

a dozen arcane SPELL COMPONENTS

BY PHILIP REED



One of my earliest **D20 System** PDFs was devoted to the idea that wizards could amplify the power of their spells by adding special arcane spell components to the casting ritual. **101 Arcane Spell Components** was one of my many hits well over a decade ago, so it should come as no surprise that I decided to tackle the subject again.

Where today's approach to spell components deviates from my original work is in two very specific ways:

- These "rules" are systemless in nature, meaning that the gamemaster must craft the actual in-game effects for each of the described items. This isn't as complicated or challenging as it may sound, though, because I do provide some loose guidance.

- I've given each of the described arcane spell components a full page so that each can include suggestions on how the items may affect spells, separated by school of magic. In many instances, a component only affects spells of three or four different schools of magic. As always, adjust the specifics to suit your needs.

It is my hope that these spell components both find their way into your campaign and inspire you to create special spell components of your own. My absolute favorite feature of roleplaying games is that the GM is free to – in fact, encouraged to – create whatever comes to mind, and it is in that spirit of free and wondrous magic that the arcane spell components that follow were generated. Please let that wonder infect your game.

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anatomy of a component

1. A title, to help set the mood.
2. Descriptive text and overview of the suggested arcane spell component.
3. A recommended gold piece value. At times, this is a range of values. As always, the gamemaster should adjust these numbers as necessary for the campaign.
4. How the arcane spell component affects spells depending on the spell's school of magic. I've used the eight schools of magic that are in use by the world's best-selling fantasy roleplaying game. If your chosen game system does not divide spells into separate schools of magic, use the described effects as best suits your tastes. Perhaps all of the listed effects are available to a spell, regardless of school; if this is true, the caster must make a successful magical knowledge check to activate the preferred result.
5. Every component includes an illustration to give you a better idea of the item's appearance.


1 SEVERED HAND

Only a hand that was freshly severed, hacked from a living being within the past hour, will function as detailed. The hand need not be that of the caster, meaning that evil mages who learn of this arcane secret sometimes capture and enslave others to use one of their hands when casting spells. If you confront a wizard who has only single-handed apprentices, you can be sure that the spellcaster is up to no good.

Cost: 75 gold pieces, more if there is a ring on one of the hand's fingers.

- **Abjuration Spells:** No effect.
- **Conjuration Spells:** No effect.
- **Divination Spells:** No effect.
- **Enchantment Spells:** No effect.
- **Evocation Spells:** The spell's damage is doubled when a severed hand is used in casting. This boost in damage is tripled if the hand wears a valuable ring (100 gold or more) about one of its fingers.
- **Illusion Spells:** No effect.
- **Necromancy Spells:** In casting the spell, the severed hand absorbs the spell's power and prevents the spell from functioning as normal. Instead, the magic transforms the lifeless hand into an animate, moving creature that is under the complete control of the spellcaster. For a number of hours equal to the intelligence score of the wizard, the hand may move about and act as if it were a living monster. The hand has inhuman, magical strength and its control requires all of the wizard's concentration; the wizard must sit completely still and unmoving for so long as the hand remains active. If anything breaks the wizard's concentration, the hand falls limp and lifeless, the magic broken and over.
- **Transmutation Spells:** There is a 10% chance when the spell is cast that the victim who lost a hand will regrow that hand within 1d6+1 days of the incident.

"It moved on five thick and curiously jointed legs and altogether had such an eerie appearance about it, that Kane was spellbound for the moment."
— Robert E. Howard,
"The Right Hand of Doom"



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USING THE COMPONENTS

Unlike many of the entries in the **A Dozen . . .** series, **A Dozen Arcane Spell Components** offers more game mechanic-like information than it does story and setting material. That could make using the following pages a tad challenging, but only if you try to use the components exactly as they have been described.

Instead of using these arcane spell components as magical enhancers for spellcasters in your game world, treat each as a possible adventure hook. Perhaps the player characters do not know the secrets of these items, but they may be hired by a more experienced spellcaster who needs someone to find a specific component.

Arcane Knowledge. Before a wizard or mage may take advantage of any of these arcane spell components, the character must have an understanding of the component's influence on the different schools of magic. Each separate component requires an Arcana skill or intelligence check; on a successful check, the character knows of the item's ability to affect cast spells.

Bardic Knowledge. Similar in nature to arcane knowledge, a bardic understanding of the affect that these components may have on spellcasting involves a broad, historical knowledge; such as when a particular caster may have used one of the items in a historical event.

