

Arcanum — 30th Anniversary Edition

- **Concatenation:** many spells were named with two concatenated words—e.g., *Warpwood*. These have been split—e.g., *Warp Wood*.
- **Fetish** (Black Magic, level II) – the spell was originally called *Image (Black Magic)*. The object used as a focus in this spell is known by many names. The term ‘fetish’ best describes it.
- **Hyphens:** many spells were via words that are not technically words—e.g., *Safekeep*. If a hyphen will make this a workable word, the spell was renamed as such—e.g., *Safe-keep*.
- **{modifier} Evocation:** the evocation spells were named Minor Evocation, Lesser Evocation, Greater Evocation, and Superior Evocation. They have been renamed in roman numeral succession and expanded to match the Demon / Devil summoning spells: *Evocation I, Evocation II, Evocation III, Evocation IV, and Evocation V*.†
- **{modifier} Invocation:** the invocation spells were named *Lesser Invocation, Greater Invocation, and Superior Invocation*. They have been renamed in roman numeral succession and expanded to match the Demon / Devil summoning spells: *Invocation I, Invocation II,, Invocation III, Invocation IV, Invocation V*.†
- **Summon {modifier} Demon / Devil:** the summon spells were names *Summon Lesser Devil/Demon, Summon Greater Demon/Devil*, and so on. They have been renamed in roman numeral succession *Summon Demon / Devil I, Summon Demon / Devil II, Demon / Devil III, Demon / Devil IV, and Summon Demon / Devil V*.†
- **The {spell name}:** spell names that start with the word ‘The’ have been changed to remove it.

Modified Spells

Several spells in this edition have had minor tweaks. The vast majority of these include such things as assigning a range or a duration to a spell where none was listed, clarifying the language of a spell so that similar concepts are described using similar phrasing.

Curses!

Perhaps the most frightening level I spell is Curse. This spell gives the subject one chance to save and prevent a permanent effect. However, if you want to make this more frightening...

...the effects of a curse can be applied to the subject over time. Thus, the subject could age a year each day over a period of 10 days; ugliness can begin with the unseen and a -1 loss of Charisma, with an additional point lost each day over time until the features and Charisma loss are fully realized. The individual may not even know they are cursed until half-way through the effects.

† This also brings these spell names in line with spells such as the Exorcism series.

In some cases the modifications were a bit more drastic. Such items include:

Blessing / Prayer / Supplication: these spells each allowed a growing bonus to be applied to all saves (+1, +2, and +3 respectively). In this addition, a more focused (but stronger) bonus may also be applied (+2, +4, +6 respectively, but only to a single attribute). *Blessing* also had the combat related bonuses stripped and placed into the new spell *Armor of Faith*.

New Spells

- **Armor of Faith:** Divine Magic has the spell *Blessing*, which conferred a bonus to offense, defense, and saves. A blessing felt (to this author) more of the save bonus and less of the combat bonus. The spell *Armor of Faith* was added to split this difference.
- **Boons:** Divine Magic included boons for five of the eight attributes (i.e., Strength, Dexterity, Will, Charisma, and Perception). There did not seem to be any logical reason why Speed, Constitution, and Intelligence would not be included. Those spells were added.

Equipment

Item Weights

Some of the weights of items in this section have been corrected (e.g., in the original text, the full weight of the water-skins were half the weight of the water they held—which is an interesting trick, but probably requires some magic to accomplish).

Transportation

In the original text, the information dealing with the cargo capacities of various modes of transportation and the costs of those modes was separated. This resulted in two things that could be frustrating:

- Modes of transportation were listed for purchase which had no cargo capacity listed.
- Ox and Mule carts were listed, but had no capacity available. Two forms of wagons (i.e., light, heavy) were listed, only one generic wagon capacity was given.
- Modes of transportation were listed with cargo capacities which had no purchase price listed.
- Large and small merchant ships were listed with cargo capacities but no listing for price.

The listings have been carefully completed, missing data supplied, etc.

Animals

Like land and water transport, several animals were listed in the original text that had either costs or encumbrance limits but not the other. As a result, complete data, filling in the missing pieces, has been provided.