



MODERN MAGIC

VOLUME ONE



**by Eric Cagle, Mike Montesa,
and Mat Smith**



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Credits

Development: Rich Redman, Stan!
Art Direction: Stan!
Editing: JD Wiker, Stan!
Layout and Typesetting: Marc Schmalz
Creative Direction: Stan!
Front & Back Cover Design: Marc Schmalz
Proofreading: Vincent Szopa
Cover Art: Cheyenne Wright
Interior Art: Pete Schlough, Elijah Walker, Cheyenne Wright

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THE GAME MECHANICS

THE GAME MECHANICS, INC

P.O. Box 1125, Renton WA 98057

www.thegamemechanics.com

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Introduction

Welcome to *Modern Magic*, a Game Mechanics sourcebook for magic in modern d20 System settings.

This book began as a brainstorming session about what sort of magic items a modern culture might create, if magic were as common as it is in most fantasy roleplaying games. We dreamed up such fanciful items as the *FA\$TCA\$H Bank Card* and the *sword belt*, and the next thing we knew, we had come up with a huge list of not just magic items for the modern age, but spells as well.

That conversation naturally led to another question: How would the world's military forces be affected by the ready availability of magic and magic items? We dreamed up infantry squads backed up by machine guns and magic wands, and we envisioned field medics charging through enemy *fireballs* to cast healing spells. And what sort of equipment would an arcanelly-armed soldier carry?

The question then turned back the other direction. With an estimated 400,000 Wiccans in the United States alone, how does a roleplaying game present a magic system to players who already *have* a magic system? Certainly, any Wiccan would tell you that real magic doesn't work the way it does in roleplaying games. So, for groups who want more subtle magic in their campaigns, we applied what we know about Wiccan magic rituals into a kind of "low magic" magic system—using elements similar to the incantations system found in the *Urban Arcana Campaign Setting*.

Extending that system to other modern practitioners of magic rituals—ceremonial spellcasters—we came up with a new prestige class to go along with the new system, the Ritualist: a spellcaster who uses elaborate ceremonies and magical symbols to cast incantations, rather than flashy, attack action spells. The effect can be much the same, in the end, but the Ritualist arrives at it in a much less fantastic way. And the Ritualist isn't limited to effects specifically on a spell list.

It's exactly this kind of free-form, "train of thought" brainstorming of ideas—which, hopefully, you're experiencing even now yourself—that led to the book you're reading now.

What's In This Book?

Modern Magic is all about flavor. The new spells, magic items, and lesser incantation system in here are meant to be used to customize modern d20 System campaigns to the tastes of

the GM and the players. To do so, the book provides for three campaign options: low magic, high magic, and restricted magic.

How to Use This Book

As with any roleplaying sourcebook, the contents of *Modern Magic* are optional; the GM and the players should decide for themselves whether to allow this material in their campaigns. And, also as with other RPG sourcebooks, you need not use every element found within—just those that work for you and your campaign.

For the Gamemaster

The most obvious uses of *Modern Magic* lie in the new spells and magic items, which should fit easily into any modern campaign that allows magic. Throughout Chapters 1 and 4, you'll find all those brainstormed items and spells, available for use by players and GMs alike.

The military-based items in Chapter 3 are a slightly different case: They are meant for different applications, rather like the difference between a hunting rifle and an assault rifle. If the GM is not running a military-oriented modern campaign, these items should not be readily available to the general public and should, in fact, be treated as restricted objects. (See Chapter Four: Equipment, in the *d20 Modern Roleplaying Game*.)

Finally, the material on Ritualists and ceremonial magic represents a fundamental shift in the way magic is presented in modern d20 System campaigns. Because the existing magic system represents a kind of "instant gratification" version of spellcasting, the system of lesser incantations provided here in Chapter 2 might seem a bit weak by comparison.

Therefore, if you're going to use the system we present here, it's important to decide whether to use it as the only magic system available in a campaign, as a low-power alternative to the existing magic system, or as a kind of "common" magic practiced by those who have not yet mastered the more standard type found in the *d20 Modern Roleplaying Game*. Making this distinction about magic in a modern d20 System campaign can lead to some major restructuring of the campaign, so it might be a good idea to consider this decision early on in the campaign-design process.

Chapter One: Spells

We live in a world where virtually all commercially available goods or services may be custom-tailored to fit a specific individual's tastes or desires. It only makes sense that spellcasters would be driven to seek out or create spells that suit their particular needs as well. Many are created to assist with day-to-day living and labor while others are formulated with specific combat or clandestine usage in mind. Inspired by a variety of sources such as books, movies, television, comics, hobby gaming, mundane life, or a more adventurous lifestyle, the spells created by modern spellcasters are as varied as they are versatile. The following spells are just a sampling of the eclectic and ever-expanding array of magic spells available to the modern spellcaster.

Some spells in this chapter are specifically developed and used by military or government spellcasters. These spells are listed here, but fully detailed in Chapter 3. Unless the GM says otherwise, these spells are not available to civilian spellcasters.

Arcane Spells

0- level Mage Spells

Fingernailgun—Steel nails fire from the subject's fingertip.

Hermetic Membrane—Unperceivable layer of force prevents hair, skin, and other DNA-carrying evidence from being left behind.

Manual-Focus Binoculars—Pantomimed set of binoculars function as standard binoculars.

No Doze—Subject temporarily suffers no effects due to lack of sleep.

Phantom Sniper—Conjures a laser dot which tracks the target from a specified "sniper's perch".

1st- level Mage Spells

Bypass Bystanders—Bullets pass harmlessly through individuals other than the designated target(s), negating cover bonuses.

Cellular Hand—Pantomimed receiver functions as a cell phone.

Dud—Renders target explosive device inactive.

Hypnotic Screensaver—Repetitive animation holds viewer's rapt attention.

Plain Brown Wrapper—Confers a +10 equipment bonus to Sleight of Hand checks made to conceal an object.

R&R—Removes penalties associated with lack of sleep.

Whorlooparch—Subject's fingerprints constantly change.

2nd- level Mage Spells

Hand Gun—Pantomimed pistol fires a single "bullet"/level.

Knockout Gas—Causes creatures within the affected area to make a Fort save or lose consciousness.

Mine Detector—Locates explosive devices.

Vigilant Vermin—Rats or pigeons guard specified area, alerting caster when target approaches.

3rd- level Mage Spells

Communication Barrier—Suppresses electronic communication in the area.

Hand Gun, Greater—Pantomimed longarm fires two "bullets" or "shells" per level.

Itchy Trigger Finger—Allows the subject to make an attack even if the subject would normally be caught flat-footed.

Jury Rig—Creates a working device out of items on hand.

Universal Remote—Attunes a remote controller to a targeted electronic device, allowing it to be operated at a distance.

X-Mark—Caster is constantly aware of the distance and direction of the person, object, or place targeted by this spell.

4th- level Mage Spells

Amphibious Craft—Allows a ground vehicle to operate as a water vehicle (with reduced performance).

Brawl—All individuals in area attack nearest creature for three rounds.

Rocket Launcher—Caster gains a phantom rocket launcher.

5th- level Mage Spells

Save to Disk—Temporarily stores a creature or object on a blank CD-ROM.

Divine Spells

0- level Acolyte Spells

Hermetic Membrane—Unperceivable layer of force that prevents hair, skin, and other DNA-carrying evidence from being left behind.

1st- level Acolyte Spells

Hawkeye—Enhances subject's long-distance vision when aiming a firearm; subject treats all targets as if they were one range increment closer.

Missionary's Haven—Blesses 5 sq. ft./level; provides +1 to Treat Injury, increases effectiveness of healing by +1 hit point, gives a +1 circumstance to Spot and Listen checks, and affords 25% concealment against attacks made from outside the area.

Sympathetic Trail—A single discernable footprint left by a subject allows caster to begin tracking that subject.

Tanglemat—Causes carpeting in area to impede creatures.

2nd- level Acolyte Spells

Canned Manna—Imbues foodstuffs with curative properties that last 12 hours/level.

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Knockout Gas—Causes affected creatures to make a Fortitude save or lose consciousness.

3rd-level Acolyte Spells

X-Mark—Caster is constantly aware of the distance and direction of the person, object, or place targeted.

4th-level Acolyte Spells

Brawl—All individuals in area attack nearest creature for three rounds.

Guardian Angel—Insubstantial entity comes to the aid of the caster, providing minor benefits in specific dangerous situations.

5th-level Acolyte Spells

Reverse-view Mirror—Provides a vision that backtracks the last 15 minutes of a vehicle's last trip.

Spell Descriptions

The spells listed below are presented in alphabetical order.

Amphibious Craft

Transmutation

Level: Mage 4; **Components:** V, S, F; **Casting Time:** One round; **Range:** Touch; **Target:** One enclosed land vehicle; **Duration:** 10 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

This spell enables an enclosed land vehicle (a car or truck, for example, but not a motorcycle) to operate on water as if it were a water vehicle, albeit at a much-reduced level of performance:

- –2 penalty to Initiative
- –4 penalty to Maneuver
- Top Speed (including chase-scale speed) is reduced by 75%

A vehicle affected by *amphibious craft* sits in the water, with the waterline just covering the tires. If the doors, hood, or trunk/tailgate of the vehicle are opened while it is in the water, the spell is broken. However, windows, sunroofs, moon roofs, and convertible tops may all be operated normally without jeopardizing the vehicle's seaworthiness.

Amphibious craft does not function if cast on a non-permanent or quasi-real vehicle, such as one conjured by a spell or created by a magic item.

Focus: One red and one green light, placed on the left and the right side of the vehicle, respectively.

Brawl

Enchantment [Mind-affecting]

Level: Acolyte 4, Mage 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** All creatures, 5 HD or less, in a 15-ft. radius; **Duration:** 3 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes

Individuals affected by this spell are compelled to attack the nearest creature each round, attempting to inflict nonlethal

damage as a melee attack. A creature affected by this spell automatically attacks its most recently successful attacker (that is, the attacker who last inflicted damage on it) on its next turn. A combatant using ranged weapons before being affected by *brawl* drops his or her ranged weapons to instead make melee attacks.

Material Component: A broken bottle.

Bypass Bystanders

Abjuration

Level: Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One firearm; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

Bullets from the target firearm pass harmlessly through all living creatures other than the specified target(s) at which the wielder is firing. Note that while *bypass bystanders* effectively nullifies any cover bonuses granted by intervening creatures, it does not negate any concealment provided by them, nor does it ignore ordinary cover.

Material Component: A pinch of graphite dust dropped into the gun's barrel.

Canned Manna

Transmutation/Conjuration (Healing)

Level: Acolyte 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One "portion" of food (see text); **Duration:** 12 hours; **Saving Throw:** None; **Spell Resistance:** No

This spell imbues a single "portion" of food (e.g.: a granola bar, can of soup, ham sandwich) with positive energy. Anyone who consumes the entire portion of *canned manna* (requiring one minute) is cured of 1d8 points of damage +1 point per caster level (up to +5). Note that consuming only part of the portion will provide no beneficial effects, and the portion must be consumed all at one time (you cannot eat all but one bite to save for later).

Material Component: The food item.

Cellular Hand

Evocation

Level: Mage 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

The caster simulates a cellular phone by holding her fist with thumb extended toward her ear, and pinky toward her mouth.

A *cellular hand* only makes outgoing calls, but can dial any number you can think of, and make as many calls as you desire while the spell is in effect.

The *cellular hand* can only function when your hand is forming a pantomimed phone receiver, but your hand is otherwise unaffected by the spell and able to function normally. Other people may use your *cellular hand*, but you have to "dial" the number and "hold" the phone for them speak and listen to.

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Communication Barrier

Evocation

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 50-foot radius emanation; **Duration:** 1 minute/level; **Saving Throw:** None (see text); **Spell Resistance:** No

Upon casting this spell, all electronic communication equipment within the affected area (or brought into the area after the spell is cast) is temporarily rendered incapable of sending or receiving information. This includes land-line and cellular phones, modems, pagers, 2-way radios, walkie-talkies, CBs, ham radios, and other similar equipment.

The equipment behaves as if it were disconnected from service or otherwise unable to “talk” with other equipment (i.e.: land-line phones go dead, cell phones have no signal, walkie-talkies (et al) emit nothing but static, etc.). Aside from being unable to communicate, the equipment functions normally.

Equipment that is taken outside the radius of the *communication barrier* will resume normal functionality, but becomes nonfunctional once more if it enters the area again.

Material Component: A handful of glitter or metallic confetti.

Dud

Transmutation

Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One explosive device/level; **Duration:** 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

For details, see the New Spells section of Chapter 3, Military Magic.

Fingernailgun

Conjuration (Creation)

Level: Mage 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** until all nails are used or 1 minute/level

This spell is perfect for the handyman or hand-to-hand combatant. When your outstretched index finger is pressed firmly against a surface, a single galvanized steel nail shoots out, burying itself up to the nail head in whatever surface you are touching. A *fingernailgun* can produce 5 nails per caster level.

The *fingernailgun* ignores 5 points of an object’s hardness, but cannot penetrate objects with a hardness greater than 5. If the targeted surface has more than 5 points of hardness, the *fingernailgun* recoils back from the surface, allowing the nail to fall away without harm to the surface or subject of the spell.

In addition to home improvement and repair work, a *fingernailgun* may also be used in combat. By making a

successful melee touch attack, you fire a nail into your opponent, causing 1d3 points of piercing damage. A missed attack does not expend a nail. This attack cannot be combined with other melee touch attacks. The upper limit to the number of nails you may fire in any round is that of the number of melee touch attacks you may make in a single round.

Material Component: Number of galvanized steel nails to be conjured (up to 5/level).

Guardian Angel

Conjuration

Level: Acolyte 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal; **Effect:** One invisible, shapeless, insubstantial guardian; **Duration:** Until all acts of kindness are performed or 10 minutes/level

A *guardian angel* is an invisible, shapeless, insubstantial force that comes to your aid in dangerous situations, performing a number of acts of kindness equal to your Wisdom score +1. Possible acts of kindness a *guardian angel* may perform are:

- If you suffer massive damage, the guardian angel bolsters you with a +1 bonus to your Fortitude saving throw for the massive damage check.
- If your hit points drop below 0 (from –1 to –9), the *guardian angel* immediately stabilizes you. You remain stabilized for the duration of the spell.
- If you are the target of an attack of which you are unaware, the *guardian angel* provides a +1 circumstance bonus to your Defense.
- If you trigger a trap, the *guardian angel* nudges you toward safety, providing a +1 bonus to your Reflex saving throw.

You have no control over which acts of kindness your *guardian angel* performs, as she will automatically administer whatever aid is needed until her power to assist you is exhausted. You are aware when the *guardian angel* has finished performing all her acts of kindness.

Focus: Pin, charm, or other token depicting an angel.

Hand Gun

Conjuration (Creation)

Level: Mage 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** until all shots are fired or 1 minute/level

You close your hand and extend your forefinger and thumb to pantomime the barrel and hammer of a pistol. This pantomimed pistol fires magically conjured bullets. The *hand gun* is “loaded” with one bullet/caster level, and can fire one bullet at a time as an attack action. If you do not have the Personal Firearms feat, you suffer the usual –4 nonproficiency penalty for firing the *hand gun*. Firing a *hand gun* in combat is

Spell/Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine
Greater hand gun (Shotgun)	2d8	20	Ballistic	30 ft.	S	2/level
Greater hand gun (Submachine gun)	2d6	20	Ballistic	50 ft.	S, A	2/level
Hand gun	2d4	20	Ballistic	30 ft.	S	1/level

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treated just as if you were firing any other pistol, except that the *hand gun* cannot be disarmed.

The *hand gun* can only fire bullets when your hand is forming a pantomimed pistol, but your hand is otherwise unaffected by the spell and able to function normally. Only you may operate the *hand gun*.

Hand Gun, Greater

Conjuration (Creation)

Level: Mage 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** until all shots are fired or 1 minute/level

This spell functions much like the *hand gun* spell, but emulates one of two more powerful longarms, chosen at the time of casting: a shotgun or submachine gun.

The pantomimed weapon requires both of the caster's hands to be free; one "gripping" the handle and trigger of the *greater hand gun*, and the other supporting the barrel (and pumping to reload the next shot, in the case of a shotgun).

The *greater hand gun* is "loaded" with two bullets or shells/caster level and can fire normally, according to capabilities of the selected type of weapon (see table above). If you do not have the Personal Firearms feat, normal penalties still apply. Firing a *greater hand gun* in combat is treated just as if you were firing any other gun, except that the *greater hand gun* cannot be disarmed.

The *greater hand gun* can only fire bullets when both hands are forming a pantomimed longarm, but your hands are otherwise unaffected by the spell and able to function normally. Only you may operate the *greater hand gun*.

Hawkeye

Transmutation

Level: Acolyte 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell sharpens the subject's long-distance vision in such a way that, when making an attack with a ranged weapon, you can ignore one range increment. *Hawkeye* provides no other benefits to the subject's eyesight or powers of perception.

Material Component: Small piece of natural flint.

Hermetic Membrane

Conjuration (Creation) [Force]

Level: Acolyte 0, Mage 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** 1 creature touched + 1 creature/2 levels; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell sheathes subjects in an invisible, intangible layer of force that prevents hair, skin, sweat, and any other DNA-carrying evidence from accidentally being left behind. Any damage sustained by the subject will rupture the bubble-thin *hermetic membrane*, immediately ending the spell.

Material Component: pair of surgical gloves.

Hypnotic Screensaver

Illusion (Pattern) [Mind-Affecting]

Level: Mage 1; **Components:** S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One computer; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

Whether a mesmerizing swirl of colors, a dazzling blaze of stars hurtling through space, or a quixotic phrase scrolling slowly across the screen, a *hypnotic screensaver* draws and holds the attention of any creature who views its magically enhanced pixels. The *hypnotic screensaver* affects a total number of Hit Dice of creatures equal to your caster level +1d4, to a maximum of 10 HD of creatures. Creatures with the fewest Hit Dice are affected first; and, among creatures with equal HD, those who are closest to the monitor upon which the *hypnotic screensaver* appears are affected first. Sightless creatures, or creatures not looking in the direction of the monitor screen, are not affected.



Itchy Trigger Finger

Transmutation

Level: Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Until surprise-round attack is made or 5 minutes/level (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

A person who has an *itchy trigger finger* and a loaded firearm in-hand may make a single attack with that weapon at the

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beginning of a single surprise round, before any others have had a chance to act. *Itchy trigger finger* allows the subject to make this attack even if he would normally be considered flat-footed at that time, though the subject is still considered flat-footed for all other purposes.

If two or more characters with *itchy trigger fingers* are involved in the same surprise round altercation, the character with the highest initiative modifier goes first.

Material Component: A pinch of powdered poison ivy leaf.

Jury Rig

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Materials touched; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

For details, see the New Spells section of Chapter 3, Military Magic.

Knockout Gas

Conjuration (Creation)

Level: Acolyte 2, Mage 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** (see text); **Duration:** (see text); **Saving Throw:** Fortitude negates; **Spell Resistance:** No

This spell creates a quantity of nitrous oxide (the odorless, colorless gas often used as an anesthetic): sufficient to render a single person unconscious almost immediately, or to fill a cube measuring 20 feet on a side. The manner in which the gas appears can occur in one of two ways, determined by the caster: a “handful” (for claspings over a target’s mouth and nose) or a cloud of gas (for affecting several targets at once).

Handful: The caster’s palm fills with a quantity of nitrous oxide, which remains in place for the spell’s duration, or until a creature inhales the gas, whichever comes first. A creature who breathes the gas must attempt a Fortitude save (DC 20) or be rendered unconscious. Typically, the caster attempts to place her hand over the target’s mouth and nose; this is a melee touch attack, and can also be attempted against a held opponent in a grapple (instead of damaging the opponent).

Cloud: The caster designates one corner of a square, and dense, but odorless and colorless cloud of *knockout gas* appears at a point designated by the caster. Any creatures in the cloud must make a successful Fortitude save (DC 16) or lose consciousness. In a ventilated area, the gas dissipates over four rounds, reducing the save DC by -4 each round (DC 12, DC 8, DC 4, DC 0).

Creatures that do not breathe air or that are protected by a gas mask or other breathing apparatus are immune to the effects of *knockout gas*. Creatures regain consciousness normally after breathing relatively fresh air for five minutes. Creatures may be forcibly awakened before the five minutes is up, but will be fatigued for the remainder of the five minutes.

