter uses it to make an amulet by performing the "Ritual of Creating Crystal of Vision" (36.Q-2), using the lock in place of a piece of crystal. This takes about three hours, and the total cost of creating the amulet, including the lock of gryphon fur, the other materials for the amulet, and the ambergris that is burned, is at least 3,000 SPs. When the amulet is completed, the Enchanter then invests it with the "Spell of Location" (36.Q-6), which can be used in the normal fashion.

The treasure-hunting aspect of this amulet depends on the presence of the "Spell of Location" but does not require the use of any of that spell's charges. So long as a single charge of the spell is present in the amulet, the treasure-hunting aspect will work. When the last charge has been used,

however, the amulet becomes dormant until it is re-invested.

When a non-dormant amulet is brought within 10 feet (+5 feet per Rank with the "Ritual of Creating Crystal of Vision" of the Adept who fashioned the amulet) of any buried, hidden, or secret treasure of any kind, a special arrow will automatically appear to the Adept without any special activation on his part, providing the amulet is touching some portion of the Adept's anatomy. This arrow is visible only to the Adept himself; its presence will neither interfere with his combat efficiency nor distract him from concentration; and, so long as the Adept remains within range, the arrow will direct the way to the treasure. This use of the amulet has no limit on duration, and since it doesn't depend on magical charges, it can be used any number of times.

The Adept need not have encountered, or studied, or even known about the treasure in order for the amulet to activate itself. In addition to direction, the amulet will also indicate distance to the treasure and the treasure's "strength," which might be a clue to its value, size, or some other aspect of its nature. The Adept will also be able to tell if he has previously encountered or studied the treasure, but the amulet will tell him nothing more.

If two or more separate treasures are within range, the amulet will indicate all of them at once, or each in order as it comes within range, and the Adept must determine which one he wants to hunt before the amulet will guide him any further. If too many treasures are present (GM's discretion), the amulet will "blur" and won't guide the Adept toward any of them, but will merely indicate to the Adept that he's in a treasure-rich area. The amulet will never blur if a specific target has been selected, or if the Adept is hunting a particular treasure that he knows to be in the vicinity. The blurring will clear if the character approaches within 10 feet of a specific treasure; and, given leisure to accomplish it, an Adept can always voluntarily reduce the amulet's range at a rate of five feet every 30 seconds in an effort to eliminate the blur, thus perhaps getting a fix on the nearest treasure.

"Too many treasures" might be defined as five or more treasures hidden in separate places, or an area of "dispersed" treasure — perhaps, a gold mine. Just what is meant by "buried" "hidden" and "secret" is open to wide interpretation by GMs, as is "treasure" for that matter. In his enthusiasm for the "blur," the GM should beware of so-called "Monty Haul" dungeons, but should also remember that one man's treasure is another man's junk.

The primary use of this amulet is to discover hidden treasure troves within a limited environment, such as a palace, a castle, a lair, and so forth. Should an Adept take such an amulet into room c05-A of *The Palace of Ontoncle* (page 20), for example, it would immediately point out to him the

trove buried in the corner of the lair.

The GM should treat the formula for this amulet as restricted knowledge, similar to the wyvern-horn amulet and just about as difficult for an Enchanter to obtain. It is almost completely unknown to non-Enchanters.

There they are: nine rule modifications. Nothing startling, nothing outrageous, just simple extrapolations from information the DRAGONQUEST rules had already offered. But what follows is in a different category: new rules, the creation of which is motivated by the simple feeling that they ought to exist. On that basis, consider the following:

Rule 32.3, paragraph 3, states: ". . . a particular object may never be invested with more than one spell at the same time." And we already know from experience that once a spell is totally discharged from an object, the object becomes normal once more, without magical value. Which means that mages in the DRAGONQUEST game can produce precious few enduringly magical objects. Well, Enchanters ought to be an exception to this rule. So, for the purpose of this article's argument, below are given two ways in which Enchanters can get around the general rule.