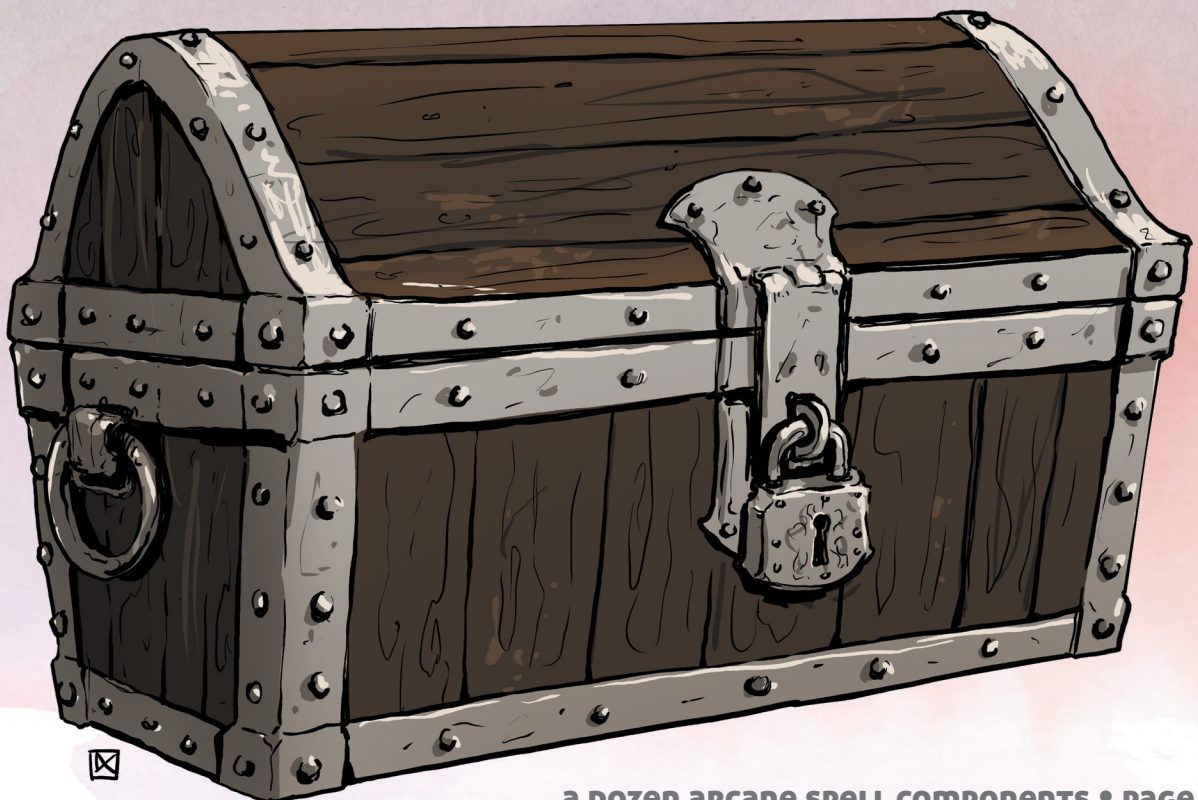
LOCKED TREASURE CHEST

Bulky and challenging to transport, few spellcasters are willing to tote a locked chest during an adventure, meaning that this item is most often used when casting spells in the safety of a wizard's laboratory or workshop.

The value of the chest itself has little bearing on the spell. Instead, it is the value of the items locked within the chest that directly impact the spell's strength and effect.

Value: 1 to an unknown number of gold pieces, all dependent upon the items within the chest. The chest itself, as well as the lock, must be worth a combined total of at least 50 gold for the following effects to act as described.

- **Abjuration Spells:** When consumed in the casting of an abjuration spell, a locked treasure chest extends the range and duration of the cast spell. For every 100 gp worth of value of treasure destroyed when the spell is cast, either the range or the duration is increased by 10% (caster's choice).
- **Conjuration Spells:** No effect.
- **Divination Spells:** No effect.
- **Enchantment Spells:** There is a percentage chance (equal to one-tenth the value of the treasure destroyed in the casting of the spell) that the boosted spell will both double its range and duration. On a failed percentage check, the chest and treasure are destroyed with no effect on the spell.
- **Evocation Spells:** No effect.
- **Illusion Spells:** In addition to the cast spell, the wizard also casts any first level illusion spell of his choice, regardless of whether or not he knows the spell. This second spell is cast as a free action and ignores all component requirements and any restrictions.
- **Necromancy Spells:** The affected spell takes effect as normal, and the caster gains a +1d6 protective resistance to all attacks. This resistance reduces the hit point damage of any attack – mundane or magical – for 2d4+2 rounds. Additionally, there is a percentage chance equal to one-twentieth the value of the consumed treasure that the wizard automatically recovers access to the just-cast spell.
- **Transmutation Spells:** No effect.



POTION VIAL

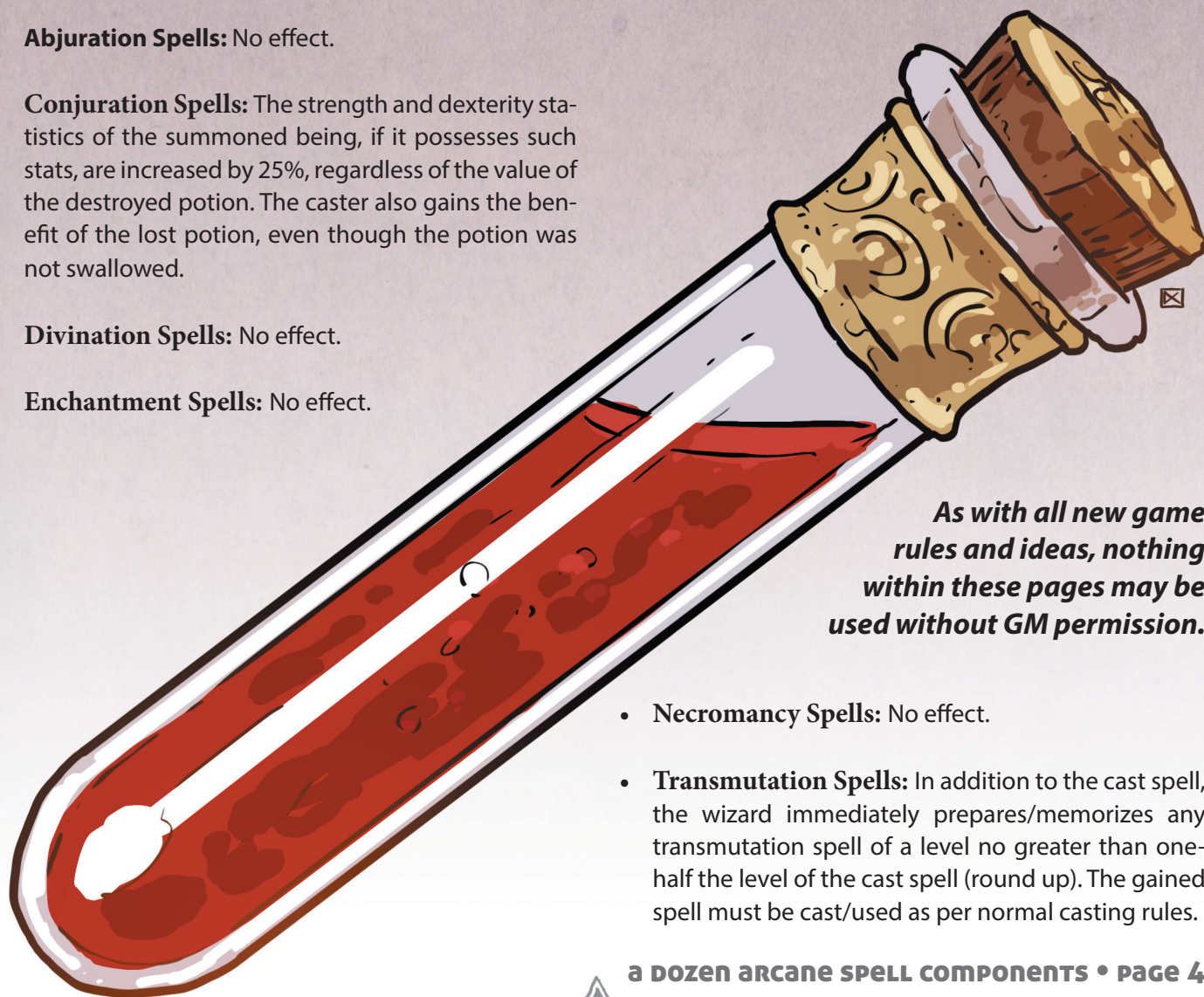
When a potion is brewed, the creator infuses a lot of magical power into the liquid, trapping arcane secrets and ingredients in a small vial or bottle. At times, a wizard may choose to unleash that contained power in an unusual manner, by destroying the potion during the casting of a spell rather than drinking the elixir.