This spell cannot create gas within a creature. It likewise cannot penetrate liquids, nor can it be cast underwater.

Material Component: A twelve-inch length of rubber tubing.

Manual-Focus Binoculars

School

Level: Mage 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 5 minutes/level

The caster curves her fingers and thumb of each hand so that her index fingers and thumbs are in contact, thus pantomiming a set of binoculars, which function as a standard set of binoculars. (See Chapter Four: Equipment in the *d20 Modern Roleplaying Game*.) Other people may look through the caster’s *manual-focus binoculars*, but any Spot checks another person makes in this fashion are made with a -2 circumstance penalty, as the caster has to align and focus the binoculars for the other individual.

Mine Detector

Divination

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** 1 minute; **Range:** Personal; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** None

For details, see the New Spells section of Chapter 3, Military Magic.

Missionary’s Haven

Abjuration

Level: Acolyte 1; **Components:** V, S, M; **Casting Time:** One minute; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** 20-ft.-radius emanation; **Duration:** 2 hours/level; **Saving Throw:** None; **Spell Resistance:** No

This spell creates a refuge in which allies may more easily rest and recuperate. The haven appears as a faintly-glowing tent of a type appropriate for the terrain and weather—complete with beds, an examining table, lamps, and a small kitchen area (though no food). Those inside the tent can be seen from the outside only as silhouettes.

The missionary’s haven provides the following benefits to the caster and her allies:

- Add +1 circumstance bonus to Treat Injury rolls
- Increase all natural and magical healing of damage by 1 hit point
- Add +1 circumstance bonus to Spot and Listen checks
- Receive 25% concealment against attacks made from outside the haven

Material Component: A vial of holy water, which must be sprinkled throughout the area.

No Doze

Conjuration (Healing)

Level: Arcane 0; **Components:** M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One living creature/level; **Duration:** 8 hours + 1 hour/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

For details, see the New Spells section of Chapter 3, Military Magic.

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Phantom Sniper

Illusion

Level: Mage 0; **Components:** S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One creature and one sniper's perch (see text); **Duration:** 1 round/level; **Saving Throw:** Will disbelief; **Spell Resistance:** no

This spell creates a laser beam that originates from a point designated by the caster as the "sniper's perch" and terminates on the body of the targeted creature. The *phantom sniper* is able to unerringly keep the subject "in his sights," regardless of movement, though if the subject is able to get 100% cover from the sniper's perch, the laser disappears until the subject exposes himself to the *phantom sniper's* line-of-sight once more, at which point the laser sight reappears.

The caster may determine whether the *phantom sniper* targets the head, chest, or other part of the subject's anatomy at the time of casting and may, as a free action once a round, change the targeted body part.

Focus: A laser pointer.

Plain Brown Wrapper

Illusion

Level: Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 5 minutes/level; **Saving Throw:** Will disbelief; **Spell Resistance:** No

An object affected by this spell becomes extremely nondescript and uninteresting, providing a +10 circumstance bonus to Sleight of Hand checks to conceal the object. Only Medium-sized or smaller objects may benefit from a *plain brown wrapper*. If the object is used, or otherwise no longer being actively concealed, the spell ends.

Material Component: A strip, torn from a brown paper bag, large enough to wrap around a part of the object.

R&R

Conjuration (Healing)

Level: Arcane 1; **Components:** V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One living creature/level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

For details, see the New Spells section of Chapter 3, Military Magic.

Reverse-View Mirror

Divination

Level: Acolyte 5; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** One vehicle; **Duration:** 15 minutes; **Saving Throw:** None; **Spell Resistance:** No

This spell provides a movie-like vision of the last fifteen minutes of the target vehicle's most recent trip—albeit in reverse: from point of arrival to point of departure.

In order to cast the spell, the caster must be seated in the driver's seat of the target vehicle, with the spellcasting focus placed on the dashboard. The vision, which is displayed in real-time in the caster's rear-view mirror, depicts the last fifteen minutes of the vehicle's last trip as if it were retracing its path in reverse gear. Although the vision of the *reverse-view mirror* is depicted in the rear-view mirror, the perspective of the trip shown in the mirror is through the windshield.

(Thus, if a second driver used *reverse-view mirror* to retrace the journey of the previous fifteen minutes, both the real-time view in the windshield and the recorded view in the rear-view mirror would look more or less alike.) Anyone can watch the *reverse-view mirror* play out.

A "trip" is defined as travel lasting more than one minute. If the last trip taken in the vehicle was shorter than fifteen minutes, the spell ends at the conclusion of the trip.

Focus: A dashboard-mounted rearview mirror.

Rocket Launcher

Evocation

Level: Arcane 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 round/level or until all shots are fired

For details, see the New Spells section of Chapter 3, Military Magic.

Save to Disk

Transmutation

Level: Mage 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One person; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell magically stores a willing person, and up to 10 pounds of carried equipment, as a digital object on a blank, writable CD-ROM. The file fills the CD's entire storage capacity—no other data may be stored on the disk. The file name of the digital object is the person's true name (may be the character's full birth name, baptismal name, or other suitable name at the GM's discretion).

The person stored on the disk may be transformed back into his living form, resulting in the stored person appearing next to the CD drive, or in the nearest unoccupied space, in one of three ways:

- **Access by computer:** When the *save to disk* CD-ROM is inserted into a computer and the digital object is clicked on (or otherwise opened, accessed, or viewed), the spell ends normally. The stored person is dazed* for one round after appearing.

- **Breaking the disk:** Whether purposefully snapped in half, or merely cracked by accident, any physical damage to the CD-ROM results in the spell ending abruptly. The stored person is shaken* for 1d4 rounds after appearing.

- **Timing out:** If the CD-ROM is not accessed or broken within 72 hours, the magical data storage degrades and ends the spell. In this case, the stored person appears and is exhausted*.

Chapter One: Spells

* See the "Character Condition Summary" sidebar in Chapter Five: Combat in the *d20 Modern Roleplaying Game*.
Material Component: A blank data storage CD.

Sympathetic Trail

Divination (Scrying)

Level: Acolyte 1; **Components:** V, S, M, F; **Casting Time:** 10 minutes; **Range:** Touch; **Target:** One distinct footprint; **Duration:** 15 minutes; **Saving Throw:** None; **Spell Resistance:** No

This spell gives the caster a sense of the path taken by the subject, providing one automatic success to begin tracking the subject using the Survival skill (and the Track feat, if the caster has it). For the duration of the spell, any subsequent Survival checks (due to backtracking, overlapping tracks, etc.) are made with a +10 insight bonus.

Material Component: A single distinct footprint and a piece of the subject's body (e.g.: several hairs, nail clippings, one ounce of blood) or footwear worn by the subject within the past 24 hours.

Focus: An ornate magnifying glass with a lens no smaller than 4 inches in diameter (Purchase DC 10).

Tanglemat

Transmutation

Level: Acolyte 1, Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Area:** Carpeting in a 20-ft.-radius spread; **Duration:** 1 minute/level (D); **Saving Throw:** Reflex partial (see text); **Spell Resistance:** No

The strands and threads of rugs, carpets, and other fibrous floor coverings grasp and catch on the footwear and feet of creatures in the affected area or those that enter the area, holding them fast. A creature that fails to make a successful Reflex save is effectively rooted to the spot. By spending a full round to make a DC 20 Strength check or a DC 20 Escape Artist Check, a creature may break free from the *tanglemat*. A creature that makes the Reflex save may move through the affected area at half speed. Each round on your turn the *tanglemat* once again attempts to hinder the movement of creatures in the area, provoking additional Reflex saving throws. Tumble checks made within a *tanglemat* suffer a -10 circumstance penalty.

Material Component: A handful of burrs.

Universal Remote

Transmutation

Level: Mage 3; **Components:** V, S, F; **Casting Time:** One minute; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One

electronic device; **Duration:** 5 minutes/level; **Saving Throw:** None; **Spell Resistance:** No

This spell attunes a remote controller to an electronic device, or machine controlled by electronic components, allowing it to be operated from a distance. The caster determines which signals from the *universal remote* control which functions of the target device at the time of casting. Once the *universal remote* is "programmed," anyone may use it. The degree of control provided is dependent on the sophistication of the controller and the capacity of the targeted device to process the signals. The following are examples of the kinds of signals and functions a *universal remote* might control.

Controller	Signals
Garage Door Opener	Up/Down, On/Off (switch between opposing states)
TV Remote	On/Off; Volume Increase/Decrease (a sliding scale); Channel Up/Down (a sliding scale); Numbers (enter code, operate function)

Target Device	Functions
Gas Pump	Pump/Stop pumping (opposing states)
Vehicle	On/Off; Accelerate/Decelerate (a sliding scale); Sound Horn (operate a function); Headlights Bright/Dim (opposing states, sliding scale)
Security Gate	Open/Close (enter code)

Vigilant Vermin

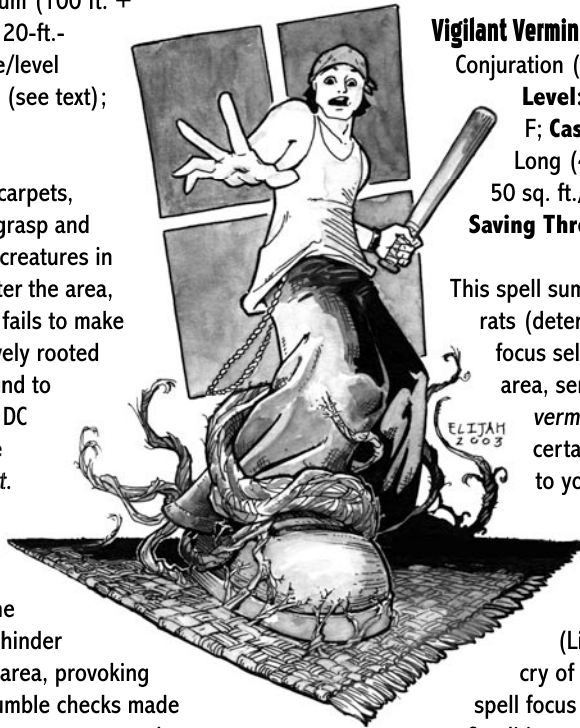
Conjuration (Summoning)/Enchantment

Level: Mage 2; **Components:** V, S, M, F; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 50 sq. ft./level; **Duration:** 1 hours/level; **Saving Throw:** None; **Spell Resistance:** No

This spell summons a multitude of pigeons or rats (determined by the caster by component/focus selection) to watch over a specified area, serving as silent sentries. The *vigilant vermin* will only make noise when certain conditions are met, according to your specifications at the time of casting.

When the specified conditions are met, the *vigilant vermin* will coo or chitter softly (Listen DC 15). The *vigilant vermin's* cry of alarm is transmitted through the spell focus and is audible only to the caster.

Conditions can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats an audible trigger. Audible triggers can be keyed to general types of



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noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. *Vigilant vermin* cannot distinguish allegiance, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level. Regardless of range, the vermin can react only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: One pound of birdseed or one pound of grated cheese.

Focus: Figurine of a pigeon or a rat.

Whorlooparch

Transmutation

Level: Mage 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Person touched; **Duration:** 5 minutes/level; **Saving Throw:** Fortitude negates (Harmless); **Spell Resistance:** Yes (Harmless)

This spell causes the fingerprints of the subject to slowly and constantly shift, writhe, and otherwise change shape and pattern. The effect creates a confusing array of mismatched prints left behind on any touched surfaces.

Each time the subject touches an object, the prints left behind will have changed from the previous set, usually resulting in dozens, if not hundreds of different sets of prints. On a successful DC 20 Search check, anyone investigating the prints will notice the bizarre coincidence of the striking similarity between the *whorlooparch* prints.

When actually touching or grasping a surface, the movement of the fingerprints is momentarily suspended, so

any prints left behind are not smudged or smeared by the effect of the spell (though they may be smudged or smeared just as any other fingerprints can be).

Even though the patterns created by *whorlooparch* are entirely random, it is possible for individual prints formed and left behind to match the prints of an actual person. To determine whether the prints match those of a real individual, the GM should roll percentile dice, with a result of “00” indicating that the prints match up with someone with a record in a police database—it may be a GM character or even someone in the heroes’ party (GM’s discretion).

Material Component: A drop of diluted acid.

X-Mark

Divination

Level: Acolyte 3, Mage 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One creature, object, or structure; **Duration:** 1 day; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell is ideal for casters who wish to keep track of a comrade or enemy, to be able to retrieve or track a particular object, or need to be able to find the way back to a particular location. By drawing a large “X” (which immediately fades) on the target, you create a magical bond that gives you a clear sense of the direction and distance to the target, regardless of how far apart you are. Attempting to draw an *x-mark* on a hostile creature is considered a melee touch attack.

You can only have one *x-mark* in place at a time.

Material Component: A piece of sidewalk chalk.

Chapter Two: Ritual Magic and Lesser Incantations

Magic is alive and well and has been with us from the beginning. Even in the real world, there are people that use magic in their lives, shaping the universe in subtle ways.

This chapter introduces a new advanced class, the Ritualist—a class similar in many ways to the Mage and Acolyte, but utilizing a different method of creating magic. Ritualists make extensive use of lesser incantations, a new form of incantations (introduced in the *Urban Arcana Campaign Setting*) using the same rules. This variant can be included in a campaign with the standard rules for magic and spellcasting described in the *d20 Modern Roleplaying Game*. Or it can be included in place of the standard rules, providing a subtle, low-magic atmosphere for your campaign, suitable for creating a world full of the supernatural, conspiracies, and machinations of magical groups bent on power.

Subtle Magic in Your Campaign

Both the Ritualist and lesser incantations produce a subtle, less flashy kind of magic than in most campaigns. Entire adventures can revolve around obtaining the necessary components and symbols in order to even cast a single spell, perhaps while contending with other Ritualists who want to prevent the

incantation—sort of an adventure-length counterspell—or who want to cast the incantation for their own ends. Subtle magic works well with campaigns that focus on heavy roleplaying, social interaction, dark mystery, superstition, the nature of reality, and deep conspiracies.

To really convey this idea in your campaign, the Gamemaster should play up the supernatural aspects that the heroes will encounter. Over time, even things that originally appeared to be coincidences will begin to take on supernatural overtones, as the heroes begin to experience the magical world firsthand. Because the general populace does not believe in magic, they will have trouble comprehending when they witness magic in action—and, to the average human mind, if it can't be explained, it doesn't exist. Because magic is subtle and often invisible, even magic-savvy heroes may not know when they are under magical attack.

The Ritualist

The Ritualist is a spellcaster who uses symbology, personal willpower, and time-tested traditions to produce magical effects, blurring the line between the arcane and the divine. The Ritualist taps into the natural world, drawing from the five “classic” elements—air, earth, fire, water, and spirit—to work her magic. Unlike the Mage or Acolyte advanced classes described in the *d20 Modern Roleplaying Game*, a Ritualist cannot cast magic on the spur of the moment. She must craft each spell with knowledge, care, and foresight, utilizing a number of props, symbols, and her own strength of will. There are hundreds, if not thousands of different types of Ritualists, each with their own traditions, methods, and beliefs. Described below are the two most common types: Wiccans and Ceremonial Magicians.

Wicca, more commonly known as witchcraft, is a natural, earth-based religion and magical tradition. The terms “Wiccan” and “Witch” are used interchangeably, and despite popular belief, a witch can be either male or female. (“Warlock” is a misnomer propagated by Hollywood’s

Black and White Magic

There is a common belief that those who practice magic—particularly witches—ascibe to either “white” (good) or “black” (evil) magic. This misconception probably arose from early persecution of witches, “wise women,” and herbalists, where those in power ascertained that the mysterious rites performed by these Ritualists did not benefit the community, and were thus evil. More than likely, it became a convenient way to purge the community of “undesirable” Ritualists but to spare those who were popular.

In truth, Ritualists do not believe in this split between black and white. Magic, like any other action, can be used for good or ill, depending on the will and intent of the person wielding it. Wiccans, for example, have a firm belief that performing magic for ill purposes can have serious repercussions. The “Wiccan Rede” states that anything any person does, good or evil, returns to them three-fold. So, a person who performs bad or evil deeds will have that negative energy returned to them three times over. Conversely, performing good or noble deeds reciprocates three times as well.

This belief thus encourages Ritualists to perform good acts and to abstain from harmful deeds, including magic. Still, as in reality, exceptions exist, and there are those that use magic for selfish, foolish, or dangerous reasons.



Chapter Two: Ritual Magic and Lesser Incantations

collective attempts to make unusual concepts easier for the average filmgoer to digest.) Although its roots reach back into pre-Christian times, most contemporary Wiccans draw from modern writings (which are, in turn, based on older traditions). Wiccans are particularly close to nature and draw most of their strength from the five elements. They also believe in the concept of both God and Goddess—male and female energy, which are either nameless (beyond the title) or refer to specific ancient deities, such as Hecate, Isis, Cernunnos, or Zeus. Wiccans can practice alone (and are known as “solitaries”) or in groups, or “covens,” which traditionally have a maximum size of thirteen individuals.

Other types of Ritualists, known collectively as Ceremonial Magicians, are much more formal and hierarchical in nature and their rituals more resemble Catholic Mass than the loose, organic feel of most Wiccan ceremonies. While these groups draw upon the same basic elemental forces, they are often invoked in the form of “angels,” “Olympic spirits,” or even “demons.”

Select this advanced class if you want your character to be able to cast an almost infinite variety of incantations and spells, rather than the specific lists provided in the *d20 Modern Roleplaying Game*. As always, though, verify with your GM that the Ritualist advanced class is available; the GM may not have a place in his campaign for the Ritualist’s subtle magic.

The shortest path into this advanced class is from the Smart hero basic class, followed closely by the Dedicated hero class, though other paths are possible.

Requirements

To qualify to become a Ritualist, a character must fulfill the following criteria.

Skills: Knowledge (arcane lore) 6 ranks, Knowledge (philosophy and theology) 6 ranks, Research 4 ranks.

Class Information

The following information pertains to the Ritualist advanced class.

Hit Die

The Ritualist gains 1d6 hit points per level. The character’s Constitution modifier applies.

Table 2-1: The Ritualist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Arcane skills, familiar, create magic circle	+0	+0
2nd	+1	+0	+0	+3	Elemental affinity	+1	+0
3rd	+1	+1	+1	+3	Craft focus	+1	+1
4th	+2	+1	+1	+4	Elemental affinity	+1	+1
5th	+2	+1	+1	+4	Brew potion, magic defense	+2	+1
6th	+3	+2	+2	+5	Elemental affinity	+2	+2
7th	+3	+2	+2	+5	Elemental insight	+2	+2
8th	+4	+2	+2	+6	Elemental affinity	+3	+3
9th	+4	+3	+3	+6	Cast without circle	+3	+3
10th	+5	+4	+3	+7	Elemental mastery	+3	+3

Action Points

The Ritualist gains a number of action points equal to 6 + one-half her character level, rounded down, every time she attains a new level in this class.

Class Skills

The Ritualist’s class skills (and the key ability for each skill) are as follows.

Concentration (Con), Craft (chemical, pharmaceutical, visual art, writing) (Int), Decipher Script (Int), Knowledge (arcane lore, earth and life sciences, history, theology and philosophy) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read/Write Language (None), Research (Int), Search (Int), Sense Motive (Wis), Speak Language (None), and Spot (Wis).

Skill Points at Each Level: 5 + Int modifier.

Class Features

The following features pertain to the Ritualist advanced class.

Arcane Skills

A Ritualist has access to the following arcane skills: Spellcraft, Use Magic Item, and the arcane functions of Concentration and Craft (chemical). These skills are considered class skills for the Ritualist, and she can use her skill points to buy ranks in them, just like other skills in the game.

Create Magic Circle

At 1st level, the Ritualist gains the ability to create a “magic circle” that has a number of special effects. Primarily, a Ritualist must create a magic circle in order to cast spells, incantations, or lesser incantations. The circle then contains, hones, and directs the magic cast within. A Ritualist cannot cast spells without this circle. For details on the process of creating magic circles (and their benefits), see Lesser Incantations.

Summon Familiar

At 1st level, the Ritualist can summon a familiar. For details on summoning familiars, see the Mage in Chapter 9: Campaign Models of the *d20 Modern Roleplaying Game*.

