



Spellcraft and Alchemy

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Excalibur, the Spear of Lightning, Mjolnir ... These great weapons are artifacts, Items of Power beyond the comprehension of most mortal men. It is with these that the destiny of the three realms has been shaped. Such things are beyond the reach of mortals, such of us who walk the earth today, though, are they not?

The greatest of smiths can use the strength of his hammer to create weapons and armor of the purest Arcanium, but these are not artifacts. The most skillful of fletchers can see a bow or a staff within the natural curves and the grain of a branch of Duskwood from the deepest, most hostile forests, but she creates no artifact. The finest of tailors will stitch cloth or leather as if sewing the very essence of reality, but would such a robe be worthy to grace the skin of Merlin?

Indeed none of these, even those made of the purest and most powerful components, is an artifact, and even though such items created through strength of body may help to shape the destiny of the Realms today, it is only an item imbued with the magical forces, channeled by Faith or Will, that may realize its full potential.

The Magical Trades

Life as a tradesman in the Three Realms is fairly regular. Items are crafted that deal purely with the physical world — swords you can hold, and armor you can wear. These are simple concepts for the layman to understand and, as a result, the existing trade skills (Weaponcraft, Armorcraft, Fletching and Tailoring), and their associated materials skills (Woodworking, Metalworking, Clothworking and Leatherworking) are grouped as "Mundane."

A new form of trade skill, however, is coming into the hands of those with a magical bent to their nature. These new "magical trade skills" are Spellcraft and Alchemy. It is vital to note that understanding these new skills requires

total dedication to their secrets and, as such, those who practice magical trades, while they may dabble in their counterpart magical trade, may not practice the mundane skills (including material skills such as Woodworking) in any way.

Both trades will eventually also have access to an additional skill called Jewelcraft. While it will not appear immediately with Spellcraft and Alchemy, this skill will enable crafters to make jewelry, which may also be imbued with power much like the equivalent items that are found on monsters today.

As with other trade skills, your non-primary skill level is restricted to a certain percentage of your primary skill level. The breakdown of maximum non-primary skill percentages is:

OTHER SKILL	Spellcraft	Alchemy	Jewelcraft	All Others
Spellcraft	100%	45%	100%	0%
Alchemy	45%	100%	100%	0%

Note that since the magical trades are advanced trade skills, neither of them can be funded through the consignment system that functions with the mundane trades. Therefore, a magical crafter will either need to be self-funded or gain money from other players in the form of donors, customers or guildmates.

Spellcraft: The Art of Imbuing

Although the effects of high Quality on crafted weapons and armor are not insignificant, some players will discount any item that doesn't have stats associated with it. Spellcraft is the magical trade that allows skilled players to imbue weapons and armor (and eventually Jewelry items, when Jewelcraft is added) with magical bonuses to Stats (such as Strength and Intelligence), Skill Specializations (such as Axe or Stealth), and Resistance bonuses both

Physical (Slash, Crush or Thrust) and Magical (e.g., Heat or Spirit).

Only those with a single-minded determination to control magical forces, whether through arcane knowledge or through the power of their faith, may learn Spellcrafting as their primary trade skill. What this means is that Spellcrafting is limited to those characters that have no ability to specialize in a weapon (Clerics, Cabalists, Sorcerers, Theurgists, Wizards, Healers, Shamans, Spiritmasters, Runemasters, Druids, Enchanters, Mentalists and Eldritch).

The first step of Spellcrafting is to create *power gems*. Each gem contains one bonus (stat, skill or resist) of a specific level, depending on the level of gem created. Up to four gems may then be placed in any crafted item. This raises two questions. The first is, "Since this is so powerful, it's going to cost a fortune, isn't it?" But this is not the case. In fact, as shown in the table below, Spellcraft is quite possibly the most affordable trade, with base level gems going for less than 3 silver, and the most powerful resist gems (granting 17% to any one resist) costing just over 21 gold.

The next question is "What are the limits on how much power an item can hold?" This is a bit more complicated, but the answer gives players incredible flexibility on how they want to design their magical equipment.