When consumed as a spell component, the act of casting the spell destroys both the liquid and the container, the two consumed in a magical flame that provides little light and extinguishes within seconds.

Value: The value of a potion varies greatly, depending on the power of the drink as well as the rarity and value of potions on your chosen game world. Generally, only potions worth 25 gold or more may be used as an arcane spell component.

- **Abjuration Spells:** No effect.
- **Conjuration Spells:** The strength and dexterity statistics of the summoned being, if it possesses such stats, are increased by 25%, regardless of the value of the destroyed potion. The caster also gains the benefit of the lost potion, even though the potion was not swallowed.
- **Divination Spells:** No effect.
- **Enchantment Spells:** No effect.

- **Evocation Spells:** The spell's duration is increased by a 1d3+2 rounds. Additionally, the damage value of the spell, if any, is increased by 1d4+1 points. In the event that the spell has neither a duration or deals damage, the cast spell is automatically returned to the wizard, prepared and ready to cast again with no component requirements at all.
- **Illusion Spells:** The affected spell is delayed; it appears that the caster's spell has fizzled and failed. At any time within the next week, the caster may unleash the spell as a free action, even if bound by the hands and gagged, or otherwise immobilized. This is a very handy trick for a wizard who expects that he may be walking into a trap and could very well be captured by enemies.



As with all new game rules and ideas, nothing within these pages may be used without GM permission.

- **Necromancy Spells:** No effect.
- **Transmutation Spells:** In addition to the cast spell, the wizard immediately prepares/memorizes any transmutation spell of a level no greater than one-half the level of the cast spell (round up). The gained spell must be cast/used as per normal casting rules.

SEVERED HAND

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Value: 75 gold pieces, more if there is a ring on one of the hand's fingers.

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- **Enchantment Spells:** No effect.
- **Evocation Spells:** The spell's damage is doubled when a severed hand is used in casting. This boost in damage is tripled if the hand wears a valuable ring (100 gold or more) about one of its fingers.
- **Illusion Spells:** No effect.
- **Necromancy Spells:** In casting the spell, the severed hand absorbs the spell's power and prevents the spell from functioning as normal. Instead, the magic transforms the lifeless hand into an animate, moving creature that is under the complete control of the spellcaster. For a number of hours equal to the intelligence score of the wizard, the hand may move about and act as if it were a living monster. The hand has inhuman, magical strength and its control requires all of the wizard's concentration; the wizard must sit completely still and unmoving for so long as the hand remains active. If anything breaks the wizard's concentration, the hand falls limp and lifeless, the magic broken and over.

- **Transmutation Spells:** There is a 10% chance when the spell is cast that the victim who lost a hand will regrow that hand within 1d6+1 days of the incident.

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MAGIC RING

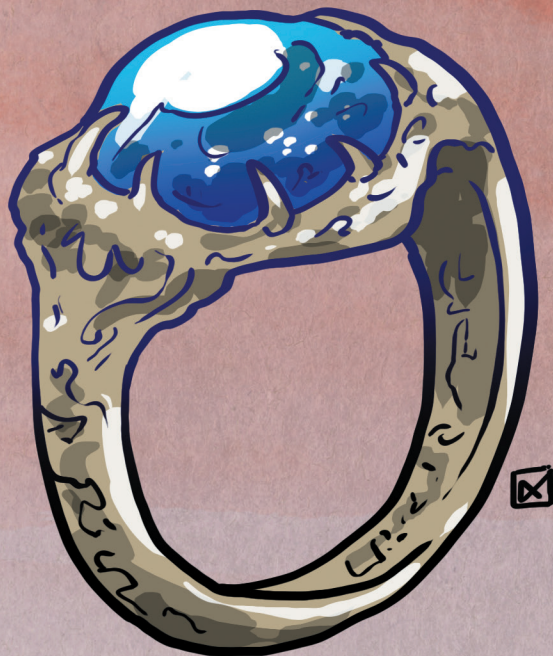
There are many different types of magic rings, any one of which may be used in the casting of an arcane spell. The return on investment is low, though, so few spellcasters use a ring as a component except in an emergency.

To destroy the ring in the casting process, the mage must throw the ring up into the air as the spell is unleashed. The ring instantly vanishes, replaced with a glowing cloud of smoke that lingers over the spellcaster's head for 1d3 rounds.

In some instances, roughly 25% of the time, the cloud slowly settles over the spellcaster, enveloping the body in a shimmering aura of arcane energy that grants the caster a bonus resistance to attacks for 2d4 rounds. During this time, all physical damage inflicted on the spellcaster is cut in half. Once the aura dissipates, the caster's skin and worn belongings are covered in a light dust that is difficult to wash off.