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Elemental Affinity

Starting at 2nd level, the Ritualist gains a deep understanding of one of the five classical elements: Air, Earth, Fire, Water, or Spirit. When a Ritualist attempts to cast a spell with the same descriptor as her affinity, she gains a bonus equal to her Ritualist level on all Knowledge (arcane lore) checks made for the purposes of casting incantations (including lesser incantations). A Ritualist gains an additional elemental affinity at 4th, 6th, and 8th level, choosing a different element each time.

Craft Magic Charm

At 3rd level, the Ritualist may create special magical charms, meant to be worn or carried by others. A magic charm has one of the following effects, chosen by the Ritualist at the time of creation:

- The bearer gains a +2 bonus to all saving throws. This effect ends as soon as the bearer fails a saving throw, at which time the charm is destroyed.
- The bearer suffers a -1 penalty to all attack rolls, saving throws, and skill checks. This effect ends as soon as the bearer succeeds at any attack or check by 5 or more.
- The bearer can be targeted by any spell or incantation cast by the Ritualist who crafted the focus, regardless of distance. Once the Ritualist targets the bearer with a spell or incantation, however, the magic charm is destroyed (whether the spell or incantation succeeds or not).

To create a magic charm, the Ritualist must first create a magic circle (see above) and spend an action point, pouring magical energy into a doll, medicine bag, necklace, piece

of parchment inscribed with arcane runes, or similar item (Purchase DC 5).

Brew Potion

At 5th level, the Ritualist gains the ability to create magic potions. For details on brewing potions, see the Mage section in Chapter 9: Campaign Models of the *d20 Modern Roleplaying Game*.

Magic Defense

At 5th level, a Ritualist gains the Magic Defense feat, as described in the *Modern Player's Companion (Volume 2)*: The Ritualist gains spell resistance equal to 5 + her Ritualist level. It never interferes with her own spells or incantations, and she can voluntarily lower her spell resistance at any time.

If she already possesses spell resistance from another source, her spell resistance instead increases by an amount equal to her Ritualist level.

Elemental Insight

At 7th level, when the Ritualist spends an action point on a Knowledge (arcane lore) skill check for an incantation related to one of her elemental affinities, she gains +2d6 to her roll, instead of the usual +1d6.

Cast Without Circle

At 9th level, the Ritualist is familiar enough with magic that she may cast incantations without first creating a magic circle or using ritual tools. However, for each ritual tool left out of the incantation, the DC of the lesser incantation increases by +2. Any benefits from consecrated tools still apply.



Chapter Two: Ritual Magic and Lesser Incantations

Elemental Mastery

At 10th level, the Ritualist has complete understanding of the five elements and how they relate to each other. She no longer is required to create a magic circle to cast spells, although she still benefits from a magic circle's other effects. In addition, the Ritualist chooses one element in which she truly excels: Her caster level is considered two levels greater when casting spells with that elemental type. (For example, if she chooses "air," all of her air spells are treated as though she were a 12th-level caster, rather than a 10th-level caster.)

Lesser Incantations

Described here are the basic combinations between modes and elements. Elements are one of the five magic "building blocks" mentioned previously—air, earth, fire, water, and spirit—and modes are effects that can be applied to those elements.

Collectively, modes and elements are known as "lesser seeds." When combined together with a lesser incantation, they produce specific results that are more powerful than either seed on its own. Each lesser incantation has a number of effects that can be produced, but this is by no means the limit of what they are capable of. In fact, their very flexibility allows a Ritualist to tailor incantations spell to the situation at hand.

To create a lesser incantation, the Ritualist combines two lesser seeds together (or, on rare occasions, three or more) in the same way that regular incantations are created (as described in the *Urban Arcana Campaign Setting*). The Ritualist chooses the most important lesser seed first to provide the base Knowledge (arcane lore) DC. Other seeds add one-third of their Knowledge (arcane lore) DC to the total.

For example, if a Ritualist wants to produce a gust of wind powerful enough to knock down a tree, this would be a combination of air and

creation. The most important lesser seed in this case is Air, with a Knowledge (arcane lore) DC of 15. That leaves Create as the secondary lesser seed, with a DC of 15—one-third of which is 5. Thus, a Create Air lesser incantation has a base DC of 20 (15 + 5).

Like regular incantations, casting a lesser incantation requires a Knowledge (arcane lore) check every 10 minutes. Failing a Knowledge (arcane lore) check doesn't mean that the entire incantation is a failure, just that the last 10 minutes were wasted.

Incantation Components

The process described above explains how to arrive at the DC for casting incantations and lesser incantations. But, like their more powerful cousins, lesser incantations are spells, and spells require components. If a lesser incantation is duplicating an existing spell (see sidebar), then the lesser incantation requires the same components as that spell, and the Ritualist must pay any associated experience point cost. If the lesser incantation is creating an entirely new effect, then it must have at least a material, somatic, and verbal component.

The incantations and lesser incantations cast by Ritualists also require a magic circle, ritual tools, and at least one word or object conforming to the appropriate law of magic (see The Laws of Magic).

The Magic Circle

Creating a magic circle takes 10 minutes. The circle has a maximum size of 10 feet plus 5 feet per 2 class levels of its creator—usually the primary caster (the one who actually attempts the Knowledge check). A magic circle lasts for 24 hours or until dispelled, which requires another 5 minutes. Once the circle is in place, a Ritualist can cast any of the incantations (or regular spells if you are using them in your campaign) that she knows. (See Lesser Incantations for information on how to cast incantations.)

In addition, anyone inside an active magic circle has spell resistance from any magic cast from outside the circle. This spell resistance is equal to 10 + the Ritualist level of the circle's creator. If a person within a magic circle already possesses spell resistance from another source, her spell resistance instead increases by a number equal to her Ritualist level. This spell resistance has no effect on spells cast within the magic circle, although a person's innate spell resistance still applies.

A magic circle is immediately destroyed (and any incantations being cast ruined) if anyone steps through the boundary without the primary caster first cutting a "hole." Doing so requires a ritual knife, called an "athame" (see Ritual Tools), and requires a full-round action. Only the primary caster within the circle can cut such a hole in the circle without destroying the circle. Once the hole is opened, creatures can freely move in and out of the circle without affecting it.

Creatures of the "outsider" type must make a Will save (DC 15 + Ritualist level of the circle's creator) to move in or out of a magic circle. If they succeed, the magic circle is destroyed as above.

Ritual Tools

Ritual tools are important aspects of pagan magic. Tools are used to represent the various elements, as well as acting as both "batteries" for magical energy and focusing it into the desired effect. Different traditions utilize different tools, each with their own uses and intent. Described here are the most common ritual tools used by Ritualists.

Candle: While each tradition has its own representation for the element of Spirit, the most common is the candle.

Consecrating Ritual Tools

Because Ritualists must use symbolic items to represent the various elements that power their incantations, most craft their own personal ritual tools for use in casting incantations. This is a matter of preference, however, as all the tools are required to be present, but otherwise provide no particular benefit to casting incantations.

Consecrated tools, however, do confer certain benefits. A consecrated ritual tool provides a +2 bonus to Knowledge (arcane lore) checks whenever the Ritualist uses that tool for casting an incantation that has the same elemental lesser seed. For example, a Ritualist casting an incantation using the Air lesser elemental seed gains a +2 bonus to her Knowledge (arcane lore) checks when utilizing a consecrated athame.

To consecrate a tool, the caster must cast a lesser incantation that utilizes both the create seed and the seed for the appropriate element. Each consecration requires a separate incantation, as well as the expenditure of 500 XP. If the caster fails twice in a row during the incantation, the ritual tool being consecrated is destroyed. If she is successful, though, the consecration is permanent.

Chapter Two: Ritual Magic and Lesser Incantations

When lit, the candle represents the four alchemical elements—the hard wax for Earth, the flame for Fire, the smoke for Air, and the melting wax for Water—combined into one, representing Spirit. Another common symbol of Spirit is a large, flawless crystal.

Chalice: The chalice represents the element of Water. A chalice can be an ornate affair, crafted from gold and silver and decorated with gemstones, or it can be a simple wooden cup; it isn't the monetary value of the cup that is important. The chalice is used to “hold” energy, nurturing it and containing it.

Dagger: The dagger, more commonly known as an athame, represents the element of Air. The athame's blade is traditionally kept dull, as it is meant to cut on the spiritual/astral plane, rather than material items, and the handle is black. Some Ritualists use the athame to draw the magic circle, although some use the wand (see below). The size of the dagger does not matter—some traditions employ a sword in place of a dagger.

Pentacle: The pentacle is a disk of ceramic, metal, or wood inscribed with a pentagram: a five-pointed star drawn as a continuous line. It represents the element of Earth—which harnesses, contains, and augments magical energy—and is often used as the placeholder for items that are to be consecrated.

Wand: The wand, the classic symbol of the magician, represents the element of Fire. It is used to direct energy within a ritual and some traditions utilize the wand to draw the magic circle. It should be noted that a ritual wand is different than the magic wands described in the *d20 Modern Roleplaying Game*: Ritual wands do not store spells as magic wands do.

The “Laws of Magic”

Ritualists believe that the universe is governed by a number of “laws” of magic. These laws derive from the belief that everything is connected to everything else in some way: similarity of function or appearance, cause and effect, identity, and so on. The working of magic is simply understanding how things are connected and using willpower and subtle techniques to modify the specific nature of the connection.

The three primary laws of magic are the Law of Names, the Law of Connection, and the Law of Sympathy. Each of these laws is described below. A Ritualist knows how to use these laws to her advantage, granting bonuses to her Knowledge (arcane lore) checks for the purposes of casting incantations.

A Ritualist must use at least one of the laws of magic to even cast an incantation, but no more than two similar aspects (words or objects covered by the same law) may be used in the same incantation. For example, if you have an article of the subject's clothing and a lock of his hair (both subject to the Law of Connection), you would only use the most beneficial modifier—in this case, the hair—for the purposes of determining the final Knowledge (arcane lore) check. Physical items are destroyed when using them in casting incantations, just like the material components of standard spells.

Knowledge (Arcane Lore) DC Modifier

Law of Names

Have full name of target or creator	-1
Alias or nickname of target or creator	-1 to -2*
Special or legal document with target's full name (birth certificate, driver's license, etc.)	-2
Baptismal, confirmation, or secret society name	-4
“True name” of target	-8

Knowledge (Arcane Lore) DC Modifier

Law of Connection

Target present at the time of casting	-1
Personal possession of the target	-1
Physical part of the distant object (such as the doorknob of a house, keys from a car, etc.)	-1
Magic item or consecrated ritual tool created by the target	-2
Nail clippings or hair of target	-2
Blood or other bodily fluid of target	-4

Knowledge (Arcane Lore) DC Modifier

Law of Sympathy

Symbolic representation of the spell's action (snapping a bone to deal damage, lighting something on fire)	-1
Physical representation of target (doll, toy, or puppet)	-1
Appropriate symbolic colors, scents, or flavors	-1
Photograph or realistic representation of target	-2
Target is physically manipulated in a symbolic way (blindfold removed to improve sight, covered with salve for healing magic, etc.)	-4
Symbols runs counter to intent (using a candle to represent the element of water, the color blue for passion, etc.)	+1 to +4*

* GM decision on the final modifier, if any.

Law of Names: Information is power, and, thus, names have power. The Law of Names grants that if you know the name of something, you have some degree of control over it. Ritualists understand this law well and strive to find the “true name” of a target before casting an incantation. In most cases, only people may have a true name, although some particularly special objects, especially those of religious or magical significance, are sometimes granted a secret “title” at the time of its creation.

People gain many names throughout their lifetimes—childhood “pet” names, adult nicknames, baptismal names, or titles granted upon membership into an organization or secret society. Because of the power they hold, most Ritualists do their utmost to keep their names, particularly secret or magical names, hidden from the rest of the world.

Chapter Two: Ritual Magic and Lesser Incantations

Example Casting of a Lesser Incantation

Donovan is a 5th level Ritualist with elemental affinity in Air and Spirit and a total Knowledge (arcane lore) +11. His coven has discovered an ancient box that they believe contains a tome that they desperately need. However, a magic ward protects the box, preventing it from being opened. Donovan and his coven decide to use their combined magical skill to destroy the ward.

The primary lesser seed that Donovan will use is Spirit, which relates to raw magic. The second lesser seed is Disrupt. The base Knowledge (arcane lore) for these two lesser seeds is 20 (15 for the primary seed + one-third of the second seed). Since they are duplicating the *dispel magic* spell, they must take into account the following modifiers. *Dispel magic* is a 3rd level spell, adding an additional +3 to the DC. The coven has managed to find the last name of the Ritualist that put the ward on the box, and the GM rules that this reduces the DC by -1. Consulting Table 3-1 in the *Urban Arcana Campaign Setting*, the GM determines that Donovan's coven of 9 people reduces the DC by another -2. Thus, the total DC for the incantation is 21.

After casting the magic circle, Donovan and his coven cast the *dispel magic* lesser incantation. Among their ritual tools is a consecrated candle, representing spirit, which adds a +2 to all Knowledge (arcane lore) checks to involve the element of Spirit. Donovan's player rolls a 9. Combining that number with Donovan's Knowledge (arcane lore) +11 and the +2 for the consecrated candle, he gets a total score of 22—just enough for the lesser incantation to take effect. Donovan may now roll to see if the lesser incantation succeeds in destroying the ward—just as though he had simply cast *dispel magic*.

It often takes a great deal of research to uncover a person's true name. Discovering an object's true name, on the other hand, is often simply a matter of learning the (often lost) language of the people that crafted the item.

Here, such skills as Research and Knowledge (history) are usually sufficient to uncover a person's or object's name.

For the most part, however, true names are only used by outsiders—fiends and celestials, for example—or creatures of Shadow, and the true names of outsiders are often unpronounceable by human beings. Discovering the true name of an outsider should be the goal of a short adventure, whenever possible: It should never be as easy as making a skill check or two.

Law of Connection: The Law of Connection states that things that were together in some way retain a connection with each other. If you have an object that belongs to the target, you will be able to affect that target in some way. The closer the object is to the target, the more powerful the effect. For example, using an article of clothing of the target during an incantation would give a relatively small effect, while using a drop of the target's blood would grant a much greater benefit.

Law of Sympathy: The Law of Sympathy states that things that are alike in some way have a connection. For example, a toy car is similar enough in shape

and purpose to be used in an incantation that would affect a full-sized automobile. Or, if you wanted to cast an incantation that would give you greater speed, including a small statue of a cheetah or a picture of an Olympic sprinter would make casting the incantation easier.

Secondary Casters

Lesser incantations do not require secondary casters. Indeed, some Ritualists cast lesser incantations without ever including another person in their magic circle. But lesser incantations can still benefit from them. Using secondary casters for lesser incantations follows the same rules for incantations as described in Chapter 3: Spells in the *Urban Arcana Campaign Setting*.

Backlash

The relatively minor effects of lesser incantations do not normally include any backlash. However, a Ritualist that is creating a new lesser incantation may willingly include one of the backlash effects described in the *Urban Arcana Campaign Setting* to ease the difficulty of the casting.

Saves and Spell Resistance

If the lesser incantation duplicates a spell, then any saving throws or spell resistance of that spell apply to the lesser incantation version as well. Otherwise, follow the rules for saves and spell resistance as described in Chapter 3: Spells in the *Urban Arcana Campaign Setting*.

Failed Lesser Incantations

As with incantations, if the Ritualist fails her Knowledge (arcane lore) check twice in a row when attempting to cast a lesser incantation, there will be some sort of consequence. The exact nature of the consequences depends on the type of lesser seeds that are being employed. You may decide that a failed lesser incantation has one of the negative effects described in the *Urban Arcana Campaign Setting*, although the more devastating effects, such as death, are not appropriate for these less powerful incantations. In addition, elemental lesser seeds can cause one of the effects described below.

Air: This seed causes static buildup or damages the caster's logic and reasoning. Choose one of the following effects:

- The caster suffers 1d6 points of electrical damage
- The caster suffers 1d3 points of Intelligence damage

Earth: This seed causes material to buckle or assaults the caster's muscles. Choose one of the following effects:

- The caster suffers 1d6 points of bludgeoning damage
- The caster suffers 1d3 points of Strength damage

Fire: This seed creates dangerous heat or assaults the caster's coordination. Choose one of the following effects:

- The caster suffers 1d6 points of fire damage.
- The caster suffers 1d3 points of Dexterity damage

Spirit: This seed causes damages the caster's spiritual body and personality. Choose one of the following effects:

- The caster suffers 1d6 points of damage (no type)
- The caster suffers 1d3 points of Charisma damage

Water: This seed creates chilling moisture or reduces the caster's willpower. Choose one of the following effects:

- The caster suffers 1d6 points of cold damage
- The caster suffers 1d3 points of Wisdom damage

Creating New Lesser Incantations

Magic as it is practiced in the real world is not the same as in most sword and sorcery games, or even the magic described in the *d20 Modern Roleplaying Game*. Magic is subtle. Only the most powerful spells (and incantations) show overt signs that can be perceived to the untrained eye. In addition, casting spells takes longer than described and requires a number of components, both material and symbolic, to make them happen.

Lesser seeds are "smaller" versions of the seeds used in incantations (as described in the *Urban Arcana Campaign*

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Setting). While not nearly as powerful, they are much easier to cast (note the lower DCs) and more versatile in their effects.

There are two different types of lesser seeds: Modes and Elements. Elements—Air, Earth, Fire, Spirit, and Water—are the classical basic building blocks of matter and energy. The elements can represent true, physical effects, such as a gust of wind or gout of flame, but also symbolic effects, such as creating illusions (in the case of Water) or gaining keen understanding and mental clarity (due to working with Air).

The second type of lesser seed, Modes—Alter, Create, Disrupt, Protect, and Understand—are the effects that can be applied to the elements. Essentially, they are verbs that describe what sort of magical action takes place.

On their own, lesser seeds produce minor effects: a breath of fresh air, a bit of warmth, and so on. By their very nature, lesser seeds are less powerful, though more flexible than normal spells. To produce something more powerful, Ritualists combine two or more lesser seeds together. By having the “verb” and “noun” of a spell, a Ritualist can create specific effects that can have an impact on the world around her.

For the most part, casting a Lesser Incantation duplicates the methods described in the *Urban Arcana Campaign Setting*. The caster does not have to be a spellcaster per se, but must have the Knowledge (arcane lore) skill. If your campaign utilizes only the rules and the Ritualist advanced class described above, remember that incantations and lesser incantations may only be cast from within a magic circle.

Lesser Seeds (Modes)

Described here are the five lesser seed Modes: Alter, Create, Disrupt, Protect, and Understand. Each includes the relevant Knowledge (arcane lore) check DC; range; target, effect or area; duration; and relevant saving throw and spell resistance (if any). Also described are some typical effects that each lesser seed is able to produce. It should be noted that lesser seeds do not produce very powerful effects. But when used in combination with the elemental seeds (see below), they can duplicate most of the spells described in the *d20 Modern Roleplaying Game*. (See the Duplicating Existing Spells sidebar.)

Each lesser seed has a duration that lists one of the following: instantaneous, rounds, or minutes. For more information on the duration of incantations (and how to change them), see Chapter 3: Spells in the *Urban Arcana Campaign Setting*.

Alter

Knowledge (arcane lore) DC: 15; **Range:** Close; **Target:** 1 creature, or up to a 5-foot cube of nonliving matter; **Duration:** Instantaneous or rounds (see text); **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

The Alter lesser seed changes the target in some way. It manipulates the basic fabric of the target, changing it in some fashion.

A Ritualist who uses the Alter seed by itself may perform one of the following effects:

- Change one aspect of the target, including color, taste, texture, or scent. *Duration:* rounds.
- Change the energy descriptor of a single spell to another, such as “fire” to “cold.” *Duration:* instantaneous.

Create

Knowledge (arcane lore) DC: 15; **Range:** Close; **Target:** 1 creature or up to a 5-foot cube of nonliving matter; **Duration:** See below; **Saving Throw:** None; **Spell Resistance:** No

You are able to manufacture a magical effect that causes something to come into being. This can create gross matter, such as an object, or some sort of “growth” within the target. This includes the basis of healing magic, such as *cure light wounds* as well as spells from the conjuration school.

A Ritualist who uses the Create seed by itself may perform one of the following effects:

- Cure 1d4 points of damage to a single target. *Duration:* instantaneous.
- Conjure a nonmagical, unattended Tiny object of up to 1 pound in weight. *Duration:* minutes.

