

Magical Scroll Manufacture by Priests and Wizards

Any priest or Wizard may make an attempt to scribe a magical scroll. The chance of success depends upon the mental attributes of the Priest or Magician, his level of experience, the level of the spell and the materials with, and onto which, the spell is scribed.

- The minimum intelligence of any Wizard is 9. The minimum wisdom of any priest is also 9. For each point of intelligence or wisdom above the minimum, respectively, a bonus of 5 may be added to the calculation to successfully scribe a magical scroll.
- For each level of a spell to be scribed subtract 10.
- For each level of the priest or wizard add 5.
- Special ink may be manufactured for the spell to be inscribed. Every spell detailed in the PHB will require ink that will only be useful for that spell. The research time to make this ink is always 3-12 weeks, assuming that a well stocked library and /or a laboratory is available to the spell caster to use. The research time may be conducted in one period of time or spread over months or years. Once researched, the spell caster need not refer to a library or practice in a laboratory again, in respect of that particular spell. The information gained is written in a book for the spell casters future use to peruse as he may. The manufacture of the special ink, once researched, typically takes a week of time in a well-stocked laboratory. A batch of ink, perhaps as many as 20 vials, can be manufactured at the same time. These may, or may not, deteriorate over time, according to the whim of the DM. Special ink will add 15 to the calculation of successful spell scribing.
- Special quills taken from a magical creature add 10 to the calculation for successful spell scribing. Quills taken from different magical creatures may add to, or subtract from, the base calculation, i.e. a feather from a 'Phoenix' may add up to a further 10 to the base calculation, if the spell is one involving fire.
- Parchment adds 5, paper adds 0 and papyrus subtracts 5 from the calculation for successful spell scribing.

Example 1:

A 1st level Priest, with wisdom 9, wishes to make a magical scroll of *cure light wounds*. His chance of success is as follows,

Wisdom 9	=	+0	Spell level 1	=	-10
Priest level 1	=	+5	Special ink	=	+15
Special quill	=	+10	Parchment	=	+5

The base chance for this priest to successfully scribe *cure light wounds* spell onto a scroll is 25%.

Example 2:

A 7th level Priest, with wisdom 16, wishes to make a magical scroll of *water walk*, a third level spell. His chance of success is as follows,

Wisdom 16	=	+35	Spell level 3	=	-30
Priest level 7	=	+35	Special ink	=	+15
Special quill	=	+10	Parchment	=	+5

The base chance for this priest to successfully scribe *water walk* spell onto a scroll is 70%.

When the spell caster has scribed the spell onto parchment, paper or papyrus, the DM should secretly make a d100 roll. If the result is less than or equal to the sum of the base calculation the scribing is successful. If the roll is above the base calculation there is a chance equal to the difference between the base calculation and the result of the die roll that the scroll is flawed. Spells inscribed on flawed scrolls will have a reversed effect on the reader of such a scroll from the imagined intent of the scribing spell caster, (70%), or be cursed. In the latter case, the DM will decide the nature of the curse and its effect upon any reader. If the reverse of the intended spell scribed is inappropriate or not feasible the effect of the spell should be treated as a curse.