Value: Magic rings have no single value, with the ring's rarity and power level driving the price more than anything else. Any magic ring may be used as a spell component; the GM may modify the effect as appropriate to the value of the ring.

- **Abjuration Spells:** The duration of the impacted spell is doubled. Additionally, the caster automatically gains the ability to grant any unarmored creature or character a magical defense against physical attacks. By successfully touching any unarmored character or creature within one hour of the ring's destruction, the caster grants the target the benefit of mage armor, an arcane shell that increases the subject's armor class or rating (as appropriate to your chosen game system).
- **Conjuration Spells:** No effect.
- **Divination Spells:** Once the spell's duration has expired, the spellcaster is infused with the ability to detect magic, as per the spell of the same name, for a number of hours equal to the character's intelligence score. This ability to detect magic is a free action and the magical aura surrounding the detected item is visible to everyone, not just the spellcaster.
- **Enchantment Spells:** The spell functions as normal, with no change in strength of effect, making it at first appear as if the destruction of the ring was for naught. When the spell expires, the mage immediately casts it a second time, following most of the standard requirements (if the spell required physical components, those are unnecessary for this repeat casting of the spell).
- **Evocation Spells:** The damage of an evocation spell that has been enhanced by the destruction of a magic ring is increased by 2d6 points. This increase in damage is regardless of whether or not the amplified spell – if it required a roll to successfully strike – hits the targeted character or creature.
- **Illusion Spells:** No effect.
- **Necromancy Spells:** No effect.
- **Transmutation Spells:** The spell is cast as normal, unchanged by the magic ring. At the exact same time, the caster infuses any ally within line-of-sight with the ability to cast the same spell – without need of spellcasting knowledge or any physical components – as if the caster had released the second instance of the spell and not the ally. This second casting must be completed within two rounds, otherwise the subject suffers 2 points of damage.



FINE STATUETTE

Small and valuable sculptures that are popular with the wealthy who like to display their excellent taste – and their worth – can be more than simple art objects to be found and traded away for coin. Mages with an understanding of consuming such statuettes in the casting of arcane spells value the art for what it can bring to their magic, rather than the look or price of the item.

Value: At least 50 gold pieces, though there is effectively no limit to the value of fine artwork.

- **Abjuration Spells:** No effect.
- **Conjuration Spells:** The spell has a 50% chance of functioning as described, otherwise the statuette increases the spell's duration by one moment for every 50 gp worth of value of the art object. In rare instances, the statue is not destroyed when the spell is cast. Instead, the statue is transformed into a magical statue that, when touched and the command word spoken, instantly turns the statue into a stone golem possessing the shape of the statue but growing to twice its original size. The caster immediately knows the command word, as well as the power of the new magic item, when the item is formed as a side-effect of its use as a spell component.
- **Divination Spells:** No effect.
- **Enchantment Spells:** For the spell's duration, all enemies within 10' of the caster must make a successful wisdom check or they become unable to perceive the caster as a threat. So long as the caster does not strike them, they will not attack the wizard. On a successful check, the caster's opponents are unaffected by this magical effect and may continue to attack as they normally would.
- **Evocation Spells:** No effect.
- **Illusion Spells:** The cast spell is instantly prepared again, memorized and ready for action. If the spell required material components, those are unnecessary for a second casting of the spell if the wizard uses this ability within the next hour.



- **Necromancy Spells:** No effect.
- **Transmutation Spells:** The spell's range is doubled and, for the spell's duration, the caster assumes the form of the statue though at her original size. If the statue is in any way horrific or frightening, the caster gains the ability to cause fear in others; all within line-of-sight of the caster must make a successful wisdom check or become frozen with fear until the spell comes to an end.