Disrupt

Knowledge (arcane lore) DC: 15; **Range:** Long; **Target:** 1 creature, or up to a 5-foot cube of nonliving matter; **Duration:** Instantaneous (see text); **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

The Disrupt lesser seed causes an effect that disrupts some aspect of the target. Often this has a negative effect, such as inflicting damage, although it can be used for positive benefits, such as destroying disease within someone’s body.

A Ritualist who uses the Disrupt seed by itself may perform one of the following effects:

- Inflict 1d4 points of damage to a single target of purely destructive energy—it does not have a “type.” If the target is reduced to –10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is destroyed as if disintegrated, leaving behind only a trace of fine dust. *Duration:* instantaneous.
- The Disrupt lesser seed can affect magical matter, energy fields, and force effects that are normally immune to damage, such as a *wall of force*. The Ritualist must succeed at a Knowledge (arcane lore) check (DC 10 + target’s spell level + target’s caster level). If she succeeds, the effect ends—otherwise, Disrupt has no effect. *Duration:* instantaneous.

Duplicating Existing Spells

Each lesser incantation listed here can be used to duplicate the spells described in the *d20 Modern Roleplaying game*, the *Urban Arcana Campaign Setting*, the *Modern Player’s Companion*, or Chapter One: Spells in this book. Appendix A (page 40) shows which mode and elemental lesser seeds are required to duplicate each spell. This requires a Knowledge (arcane lore) check, with the DC determined as follows:

$$20 + (\text{spell level} \times 3) + \text{modifiers}$$

See Table 3-1: General Modifiers in the *Urban Arcana Campaign Setting*, and The Laws of Magic for modifiers to incantations.

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Protect

Knowledge (arcane lore) DC: 15; **Range:** Touch; **Target:** Creature or object touched; **Duration:** Rounds (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This seed creates a magical field that bolsters, strengthens, or otherwise keeps the target from harm in some way. All spells from the abjuration school are created using the Protect lesser seed.

A Ritualist who uses the Protect seed by itself may perform one of the following effects:

- Grant a +1 bonus to all saving throws during the duration of the incantation. The bonus increases by +1 for every 5 full points by which the Knowledge (arcane lore) check exceeds the DC. *Duration:* rounds.
- Grant SR 13 to a single target. *Duration:* rounds.

Understand

Knowledge (arcane lore) DC: 15; **Range:** Personal; **Target:** You; **Duration:** Instantaneous or rounds; see text.

This lesser seed allows you to comprehend some aspect of the target. It allows you to gain insight into the immediate future or gain information about a specific event.

A Ritualist who uses the Understand seed by itself may perform one of the following effects:

- Grant a +1 insight bonus to any skill check or attack roll. *Duration:* rounds.
- Learn a single fact about the target, such as name, height, weight, location, or owner. This effect is similar to the *augury* spell, but does not look into the future. The base chance for receiving a meaningful answer is 40% + 1% per caster level. The GM may determine that the question is so straightforward that a successful reply is automatic, or so vague as to have no chance of success. If the casting succeeds, the caster receives an answer that is the simplest explanation.

For example, if the Ritualist uses this seed to determine the owner of a magic item, she might get the name “John Smith” if someone named John Smith were the actual owner. If a larger group owned it, she might only get “the National Geographic Society.” If it has been lost for centuries, the answer could be either the last actual owner or “no one.” *Duration:* instantaneous.

Lesser Seeds (Elements)

The lesser seeds described here cover the five classic elements—Air, Earth, Fire, Spirit, and Water. By themselves, these seeds produce minor magical effects of the appropriate type, including creating small amounts of the element or producing a symbolic effect, such as temporarily increasing the target’s Intelligence. As stated above, elemental lesser seeds are not very powerful by themselves, but when combined with modes they can create much more dramatic results, including duplicating the spells described in the *d20 Modern Roleplaying Game*.

Elemental Associations

For the Ritualist, the natural world is a source of incredible power. Coupled with her own inner strength and force of will, she is able to shape and bend the basic elemental forces to work magic. In addition to their obvious associations—such as air relating to wind and fire relating to heat and light—the elements also have mystical connections to abstract concepts, such as the mind, will, and destruction.

By using a variety of symbols corresponding to a particular element, a Ritualist can shape its energy into related effects. The elements have a number of associations and symbols that are used to represent them within a ritual. There is no hard and fast rule for any particular symbol; some groups interpret mystical symbols differently. However, as long as the user truly believes in the power of the symbol, then it will work for them in a ritualistic setting or when casting spells.

Air

The element of Air encompasses oxygen, the wind, storms, hurricanes, and the weather in general. Air supports life, filling lungs and infusing creatures with energy. With its connection to storms, air can also be destructive.

Air is the element of the mind, embodying thought, logic, and mental clarity. It deals with abstracts concepts like truth, rationality, and science. Air is associated with knowledge and, thus, spells that reveal knowledge, including divination spells and spells that affect the senses. Magical practitioners that focus on Air tend to be clinical, scientific, and aloof.

Animals capable of flight are associated with air, including all birds (especially majestic ones, such as the eagle), and also bats and flying insects, especially the dragonfly. Plants, herbs, and oils associated with Air are light and effervescent—lemongrass, sage, gum mastic, and the like. The colors of Air are sky blue and golden yellow (the color of the sun).

Knowledge (arcane lore) DC: 15; **Range:** Close, or touched creature or object of up to 200 lb; **Area/Target:** One living creature, or object up to 200 lb., or area of 10 ft. in diameter; **Duration:** Instantaneous or rounds (see text); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

This lesser seed affects the element of Air, both physically and with symbolic associations. Air spells are associated with the schools of divination and conjuration (teleporting). It is used to affect the senses as well as mental functions.

A Ritualist who uses the Air seed by itself may perform one of the following effects:

- Create a gust of wind strong enough to blow out a torch or similarly sized flame. This gust is strong enough to knock over small, light, unattended objects. Tiny or smaller sized creatures must make a Strength check against the Ritualist’s final Knowledge (arcane lore) check or be knocked over. *Duration:* instantaneous.
- Provide energy resistance 2 against electrical damage. Each additional +2 DC that you add to your Knowledge (arcane lore) check increases this by one point of energy resistance. *Duration:* rounds.

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- Grant a temporary +2 enhancement bonus to Intelligence. This temporary increase in Intelligence does not allow Mages (if you are using them in your campaign) to gain extra spells, but the save DCs for their spells increase. A temporary increase in Intelligence doesn't grant extra skill points. *Duration:* rounds.
- Increase the hardness by 5 of an object no larger than 200 lb. *Duration:* rounds.
- Increase the equipment bonus of armor by +1, but imposing an additional -2 to the Armor check penalty. *Duration:* rounds.
- Provide energy resistance 2 against acid damage. Each additional +2 DC that you add to your Knowledge (arcane lore) check increases this by one point of energy resistance. *Duration:* rounds.
- Grant a +1 enhancement bonus to Strength and Constitution. *Duration:* rounds.

Earth

The element of Earth is associated with the material world. It is the element of rock, soil, metal, and wood, as well as the crude physical matter that makes up the human body. (In many ancient religions, mankind was created from clay or mud.)

On a spiritual level, elemental Earth embodies the aspects of wealth and riches—due to the relationship with gold, silver, and other material items that have monetary value. Similarly, it encompasses growth and bounty—the abundant soil, burgeoning fields, and wild, natural places: wealth of a different sort. Earth is considered slow, stubborn, and hard, and thus it represents protective magic. Earth can also be dangerous, in the manner of earthquakes and mudslides. Those that focus on Earth magic also tend to be stubborn, slow moving, deliberate, and determined.

Animals affiliated with Earth include those that are considered “close” to the earth, such as bears, rams, and bulls—strong and often slow, these creatures represent the power of the living earth. Plants with strong, musky, earthy odors and oils are affiliated with earth, such as patchouli, oak moss, and honeysuckle. The colors of Earth are black, brown, deep green, and gray.

Knowledge (arcane lore)

DC: 15; **Range:** Close, or touched creature or object of up to 200 lb; **Area/Target:** One living creature, or object up to 200 lb., or area of 10 ft. in diameter; **Duration:** Instantaneous or rounds (see text); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

This lesser seed affects the element of Earth. It includes both physical objects as well as concepts such as durability, toughness, and Strength. Earth is associated with the schools of abjuration and conjuration (summoning). It is used to affect the physical body of creatures and objects.

A Ritualist who uses the Earth seed by itself may perform one of the following effects:

Fire

Flame, heat, electricity, lightning, passion, action, force, healing life, destruction—the element of Fire is filled with contradictions. On one hand, it is a force of destruction, with devastating forest fires and terrible lightning. On the other, Fire provides heat, cooks food, and is the source of the forge. Those that dabble in the element of Fire should be careful, as its fickle nature can cause more than fingers to be burned. Those that specialize in Fire magic tend to be capricious, exuberant, passionate, spontaneous, and have a tendency towards violence. It is said that the element of Fire is the source of creativity and inspiration.

Animals associated with Fire are known for being “proud,” powerful, and destructive, such as the lion, the salamander, and lizards of the desert. Fire is found in plants and herbs that are vibrant in color or powerful to the taste, such as cinnamon, peppers, nutmeg, and tobacco. The colors of Fire are red, orange, and brilliant yellow.

Knowledge (arcane lore) DC:

15; **Range:** Close, or touched creature or object of up to 200 lb; **Area/Target:** One living creature, or object up to 200 lb, or area of 10 ft. diameter; **Duration:** Instantaneous or rounds (see text); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

This lesser seed affects the element of Fire and is associated with the schools of evocation and necromancy. It is used to create flame and light, as well as affecting speed, coordination, and Dexterity. A Ritualist who uses the Fire seed

by itself may perform one of the following effects:

- Create a glowing sphere of light and heat, equivalent to a torch, in your hand or on an object. If you succeed



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at a touch attack, this sphere deals 1d4 points of fire damage per 2 caster levels. *Duration:* rounds, or until successful attack.

- Provide energy resistance 2 against cold damage. Each additional +2 DC that you add to your Knowledge (arcane lore) check increases this by one point of energy resistance.
- Grant a temporary +2 enhancement bonus to Dexterity. *Duration:* rounds.

Spirit

Spirit is the most difficult element to describe as it is both the sum total of all the other elements and the glue that holds them (and thus the universe) together. Spirit goes by many different names—prana, mana, and akasha—and represents a general life force of some kind. In essence, Spirit is the raw stuff of magic, and it includes spells that directly affect magical fields, such as *dispel magic*. Spirit is decidedly “neutral,” encompassing all of the elements as one, and yet being distinct from them all. However, those who delve too deeply into Spirit risk madness, peering into the blank void of universe and often finding it staring back.

There are few animals associated with Spirit, as it is the most ephemeral element to describe. Creatures of the moon, such as moths and owls, are the most common, along with snakes, which, while reptiles, and thus part of Fire, are more in tune with the power of Spirit. On the darker side, Spirit gives “life” to undead and can thus be twisted into creating these horrible creatures.

Scents and herbs associated with Spirit include frankincense, myrrh, and other uplifting incenses. The colors of Spirit are white (which includes all the colors of the spectrum), black (which is the absence of color), and clear (such as crystal).

Knowledge (arcane lore) DC: 15; **Range:** Close, or touched creature or object of up to 200 lb; **Area:** One living creature, or object up to 200 lb., or area of 10 ft. diameter; **Duration:** Instantaneous or minutes (see text); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

This lesser seed affects the element of Spirit. It directly manipulates magical fields, and when combined with one of the more lesser seeds, can make them do unusual things. The element of Spirit is associated with the school of Necromancy as well as Summon (healing).

A Ritualist who uses this seed by itself may perform one of the following effects:

- Provide SR 13 to a single target. *Duration:* rounds.
- Grant a temporary +2 enhancement bonus to Charisma. *Duration:* rounds.

Water

The element of Water represents the vast oceans that cover our planet, along with rain, streams, rivers, and ponds, and even the blood within our bodies. Being fluid, Water is subtle, changeable, mutable, and difficult to grasp, both literally and figuratively—its own shape is described by the container that holds it. In its beneficial form, Water nourishes and supports life. In its destructive form, Water can be insidious and insinuating, such as the decay caused by moisture or the gradual destruction caused by erosion, or it can be violent and consuming, as in a flash flood. On a spiritual level, Water governs the emotions, mystery, wisdom, and intuition. It governs enchantments, mind-altering effects, and illusions. Those with an affinity with Water tend to be mysterious, obtuse, insightful, and contemplative.

Plants and herbs affiliated with Water are those filled with fluid or those that have a subtle taste and smell to them—apple, lemon, lily, myrrh, and sandalwood. Obviously, aquatic creatures are symbolic of Water, notably fish, but also dolphins and whales (creatures whose intelligence mankind is only just now realizing). The colors of Water are blue, sea green, and aquamarine.

Knowledge (arcane lore) DC: 15; **Range:** Close, or touched creature or object of up to 200 lb; **Area:** One living creature, or object up to 200 lb., or 1 cubic feet of water (see text); **Duration:** Instantaneous or minutes (see text); **Saving Throw:** Reflex half (see text); **Spell Resistance:** Yes

This lesser seed affects the element of Water. It affects both pure water and other liquids. It is associated with the schools of enchantment and illusion.

A Ritualist who uses this seed by itself may perform one of the following effects:

- Create a 1 cubic feet of water per 2 caster levels. *Duration:* instantaneous.
- Provide energy resistance 2 against fire damage. *Duration:* minutes.
- Grant a temporary +2 enhancement bonus to Wisdom. *Duration:* minutes.

Chapter Three: Military Magic

Military Models

In a world where magic is real, you can bet that governments will want to use it. Mixing magic and the military can lead to all kinds of interesting campaign and story possibilities. You could run a campaign where the characters are all part of a magical military unit or where they are on the run from one. Adventures where the heroes attempt to recover or protect the secrets of military-issue magic items also offer lots of story opportunities.

This chapter will give you the tools you need to make a modern magical military work in your campaign. You may also find parts of this section useful for developing other alternative military divisions for your campaign (a psi-division, or other top-secret, cutting edge special forces).

A Caveat

The designers who worked on this book are Americans, and their experience is almost entirely with the American military. We made every effort to make this chapter as broadly applicable to other militaries as possible.

This chapter looks at magic, and specifically military magic, in three situations: Magic is rare, and known to but a few; magic is available but still requires special skills and training; and magic is so common every grunt has some.

It's important to note that all three types of campaigns assume that governments know magic exists. If they don't, there's no point in discussing their use of it.

Fundamental Considerations

There's a scene in the movie *Real Genius* where the characters discuss the implications of designing an extremely powerful, extremely accurate, portable, single-use laser and suddenly realize they've unwittingly designed an orbital assassination device. Similarly, when you talk about magic and the military, you have to consider a number of factors and their impact on the battlefield.

Size of effect: Battlefields cover vast distances. The threat of weapons of mass destruction (WMDs) forced militaries to adopt tools and tactics that spread units over

Military Structure

In order to truly understand the way spellcasters might fit into a military force, you first must understand the structure of the mundane hierarchy.

The organizational structure of a modern military force can be very complex, and depends on many factors. The following organizational hierarchy is based loosely on the US Army and is a good starting point for designing any large modern military force. With only a small amount of research, GMs can find more detailed and specific organizational charts for many western armed forces.

Unit	Personnel	Subordinate Units	Commanding Officer
Army	50,000 +	2 or more corps	Commander In Chief
Corps	20,000–80,000	2–4 divisions	Lieutenant General
Division	10,000–18,000	3–5 brigades	Major General
Brigade	2,000–5,000	2–5 battalions	Brigadier General
Battalion	500–1,000	2–5 companies	Colonel
Company	150–300	3–4 platoons	Captain
Platoon	30–50	3–4 squads	Lieutenant
Squad	8–12	—	Sergeant

An army is the largest independently operating military formation and is composed of a number of corps. The exact number of corps in an army can vary widely, but there are usually at least two. An army can be responsible for a very large geographic area (for example, General Bradley's 1st Army on D-Day). Armies can also be formed into army groups according to strategic needs. Such army groups can cover a huge area (the German Army Group Center during the invasion of Russia in WW2 had four armies and covered over 200 miles of front).

It is important to realize that there is a difference between "an army" and "the Army." When people talk about a nation's military ground forces as a whole, they are talking about "the Army" as in, "the U.S. Army" or "the British Army". When speaking about a large unit within said national Armies it is possible to talk about, for example, the "12th Army" or "6th Army." Just keep in mind that armies as units have numerical designations while national military forces as a whole do not.

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large enough areas that at least some might survive a WMD attack. A single American tank battalion may cover a line several kilometers across, for example. Very, very few spells affect an area that large. It's possible to create incantations that affect such areas.

Casting time: Under the d20 rules, firing most weapons and casting most spells require an attack action. In that

sense, a single spell can be as timely and effective as a bullet. That is not to say that bullets and spells are interchangeable. As pointed out above, spells have a much more limited range than mundane ammunition. And although some incantations can affect large areas, they usually take hours (and perhaps even days) to cast—by the time the incantation is complete, it may no longer be relevant. Furthermore, spells are in much shorter supply—once a unit's spellcasters use all their spells there is no way for them to resupply for a battle later in the day.

Cost: Cost is a huge issue for all weapons. For example, each TOW II wire-guided anti-tank missile is so expensive that they

are almost never fired in training. Instead, the army built billion-dollar simulators that could be used over and over for decades. Militaries must weight the cost of training in a weapon system—including magic—and the cost of its use, with the benefits the weapon provides. This may be a difficult thing to do when it comes to magic. All spellcasters may be taught the same spells, but they will have a fairly wide range of results based on their individual arcane talents. Because of this unpredictability, the military will often favor enlisting, commissioning, or drafting individuals who already have a certain level of spellcasting proficiency. That way they will be able to accurately measure cost and effectiveness.

Availability: When a caster runs out of spells, she's done for the day. It doesn't matter how good your military's logistic system is, you can't back up a truck and unload more spells for her. Military spellcasters must possess basic military skills and be capable of serving in some other specialty such as infantry or medical using only mundane tools.

Efficiency: Magic will not be adopted by any military unless it does things more efficiently than an existing weapon system, or does something an existing weapon system can't. Trained dogs are still used in battle because they're cheaper and better than chemical sensors when it comes to detecting intruders or foreign objects (like land mines). Where magic really shines is defending against other magic, and if such a power exists then militaries will adopt it for that reason if no other.

Military spellbooks are considered government property and, as such, are strictly controlled by a soldier's commanding officers. The books contain only the spells to which the service wants the spellcaster to have access. Exactly what spells these are is up to the GM. While this limits the number of options readily available to military spellcasters, they know that they will have access to specialized spells whenever a mission calls for them. While civilian spellcasters must spend time and money hunting down new spells, their military counterparts can simply requisition them. Military spellcasters likewise gain the advantage of being told which spells will be most helpful in the coming mission, making it easier for them to use their spell slots more efficiently.

Military spellbooks often come in printed form (books, binders, and pamphlets), but these are often written in code, requiring a successful Decipher Script check (DC 15 + a number equal to the highest level spell contained in the book). This check gains a +5 bonus if the character attempting it has been given training in the code (all spellcasting troops are trained in the codes most commonly used by their military). In addition, the military gives officers pamphlets that contain the key to unlocking the code. Use of the applicable pamphlet provides a +5 bonus to the Decipher Script check.

Other military spellbooks come in electronic form (PDA, laptop, or desktop computer) but these are always password protected to prevent the information from falling into the hands of the enemy. If an incorrect password is given, the user has 60 seconds to input the correct password or the computer will erase the file, then scuttle its hard drive with a pinpoint charge of plastic explosives (1d6 points of concussion damage, 5-foot blast radius).

From time to time military spellcasters will be asked to return their current spellbooks and will be issued new ones. The basic spells are always there, but the advanced ones will change from issue to issue. As a result, many military spellcasters begin to keep personal spellbooks, transcribing as many issued spells into them as possible. Technically, this is illegal—a military spellcaster's repertoire is supposed to be as tightly controlled as an infantry trooper's armament.

Commanding officers usually allow the practice of keeping personal spellbooks for the same reason they overlook frontline soldiers carrying personal weapons—they know that the practice provides the spellcasters with more options and greater flexibility in case of emergencies. However, if the brass is looking for an excuse to discipline a spellcaster, possession of a personal spellbook will often be the cited offense. Being caught using classified spells in non-emergency situations is usually enough to start such disciplinary action.