To figure out how many points of various bonuses you can place into an item, you first need to know how many power points an item has. This is based on the item's level and quality, with low-quality and low-level items being able to contain fewer points and high-quality, high-level items containing more. The highest level masterpiece items can rival the most powerful drops and quest items in the game and, with customized bonuses, will often be more finely tuned for a specific character's needs than drops with more generalized stats would be

Material Level	HP	Attribute	Power	Skill	Resist/Focus
1 (raw)	2 80	2 80	2 80	3 85	4 45
2 (uncut)	8 40	12 00	14 40	17 25	23 10
3 (rough)	28 80	36 00	40 80	45 45	56 55
4 (flawed)	96 00	1 06 80	1 14 00	1 20 45	1 36 80
5 (imperfect)	2 71 20	2 85 60	2 95 20	3 03 45	3 25 05
6 (polished)	5 97 60	6 15 60	6 27 60	6 37 65	6 64 50
7 (faceted)	8 91 60	9 13 20	9 27 60	9 39 45	9 71 55
8 (precious)	13 31 60	13 56 80	13 73 60	13 87 25	14 24 60
9 (flawless)	17 27 60	17 56 40	17 75 60	17 91 05	18 33 65
10 (perfect)	19 85 60	20 18 00	20 39 60	20 56 85	21 04 70



Screenshot of interface.

In order to determine the number of points available in a given item, a Spellcrafter need only place an item in the Spellcrafting interface. Upon doing so, the number of points will be displayed in the Chat interface. In addition, every time a gem is placed in the Spellcrafting interface, the Chat interface will update with the number of points consumed and the number of points remaining.

Like most other craftable components, gems are available at various material levels (between 1 and 10). The following table lists the bonus that a gem at each material level can give, depending on whether the gem is boosting a character's skill, resistance, attribute, power, hit points or focus. The final column lists how many power points each bonus point of that type costs. (For example, a skill bonus costs 5 power points per bonus point.)

These limits are defined by the value of power points that each gem holds, based on the type of energy it imbues. These are found in Figure 4, and are used to calculate the maximum stats that an item can hold in any configuration.

So, for example, if a Spellcrafter wished to create a gem that could be used to imbue

an item with a bonus of +28 Dexterity, she would take a Perfect (material 10) gem, combine it with the other components (total cost 21 gold, 18 silver), and would then have a gem that gives a base +19 Dex, and requires 21 power points (1 power point per +1 Dex) in a Spellcrafted item. (Remember, though, that Stat bonuses are multiplied by 1.5, so the base +21 bonus converts into a +31 bonus.)

If that same Spellcrafter also wanted to create a gem to grant +13% Slash Resistance, she would use a Faceted (material 7) gem and the other associated components (total cost 9 gold, 71 silver, 55 copper), and the gem would require 24 power points in any item. (The first percent of any resist bonus is free, so $13\% - 1\% = 12\%$; $[12\%] \times [2 \text{ power points per percent}] = 24 \text{ power points.}$)

Gems in Items

These gems are not going to do any good, however, if they aren't placed into an item. There are two caps on what an item can handle. First, no item can take more than four gems. Second, every item has a limit to how many power points it can handle.

MATERIAL LEVEL	1	2	3	4	5	6	7	8	9	10	Power Pt.
MATERIAL NAME	raw	uncut	rough	flawed	imperfect	polished	faceted	precious	flawless	perfect	Cost
Skills	1	2	3	4	5	6	7	8	9	10	x5 ¹
Resists	1	2	3	5	7	9	11	13	15	17	x2 ¹
Power	1	2	3	5	7	9	11	13	15	17	x2 ¹
Attributes	1	3 (4)	5 (7)	7 (10)	9 (13)	11 (16)	13 (19)	15 (22)	17 (25)	19 (28)	x1 ²
Hit Points	4	12	20	28	36	44	52	60	68	76	x1/4
Focus	5	10	15	20	25	30	35	40	45	50	-

Skill bonuses: 5 power points per each skill point (note 1: first skill point is free)
Resist bonuses: 2 power points per resist percent (note 1: first percent of resist is free)
Attribute bonuses: 1 power point per attribute point (but see note 2)
Power bonuses: 2 power points per power bonus point (note 1: first power bonus point is free)
Hit Point bonuses: 1 power point per 4 hit points
Focus gems cost NO power points.
Note 2: Attribute bonuses are multiplied by 1.5 (rounded down) after being imbued. Therefore (for example), spending 5 points on a Strength bonus will net 7 points that are actually applied when a character uses the item.
You may only use one slot for each bonus. Therefore, you cannot take a sword and use all 4 slots for Sword skill, granting +4 Sword for 0 points. However, you could make one that contains +1 Sword, +1 Parry, +1 Shield and +1% Fire Resistance for 0 points.