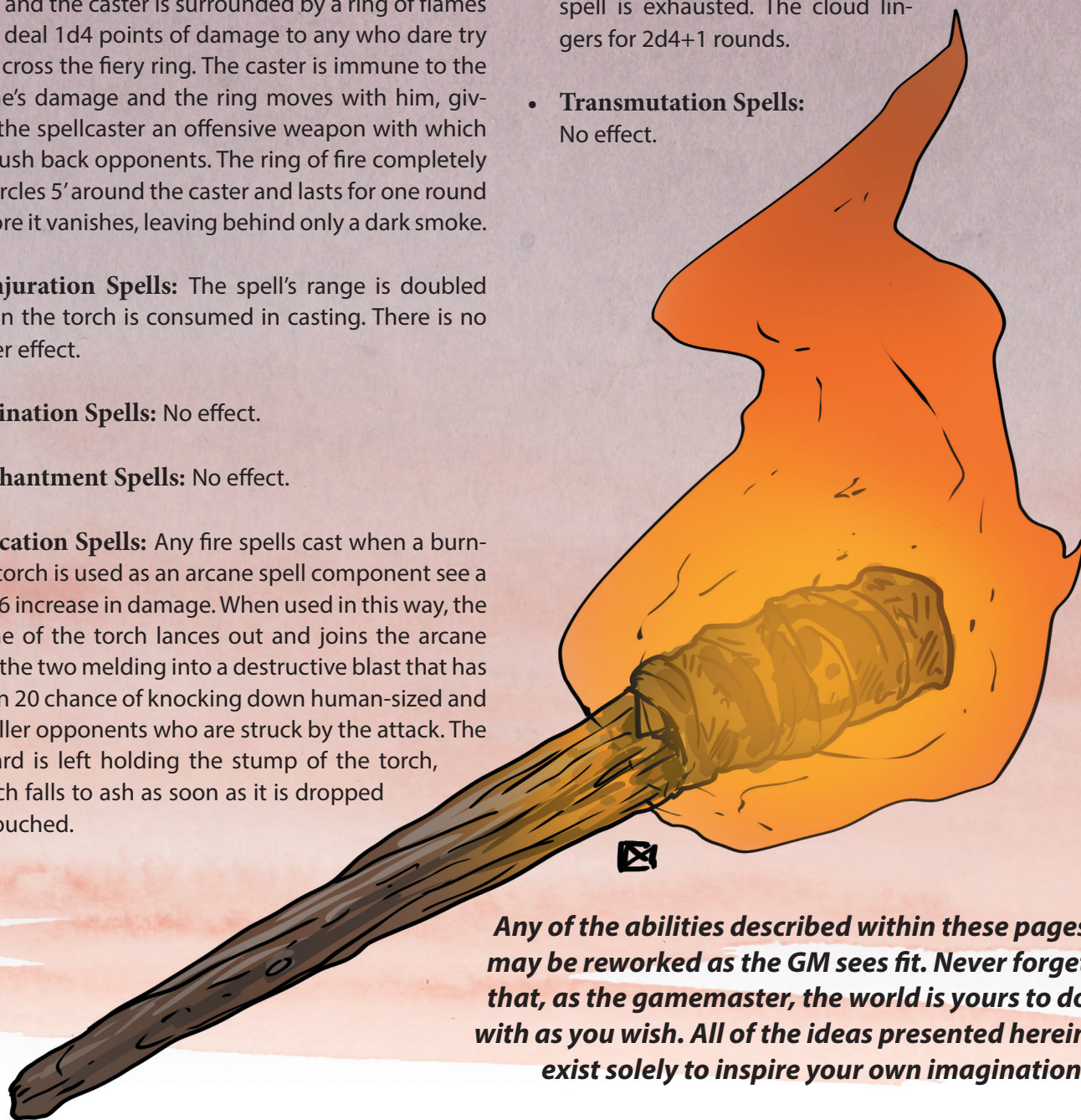
BURNING TORCH

Many adventurers carry torches when setting out on adventure, but some may raise an eyebrow when the party's wizard buys seven or eight torches for use in a single dungeoncrawl. Those in the know understand that the wizard has learned the secret of enhancing spells through the burning of a torch.

Value: A single torch costs one copper.

- **Abjuration Spells:** The cast spell functions as normal, and the caster is surrounded by a ring of flames that deal 1d4 points of damage to any who dare try and cross the fiery ring. The caster is immune to the flame's damage and the ring moves with him, giving the spellcaster an offensive weapon with which to push back opponents. The ring of fire completely encircles 5' around the caster and lasts for one round before it vanishes, leaving behind only a dark smoke.
- **Conjuration Spells:** The spell's range is doubled when the torch is consumed in casting. There is no other effect.
- **Divination Spells:** No effect.
- **Enchantment Spells:** No effect.
- **Evocation Spells:** Any fire spells cast when a burning torch is used as an arcane spell component see a +1d6 increase in damage. When used in this way, the flame of the torch lances out and joins the arcane fire, the two melding into a destructive blast that has a 1 in 20 chance of knocking down human-sized and smaller opponents who are struck by the attack. The wizard is left holding the stump of the torch, which falls to ash as soon as it is dropped or touched.

- **Illusion Spells:** No effect.
- **Necromancy Spells:** The cast spell takes effect as normal, with no modification, when a burning torch is used as an arcane spell component. In addition to the spell's normal effect, the caster is surrounded by a smokey cloud that burns the eyes of others; a successful constitution check must be made to resist the smoke's effect. The smoke slowly expands, extending in all directions by 5' each round after the spell is exhausted. The cloud lingers for 2d4+1 rounds.
- **Transmutation Spells:** No effect.



Any of the abilities described within these pages may be reworked as the GM sees fit. Never forget that, as the gamemaster, the world is yours to do with as you wish. All of the ideas presented herein exist solely to inspire your own imagination.

STUFFED COIN POUCH

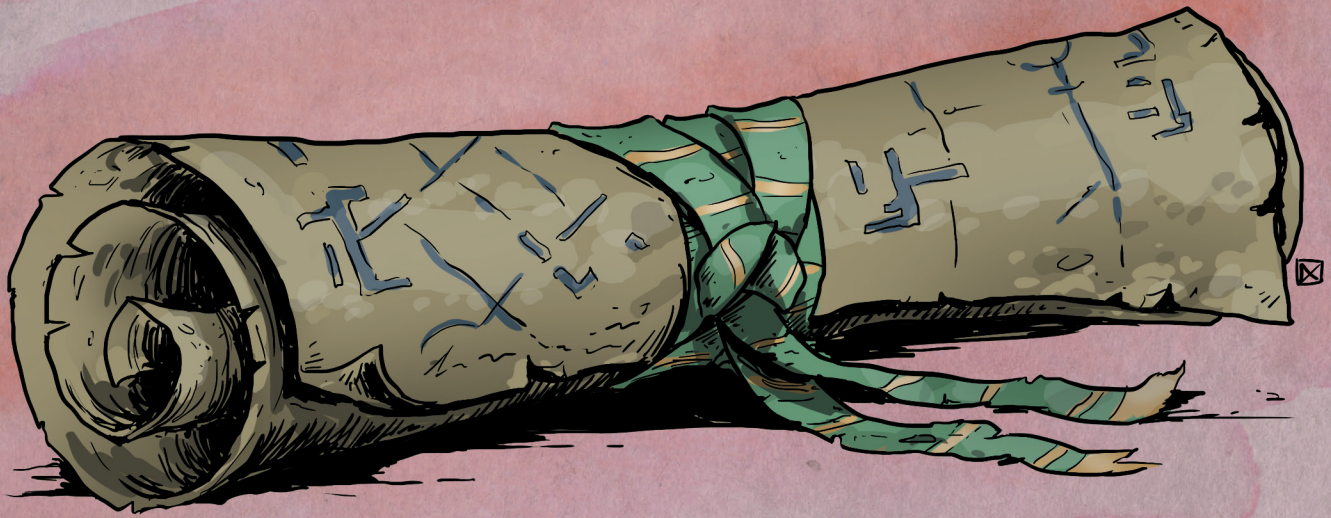
Many characters carry coin pouches, though few are willing to sacrifice those hard-earned coins simply to allow the party's wizard to boost the power of a cast spell. For this item to work as an arcane spell component, it must be stuffed with coins of no lesser a value than gold; even a single copper piece in the pouch causes the spell to misfire and the coins – and purse – to be completely erased from existence.