When a spellcasters are about to leave active duty, they are invited to an unofficial meeting with an officer from Military Intelligence. The officer tells them that they must submit their personal spellbooks for approval. Any spells that have been designated for military use only will be removed, but the individuals will be allowed to keep the remainder (so that they can make use of their magical training in their

Arcane versus Divine

There is very little practical difference between arcane magic and divine magic as far as the military is concerned. *Fireball* and *flaming wrath* look pretty similar to the uninitiated who must command spellcasters regardless of their own magical talent. There are two practical differences. First is that divine casters can heal themselves and others, so they are far more likely to be trained in first aid and other medical skills, and assigned to medical units. Second is that divine casters have access to a lot of powerful Abjuration magic, and will be common in units defending against magical or supernatural attacks. Although the classes presented here assume arcane spellcasting, they can easily be modified to include divine casters.

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new civilian lives). Failing to comply or otherwise leaving with classified spells is a federal offense commensurate with selling secrets to the enemy.

Sample Military Spellbooks

GMs may wonder what exactly goes into a typical military issue spellbook. The answer is a little bit of everything. The general-purpose military spellbooks contain only spells that will be applicable in a wide range of situations. They run the gamut from 0-level to 5th level, even though the soldier will be unable to use many of them for several months or more. This serves as an incentive for the spellcaster to study and saves the military the cost of printing different spellbooks for each stage of magical development.

Mission-specific spellbooks have fewer all-purpose spells. However they do contain a greater number of high-powered spells that pertain to the specific conditions and objective of the mission. They may contain one or more classified spells (which will be clearly marked) as well as modifications to the usual rules of engagement. These spellbooks are always to be returned once the mission is over.

Below we present a pair of sample spell lists—one for a general-purpose spellbook, the other for an arcane special forces hostage rescue mission. (The lists include spells from this book, the *d20 Modern Roleplaying Game*, *Urban Arcana*, and the *Modern Player's Companion*).

FM-A-277 Basic Incantations

0-Level—*Light, manual focus binoculars, message, read magic*

1st-level—*Light gathering eyes, magic missile, power device, sleep*

2nd-level—*Blur, darkvision, enhance ability, handgun, invisibility, protection from bullets*

3rd-level—*Dispel magic, fireball, greater hand gun, hand grenade, haste, invisibility sphere, slow*

4th-level—*Arcane eye, confusion, dimension door, fear, minor globe of invulnerability, shout*

5th-level—*Cloudkill, passwall, telekinesis, wall of force*

ASF-UT3-004

0-Level—*Welding touch*

1st-level—*Bypass bystanders, hold portal, phantom sniper, sparkly shiny, tinnitus, true strike*

2nd-level—*Kill switch, knock, laughing gas*

Arcane Spells and Armor

The classes presented here can become proficient in the use of armor, but each still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making it harder to perform the complicated gestures needed to cast spells with somatic components (see Chapter 10 of the *d20 Modern Roleplaying Game*). When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and whether the Arcane Spec-Op has the appropriate Armor Proficiency feat, as shown below.

Armor Type	Arcane Spell Failure (Proficient)	Arcane Spell Failure (Nonproficient)
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

Military Campaign Model I: Rare and Secretive

Magic exists. Certain rare specialists understand and manipulate it. Working alone and without tutors or reliable information, they develop their powers over decades. Campaign models like *Shadowchasers*, presented in Chapter Nine: Campaign Models of the *d20 Modern Roleplaying Game*, fall into this category. Movies like *Big Trouble in Little China* might also.

It tends to be true that we, as human beings, fear things we don't understand. Governments, being made up of human beings, react the same way. At the same time, we all seek advantages that help us get what we want. So in this sort of campaign, governments both fear and covet magic. Of the three models, this one has the least impact on the military. In critical situations, intelligence "spooks" may be loaned out to the military, complete with arcane knowledge and skills.

Department-7

In a Rare and Secretive military campaign, Department-7 is a government agency composed of spellcasters who hunt other spellcasters. Any time civilian activities occur within the United States (or the country where your campaign is set) that might involve magic, Department-7 investigates and attempts to recruit the spellcaster into either their own organization or the military's special forces. If a spellcaster refuses to be recruited, Department-7 is perfectly willing to lobotomize or simply kill that caster.

The Arcane Spec-Op

Many intelligence agencies have paramilitary arms. For example, the United States Central Intelligence Agency has its Special Operations Group (SOG). These units have tiny administrative sections. When they need to conduct field operations, they task elite military units to provide soldiers. The Arcane Spec-Op prestige class represents such a soldier, recognized for his arcane talent and military skill, and recruited for arcane operations. While they do not gain spells as quickly as other spellcasting classes, the Arcane Spec-Ops are trained to integrate magic and commando tactics into swift, flexible, overpowering combinations. In fact, many spellcasters who join up do so with the specific goal of becoming an Arcane Spec-Op.

Select this prestige class if you want your character to be a spellcasting commando serving in an elite, highly secretive unit, and be trained for precision military strikes that combine mundane and magical firepower into a devastating attack.

The fastest path into this prestige class is through a combination of the Strong hero basic class and the Mage advanced class, though other paths are possible.

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Promotions

As written, a Magic Grunt will not benefit from entering Thaumaturgical Specialist or Arcane Spec-Op the way a Mage does. In some campaigns, however, it will be appropriate for the career path of military casters to start with Magic Grunt and then advance to either of these prestige classes. In such campaigns, the details of “Spells per Day” in Arcane Spec-Op and Thaumaturgical Specialist should be altered to allow +1 level of either Mage or Magic Grunt.

Requirements

To become an Arcane Spec-Op, a character must fulfill the following requirements.

Base Attack Bonus: +6.

Skills: Knowledge (tactics) 6 ranks, Knowledge (arcane lore) 6 ranks.

Feats: Advanced Firearms Proficiency, Athletic, Endurance, Personal Firearms Proficiency, Stealthy, Weapon Focus (any).

Special: Ability to cast 3rd-level spells, plus one of the following:

Treat Injury 5 ranks, Knowledge (tactics) 10 ranks, or the Burst Fire feat.

Class Information

The following information pertains to the Arcane Spec-Op prestige class.

Hit Die

The Arcane Spec-Op gains 1d8 hit points per level. The character’s Constitution modifier applies.

Action Points

An Arcane Spec-Op gains a number of action points equal to 7 plus one half his character level, rounded down, every time he advances a level in this class.

Class Skills

The Arcane Spec-Op class skills are as follows.

Climb (Str), Craft (chemical) (Int), Diplomacy (Cha), Demolitions (Int), Hide (Dex), Jump (Str), Knowledge (arcane, lore, current events, history, popular culture, tactics) (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Read/Write Language (none), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis), Use Magical Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Spellbooks

An Arcane Spec-Op must study his spellbook each day to prepare his spells. An Arcane Spec-Op cannot prepare any spell not recorded in his spellbook (except *read magic* which all Arcane Spec-Ops can prepare from memory).

Unlike civilian spellcasters, an Arcane Spec-Op does not keep his own spellbook. The military unit he works for assigns him one. He can, however, copy spells from his military spellbook into a personal one. Copying a spell takes one hour per level of the spell being copied. However, keeping a private spellbook is generally against regulations and can have serious repercussions if a commanding officer ever finds it (see Military Issue Spellbooks above).

Class Features

The following features pertain to the Arcane Spec-Op prestige class.

Specialization

An Arcane Spec-Op gains one of the following abilities as a class feature.

Weapon

Specialization—Choose one specific melee or ranged weapon that the Arcane Spec-Op has applied the Weapon Focus feat to. He

gets a +2 bonus on damage rolls with the chosen weapon.

Spell Focus—Choose one school of magic, such as Conjuration or Necromancy. Add +1 to the Difficulty Class for all saving throws against spells the Arcane Spec-Op casts from the chosen school of magic.

Arcane Spells

The Arcane Spec-Op casts arcane spells, the same type of spells available to Mages. In fact, the Arcane Spec-Op is very much like a Mage, but with greater limitations on which spells (though not how many spells) he may learn. When a new Arcane Spec-Op level is gained, the character gains new spells per day (and spells known) as if she had also gained a level in Mage. She does not, however, gain any other benefits a character of that class would have gained.

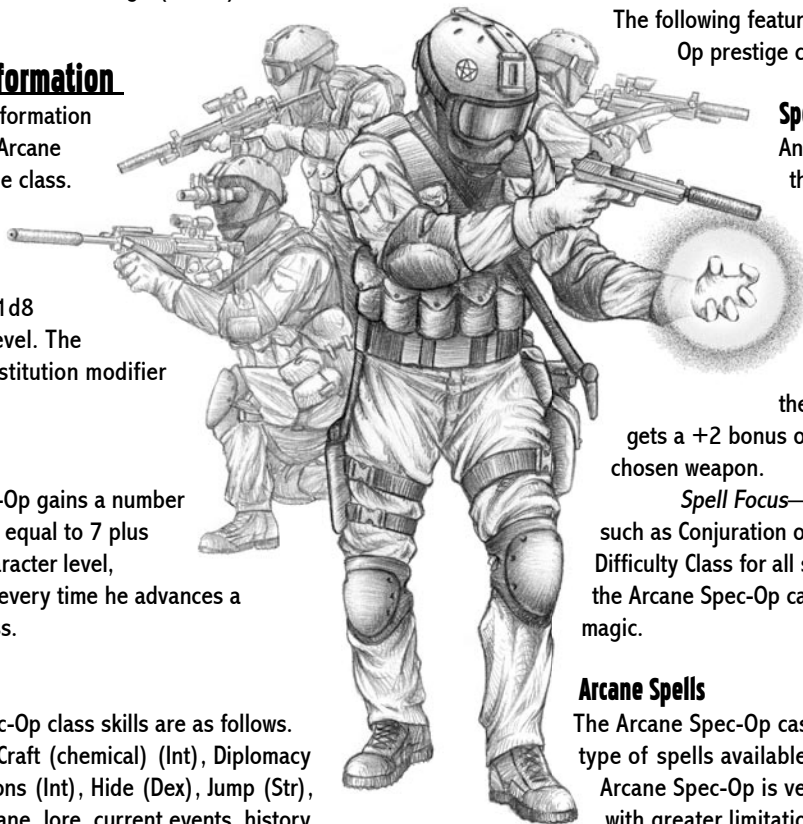


Table 3-1: The Arcane Spec-Op

Class Level	Base					Special	Defense Bonus	Reputation Bonus	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special				
1st	+1	+1	+1	+2	Specialization, arcane spells	+1	+0	+1 level of Mage	
2nd	+2	+2	+2	+3	Behind enemy lines, bonus feat	+1	+0	+1 level of Mage	
3rd	+3	+2	+2	+3	Night raid	+2	+0	+1 level of Mage	
4th	+4	+2	+2	+4	Swift strike, bonus feat	+2	+0	+1 level of Mage	
5th	+5	+3	+3	+4	Light it up	+3	+1	+1 level of Mage	

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Military Campaign Model 2: Available and Specialized

In addition, Arcane Spec-Ops receive bonus spells based on their Intelligence scores, just as Mages do.

The Arcane Spec-Op must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying his spellbook. While studying, the Arcane Spec-Op decides which spells to prepare. To prepare or cast a spell, the Arcane Spec-Op must have an Intelligence score of at least 10 + the spell's level.

An Arcane Spec-Op can prepare a lower-level spell in place of a higher-level one if he desires. For instance, a 4th-level Arcane Spec-Op with the ability to prepare one 4th-level spells can prepare a 3rd-level (or lower) spell in its place.

The Difficulty Class for saving throws to resist the effects of an Arcane Spec-Op's spells is 10 + the spell's level + the Arcane Spec-Op's Intelligence modifier.

Behind Enemy Lines

At 2nd level, the Arcane Spec-Op learns to move through hostile territory without alerting the enemy to his presence.

The Arcane Spec-Op gains a +2 bonus on all Move Silently, Navigate, and Survival checks.

Bonus Feat

At 2nd and 4th level, the Arcane Spec-Op gets a bonus feat. The bonus feat must be selected from the following list, and the Arcane Spec-Op must meet all prerequisites of the feat to select it.

Armored Casting, Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Fork Spell, Greater Spell Focus, Heighten Spell, Mass Spell, Nonlethal Spell, Reach Spell, Shadowbane Spell, Signature Spell, Silent Spell, Spell Focus, Spellslinger, Still Spell.

Night Raid

At 3rd level, the Arcane Spec-Op is taught how to rely on stealth to strike when the enemy is most vulnerable—at night when the enemy is sleeping.

The Arcane Spec-Op receives a +2 bonus on Hide checks made in darkness or under conditions that provide at least one-quarter concealment. This adjustment stacks with bonuses provided by equipment (such as a ghillie suit), darkness, or concealment.

Swift Strike

At 4th level, the Arcane Spec-Op learns how to hit his target with precision, speed, and power.

The Arcane Spec-Op's base speed increases by 5 feet. He also gains a +4 bonus to his initiative.

Light It Up

At 5th level, the Arcane Spec-Op learns to both cast a spell and use a personal firearm in the same action.

As an attack action, the Arcane Spec-Op may spend 1 action point to simultaneously make a single attack with a personal firearm and cast a prepared spell. The firearm must be one to which the Arcane Spec-Op has applied the Weapon Focus feat, and the spell's casting time must be no longer than 1 action.

Magic exists. It's not well known, and it's certainly not commonly understood. Certain private institutions and elite universities train arcane casters the way mundane ones train specialists in subatomic physics or the highest mathematics.

In this model, the government actively recruits at those centers of higher learning. Some go into intelligence and others into small, highly specialized military units. The everyday man-on-the-street understands what they do as well as he understands psychological operations (PsyOps) and real-world intelligence gathering—meaning he may know about it but has more misunderstanding than understanding.

Note that the intelligence agency paramilitary groups still exist in these sorts of campaigns, so the Arcane Spec-Op (see above) is still a viable character type.

Thaumaturgic Support Unit

If magic is openly practiced in the campaign world, but there are relatively few dedicated spellcasters, military forces will likely deploy them as support units much in the same way certain non-magical specialized units are deployed (for example, chemical detection teams, intelligence analysts, or military police).

The spellcasters go where they are needed. Some might be attached to frontline units, others to rear area units, but all would officially belong to a special platoon or squad comprised entirely of spellcasters. Particularly effective individuals may find themselves removed from their platoons and permanently added to the staff of a high-ranking officer at HQ.

If the need for magical support is constant, a particular spellcaster might become more or less a "permanent" part of the unit, being assigned there indefinitely instead of for the duration of a particular maneuver. This will allow the spellcaster to form strong friendships or attachments with the mundane soldiers—something that is less likely to happen if the spellcaster is constantly being moved from one unit to another. (This is a good rationalization for a spellcasting hero joining a group of mundane heroes in a campaign where mages are rare.) On a day-to-day basis, the spellcaster will take orders from the commanding officer and have an appropriate spot in the company's chain of command. Even so, the spellcaster still officially belongs to the support unit and that is where his or her assignments and responsibilities ultimately lay.

By way of example, let's look at a spellcaster who is a member of the 3rd Platoon, 5th Thaumaturgic Support Company. She is assigned to provide magic support to Alpha Company, 1/18th Infantry. For the duration of her stay with the company, she will take orders from the company commander in charge as long as those orders do not conflict with those issued by the lieutenant in charge of her thaumaturgic unit.

When the spellcasters are deployed from a pool like this, they will rarely all work together as a complete unit. They

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generally will only come together for special reasons such as official ceremonies, magical training, and other official duties. If the individual spellcasters spend more time with the troops they're supporting than with their fellow spellcasters, as discussed above, there may be a distinct lack of camaraderie or even trust among the spellcasters.

The Thaumaturgical Specialist

The military Thaumaturgical Specialist is the government-issue version of a civilian mage. These specialists develop their magic skills and knowledge and use them to aid military forces in a supporting role. Thaumaturgical Specialists are provided with higher-level spell lists, allowed access to more powerful items, and trained in a wide range of metamagic feats. They are often deployed in staff positions at higher levels of the military organization, rather than as frontline combat troops. (In the U.S. Army, for example,

a Thaumaturgical Specialist might be part of brigade or regimental HQ or higher, but not in any lower level formations like a company or platoon).

Select this prestige class if you want your character to be a spellcasting soldier who makes a career out of military service, learning how to survive not only in combat but also in the arena of military bureaucracy.

The fastest path into this prestige class is through a combination of the Strong hero basic class and the Mage advanced class, though other paths are possible.

Requirements

To qualify to become a Thaumaturgical Specialist, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Will Saving Throw: +6.

Skills: Knowledge (tactics) 6 ranks, Knowledge (arcane lore) 6 ranks.

Gender and the Military

The truth is, the nature of combat changed about forty years ago and gender roles in the military are only just now catching up. With the advent of highly mobile airborne and air-assault forces, everyone in the military needed to be able to pick up a weapon and fight. There is no longer a "rear area" or a "front line." Combat is too fast, and too fluid, for those distinctions to exist. So the entire concept of confining women to "rear area" or "noncombat" jobs is invalid.

However, some of those regulations still exist. You still don't see women assigned as infantry or tankers in the real world US military, though you do see them assigned to infantry and armor battalions as, for example, medics. The GM must decide how equal the gender roles are for spellcasters in his or her specific campaign.

U.S. Military Officer Ranks

Grade	Army	Air Force	Navy	Marines
0-1	Second Lieutenant	Second Lieutenant	Ensign	Second Lieutenant
0-2	First Lieutenant	First Lieutenant	Lieutenant Junior Grade	First Lieutenant
0-3	Captain	Captain	Lieutenant	Captain
0-4	Major	Major	Lieutenant Commander	Major
0-5	Lieutenant Colonel	Lieutenant Colonel	Commander	Lieutenant Colonel
0-6	Colonel	Colonel	Captain	Colonel
0-7	Brigadier General	Brigadier General	Rear Admiral (Lower Half)	Brigadier General
0-8	Major General	Major General	Rear Admiral (Upper Half)	Major General
0-9	Lieutenant General	Lieutenant Admiral	Vice Admiral	Lieutenant General

U.S. Military Enlisted Ranks

Grade	Army	Air Force	Navy	Marines
E-1	Private	Airman Basic	Seaman Recruit	Private
E-2	Private PV2	Airman	Seaman Apprentice	Private 1 st Class
E-3	Private 1 st Class	Airman 1 st Class	Seaman	Lance Corporal
E-4	Specialist / Corporal	Senior Airman	Petty Officer 3 rd Class	Corporal
E-5	Sergeant	Staff Sergeant	Petty Officer 2 nd Class	Sergeant
E-6	Staff Sergeant	Technical Sergeant	Petty Officer 1 st Class	Staff Sergeant
E-7	Sergeant First Class	Master Sergeant	Chief Petty Officer	Gunnery Sergeant
E-8	Master Sergeant / 1 st Sgt	Senior Master Sergeant	Senior Chief Petty Officer	Master Sergeant
E-9	Sergeant Major	Chief Master Sergeant	Master Chief Petty Officer	Sergeant Major

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Feats: Combat Casting, Fork Spell, Personal Firearms Proficiency.

Special: Ability to cast 3rd-level arcane spells.

Class Information

The following information pertains to the Thaumaturgical Specialist prestige class.

Hit Die

The Thaumaturgical Specialist character gains 1d6 hit points per level. The character's Constitution modifier applies.

Action Points

A Thaumaturgical Specialist gains a number of action points equal to 7 + one half her character level, rounded down, every time she attains a new level in this class.

Class Skills

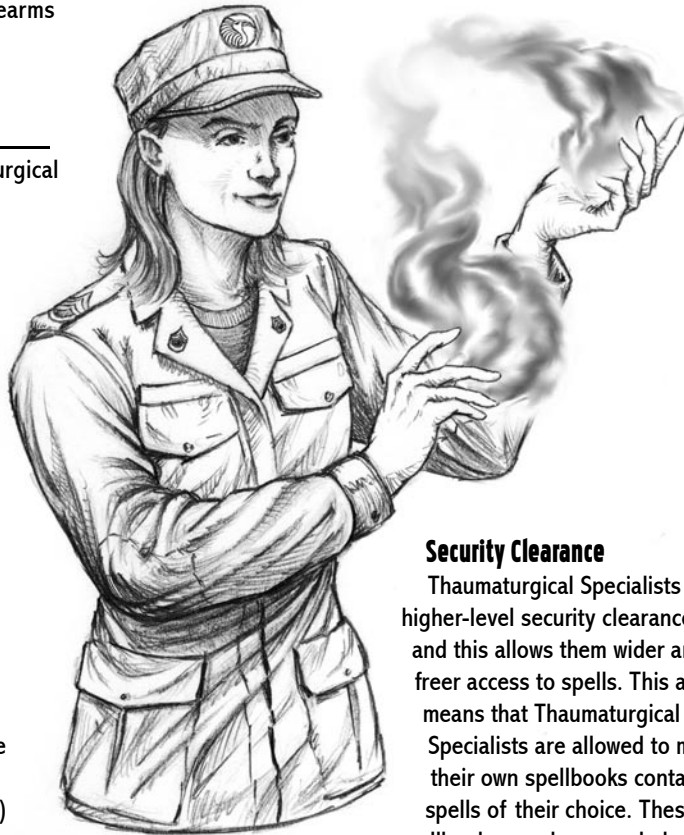
The Magic Specialist class skills are as follows.