To support these exceptions, the rules offer this evidence: We've already seen how two counterspells can be put into the same amulet (the platinum rings), so the phenomenon of two spells in a single object does exist. Among the amulets made by Adepts of the College of Black Magics (46.T-3-C) is the "Amulet of Luck" (#3) which more clearly than the others employs the effects of two separate spells. And finally' the supplements *The Palace of Ontoncle* and *The Blade of Allectus* have examples of objects containing multiple spells, though admittedly some of these may have been (and probably were) created outside the purview of the twelve Colleges.

With all this in mind, it should come as no surprise that Enchanters, with their famous affinity for enchantments (Rule 36), can invest more than one spell into an object. Here's how they do it:

[36.7] Special Knowledge Rituals

1. Ritual of Multiple Investment (R-1)

This ritual is precisely the same as the Investment Ritual (32.3) in all except three respects: First, during the ritual, the Enchanter must burn a special incense costing 100 SPs. Second, the ritual is performed upon an object into which a spell has already been invested, with the purpose of investing an "extra" spell. Third, when the ritual is complete, the additional spell(s) will have charges of its (their) own equal to the Enchanter's Rank with this ritual.

At Rank 1, the Enchanter must be dealing with an object into which he himself has already invested a spell, and he can add only a single "extra" spell to the object.

At Rank 5, the Enchanter can also begin

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dealing with objects into which another Adept (of any of the Thaumaturgical Colleges) has invested a spell. To do this, however, the Enchanter must have full knowledge of what the spell is and how it is activated, or the ritual will fail. He can also begin investing an "extra" spell into *magical items*, such as the products of rituals 36.Q-2, 36.Q-3, 36.Q-4, etc., providing he has full knowledge of the other ritual. Such objects can never have more than a single "extra" spell added.

At Rank 10, the Enchanter can perform a second 36.R-1 Ritual on an object that already contains two spells, in order to invest a third spell. However, the second and third spells invested into the object must both be the Enchanter's own, and must share between them the "extra" charges that his Rank with this ritual allows. (This is another reason why it is so important for an Enchanter to be able to govern the number of charges he's investing; otherwise, he can't determine which spell has how many charges. See "Charge control" above.) Three spells is the maximum number that can be invested in a single object using this ritual.

At Rank 15, the Enchanter obtains the skill to use the spells of other Adepts of any of the Thaumaturgical Colleges as the "extra" spells, providing that at least one of the three spells in the object is his own. To use the spell of another Adept in this fashion, that other Adept must be present and cooperating during the entire ritual, and the cost of the incense burned during the ritual increases to 200 SPs. The maximum number of "extra" charges remains equal to the Enchanter's Rank with this ritual, and the Enchanter governs how they're shared out.

Since the investing Adept controls how his spells' charges will be activated, an Enchanter using this ritual can specify that the spells will activate separately on given commands, or in a particular sequence on a single command, or even simultaneously. This allows for numerous variations, depending on the GM's judgment of whether or not the Adept has the necessary sophistication with this ritual, in terms of Rank, to set up sufficiently complex activation instructions. Whatever the activation instructions, Cast Chance, range, and other aspects are determined separately for each spell.

This ritual can never be used with non-neutralized cold iron, no matter how small the amount. It can be used with neutralized cold iron, with two "extra" spells allowed if truesilver was used, or one "extra" spell if gold or silver was used; the Cast Chance penalties of 29.1, numbered section #3, apply.

The GM should consider knowledge of this ritual to be only moderately restricted among Enchanters, with few non-Enchanters even knowing it exists. This ritual cannot be used on Spell Containers (see below).

Note: The existence of this ritual should not be allowed to discourage or inhibit the

imaginative use of non-ritualized spell combinations. For example, the parts of an object are just that — part of that object and not subject to separate investment. The threads of a shirt cannot be invested separately from the shirt itself. But the chain that holds a medallion can be invested separately from the medallion. The jewel in the pommel of a sword, provided it is properly insulated from the cold iron, can be enchanted separately from the sword. And the pouch that holds a Crystal of Vision can certainly be invested with its own spell.