If there are gemstones in the pouch, along with coins, the component still acts as described. Any other items mixed in with the coins are treated as copper pieces (meaning the spell misfires with no effect and the pouch and all items are forever lost).

Value: The value ranges from a few dozen gold coins to tens of platinum coins, with the only limit being the size of the pouch and the contained coins.

- **Abjuration Spells:** For every dozen gold pieces in the pouch (or equivalent monetary value of other coins), the spell's duration is increased by a single round. For the duration, the caster reduces the damage of all incoming physical attacks by 2 points.
- **Conjuration Spells:** No effect.
- **Divination Spells:** The spell functions as normal and the caster gains immediate access to the spell charm person which may be cast as a free action. The bonus charm person spell must be used within 2d6 rounds of the cast spell's end; failure to use the charm person spell in the allotted time means that the spell is lost; the caster suffers two damage.
- **Enchantment Spells:** No effect.
- **Evocation Spells:** No effect.
- **Illusion Spells:** No effect.
- **Necromancy Spells:** Any undead created/raised are more powerful thanks to the coins that are sacrificed to the gods of death. Undead creations may take twice the normal number of hits before being destroyed, have the damage that they can inflict increased by 25%, and the duration of the time on this world (if a duration is relevant) is doubled.
- **Transmutation Spells:** Only one-half of the coins are consumed when the spell is cast. Any remaining coins are a molten, fused slag of metal that may prove valuable to a craftsman or artist. The spell's range and duration are each increased by 25% (round up).





MAGIC SCROLL

A wizard who uses a magic scroll as an arcane spell component, rather than reading and casting the spell locked to the scroll's parchment, knows well the secrets of magic. While there are times when a scroll's spell may be more powerful than the spell the wizard is choosing to cast, it is the way in which the scroll amplifies the spell that makes the sacrifice of the item well worth it.

Value: As with magic rings and potions, the value of a scroll can vary widely. As with everything magic, the value relies solely on the power of the spell that is inscribed on the magic scroll.

- **Abjuration Spells:** The spell's duration is doubled.
- **Conjuration Spells:** The scroll is not destroyed. Instead, an exact duplicate of the scroll forms in the wizard's open hand, leaving the caster holding two copies of the same scroll once the spell (which acts as normal) expires. Neither scroll may be used as an arcane spell component.
- **Divination Spells:** A divination spell amplified by the destruction of a magic scroll also grants the caster the ability to cast a second divination spell without the need to memorize or otherwise prepare the spell. The caster must know the second spell, or possess a scroll or book that details the spell, in order for this to work. The power of the second spell cannot exceed the level of the spell described on the scroll that is destroyed during casting.
- **Enchantment Spells:** The spell's range is doubled.
- **Evocation Spells:** Once the cast spell ends (which functions as described), the scroll bursts into blue flames that spread out 20' in every direction, dealing a single point of damage to everything that they strike. There is a percentage chance equal to the caster's intelligence score that the caster may control this magical flame, pulling the fire to his hands (after the initial burst that causes damage to those around him) and unleashing it again and again as an arcane blast that deals 1d4 damage every round for 3d4+1 rounds.
- **Illusion Spells:** The spell's duration is doubled.
- **Necromancy Spells:** The spell's effects are unaffected by the destroyed scroll and, additionally, the caster gains the ability to fire a necromantic blast that deals 2d8 points of damage against any target he can see. This magical attack requires a successful ranged attack roll; if the caster fails in the attack, the blast redirects its energy and inflicts 1d8 points of damage to the spellcaster. The caster then forever carries a burn mark somewhere on his body.
- **Transmutation Spells:** The spell's duration and range are both doubled, and the caster gains the power of flight for both the spell's duration and an additional 2d6+2 rounds. When flying, the power is treated as per the spell of the same name.