Climb (Str), Concentration (Con), Craft (chemical) (Int), Craft (chemical, writing) (Int), Decipher Script (Int), Investigate (Int), Jump (Str), Knowledge (arcane lore, current events, earth & life sciences, history, physical sciences, popular culture, tactics, technology) (Int), Profession (Wis), Read/Write Language (none), Search (Int), Speak Language (none), Spellcraft (Int), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Points at Each Level: 7 + Int modifier.

Spellbooks

A Thaumaturgical Specialist must study her spellbook each day to prepare her spells. A Thaumaturgical Specialist cannot prepare any spell not recorded in his spellbook (except *read magic* which all Thaumaturgical Specialists can prepare from memory). The Thaumaturgical Specialist is assigned a spellbook containing all 0-level and 1st-level spells, ten 2nd-level spells, six 3rd-level spells, three 4th-level spells, and one 5th-level spell. Each time the character attains a new level of Thaumaturgical Specialist, she may requisition one new spell of any level or levels that she can cast, according to her new level. She can also copy new spells from other spellbooks into her own. Copying a spell takes one hour per level of the spell being copied.



Security Clearance

Thaumaturgical Specialists have higher-level security clearances and this allows them wider and freer access to spells. This also means that Thaumaturgical Specialists are allowed to make their own spellbooks containing spells of their choice. These spellbooks may be regarded as

controlled items. Despite the fact that

they are created and updated by the Thaumaturgical Specialist, they are considered to be government property. When the specialist leaves or retires from the military, her spellbook will be treated in exactly the same manner as those given to lesser spellcasters (see Military Issue Spellbooks above).

Thaumaturgical Specialists are also allowed to participate in the design and research of new spells and magic items, and are the people responsible for the creation and distribution of the spellbooks and magic “mission packages” used by the military and other government agencies.

Class Features

The following features pertain to the Thaumaturgical Specialist prestige class.

Arcane Spells

The Thaumaturgical Specialist casts arcane spells, the same type of spells available to Mages. In fact, the Thaumaturgical

Table 3-2: The Thaumaturgical Specialist

Class Level	Base				Special	Defense Bonus	Reputation Bonus	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save				
1st	+0	+0	+1	+2	Arcane spells, bonus feat	+1	+0	+1 level of Mage
2nd	+1	+0	+2	+3	Brew potion, metamagic feat	+1	+0	+1 level of Mage
3rd	+2	+1	+2	+3	Bonus feat	+2	+1	+1 level of Mage
4th	+3	+1	+3	+4	Scribe Scroll, metamagic feat	+2	+1	+1 level of Mage
5th	+3	+1	+3	+4	Bonus feat	+3	+1	+1 level of Mage

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Military Campaign Model 3:

Common as Dirt

Specialist is very much like the Mage, but with a greater limitations set on which spells (though not how many spells) she may learn. When a new Thaumaturgical Specialist level is gained, the character gains new spells per day (and spells known) as if she had also gained a level in Mage. She does not, however, gain any other benefits a character of that class would have gained. In addition, Thaumaturgical Specialists receive bonus spells based on their Intelligence scores, just as Mages do.

The Thaumaturgical Specialist must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying her spellbook. While studying, the Thaumaturgical Specialist decides which spells to prepare. To prepare or cast a spell, the Thaumaturgical Specialist must have an Intelligence score of at least 10 + the spell's level.

A Thaumaturgical Specialist can prepare a lower-level spell in place of a higher-level one if she desires. For instance, a Thaumaturgical Specialist with the ability to prepare one 4th-level spell can prepare a 3rd-level (or lower) spell in its place.

The Difficulty Class for saving throws to resist the effects of a Thaumaturgical Specialist's spells is 10 + the spell's level + the Thaumaturgical Specialist's Intelligence modifier.

Bonus Feat

At 1st, 3rd, and 5th level, the Thaumaturgical Specialist gets a bonus feat. The bonus feat must be selected from the following list, and the Thaumaturgical Specialist must meet all prerequisites of the feat to select it.

Advanced Firearms Proficiency, Armored Casting, Attentive, Combat Expertise, Double Tap, Greater Magic Defense, Greater Spell Focus, Improved Magic Defense, Low Profile, Magical Affinity, Magic Defense, Point Blank Shot, Precise Shot, Signature Spell, Spell Focus, Spellslinger, Studious.

Brew Potion

At 2nd level, the Thaumaturgical Specialist can create potions, which carry spells within themselves. For details on brewing potions, see the Mage section in Chapter 9 of the *d20 Modern Roleplaying Game*.

Metamagic Feat

At 2nd and 4th level, the Thaumaturgical Specialist gets a bonus metamagic feat. The bonus metamagic feat must be selected from the following list, and the Thaumaturgical Specialist must meet all prerequisites of the feat to select it.

Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Mass Spell, Nonlethal Spell, Reach Spell, Shadowbane Spell, Silent Spell, Still Spell.

Scribe Scroll

At 4th level, the Thaumaturgical Specialist gains the ability to create scrolls, from which she or another spellcaster can cast a scribed spell. For details on scribing scrolls, see the Mage section of Chapter 9 of the *d20 Modern Roleplaying Game*.

Magic exists. Everyone knows about it. Many people have the Arcane Skills, Magical Affinity, or Magical Heritage feats, and some have all three. The prices of magic FX items are far lower than those created under the *d20 Modern* rules. Use Magic Device is a class skill for many Advanced and Prestige classes.

The military tests recruits for magical ability during Basic Training. Those with the right aptitude are sent to a special military base for advanced training. Military units down to the battalion level (see the Military Structure sidebar) have an arcane shop, just as in the mundane world they have a personnel shop, an intelligence shop, an operations shop, and a logistics shop.

Note that both the Arcane Spec-Op and the Thaumaturgical Specialist are still appropriate in this sort of campaign.

Division Magica

In a campaign where magic is not only common knowledge, but common practice as well, the military will integrate it even more fully into its hierarchy. Arcane magic—its users, applications, and study—is the responsibility of an entire branch of the service, in the same way there are branches devoted to infantry, armor, aviation, supply, administration and so on.

Once magic is integrated in the military to this level, there will be one or more entire divisions devoted to spellcasters and their support units. There will be the standard support groups, arcane training units, R&D units, and special units just like in any other division. The difference will be that the focus of everyone's jobs—including the mundane support troops—will be the tactical application of magic and spellcasting to military endeavors. Perhaps more importantly, there may be some prestige to being attached to Division Magica. Civilians, and perhaps even other military personnel, may hold the spellcasting troops in high regard because of their specialized skills and the importance their support plays in every assignment the army undertakes. Alternatively, though, it is possible that some troops—and perhaps even some civilians—will resent the magical military, feeling that spellcasters do not deserve the preferential treatment given to them by the brass and the mass media.

One of the areas worth exploring in this organizational structure is the role a magical Research & Development corps may play. Unlike with mundane military equipment, it is practically impossible to farm out production of spell components and magical items to civilian manufacturers without giving them access to classified spells and techniques. (With equipment such as vehicles and armament, it is possible for the various components to be made by dozens of different companies so that no single group knows for certain what the final product will be.) As a result, there will almost certainly be one or more divisions that devote their efforts to manufacturing military issue magic items,

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researching new spells, and experimenting with eldritch powers in ways and combinations that have never before been tried.

Magic Item Prices

Calculate magic item prices as you would normally using the rules in the *d20 Modern Roleplaying Game*. For characters serving with their governments, divide those prices in half to represent their widespread manufacture and use.

The Magic Grunt

The Magic Grunt is a military recruit who is given training in the basic use of magic items and spellcasting. This does not automatically mean that Magic Grunt gets a new specialization written into his military records (though if he shows particular aptitude he may later be allowed to learn advanced arcane practices). A Magic Grunt's training is tightly focused on things that are directly applicable to the battlefield. He is a soldier that can cast certain low-level spells, reliably use magic items, and understands enough about the nature of the arcane that he can interpret (if not necessarily deal with) enemy spellcasters' behavior.

Select this advanced class if you want your character to be a member of the military who mixes mundane combat skills with magical aptitude.

The fastest path into this advanced class is from the Strong hero basic class, though other paths are possible.

Requirements

To qualify to become a Magic Grunt, a character must fulfill the following criteria.

Abilities: Intelligence 10.

Base Attack Bonus: +3.

Skills: Knowledge (tactics) 3 ranks, Knowledge (arcane lore) 3 ranks.

Feat: Personal Firearms Proficiency.

Class Information

The following information pertains to the Magic Grunt advanced class.

Hit Die

The Magic Grunt gains 1d6 hit points per level. The character's Constitution bonus applies.

Action Points

The Magic Grunt gains a number of action points equal to 6 + one half his character level, rounded down, every time he attains a new level in this class.

Class Skills

The Magic Grunt's class skills are as follows.

Climb (Str), Concentration (Con), Craft (chemical), Decipher Script (Int), Hide (Dex), Jump (Str), Knowledge (arcane lore, current events, history, popular culture, tactics), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Points at Each Level: 5 + Int modifier.

Spellbooks

A Magic Grunt must study his spellbook each day to prepare his spells. A Magic Grunt cannot prepare any spell not recorded in his spellbook (except *read magic* which all Magic Grunts can prepare from memory).

Unlike civilian spellcasters, a Magic Grunt does not keep his own spellbook—the military unit he works for assigns him one. He can, however, copy spells from his military spellbook into a personal one. Copying a spell takes one hour per level of the spell being copied. However, keeping a private spellbook is generally against regulations and can have serious repercussions if a commanding officer ever finds it (see Military Issue Spellbooks above).

Class Features

The following features pertain to the Magic Grunt advanced class.

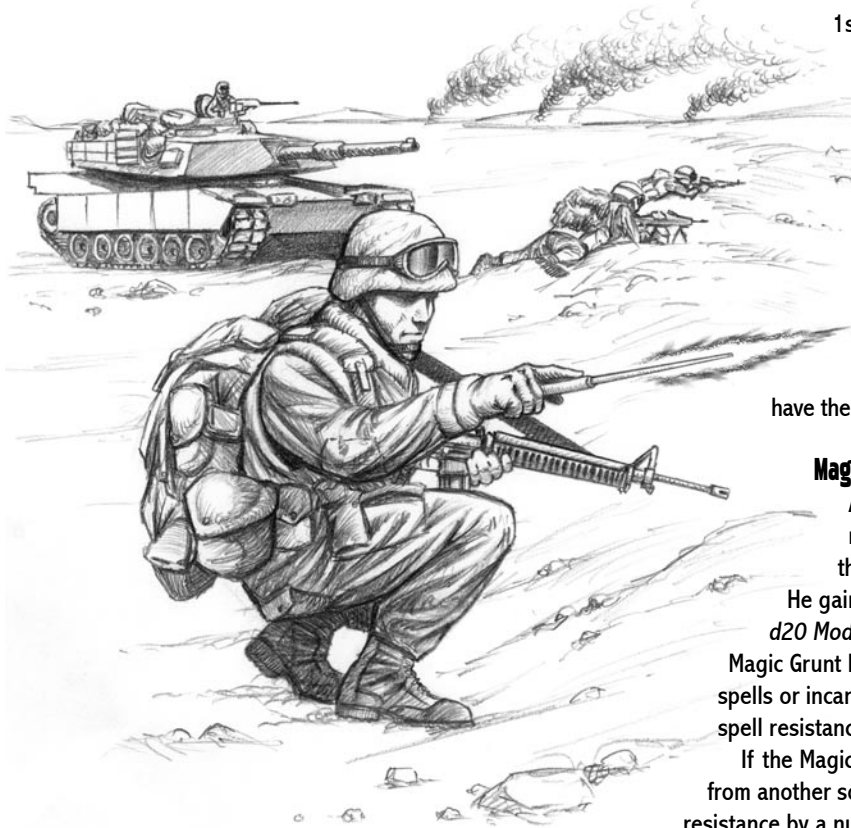
Arcane Skills

A Magic Grunt gains access to the arcane skill Spellcraft and the expansions of the Concentration and Craft (chemical) skills

Table 3-3: The Magic Grunt

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Arcane skills, detect magic	+1	+0
2nd	+1	+0	+0	+2	Magic defense	+1	+0
3rd	+2	+1	+1	+2	Bonus feat	+2	+0
4th	+3	+1	+1	+2	Arcane spells, focused	+2	+0
5th	+3	+1	+1	+3	Weapon focus	+3	+1
6th	+4	+2	+2	+3	Bonus feat	+3	+1
7th	+5	+2	+2	+4	Combat casting	+4	+1
8th	+6	+2	+2	+4	Armored casting	+4	+1
9th	+6	+3	+3	+4	Bonus feat	+5	+2
10th	+7	+3	+3	+5	Fork Spell	+5	+2

Chapter Three: Military Magic



1st Round: Concentrate. No auras detected.

2nd Round: Presence or absence of magical auras.

3rd Round: Number of different magical auras and their comparative strengths.

4th Round: Location of each aura and the strength of the strongest aura.

A Magic Grunt is only able to detect magical auras that are currently in the area. In other words, he does not have the ability to detect lingering auras.

Magic Defense

At 2nd level, the Magic Grunt gains the magic defense class feature, providing the benefit of the feat with the same name.

He gains spell resistance (see Chapter 8 in the *d20 Modern Roleplaying Game*) equal to 5 + his Magic Grunt level. It never interferes with his own spells or incantations, and he can voluntarily lower his spell resistance at any time.

If the Magic Grunt already possesses spell resistance from another source, he instead increases his spell resistance by a number equal to his Magic Grunt level.

as described under the Mage entry in Chapter 9 of the *d20 Modern Roleplaying Game*.

In addition, the Magic grunt gains access to the Use Magic Device skill as described under the Occultist entry in Chapter 9 of the *d20 Modern Roleplaying Game*.

Detect Magic

A Magic Grunt possesses the detect magic class feature. This functions similarly to the *detect magical aura* spell (see Chapter 10 in the *d20 Modern Roleplaying Game*) with the following modifications. The Magic Grunt must spend 1 full round concentrating before he detects anything. After that, he is able to detect magical auras within a 60-foot quarter circle emanating from himself. Exactly what information the Magic Grunt gleans depends on how long he spends studying a particular area.

Magic Grunt Level	Spells per Day by Spell Level					
	0	1	2	3	4	5
1st–3rd	—	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	2	—	—	—	—
6th	4	2	1	—	—	—
7th	4	3	2	—	—	—
8th	4	3	2	1	—	—
9th	4	3	3	2	—	—
10th	4	4	3	2	1	—

Bonus Feat

At 3rd, 6th, and 9th level, the Magic Grunt gets a bonus feat. The bonus feat must be selected from the following list, and the Magic Grunt must meet all prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alertness, Archaic Weapon Proficiency, Armor Proficiency (light, medium), Athletic, Burst Fire, Combat Expertise, Combat Reflexes, Endurance, Frightful Presence, Improved Autofire, Point Blank Shot, Strafe, Studious.

Arcane Spells

The Magic Grunt casts arcane spells, the same type of spells available to Mages. In fact, Magic Grunts are very much like Mages, but with greater limitations on which spells (though not how many spells) they may learn. He is limited to a certain number of spells of each spell level per day according to his Magic Grunt class level. In addition, Magic Grunts receive bonus spells based on their Intelligence scores. Determine the

Intelligence Score	Bonus Spells by Spell Level					
	0	1	2	3	4	5
12–13	—	1	—	—	—	—
14–15	—	1	1	—	—	—
16–17	—	1	1	1	—	—
18–19	—	1	1	1	1	—
20–21	—	2	1	1	1	1
22–23	—	2	2	1	1	1

Chapter Three: Military Magic

Magic Grunt's total number of spells per day by consulting the two tables below.

The Magic Grunt must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying his spellbook. While studying, the Magic Grunt decides which spells to prepare. To prepare or cast a spell, the Magic Grunt must have an Intelligence score of at least 10 + the spell's level.

A Magic Grunt can prepare a lower-level spell in place of a higher-level one if he desires. For instance, a 6th-level Magic Grunt with the ability to prepare one 2nd-level spell can prepare a 1st-level (or 0-level) spell in its place.

The Difficulty Class for saving throws to resist the effects of a Magic Grunt's spells is 10 + the spell's level + the Magic Grunt's Intelligence modifier.

Focused

At 4th level, the Magic Grunt gains the focused class feature, providing the benefit of the feat of the same name.

The Magic Grunt gets a +2 bonus on all Balance checks and Concentration checks.

Weapon Focus

At 5th level, a Magic Grunt gains the weapon focus class feature, providing the benefit of the feat of the same name. Even though he is now able to cast some spells, there are still many situations where his best chance of survival is mundane firepower.

The Magic Grunt chooses a specific weapon (such as the M16A2 assault rifle). He adds +1 to all attack rolls he makes using the selected weapon.

Combat Casting

At 7th level, the Magic Grunt gains the combat casting class feature, providing the benefit of the feat with the same name. (See New Feats below.)

The Magic Grunt gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Armored Casting

At 8th level, the Magic Grunt gains the armored casting class feature, providing the benefit of the feat with the same name. (See New Feats below.)

Adjust the chance of arcane spell failure caused by any armor the Magic Grunt is wearing by -10%.

Fork Spell

At 10th level, the Magic Grunt gains the fork spell class ability, providing the benefit of the feat of the same name (See New Feats below).

Double the number of targets of the Magic Grunt's spell. For example, a spell that targeted 3 creatures within 60 feet of the caster now targets 6 creatures (all of whom must be within 60 feet of the caster).

This feat only applies to spells that affect a specific number of targets, and it has no effect on spells that target an area. It cannot be used in conjunction with spells that only affect the caster.

A forked spell uses up a spell slot two levels higher than the spell's actual level.

New Feats

While the military will certainly develop new classifications for spellcasters and equipment for them to use, it will also innovate new abilities and training regimens. The feats in this section represent such military advances.

The following feats are suitable for use in any modern d20 System game that features spellcasting. With your GM's approval, some of the feats below may be added to the list of bonus feats for classes presented in other modern d20 System game products.

Armored Casting

You are skilled at casting spells while wearing armor.

Prerequisites: Armor Proficiency (light).

Benefits: Adjust the chance of arcane spell failure caused by any armor that you are wearing by -10%.

Normal: Most armor has a percentage chance of interfering with spellcasting based solely on proficiency.

Combat Casting

You are adept at casting spells during combat.

Prerequisites: Ability to cast 4th-level arcane spells.

Benefits: You get a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Fork Spell (Metamagic)

You can double the number of targets your spell has.

Benefit: Double the number of targets of your spell. For example, a spell that targeted 3 creatures within 60 feet of the caster now targets 6 creatures (all of whom must be within 60 feet of the caster).

A forked spell uses up a spell slot two levels higher than the spell's actual level.

Special: This metamagic feat can only be applied to spells that affect a specific number of targets—it has no effect on spells that target an area. It cannot be used in conjunction with spells that only affect the caster.

Mass Spell (Metamagic)

You can vastly increase the number of targets your spells affect.

Prerequisites: Fork Spell.

Benefits: Spend 1 action point to increase the number of targets of your spell. Multiply the number of targets normally affected by your spell by a number equal to half your caster level (round down).

A mass spell uses up a spell slot four levels higher than the spell's actual level.

Special: This metamagic feat can only be applied to spells that affect a specific number of targets—it has no effect on spells that target an area. It cannot be used in conjunction with spells that only affect the caster.