(Note: In the DRAGONQUEST rules, the words "enchantment" and "investment" are sometimes used interchangeably (see 56.3) and sometimes not. Players and GMs should pay careful attention to the context in which these words are used.)

At the end of this process, the object is still essentially non-magical, merely invested with magical charges. To create actual magical items, the following Special Knowledge Ritual available to Enchanters is used.

2. Ritual of Creating Spell Containers (R-2)

An Enchanter can create a permanent Spell Container out of any object by subjecting it to this ritual. The effect is to create in the object intangible "spell compartments," in each of which are a number of "charge-niches" that can be occupied by spell charges when the com-

partment is "filled." This ritual, however, does not actually "fill" the compartment — that requires a subsequent Investment Ritual (32.3), using a specific spell. Each time the 36.R-2 Ritual is performed on an object, it creates a single spell compartment that contains one charge-niche for each Rank the Adept has with the ritual. Each compartment holds only one kind of spell at a time; each niche contains a single charge, and any invested charges that do not find an empty niche to occupy are lost.

To construct a Spell Container, the Enchanter must purchase materials worth 1,000 SPs (+1,000 SPs more for each compartment already in the container) for use in the ritual, and these materials will be unrecoverable whether the attempt succeeds or fails. A full 10-hour Preparation Ritual (32.1) must be executed the day prior to the 36.R-2 Ritual, and the 36.R-2 itself takes 10 hours. Base Chance for success at the end of the ritual is 50%, +1% per Rank, plus the Adept's Magical Aptitude. However, magical "static" makes it dangerous to keep adding spell compartments to a container, and each compartment already existing in a container attaches a -10% penalty to the Base Chance. Failure of the ritual means that the object will literally disintegrate, immediately discharging any and all spells it contains, with appropriate effects on anyone nearby.

The experience multiple for Ritual 36.R-2 is 500.

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The number of compartments that can be created in a single object depends on two factors. The first is "real presence," which for simplicity will be considered as equal to the object's weight. Although compartments are intangible, their existence creates a kind of magical "static" that can be injurious to physical reality. A very small metal object, such as a one-ounce silver coin, can safely contain no more than one spell compartment. A larger metal item, such as a three-ounce silver throwing dart, might contain two compartments. But as compartments are added, the requisite size of the container will increase by a factor of 3 until a seven-compartment container has a requisite weight of 729 ounces, or a little more than 45 pounds. Obviously, containers designed for personal use will seldom have more than four or five compartments. Cold iron, even if neutralized, cannot contain spell compartments at all, unless truesilver was used in the neutralizing — if so, treat the object as if it were organic. Inorganic materials can generally contain more compartments than organic materials, on a 3-to-2 scale by weight, rounding down. Items already possessing magical power — amulets, Crystals of Vision, etc. — can never be made into Spell Containers.

Exactly how many compartments a given item can contain is a matter for the GM to decide, and the player of an Adept character should consult the GM concerning specific objects. It's no fun to go to the trouble and expense of enchanting a Spell Container, only to have the GM announce, "That container has been jammed with too many compartments, and the static has just caused it to disintegrate, releasing all its spells with the following effects on everyone in the vicinity. . . ." The initial decision of the GM should be considered final, however, since Enchanters are expected to have a very accurate "feel" for how many compartments an object can contain.

The second factor governing the number of compartments is the Enchanter's Rank with this ritual. At Rank 1, an Enchanter can create one compartment in an object that has no compartments already. At Rank 3, he can create a second compartment in a container that already has one compart-

ment. At Rank 6, a third compartment can be added; at Rank 10, a fourth; at Rank 15, a fifth compartment. At Rank 20, an Enchanter can create as many compartments as he pleases, but seven compartments should be considered a strict functional maximum because of the increasing danger, expense, and size requirements.