Fortunately, only the most "powerful" gem is measured at its full power points; the remaining gems are measured at "half strength." To determine whether a given item can hold a specific set of gems, start by taking the "Max" number from the Spellcrafting interface. Compare it with the following formula:

$$(\text{Highest Power Number}) + (\text{Second Power Number}/2) + (\text{Third Power Number}/2) + (\text{Fourth Power Number}/2)$$

No item can hold more than four gems. If you want a focus gem, it fills one of those slots, even though it costs no power points. Similarly, a gem with only a single skill boost (or 1% resist boost, or one point of magical power.) fills one of those slots, even none of these cost any power points either.

Let's take as our example a Wizard creating a personal focus staff. (*Please note: The number of points available are estimates only for the purposes of this example, and may well be different in actual use.*) Let's assume that the Wizard in question likes to burn things and has 50 specialization in Fire. The wizard goes to his local Fletcher and has a Duskwood Heavy Shod Staff made for him. This is a level 51 item, and he is fortunate enough to end up with a Masterpiece, which can handle up to 32 power points.

- (a) Now, the first priority of this Wizard is his Fire Focus. He, being a Legendary Master Spellcrafter (over 1000 skill) buys the required components and makes a level 50 Fire Focus gem (cost 21 gold, 4 silver, 70 copper). Remember that Focus gems cost no power points, so he has filled one gem slot (but no power points) in his staff.
- (b) He wants to be able to cast quickly and is somewhat low on Dexterity, so he also creates a gem that will boost Dex +22 after it is imbued into an item (material 8; cost 13 gold, 56 silver, 80 copper).
- (c) He also wants the staff to increase his Slash resistance, as he's recently been killed a few times by an enemy swordsman, so he decides to put his resistance up 11% (material 7; 9 gold, 71 silver, 55 copper).
- (d) And for the fourth gem, he's a little under his Fire specialization cap, so he decides to boost that up by 3 (material 3; 45 silver, 45 copper).

Now, he opens up his Spellcrafting interface and it computes the power points that each gem requires.

MOGspeak

"twinkie"

Any player who has been twinked (the bestowing of high-powered armor and weaponry onto a low-powered, low-level, or underserving player)

- (a) Level 50 Fire Focus Gem => 0 power points (focus items don't require power points)
- (b) +15 (+22) Dexterity Gem => 15 power points (15 x 1)
- (c) +11% Slash Resistance Gem => 20 power points (10 x 2, with first percent free)
- (d) +3 Fire specialization => 10 power points (2 x 5, with first +1 free)

The gem that requires the most power points is the resistance gem, at 20. It requires full power — 20 of the staff's 32 available power points. The power point requirements of the Fire specialization and Dex gems are cut in half: $15/2 + 10/2 = 12.5$ power points. (The Fire Focus gem fills a gem slot but requires no power points.)

$20 + 12.5 = 32.5$, which is rounded down; he has exactly filled the power point capacity and gem capacity of his new staff (plus a little extra gained from rounding down). Rather than costing him hours of camping monsters instead of fighting in Realm vs. Realm combat, this costs him the price of the staff plus 44 gold, 78 silver and 50 copper for the raw components.

For our next example, let's assume that this Wizard has a younger Paladin weaponsmith friend. This Paladin has crafted himself a 98% quality Adamantium War Pick. This weapon is level 36 and has a total capacity of 17 power points. Obviously this weapon, being lower in level and lower in quality, isn't going to have the same level of bonus that would come from a level 51 Masterpiece staff, but he can still customize it into a very useful weapon.

This Paladin's first priority is his Thrust skill. He's decent enough with his Two Handed specialization, but normalizing his damage is a high priority. The Paladin is only level 36, though, so he needs to also watch his Stat caps:

Attributes	Level x 1.5
Resists	(Level / 2) + 1
Skills	(Level / 5) + 1
Hit points	Level x 4
Power	(Level / 2) + 1

- (a) With a level of 36, the best skill bonus that this Paladin could hope for is +8 ($[36/5] + 1 = 7 + 1$ (rounded down) = 8). He only needs +3 Thrust, though, as a result of some other decent Thrust bonus items. A +3 skill bonus takes a material 3 gem (cost 45 silver, 45 copper) that requires 10 power points ($[3 - 1] \times 5 = 2 \times 5 = 10$).
- (b) He's already running close to the power point limit (17), so any other bonuses will be small. He decides to add a gem with +5 Crush resist (material 4; cost 1 gold, 36 silver, 80 copper; $[5 - 1] \times 2 = 4 \times 2 = 8$ power points),
- (c) another gem with +2 Two Handed (material 2; cost 17 silver, 25 copper; $[2 - 1] \times 5 = 1 \times 5 = 5$ power points),



The Drunken Friar guild on Pendragon at the moment of creation, hanging out in Vetusta Abbey.