Chapter Three: Military Magic

New Spells

As with any weapon the military uses, spellcasting will be adjusted to fit the particular needs of the armed forces. Military spellcasters will develop new spells that will be considered government property—spells that one can only get access to by serving in the military.

The following spells are suitable for use in any modern d20 System game that features spellcasting.

Dud

Transmutation

Level: Arcane 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One explosive device/level; **Duration:** 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell renders the target explosive device inactive. Grenades or mines will not detonate, and bullets will not go off. The caster must be able to see the explosive device or the firearm (the gun, not the bullet itself) he intends to target. If this spell is cast on a firearm, the bullet in the chamber of the weapon is affected first, then the bullet that would normally move next into the chamber and so on.

Jury Rig

Transmutation

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Materials touched; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

This spell allows the caster to create a working device or even a vehicle out of items that are immediately to hand. The caster must explain how the items available are going to work together to create the device he wants. These items

must be appropriate to at least mimic the device being constructed. For example, a couple of circuit boards, some wire and a window pane could not be *jury rigged* into a vehicle, but they could be turned into a TV set or radio.

When the duration ends, the device stops working and falls back into its component parts.

Material Components: A 6-inch strip of duct tape.

Mine Detector

Divination

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** 1 minute; **Range:** Personal; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** None

The caster can detect and identify the exact location of any mines or other explosive devices within a 30-foot radius sphere centered on the caster. The spell detects mines that are buried in the ground or otherwise concealed, including mines or booby traps above ground or fixed to trees. The area of effect moves with the caster, so this spell is useful for clearing large minefields as well.

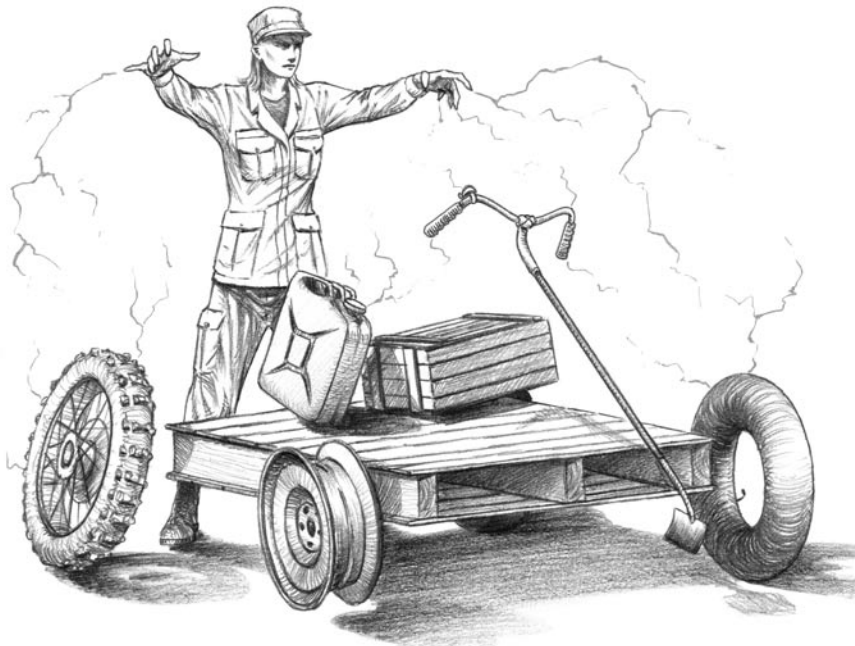
Material Component: A handful of coins.

No Doze

Conjuration (Healing)

Level: Arcane 0; **Components:** M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One living creature/level; **Duration:** 8 hours + 1 hour/level; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

This spell is used to eliminate the need for sleep while troops are in the field. Subjects of this spell suffer no effects of fatigue due to lack of sleep. However, they do not get the benefits of natural healing, and spellcasters cannot prepare new spells while under the effect of *no doze*.



Chapter Three: Military Magic

When the duration ends, the subjects immediately begin to suffer from fatigue and continue to do so until they get 8 hours of sleep.

Material Component: A pinch of coffee.

R&R

Conjuration (Healing)

Level: Arcane 1; **Components:** V, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** One living creature/level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes (harmless)

This spell counters the effects of fatigue caused by hard physical exertion or lack of sleep. The subject feels refreshed, as if having just awoken from 8 hours of sleep. All Strength and Dexterity penalties caused by fatigue are removed, but the subject does not gain the benefit of natural healing and spellcasting subjects cannot prepare new spells.

Material Component: 2 breath mints

Rocket Launcher

Evocation

Level: Arcane 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 round/level or until all shots are fired

By the pantomiming the action of readying and firing a shoulder-fired rocket, the caster gains the effect of actually having the weapon. The pantomime requires the use of both of the caster's hands (as if he was holding the firing grip and supporting the front end of the launcher). When the pantomime weapon is fired, a trail of flame travels from where the muzzle of the weapon would be to the target.

The pantomime weapon functions identically to an M72A3 LAW (see Chapter 4 of the *d20 Modern Roleplaying Game*). In other words, the caster must make a ranged attack as if he really was firing a physical rocket launcher, using the same range increments. Normal penalties still apply if the caster does not have the Exotic Firearms Proficiency feat. If the attack succeeds it does the same damage that the LAW would.

Firing a shot using *rocket launcher* is a full-round action. The caster may fire a number of shots equal to half his caster level (round down).

New FX Equipment

Any military organization that employs spellcasting troops will also spend some amount of money to get enchanted equipment. The big questions that the GM must answer is how much of the equipment the military can afford and which troops get to make use of it. Rich armies will buy as much of their equipment as possible, while poor armies will almost certainly make all their own magical equipment.

State Secrets

In a campaign where magic and spellcasting are secret (or where their use in the military is), magic items will need

to be disguised as mundane equipment. Some items might have elaborate dummy components designed to mislead and confuse those who look at the device. Anyone who seriously examines the device might be allowed a suitably difficult Knowledge (technology) check to notice that the complex maze of circuitry couldn't possibly work the way the specs say it does. A moderately difficult Knowledge (arcane lore) check (or a very difficult Spot check) might allow the inspector to notice that the functionality really centers around a strange little fuse box containing a crystal that throbs with energy.

Disguising magic items to look like technology may require the designer to make some sort of Craft check (electronic, mechanical, or structural). Very mundane everyday gear would probably provide a circumstance bonus to the Craft roll (a magic pair of boots still looks like a pair of boots, until you put them on).

Bags and Boxes

Rucksack of Holding: The *rucksack of holding* is the soldier's dream come true. Inside the rucksack is a non-dimensional space that is bigger than the outside dimensions. Besides being able to hold more than it logically should, a *rucksack of holding* also produces other items that a soldier may find useful.

Although it is made from olive drab canvas and looks like a military knapsack, a *rucksack of holding* functions identically to a medium backpack style *backpack of holding* (see Chapter 4 of the *Urban Arcana Campaign Setting*). It also functions identically to a *carry-all vest* (see below).

Type: Wondrous Item (magic); *Caster Level:* 11th; *Purchase DC:* 38; *Weight:* 5 pounds.

Clothing

All-Weather Helmet Cover: This item is secured on top of a military combat helmet and is indistinguishable from a normal cloth helmet cover. However, when wearing a helmet equipped with an *all-weather helmet cover*, the wearer is completely protected from fatigue caused by extreme heat or cold—the air around the wearer seems to be comfortable and pleasant.

The *all-weather helmet cover* does not protect the wearer from fatigue caused by lack of sleep, physical exertion, or any effect other than weather condition.

Type: Wondrous Item (magic); *Caster Level:* 3rd; *Purchase DC:* 31; *Weight:* —.

Boonie Hat of Hiding: This hat looks like a normal camouflage bush hat. When worn, the *boonie hat of hiding* provides the wearer with a +10 equipment bonus to all Hide checks.

Type: Wondrous Item (magic); *Caster Level:* 3rd; *Purchase DC:* 31; *Weight:* —.

Carry-All Vest: The *carry-all vest* looks like a normal tactical vest designed to carry ammunition magazines, grenades, and other small items of personal equipment (see *Photojournalist's Vest* in Chapter 4 of the *d20 Modern Roleplaying Game*). Any items carried on or in the vest seem to weigh only 25% of their actual weight.

Chapter Three: Military Magic

In addition, a *carry-all vest* has a pouch on the back that magically produces useful items. The pouch can be used once every 12 hours. The vest produces items randomly, but before opening the pouch the person using it may spend 1 action point to ensure that it produces a desired item from the list below.

Die Roll	Item
1–4	M.R.E. (trail ration)
5–9	Canteen of Water (0.5 qt)
10–13	Knife
14–15	25 ft. of Rope
16–18	Compass
19–20	1 loaded ammunition magazine*

* A *carry-all vest* can be manufactured to provide a magazine for any type of handgun or longarm. Unless otherwise stated, though, the vests are made to provide magazines and ammunition suitable for use in an M16A2 assault rifle.

Type: Wondrous Item (magic); *Caster Level:* 5th; *Purchase DC:* 31; *Weight:* 1 lb.

Leather Personnel Carriers: These military-style boots are lightweight, completely waterproof, and completely protect the wearer's feet from the effects of frostbite or jungle rot.

Once per day, the boots can be activated to allow the wearer to move at twice his or her normal speed. This effect lasts for up to 6 hours, but the wearer must be moving the entire time. Once the wearer stops moving, the effect ends for that day.

Type: Wondrous Item (magic); *Caster Level:* 3rd; *Purchase DC:* 31; *Weight:* 2 lb.

Survival Gear

Half Shelter Hilton: The *half shelter hilton* looks like a typical two-person shelter, consisting of two canvas shelter halves, poles and stakes. When assembled, however, it creates an extra-dimensional space that provides 40 square feet of floor area, and seven feet of headroom. When the flap is closed, it keeps out rain, wind, and insects, and keeps the air inside at a comfortable temperature.

Type: Wondrous Item (magic); *Caster Level:* 5th; *Purchase DC:* 33; *Weight:* 10 lb.

Weapon Accessories

Bottomless Magazine: The *bottomless magazine* looks like an ordinary empty ammunition magazine. When inserted into the proper type of weapon, however, it provides an endless amount of ammunition, allowing the weapon to be fired repeatedly without the need to reload.

A *bottomless magazine* can be made for any handgun or longarm, but each one fits only a single specific type of weapon (for example, an M16A2 assault rifle) and cannot be used for any other firearm.

Type: Wondrous Item (magic); *Caster Level:* 15th; *Purchase DC:* 43; *Weight:* 1 lb.

Marksman's Bullet: This looks like a normal bullet except for the glowing silver bull's eye target inscribed on its side. A *marksman's bullet* doubles the range increment of the weapon from which it is fired, gives the shooter a +4 bonus on the attack roll, and does maximum damage if the attack succeeds.

Each *marksman's bullet* is made of a specific caliber (like normal bullets are) and only be used in firearms that use that type of ammunition.

Type: Wondrous Item (magic); *Caster Level:* 10th; *Purchase DC:* 35; *Weight:* —.

Chapter Four: FX Equipment

The existence of magic in the modern world allows spellcasters and other artificers to craft or augment weapons, tools, and equipment that are truly extraordinary. While magic is often used to simply improve what's already out there, it is also frequently employed to create items that couldn't otherwise exist.

The following items are just a handful of the curious trinkets, tools, gadgets, and gear made possible by magic. For items specific to a military campaign, see page 33.

Alchemical Light Sticks: These magical light sticks function just as their mundane counterparts, but the dull, colored light they emit also has various effects that function only within the 5'-radius illuminated area. While the chemical light lasts for 6 hours, the magical effects only persist for the first ten minutes.

The purchase DC and weight given below are for a pack of five.

Color	Effect
Yellow	As <i>detect magical aura</i> , but auras are visible to anyone
Blue	As <i>blur</i>
Green	As <i>silence</i>
Red	As <i>cause fear</i> , but affects any creature within the 5' radius
Purple	As <i>machine invisibility</i>

Type: Wondrous Item (magic); Caster Level: 3; Purchase DC: 29; Weight: 1

All-Weather Helmet Cover: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Balloon of Air Elemental Summoning: When this brightly colored, rune-covered balloon is fully inflated (a process that takes four consecutive rounds of applied lung power) and then released, it summons a Large air elemental, which fully forms over the following round. The elemental is under the control of the person who inflated the balloon and can obey simple directions (e.g. "attack him", "smash that, etc.") Ten rounds after being summoned, the air elemental disappears, leaving behind a residual swirling breeze that dies down over the course of another two rounds. Once the balloon is released, it becomes non-magical. (See Appendix B: Elementals for creature details.)

Type: Wondrous Item (magic); Caster Level: 7; Purchase DC: 32; Weight: —

Boonie Hat of Hiding: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Bottomless Magazine: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Breath Mints of Smooth Talking: When popped into someone's mouth, one of these mints provides a +5 equipment bonus to all Bluff and Diplomacy checks for up to 15 minutes. Each roll of *breath mints of smooth talking* contains twelve mints.

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 27; Weight: —

Carry-All Vest: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Collar of Animal Form: The wearer of this collar may, as a full round action, change shape to that of a domesticated breed of dog or cat. The tag attached to the collar determines the breed of animal the wearer changes into. If a tag taken from the collar of an actual pet is attached, the wearer will assume a form identical to that specific animal. The *collar of animal form* allows its wearer to change to animal form and back once per day. Removing or destroying the collar automatically ends the effect, and the wearer reverts back to her natural shape.

d20		d20	
Roll	Dog Breed	Roll	Cat Breed
1	Beagle	11	American Shorthair
2	Chihuahua	12	Angora
3	Cocker Spaniel	13	Bengal
4	Dachshund	14	Calico
5	German Shepherd	15	Maine Coon
6	Labrador Retriever	16	Manx
7	Pit Bull	17	Persian
8	Poodle	18	Russian Blue
9	Pug	19	Siamese
10	Rottweiler	20	Tabby

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 28; Weight: 1 lb.

Cosmetics of Charisma: When carefully applied (a process requiring five minutes), the combination of beauty products in this palm-sized compact provides the wearer a +10 equipment bonus to Bluff, Diplomacy, and Gather Information checks. This bonus lasts for thirty minutes. A single compact contains enough cosmetics for six applications.

Type: Wondrous Item (magic); Caster Level: 1; Purchase DC: 27; Weight: —

Demolition Gum: *Demolition gum* appears to be two sticks of gum—one red, one green. Harmless (and flavorless) separately, if both sticks are chewed for a minimum of one minute, the gum acquires an overpowering cinnamon flavor. It can then be firmly pressed onto a solid object or creature, whereupon it becomes a potent explosive. Five rounds after

Chapter Four: FX Equipment

the wad of *demolition gum* is placed, it explodes violently, causing an amount of concussion damage to anything within a 5-foot radius dependent on the number of sticks used:

Sticks	Damage	Sticks	Damage
2	1d6+1	8	4d6+8
4	2d6+4	10	5d6+10
6	3d6+6		

Demolition gum is typically found in pocket-sized packs of ten sticks.

Type: Wondrous Item (magic); *Caster Level:* 5; *Purchase DC:* 31; *Weight:* —

Door Hanger of Privacy: To all appearances a mundane “Do Not Disturb” door hanger, when this magical device is placed on a doorknob, it negates all sounds within a 5-foot radius, as the *silence* spell. Additionally, anyone approaching within 10 feet of the warded door that fails to make a successful Will save (DC 15) fails to notice the door (as if it had total concealment). A new save may be attempted after one hour has passed. This is a mind-affecting spell-like effect.

Type: Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 31; *Weight:* —

Eavesdropping Tumbler: When placed against a wall or other surface of less than twelve inches thickness, this heavy lead-crystal water glass provides a +5 equipment bonus to all Listen checks attempted against sounds on the far side of the surface.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 29; *Weight:* 1 lb.

Eye Drops of Darkvision: When a few drops of this solution are placed in each eye, they confer darkvision for ten minutes. Each bottle, when full, contains enough drops for ten applications. A single application (enough for two eyes) requires a full-round action.

Type: Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 29; *Weight:* —

FASTCASH Bank Card: This plastic card can be inserted in any automated banking machine to gain a +2 circumstance bonus to the next Wealth check. The card is not returned by the bank machine, which becomes inoperative, displaying a “system error” message on its screen, for ten minutes.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 26; *Weight:* —

Fireproof Decal: Usually appearing as a narrow, reflective white decal with bold, red lettering that reads “NONFLAMMABLE”, when affixed to a creature or object, a *fireproof decal* provides a limited amount of protection against fire damage. The creature or object gains energy resistance 10 against fire. The *fireproof decal* will continue to function until it has provided protection from a cumulative total of 50 points of fire damage, after which it is consumed in flame (by the 51st point of fire damage).

Type: Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 29; *Weight:* —

Half Shelter Hilton: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Hand Buzzer of Voltage: Resembling a novelty store joy buzzer, this small device is capable of discharging a painful electric shock (1d8+1 points of electricity damage) once a day. The wearer of the *hand buzzer of voltage* must first charge the device by winding it up (as a move action), and then make a successful melee touch attack. If attacking a target wearing (or made from) a significant amount of metal, the touch attack is made with an additional +3 circumstance bonus. Once the *hand buzzer of voltage* is charged, the electric jolt may be held until the wearer chooses to discharge it. When attempting to conceal a worn *hand buzzer of voltage*, in addition to +12 for its Fine size, it gains an additional +2 equipment bonus (because it was designed to be concealed in the palm of a person’s hand)—for a total bonus of +14 to Sleight of Hand skill checks.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 28; *Weight:* —

Hood Ornament of Accuracy: When attached to the hood (or handlebars) of a motor vehicle, this magical hood ornament, which resembles a simple crosshair sight, makes ramming attempts with the vehicle much harder to avoid. The DC for the Reflex save needed to avoid damage caused by a collision or ramming attempt increases by +5 (for a total of DC 20).

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 24; *Weight:* 1 lb.

Leather Personnel Carriers: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Light Bulb of True Seeing: Usually found as a 75-watt bulb, or a 6-foot fluorescent tube, a *light bulb of true seeing* blankets a 60-foot radius in a magical light. Anything in this magically-illuminated radius is treated as though it were being viewed by a *true seeing* spell, whether the viewer is within the radius or not.

Type: Wondrous Item (magic); *Caster Level:* 9; *Purchase DC:* 37; *Weight:* —

Lucky Saltshaker: When a person tosses a single pinch of magic salt from this small saltshaker over her shoulder, she gains a +1 luck bonus to all skill checks, ability checks, and saving throws for the next hour. A typical *lucky saltshaker* contains ten “pinches” of salt. An individual may benefit from a maximum of five pinches (for a total luck bonus of +5) at any given time.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 27; *Weight:* 0.5 lb.

Madam ZuZu’s Advice Column—“Consult the Bones”: Similar in appearance to other syndicated advice columns, this helpful feature appears sporadically in major newspapers. Unlike most advice columnists, Madam ZuZu charges a substantial fee for her advice—because it is derived from casting a specialized *augury* spell (85% accurate). Individuals seeking answers from Madam ZuZu are encouraged to send their “Yes or No” question and “name” via email, along with electronic payment. Answers are printed in the next edition of most major newspapers and are relevant only until the next day’s edition hits the streets.

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Because the questions being answered are not printed, the advice often seems nonsensical to typical readers: “Dear Bewitched: The spell you cast over your man is what will keep him from leaving. Just make sure your friends are there to help you if your man is able to resist your enchantments.”

Type: Wondrous Item (magic); *Caster Level:* 15; *Purchase DC:* 25; *Weight:* —

Marksman’s Bullet: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Nosferatu Fangs: When this pair of acrylic fangs is fitted over a person’s upper canine teeth, they adhere tightly until the wearer chooses to remove them. In addition to providing an eye-catching smile, they also enable the wearer to make a bite attack (1d4 points of damage + Strength modifier) against a successfully grappled opponent.

The wearer may elect to forego the bite damage in order to initiate a “blood draining” ability instead. This ability causes the victim to suffer a loss of 1d4 temporary Constitution points, with a corresponding loss of hit points; the wearer of the *nosferatu fangs* recovers a number of hit points equal to those lost by the victim.

Type: Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 31; *Weight:* -



Pet Rock of Earth Elemental Summoning: When this smooth, unpolished, rune-covered stone is buried under (a minimum) of six inches of dirt for four consecutive rounds, it summons a Large earth elemental, which fully forms over the next round. The elemental is under the control of the person who buried the pet rock and can obey simple directions (e.g. “attack him,” “smash that,” etc.) Ten rounds after being summoned, the earth elemental disappears, leaving behind its inanimate bulk, which collapses into a pile of mundane dirt and rock. The original rock reappears as part of the

earth elemental’s “remains,” though the original rock is now non-magical. (See Appendix B: Elementals for creature details.)