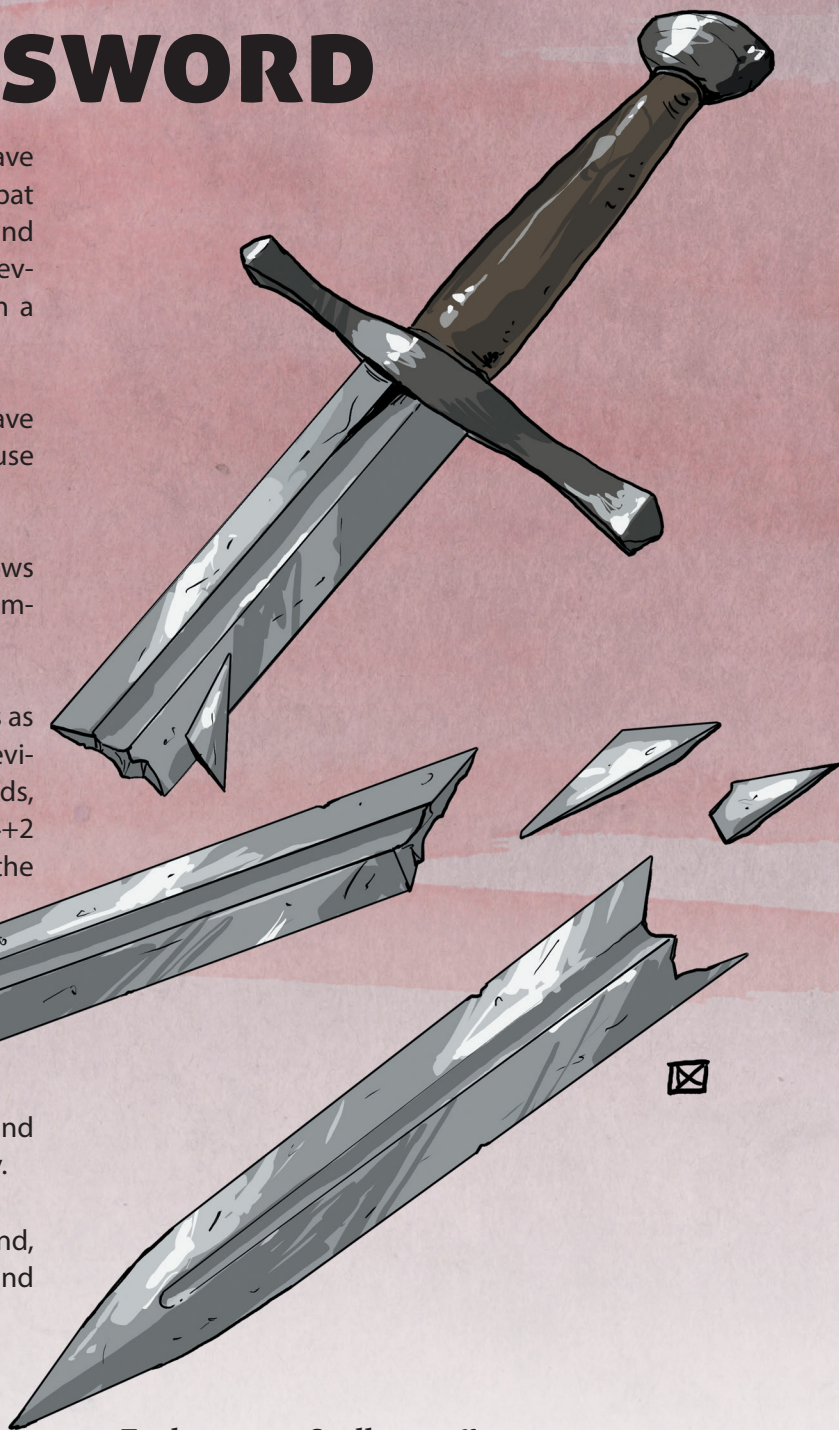
SHATTERED SWORD

Most swords are durable, powerful weapons that have been forged to withstand the challenges of combat against armored foes. Swords rarely break in battle, and rarer still are the times when a sword shatters into several pieces, leaving the warrior standing there with a near-useless weapon.

Those swords that are broken into multiple parts have value to spellcasters who know the secrets of their use as an arcane spell component.

Value: Nothing, usually, though a wizard who knows how to use the shattered sword as a material component may pay up to 100 gold for the item.

- **Abjuration Spells:** When cast, the spell functions as normal and the pieces of the shattered sword levitate in front of the caster. As soon as the spell ends, each of the pieces of the shattered sword – 1d4+2 pieces in total – become an arcane weapon that the caster may direct at any enemy. Firing one of these sword parts is a free action and deals 1d4+2 damage to the chosen target. No attack roll is necessary; the levitating bit of sword strikes its target without fail. Any bits of the sword that are not used within two rounds fall to the ground and turn to dust, forever losing their magical property.
- **Conjuration Spells:** The spell acts as normal and, once it comes to an end, the sword is reformed and made whole. It is now a +1 magical weapon that is otherwise identical to what it was before it was shattered into bits.
- **Divination Spells:** The duration of the spell is doubled as the bits of the shattered sword whirl around the caster, creating a defensive barrier that reduces all physical damage by four points for the spell's duration. Anyone, ally or foe, attempting to pass through the spinning bit of the shattered sword immediately suffers 2d4 points of damage and one bit of broken sword drops to the ground, exhausted and useless. There are 1d4+ 2 bits total, and if enough enemies rush the caster, they can bring an end to this spinning death before the spell expires.



- **Enchantment Spells:** No effect.
- **Evocation Spells:** The spell's damage is doubled. The sword is instantly consumed in a flash of arcane light that blinds those who fail a constitution check.
- **Illusion Spells:** No effect.
- **Necromancy Spells:** No effect.
- **Transmutation Spells:** No effect.

LOCKED DUNGEON DOOR

Where a thief may be useful when it is time to pick a door's lock, the wizard who possesses knowledge of this particular arcane spell component becomes invaluable when it is time to get through the next locked door.

By placing both hands on the locked door when casting a spell, the wizard absorb's the energy of the lock, channeling the security of the lock into the spell. Unlike many spell components, the act of using a locked door in casting does not destroy the door; instead, only the lock is affected by this power. Once used in this way, the door's lock and handle are forever gone. Someone could come through later and replace the hardware.

Value: It is difficult to put a price on something like a door and lock, especially considering that this power only works with doors that are below ground and, usually, in some forgotten dungeon or other.

- **Abjuration Spells:** The spell becomes locked for 1d6+3 days, meaning that no matter how hard the wizard tries, the spell may not be memorized or prepared until the time has expired. When cast, the spell's duration is increased by 1d4 times; and yes, this does mean that the duration could be unchanged.
- **Conjuration Spells:** Once the affected spell has ended, the caster gains the power to create a duplicate of the door – including a functional lock – anywhere within sight of the original door. This power to create a new door must be used within one minute of the expiration of the cast spell; after that minute, the power is lost. The new door is every bit as durable as the original and, when brought into existence, the dungeon's walls close in to forever alter the shape of the complex. The new door cannot be used as an arcane spell component.
- **Divination Spells:** No effect.
- **Enchantment Spells:** No effect.

- **Evocation Spells:** No effect.
- **Illusion Spells:** The cast spell is unaffected by this component. Instead, the mage gains the ability to, as a free action, project an illusion of the door anywhere within line-of-sight. The door illusion remains active for three hours.
- **Necromancy Spells:** No effect.
- **Transmutation Spells:** No effect.