- (d) and a fourth gem with +1 Strength (material 1; cost 2 silver, 80 copper; $1 \times 1 = 1$ power point).

The total cost for the raw materials of these four gems comes to 2 gold, 2 silver, 30 copper.

To make sure all four gems will fit in his war pick, let's run the numbers. The gem with the highest power point requirement is the +3 Thrust: 10 power points. The power point requirements for the other three gems are cut in half ($[8 + 5 + 1] / 2 = 14/2 = 7$). Like his Wizard friend, the Paladin has maxed out his weapon's power point capacity. He gets the Thrust bonus he wanted for this particular weapon, along with a few useful extras just for the heck of it, for a total cost of 2 gold, 2 silver, 30 copper, plus whatever his Spellcrafter friend charges him for the work. This ends up being a real bargain, given the rarity of two handed thrust weapons with a +Thrust bonus.

One important thing to note in Spellcraft is that the higher level gems really begin to tax the capacity of any item, no matter how high level or high quality. As a result, you'll find that the majority of Spellcrafter business occurs in the "sweet spot" of the 500-700 skill point range. This combines very well with small skill increments between the Spellcraftable gems. In most trades, there are jumps of approximately 15-20 skill points between one group of items and the next. Spellcraft is very different, in that there are typically 3 points between gems. As a result, Spellcrafters should be able to gain skill levels quickly and find their skills in high demand with a minimum investment.

This isn't to say that high-skill Spellcrafters won't be in demand, as well. While most

items can be created by 700 skill, the market for customized High Level Focus Staffs (such as the staff created in the first example, above) will require the highest ranks of Spellcraft, thus creating the most visible example of the Spellcrafting "High End Market." In addition, there are plans to add "Epic" scale recipes for Spellcraft, in the future. This would yield even more powerful items than have ever been seen.

Enchanting and Recharging Crafted Weapons and Armor

The final ability of the Spellcrafter will replace NPC Enchanters and Item Rechargers to add "Bonus" onto crafted weapons and armor, recharging both dropped and crafted charged items. To briefly touch on what bonus does, it has two effects. First, it increases the chances that a weapon will hit (or conversely, on armor, it increases the chances that an opponent will miss). Second, it increases (or decreases) any resulting damage. As a result, all those who do not have their weapons and armor enchanted will be exposing themselves to the risks of both dying quickly and not killing quickly enough.

NPC Enchanters are commonplace, and will grant a bonus for a fee, but this fee is approximately 20% of the cost of the item. When working with high-end materials, this adds up quickly and can put a heavy financial strain on the buyer. Spellcrafting will help to alleviate this strain by enabling an Enchant command, in much the same way that current crafters Repair or Salvage.

The Spellcrafter will buy magical stones from a vendor. When the /enchant command is

triggered, it consumes a number of these stones equal in value to approximately 10% of the value of the item being enchanted. Recharging functions in an identical manner, using the same stones, so the Spellcrafter won't have to clog up his inventory with two types of stones.

Spellcraft: Mastery of the Overcharge

Spellcraft is practiced only by those who understand the rules that govern the magic of the universe. Rules, however, are often bent or broken. Those who successfully manage to bend or break these rules create some of the most powerful items known to mortal man. This is not without risk, however.

The technique of "Overcharging" an item will allow a Spellcrafter to push the envelope, and potentially squeeze up to 5 more power points out of an item. However, this risks destroying the item, taking the Spellcrafter with it (this is a Realm Death, taking no Constitution or Experience).

In order to perform an Overcharge successfully, you need to fully understand the risks involved. First and foremost, make sure that you *definitely* need *everything* you're putting in. While you might succeed in squeezing up to 5 more power points out of an item, stopping at just 1 gives you a much better chance of success than 5. In addition, quality is key! Higher quality items combined with higher quality gems will have a much greater chance of surviving an overcharge. By using four 100% quality gems on a 100% quality weapon or piece of armor, the base chance of success increases by 70%!

