



Cha'asi mages are practitioners of an ancient and nearly forgotten type of magic, one that defies the "accepted" understanding of schools of magic. According to the writings of all the known theorists, cha'asi magic should be impossible. The cha'asi have never delved greatly into theory and so have no clue that what they are doing is impossible. Oddly enough, it seems to work for them perfectly well.

Cha'asi magic is built on an intuitive understanding of nature. The wizards are specialists and gain the benefits accordingly. But their spell selection does not follow the normal arrangement of schools. Instead, they specialize in spells that affect nature and sometimes the elements. They can learn some spells outside of this area, but certain spells-especially ones that create mechanical and unnatural results-are denied to them. The spells in their school and those disallowed are given on the Cha'asi Spell Table.

Aside from their spell selection, cha'asi mages also have a distinctly different approach to magical item creation. Most mages fashion an item and then imbue it with some chosen power, defining what

the item will do by what they put into it.

Cha'asi believe that all things—mineral, plant, or animal—contain magical power. Sometimes the power is great, sometimes it is negligible. The power may have a useful, constructive effect or may possess an odd and pointless effect. It is not their business to choose the power—that is determined by the nature of the thing. Generally, the magical power of a thing reflects its nature. Thus, a stone may have some power associated with strength, hardness, or force; a medicinal herb may relate to healing; a water-smoothed stone may give speed or slipperiness. Although the mage may have some general idea of the power, he can never be certain until it manifests itself.

Cha'asi mages produce magical items by drawing the innate power out of an item. Thus the Cha'asi way of creating magical items is slightly different. First, cha'asi attempt to use items in as natural a state as possible. The less carving, whittling, and shaping that is done, the better. Second, the item must be as artistically pure as possible. The perfect

form of a stone contains more potential power than just an ordinary rock.

There must also be some connection between the item and the power desired. Thus, a lightning-struck branch might be suitable for a *wand of lightning bolts*, but would be unsuitable for a *wand of flame extinguishing*. It takes skill and wisdom to select the proper raw materials for a desired item. A check against artistic ability must be made secretly by the DM when selecting the piece to be used for a magical item. If the check is failed, the magical item is flawed.

Finally, the wizard does not cast spells into the item. Instead he must use the *enchant an item* spell to bring out its power. If this is successful, the DM determines what the item becomes, based on the success of the saving throw for the item. The greater the difference between the number needed to save and the actual saving throw, the better or more powerful the item. If the saving throw is successful, the character has 24 hours to determine just what magical power is manifested in the item, either by trial and error or magical spells.