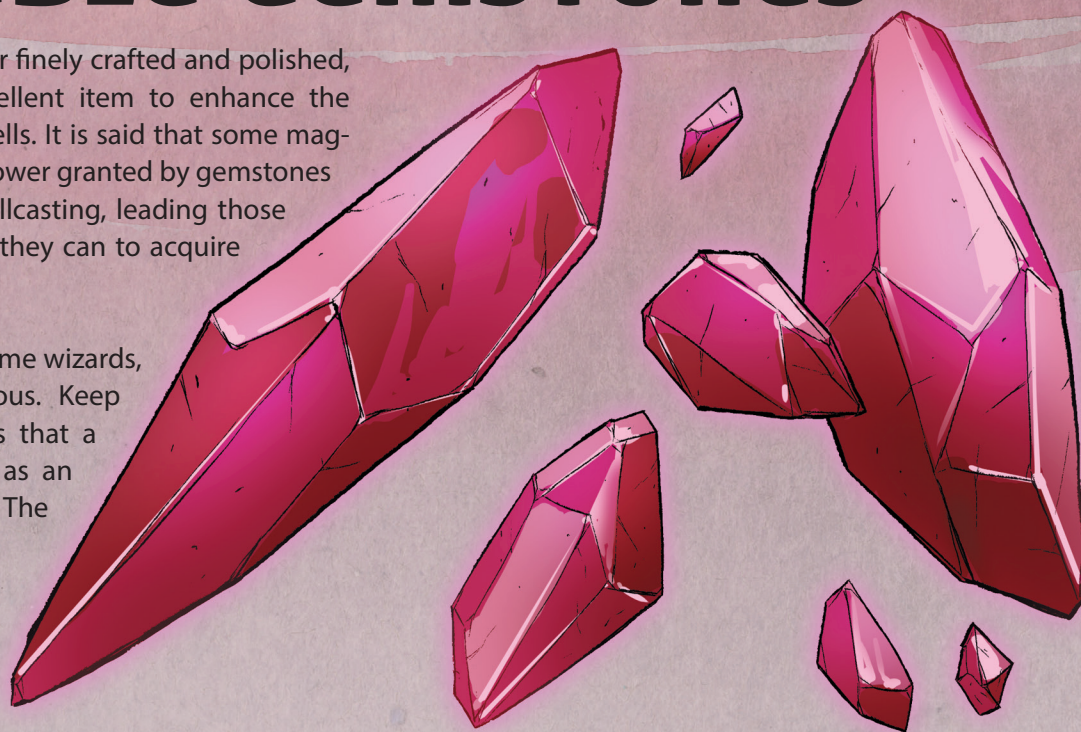
VALUABLE GEMSTONES

Whether raw and uncut, or finely crafted and polished, gemstones make an excellent item to enhance the power of many arcane spells. It is said that some mages grow addicted to the power granted by gemstones that are consumed in spellcasting, leading those spellcasters to do all that they can to acquire more and valuable stones.

Unfortunately for those same wizards, the addiction is dangerous. Keep track of how many times that a wizard uses a gemstone as an arcane spell component. The next time that the character uses a gem as a spell component, there is a percentage chance equal to the number of previous uses that the power is too much for the character to handle; the spell fizzles without effect and the caster suffers 2d4 points of damage in the accidental casting of the spell.

Value: Not surprisingly, there is no single set value for gemstones. Consult your preferred game's treasure tables for a possible value for gems by type.

- **Abjuration Spells:** No effect.
- **Conjuration Spells:** The gemstone replaces any other material components that the affected spell may require. Once cast, the spell's duration is doubled if the caster makes a successful arcane knowledge check; on a failed check, the spell's duration is cut in two.
- **Divination Spells:** In addition to the spell's normal effect, the caster also gains Clairvoyance, as per the spell of the same name, with a duration equal to 10% of the gemstone's gold piece value. The caster must choose hearing or seeing when the Clairvoyance power activates.
- **Enchantment Spells:** No effect.
- **Evocation Spells:** All damage inflicted by the affected spell is increased by one point for every 25 gold pieces of value of the consumed gemstone (round damage down, minimum of one point).
- **Illusion Spells:** The spell's range is doubled and duration is cut in half, unless the caster makes a successful intelligence check (in which case the duration is unaffected). Additionally, the spellcaster gains the power of invisibility, as per the spell of the same name, with a duration in combat rounds equal to the caster's intelligence score. If the wizard attacks or casts a spell while under the invisibility power, the invisibility is broken and the wizard is once again visible to the world.
- **Necromancy Spells:** Any spell that animates and creates undead sees its duration doubled. Undead creatures brought into service thanks to the power of the gemstone glow red and the damage of their unarmed attacks is increased by +2 points. Those creatures also have a 10% chance of being automatically immune to bladed weapons.
- **Transmutation Spells:** No effect.



RING OF KEYS

Jingling and jangling together, the clinking of metal a dangerous sound that travels far in any dungeon, a ring of keys can be a useful tool for those spellcasters who know the secret to changing the keys from their physical form into arcane energy that can amplify the strength of a cast spell.

To work, the ring must have at least three keys; any fewer than that and the spell misfires without effect and the keys turn hot to the touch, burning any who dare to grab them before the metal has cooled (which takes roughly 15 minutes).

NOTE: Only metal keys will work as described.

Value: The exact value of a key depends most on the lock that it can open. The key that opens a locked treasure vault is far, far more valuable than the key that the baker uses to lock his shop at the end of the day. Only keys that have meaning – keys that unlock places and things that are still in use – will work as detailed below.

- **Abjuration Spells:** No effect.
- **Conjuration Spells:** No effect.
- **Divination Spells:** When the spell is cast, all but one of the keys are destroyed and vanish forever. The final key, still connected to the ring, is now a magic item that grants anyone holding it the ability to cast tongues, as per the spell, once per day as a free action. This allows the user to speak and understand any language for one hour.
- **Enchantment Spells:** As the spell is cast, the ring of keys levitates between the caster and the subject, the clanking and clanging of the keys growing louder and louder, forcing those within line-of-sight of the event to cover their ears or suffer a negative condition such as being shaken by the sound. The keys continue in this manner for the duration of the spell. Once the spell is exhausted, the keys are destroyed in a magical fire. The caster is immune to the clanging of the keys.

- **Evocation Spells:** No effect.
- **Illusion Spells:** In addition to doubling the spell's range, the destruction of the keys grants the caster the ability to see invisible objects and creatures for the spell's duration. When the spell expires, there is a 25% chance that the see invisible power will linger on, staying with the caster for 2d6+2 rounds.
- **Necromancy Spells:** No effect.
- **Transmutation Spells:**
Any mundane weapon that the caster touches within 1d6 rounds of the spell ending is ensorcelled, inflicting an extra +1d4 damage for the next two hours.