Once a Spell Container has been created, it is sufficiently flexible to entirely offset the difficulties and limitations involved in its creation. It can be invested by Adepts from any of the Colleges, and a multiple-compartment container can even hold spells from different Colleges without regard to alignment. When the charges in a particular compartment are all expended, the compartment can be refilled with the same or a different spell from any of the Colleges. When using a container, an investment can fail but it cannot backfire; and simply because a container is being used, +10 is added to the investment's Base Chance. A container created by one Enchanter can even have compartments added to it by another Enchanter. Also, an Enchanter can use the 10-hour 36.R-2 Ritual by itself to increase the number of niches in an existing (but empty) compartment, each use of the ritual adding niches equal to his own Rank with the ritual, up to a maximum of 20 niches per compartment. When used to create new niches in existing compartments, the cost of materials for the 36.R-2 Ritual is only 200 SPs, with no "static" penalties.

An Adept uses the Investment-Ritual (32.3) to store charges equal to his Rank, as usual. But if one Investment Ritual isn't sufficient to fill the compartment in question, the Adept can keep repeating the Investment Ritual until the compartment is filled. Since investment in a container is subject to almost complete control, if the container has more than one empty compartment, then the Adept can direct his subsequent investments with the same spell to fill niches in a different compartment, thus putting the same kind of spell into two different compartments. It's also possible to use the Preparation Ritual (32.1) as an "investment" to increase the Base Chance of a spell in a specific compartment. Since the Preparation Ritual must be applied to all the spell's charges, divide the Preparation bonus by the number of charges present to determine the net effect on the spell's Base Chance. In this connection, 36.S-7, "Enhance Enchantment," can be used to enhance a stored spell in a similar manner. Charges subsequently added to the compartment adopt the Base Chance and other characteristics of the charges already in that compartment, whether higher or lower.

There's a limit to how much enhancing and recharging an Adept can do with a stored spell, however. From the moment a spell is invested in a compartment, the compartment begins to "close"; once it's closed, no one can tamper with the stored spell in any way, not even Namers. Only the Adept's own mind can act as a wedge to

keep the compartment from closing, and over a period of days he can continue to work on the spell he has just invested. But the moment the Adept turns his mind to some new endeavor, the compartment will close, and neither changes nor new charges can be added until the spell is completely expended and a new one is stored. The degree of continual concentration required of the Adept is analogous to "walking meditation." The Adept can perform minor tasks — preparing and eating food, dressing and undressing, sleeping — without breaking this concentration, but the moment he actually turns his mind to another task, such as combat or conversation, the concentration is broken and the compartment will close.

Activation of spells stored in a container can be handled in three ways: The Enchanter who creates the first compartment, and thus the container, can direct that all spells are subject to the same activation instruction and can use this chance to establish permanent personal control over the container. Or, each compartment can be given a separate activating instruction. Or, the investing Adept can stipulate the activation instruction of the spell he is investing at the time of investment. Proper activation instructions could make it possible to discharge from several compartments simultaneously, or in predetermined succession, or from any particular compartment selectively. Under most circumstances, a given compartment will release its charges only one at a time.

Finally, a container can be destroyed by any action that would damage the object's integrity. An enchanted bow would be unaffected by a broken bowstring, but its compartments would be irreparably ruptured if the bow itself were broken. In this case, any stored spells would be dissipated, not released. Fortunately, container objects are about 20% more difficult to damage with physical force than similar non-container objects, and they resist direct magical attack to their integrity as if they were persons with a total passive Magic Resistance of 75 (see 31.1).

GMs should consider the 36.R-2 Ritual to be highly restricted information. Among non-Enchanters, few people even know such devices can be created. Among Enchanters, an Adept must have reached Rank 10 with at least ten magical abilities (at least two of which are rituals) before he can even comprehend the principles involved in 36.R-2. Each container should have its own chart to record compartments, niches, spells, activating instructions, and other details of its nature.

That completes the list of alterations and extrapolations. None of them are startling or dramatic; no new spells or weapons are added with which an Enchanter can clobber the opposition. With proper use, however, these changes will turn the Enchanter into at least a marginally more formidable character than he was before.

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