Because of its power, Overcharging is not a technique for the unskilled. Though the "sweet spot" for creating the most commonly used gems is (approximately) between 500 and 700, Overcharging requires mastery above and beyond the typical Spellcrafter. You may only imbue a number of additional points equal to (skill/200), up to a maximum of 5 additional points at skill 1000.

No. of Points Overcharged	Base Success
1	-10%
2	-20%
3	-30%
4	-50%
5	-70%

Gem Quality	Modifier to Base Success	Item Quality	Modifier to Base Success
94	-	94	-
95	-	95	-
96	+1	96	+6
97	+3	97	+8
98	+5	98	+10
99	+5	99	+18
100	+11	100	+26

Beware — failure when Overcharging can translate into catastrophic failure, which might destroy both you and the gem.

Alchemy: The Art of Transmutation

While Spellcraft is the domain of focused and pure Casters and Healers, their forms of magic are not the only ones. Alchemy involves use of arcane knowledge to create potions and oils (which affect the physical properties of characters and items), as well as poisons both mundane and magical. These secrets are not "pure" magic, and so are practiced by Hybrid Casters and Hybrid Healers, who have some magical training and a bent for arcane knowledge (as well as Rogues of all types, whose job it is to learn all that they can, by whatever means necessary). As such, this trade is open to Paladins, Friars, Minstrels, Scouts, Infiltrators, Skalds, Hunters, Shadowblades, Champions, Wardens, Rangers and Nightshades.

Alchemy is basically split into two sections. The first is that of making poisons and potions. During the first 530 points of Alchemy, these concoctions are kept relatively inexpensive. Poisons and minor potions are the mainstay of Alchemical learning, and the price is good for advancement. Assassin classes, in particular, will treasure Alchemy for its reduction on their poison expenses. Your average poison crafted through Alchemy will offer the same effectiveness for about 55% of the normal NPC cost. This is good for both personal use and for passing on the savings to a very willing Assassin consumer population.

Potions, meanwhile, will have various effects. There will be potions to buff different stats, potions to heal Power and Endurance, and even potions to heal in combat. These potions, which have level requirements, will scale throughout the levels and are sure to have uses for all types of characters.

The second phase of Alchemy becomes expensive. It is, very possibly, the most expensive (and, therefore, potentially the most lucrative) trade skill in the game. The power of the effects that Transmutation can imbue, though, more than justifies the high cost. An Alchemist at the high end is able to



The Drunken Friar guild of Pendragon races off to turn Caer Benowyc into a distillery and defend it from the Midgard horde.

add *procs* (spell effects attached to a weapon or shield that have a random chance to trigger with each attack), *charged procs* (spell effects on items that can be triggered a set number of times at the user's discretion) and *reactive procs* (spell effects on armor that have a chance of affecting the wearer any time the armor is hit). Any item can hold one proc or reactive proc. So, for example, the Wizard in our very first example could have a Fire Direct Damage Charged Proc attached to his staff. His Paladin friend could attach a regular Fire Proc to his war pick. He could also put a Reactive Proc on his breastplate that would cast a Damage Shield if his breastplate were struck. These options use no form of power points. There are only two requirements: the item must have an equal or higher level than the effect, and the wielder must have an equal or higher level than the effect that uses any of the procs.

In addition, Alchemists will be able to recharge magical items the same way that Spellcrafters can. This will be popular, and often an extra source of revenue.

Finally, high-level Alchemists will be able to make special "magical poisons." These poisons can include long-term disease effects and Endurance Drains in addition to normal damage, but will often require rare dropped components, so Assassins will want to hold them in special reserve. In the future, Alchemists will also be able to add *particle effects* (for example, the glowing flames that surround some weapons). In addition, even more powerful "Epic" recipes may later be added to Alchemy, in much the same way that Spellcrafters might be able to increase the quality of items.

The world of the magical trade skills is one which players will find to be both lucrative and otherwise rewarding. Players of all sorts will enjoy the option of having magical gear custom-made to their needs and desires. As a result, the need for mundane crafters will increase as well. While this article covers all of the basics of Spellcrafting and Alchemy, things can and do change, often before release. For the most up-to-date information, you may wish to watch the forums at www.daocrafters.com. There are Q&A threads there, and many answers to be found. Good luck with these trades whether you be Mundane, Magical, or a consumer of both.

MOGspeak

"(R)PK"

(Random) Player Killers. Not usually used to refer to the state of being able to kill other players; rather it is used to describe players that actively kill other players without reason or provocation