Type: Wondrous Item (magic); *Caster Level:* 7; *Purchase DC:* 32; *Weight:* 0.5 lb.

Piggy Bank of Savings: When the owner of this pink porcelain pig smashes it, she gains a one-time Wealth bonus to a single purchase. This bonus is equal to the number of levels she has had it in her possession (up to a maximum of +10).

Example: Holly acquired her *piggy bank of savings* when she was a second-level character. Now at 9th level (with a Wealth score of 15), she intends to buy a car and decides that she wants a Jaguar (Purchase DC 32). Since she has had her *piggy bank of savings* for seven levels, when Holly smashes it she gains a +7 bonus to her Wealth score, temporarily increasing it to 22. She spends a little time shopping around so she can take 10 on her Wealth check to easily buy her sweet new ride.

Because Holly bought such a high-price item, her Wealth score still diminishes. But because of the magic of her *piggy bank of savings*, it only decreases by 2 points, instead of 1+2d6. (See “Losing Wealth” in Chapter Four: Equipment in the *d20 Modern Roleplaying Game*.)

Type: Wondrous Item (magic); *Caster Level:* 5; *Purchase DC:* 30; *Weight:* 5 lb.

Police Whistle of Back-Up: When this loud whistle is blown vigorously for a short period of time, it magically summons two magical creatures that resemble police officers appropriate for the area. These creatures treat the person who blew the *police whistle of back-up* as the commanding officer on the scene (following orders, joining in a firefight, etc.). The number of charges spent at the time the whistle is blown determines the caliber of police back-up that appears. (A police whistle of back-up typically has thirty charges when it’s created.)

Police Back-Up Summoned*	Charges Spent	Time to Activate
Low-Level Police Officers	1 charge	move action
Mid-Level Police Officers	2 charges	attack action
High-Level Police Officers	3 charges	full-round action

* Statistics for each type of police officer are available in Chapter Eight: Friends and Foes of the *d20 Modern Roleplaying Game* core rulebook.

Only one set of summoned officers may be in existence at any time. Summoned officers disappear five minutes after being summoned.

Type: Wondrous Item (magic); *Caster Level:* 6; *Purchase DC:* 32; *Weight:* —

Postcards of Travel: When the bearer tears one of these magical postcards in half and utters the trigger word (usually buried in the description printed on the back of the card), she and up to three other people in direct contact with her are magically whisked away to the location depicted in the photograph on the front of the card. The GM may choose which location is depicted, or randomly determine one from the list below.

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d20 Roll	Location
1	Times Square, New York City, New York
2	Space Needle, Seattle, Washington
3	The Church of Ste. Madeleine, Rennes le Château, France
4	Tower of London, London, England
5	The Winchester Mystery House, San Jose, California
6	Anasazi Cliff Dwellings, Bandelier National Monument, New Mexico
7	Stonehenge, Wiltshire, England
8	The Great Pyramid of Khufu, Giza, Egypt
9	The City of Petra, Jordan
10	Potala Palace, Lhasa, Tibet
11	The Lion Gate, Mycenae, Greece
12	South Cadbury Hill-Fort, England
13	Easter Island
14	Ayer's Rock, Uluru-Kata Tjuta National Park, Australia
15	Machu Picchu, the Andes, Peru
16	The Great Wall, China
17	Alcatraz Island, San Francisco, California
18	The Alamo, San Antonio, Texas
19	The Coliseum, Rome, Italy
20	Temple of Ta Prohm, Angkor, Cambodia

Type: Wondrous Item (magic); *Caster Level:* 9; *Purchase DC:* 34; *Weight:* —

Power Tie of Schmoozing: When this vibrant silk tie is worn (in conjunction with suitable business attire), it confers a +5 circumstance bonus to all Bluff, Diplomacy, Gather Information, and Sense Motive checks. Roughly half of all *power ties of schmoozing* are, in fact, scarves.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 29; *Weight:* —

Rucksack of Holding: This item is normally issued by the military. For details, see the New FX Items section of Chapter 3, Military Magic.

Sawbuck of Distraction: When dropped on the ground in an adequately lighted location, this magic ten-dollar bill will quickly draw the attention of any passers-by (DC 5 Spot check). Anyone who spots the sawbuck must make a Will save (DC 15) or be compelled to retrieve the bill and then spend a full round inspecting it (suffering a –10 penalty to any Spot and Listen skill checks made during that time). A *sawbuck of distraction* will function in this manner only once, though multiple subjects, who make the Spot check while the bill is unattended, may be affected by it.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 26; *Weight:* —

Smiley Face Pin: This small, metal button bears a bright yellow smiley face that encourages people to regard its wearer in a slightly more friendly light. The wearer of a *smiley face pin* gains a +2 equipment bonus to all Charisma-based skill checks.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 29; *Weight:* —

Spray Paint of Warding: This magical paint may be used to create a protective “tag” on an object or area, as the spell *glyph of warding*, with the following possible effects:

Glyph Type	Effect
Blast	2d8 points of acid damage (DC 18 Reflex save for half)
Blast	2d8 points of cold damage (DC 18 Reflex save for half)
Blast	2d8 points of electricity damage (DC 18 Reflex save for half)
Blast	2d8 points of fire damage (DC 18 Reflex save for half)
Blast	2d8 points of sonic/concussion damage (DC 18 Reflex save for half)
Spell	<i>dispel magic</i> (Area dispel check 15)
Spell	<i>hold person</i> (5 rounds, DC 18 Will save negates)
Spell	<i>magic mouth</i>
Spell	<i>web</i> (DC 18 Reflex save negates)

Each can of *spray paint of warding*, available in an assortment of colors, contains enough paint to create two such “tags.”

Type: Wondrous Item (magic); *Caster Level:* 5; *Purchase DC:* 31; *Weight:* 1

SunLike Floodlight: This hand-held floodlight plugs into the lighter socket of a vehicle to project a bright beam of light that clearly illuminates objects up to 150' away. An auxiliary switch on the back of the floodlight turns on



Chapter Four: FX Equipment

a second magical bulb that increases the intensity of the beam to produce an effect identical to the *daylight* spell for a single round. The magical bulb functions for six uses before it burns out. Replacement bulbs are available through various sources, including the manufacturer's website.

Type: Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 29; *Weight:* 2 lb.

Sword Belt: When the buckle attached to this sturdy leather belt is grasped, and a command word spoken, the belt becomes rigid and the edges become sharp. The *sword belt* may be wielded as if it were a longsword or rapier. At another command word, the belt returns to its more mundane form and function.

If the power of the belt is invoked while it is being worn, it will cut through any belt loops and cause 1d4+1 points of damage to the wearer (DC 15 Reflex save to reduce the damage by half).

Type: Weapon (magic); *Caster Level:* 5; *Purchase DC:* 29; *Weight:* 1 lb. (belt) or 3 lb. (sword)

Trailer Hitch of Trolling: This chrome-plated device, resembling a boat propeller, must be bolted in place of a standard trailer hitch in order to function. When a vehicle sporting a *trailer hitch of trolling* is driven into a body of water deep enough to cover its tires, the device begins to function. The vehicle's engine and doors (but not its windows) become magically watertight, and the vehicle can move through the water like a motor boat, at a top speed of 20 mph.

Type: Wondrous Item (magic); *Caster Level:* 7; *Purchase DC:* 35; *Weight:* 10 lb.

Uniform of Service: When the wearer of this nondescript set of clothing (shirt, pants, and hat) attaches a nametag (or other piece of appropriate ID), the uniform alters its appearance to match the uniform normally worn with that nametag, such as a waiter's uniform or a set of hospital scrubs. This provides a +5 equipment bonus to Disguise checks to pass as a legitimate employee. Note that the *uniform of service* does not create any additional equipment

that would normally be worn. (Attaching a policeman's badge would not generate a gun belt, pistol, nightstick, handcuffs, or other standard-issue gear.) A *uniform of service* functions once per day. The effect ends when the nametag is removed.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 27; *Weight:* 2 lb.

Vanity Mirror of Disguises: By sitting in front of this lighted, countertop mirror, a person can alter his appearance as if having cast the *change self* spell. The amount of time the illusion remains in effect is a number of minutes equal to the result of a Disguise check.

For example, a character with five ranks in Disguise rolls a 12. That character then adds the +10 bonus (from the *change self* effect) to get a duration of 27 minutes.

A *vanity mirror of disguises* functions once per day.

Type: Wondrous Item (magic); *Caster Level:* 1; *Purchase DC:* 27; *Weight:* 20 lb.

Voodoo Doll: When this human-shaped, cloth doll is dressed to resemble a specific individual, and some piece of that person (hair, nail clippings, blood, etc.) is sewn inside, it gains the power to cause harm to the victim as long as he is within 10 miles. The owner of the *voodoo doll* may choose the nature of the harm suffered by the victim by inserting a silver pin into the doll at a specific location. (Only one pin may be inserted at any time.) The effect persists as long as the doll remains intact, the pin remains in place, and the victim is within the range of its influence.

Location of Pin	Effect on Victim
Arm	-2 Strength
Leg	-2 Dexterity
Chest	-2 Constitution
Forehead	-2 Intelligence
Stomach	-2 Wisdom
Face	-2 Charisma

Type: Wondrous Item (magic); *Caster Level:* 3; *Purchase DC:* 31; *Weight:* 1 lb.

Appendix A: Spells, Modes, and Elements

The following lists show the various Mode and Element lesser seeds that are associated with the spells listed in the *d20 Modern Roleplaying Game*. Ritualists may cast incantations that mimic both arcane and divine spells. A spell that has two elements may be cast using either elemental seed.

Arcane Spells

Listed below are the standard modern arcane spells, along with the lesser seeds that can be used to cast them. Spells marked with an asterisk (*) appear in Chapter 1: Modern Spells of this book. Spells marked with a double asterisk (**) appear in Chapter 5: FX Abilities, in the *Modern Player's Companion*.

0-Level Mage Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Close Shave**	Earth	Disrupt
Daze	Water	Alter
Detect Magical Aura	Spirit	Understand
Fast Food**	Earth	Create
Fingernailgun*	Earth	Create
Flashpaint*	Earth	Alter
Jargon*	Air	Understand
Light	Fire	Create
Mage Hand	Air/Earth	Alter
Manual-Focus Binoculars*	Air	Understand
Message	Air	Understand
Mood Lighting**	Fire	Alter
No Doze*	Earth	Create
Phantom Sniper*	Water	Create
Prestidigitation	All	Alter
Read Magic	Spirit/Air	Understand
Resistance	Earth	Protect
Welding Touch*	Fire	Create

1st-Level Mage Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Be the Ball*	Air	Understand
Burning Hands	Fire	Create
Bypass Bystanders*	Earth	Protect
Catalog**	Earth	Understand
Cause Fear	Water	Create
Cellular Barrage*	Fire	Disrupt
Cellular Hand*	Air	Create
Change Self	Water	Alter

1st-Level Mage Spells (con't)

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Comprehend Languages	Air	Understand
Computer Catalog**	Air	Understand
Download Skill*	Air	Understand
Dud*	Fire	Destroy
Feather Fall	Air	Alter
Hold Portal	Earth	Protect
Hypnotic Screensaver*	Water	Disrupt
Jump	Earth	Alter
Light-Gathering Eyes*	Air	Understand
Mage Armor	Earth	Protect
Magic Missile	Fire	Create
Magic Weapon	Spirit	Alter
Personal Soundtrack**	Air	Create
Plain Brown Wrapper*	Water	Alter
Point-N-Shoot*	Water	Create
Power Device	Fire	Create
R&R*	Earth	Create
Ray of Fatigue	Earth	Create
Search Room**	Earth	Understand
Shield	Earth	Protect
Sleep	Water	Disrupt
Sparkly Shiny*	Water	Disrupt
Tinnitus*	Air	Disrupt
Whorlooparch*	Earth	Alter

2nd-level Mage Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Arcane Lock	Earth	Protect
Autopilot*	Earth	Alter
Blowout*	Earth	Disrupt
Blur	Water	Alter
Darkvision	Air	Understand
Enhance Ability	All	Alter
Floor It*	Fire	Alter
Glitterdust	Air	Alter
Hand Gun*	Fire	Create
Invisibility	Water	Alter
Kill Switch*	Fire	Disrupt
Knock	Earth	Disrupt
Knockout Gas*	Air	Create

Appendix A: Spells, Modes, and Elements

2nd-Level Mage Spells (con't)

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Levitate	Air	Alter
Locate Object	Air	Understand
Magic Mouth	Water	Create
Make-Over**	Water	Alter
Mine Detector*	Fire	Understand
Protection from Arrows/Bullets	Earth	Protect
Questionnaire*	Water	Understand
Resist Energy	All	Protect
See Invisibility	Air	Understand
Spider Climb	Earth	Alter
Tidy Up**	Water	Alter
Vigilant Vermin*	Earth	Create
Web	Earth	Create
Zonk*	Water	Disrupt

3rd-Level Mage Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Communication Barrier*	Air	Disrupt
Dispel Magic	Spirit	Disrupt
Displacement	Water	Alter
Fireball	Fire	Create
Flaming Projectiles	Fire	Alter
Gender Bender*	Earth	Alter
Greater Magic Weapon	Spirit	Alter
Halt Undead	Spirit	Disrupt
Hand Grenade*	Fire	Create
Hand Gun, Greater*	Fire	Create
Haste	Fire	Alter
Hold Person	Earth	Disrupt
Invisibility Sphere	Air	Alter
Itchy Trigger Finger*	Fire	Alter
Jury Rig*	Earth	Alter
Keen Edge	Earth	Alter
Lightning Bolt	Fire/Air	Create
Object to Ink*	Earth	Alter
Rebroadcast*	Water	Alter
Slow	Earth	Disrupt
Tongues	Air	Understand
Universal Remote*	Fire	Alter
Vertigo*	Water	Disrupt
Water Breathing	Water	Alter
X-Mark*	Spirit	Create
Yardbird*	Water	Disrupt

4th-Level Mage Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Amphibious Craft*	Water	Alter
Animate Dead	Spirit	Create
Arcane Eye	Air	Understand
Autopilot, Greater*	Earth	Alter
Bestow Curse	Spirit	Disrupt
Brawl*	Water	Alter
Confusion	Water	Disrupt
Cranial Hard Drive*	Air	Understand
Dimension Door	Air	Create
Energy Trap	All	Create
Fear	Water	Disrupt
Ice Storm	Water	Create
Minor Globe of Invulnerability	Spirit	Protect
Remove Curse	Spirit	Disrupt
Rocket Launcher*	Fire	Create
Send As Attachment**	Air	Alter
Shout	Air	Alter
Stoneskin	Earth	Protect
Wall of Fire	Fire	Create
Wall of Ice	Water	Create

5th-Level Mage Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Cloudkill	Air	Create
Cone of Cold	Water	Create
Hold Monster	Earth	Disrupt
Passwall	Air	Alter
Phantom Watchdog	Spirit	Create
Save to Disk*	Earth	Disrupt
Telekinesis	Earth	Alter
Wall of Force	Spirit/Air	Create
Wall of Iron	Earth	Create
Wall of Stone	Earth	Create

Appendix A: Spells, Modes, and Elements

Divine Spells

Listed below are the standard modern divine spells, along with the lesser seeds that can be used to cast them. Spells marked with an asterisk (*) appear in Chapter 1: Modern Spells of this book. Spells marked with a double asterisk (**) appear in Chapter 5: FX Abilities, in the *Modern Player's Companion*.

0 Level Acolyte Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Close Shave**	Earth	Disrupt
Create Water	Water	Create
Cure Minor Wounds	Fire	Create
Detect Magical Aura	Spirit	Understand
Fast Food**	Earth	Create
Hermetic Membrane*	Earth	Protect
Inflict Minor Wounds	Fire	Disrupt
Light	Fire	Create
Mood Lighting**	Fire	Alter
Read Magic	Spirit	Understand
Resistance	Earth	Protect
Virtue	Earth	Protect

1st Level Divine Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Bane	Water	Disrupt
Be the Ball*	Air	Understand
Bless	Water	Protect
Cause Fear	Water	Disrupt
Command	Water	Alter
Comprehend Languages	Air	Understand
Cure Light Wounds	Spirit	Create
Hawkeye*	Air	Understand
Inflict Light Wounds	Spirit	Disrupt
Jargon*	Air	Understand
Magic Weapon	Spirit	Alter
Missionary's Haven*	Spirit	Protect
Personal Soundtrack**	Air	Create
Questionnaire*	Water	Understand
Remove Fear	Water	Disrupt
Search Room**	Earth	Understand
Shield of Faith	Fire	Protect
Sparkly Shiny*	Water	Disrupt
Sympathetic Trail*	Air	Understand
Tanglemat*	Earth	Alter
Tinnitus*	Air	Disrupt

2nd Level Divine Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Aid	Water	Protect
Augury	Air	Understand
Bloodcurdling Scream*	Water	Disrupt
Canned Manna*	Earth	Alter
Cure Moderate Wounds	Fire	Create
Delay Poison	Earth	Protect
Ectodermis*	Earth	Protect
Enhance Ability	All	Alter
Fill Prescription**	Fire	Create
Hold Person	Earth	Disrupt
Inflict Moderate Wounds	Spirit	Disrupt
Knockout Gas*	Air	Create
Lesser Restoration	Spirit	Alter
Make-Over**	Water	Alter
Remove Paralysis	Earth	Alter
Resist Energy	All	Protect
Shatter	Earth	Disrupt
Silence	Air	Disrupt
Spider Climb	Earth	Alter
Sympathetic Sound*	Air	Understand
Tidy Up**	Water	Alter
Yardbird*	Water	Disrupt
Zen Focus*	Water	Understand
Zone of Truth	Air	Understand

3rd Level Divine Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Animate Dead	Spirit	Create
Bestow Curse	Spirit	Disrupt
Cure Serious Wounds	Spirit	Create
Dispel Magic	Spirit	Disrupt
Divine Copilot*	Spirit	Create
Glyph of Warding	Earth	Protect
Inflict Serious Wounds	Spirit	Disrupt
Locate Object	Air	Understand
Prayer	Spirit	Alter
Remove Curse	Spirit	Disrupt
Remove Disease	Earth	Disrupt
Resurrect Computer**	Air	Create
Searing Light	Fire	Create
Status	Air	Understand
Sympathetic Sight*	Air	Understand
Water Breathing	Water	Alter
X-Mark*	Spirit	Create

Appendix A: Spells, Modes, and Elements

4th Level Divine Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Brawl*	Water	Alter
Carillon*	Water	Alter
Cure Critical Wounds	Spirit	Create
Discern lies	Air	Understand
Faith's Fury	Fire	Create
Freedom of Movement	Fire	Alter
Greater Magic Weapon	Spirit	Alter
Guardian Angel*	Spirit	Create
Inflict Critical Wounds	Spirit	Disrupt
Instant Fame*	Spirit	Create
Neutralize Poison	Earth	Disrupt
Restoration	Earth	Alter
Tongues	Air	Understand

5th Level Divine Spells

Spell	Lesser Seed (Element)	Lesser Seed (Mode)
Break Enchantment	Spirit	Disrupt
Flaming Wrath	Fire	Create
Greater Command	Water	Alter
Insect Plague	Earth	Create
Mass Cure Light Wounds	Spirit	Create
Mass Inflict Light Wounds	Spirit	Disrupt
Raise Dead	Spirit	Create
Reverse-View Mirror*	Air	Understand
True Seeing	Air	Understand
Wall of Stone	Earth	Create



Appendix B: Elementals

Elementals are incarnations of the basic substance of nature. While elementals exist in many forms and sizes, these particular elementals are summoned by magic items presented in Chapter Four.

Air Elemental

Air Elemental: CR 6; Large elemental (air); HD 8d8+24; hp 60; Mas 16; Init +11; Spd fly 100 ft. (perfect); Defense 20, touch 16, flat-footed 13 (–1 size, +7 Dex, +4 natural); BAB +6; Grap +12; Atk +7 melee (2d6+2, slam); Full Atk +7 melee (2d6+2, 2 slams), or +12 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Air mastery, whirlwind, DR 5/–, darkvision 60 ft., elemental traits; AL none; SV Fort +5, Ref +13, Will +2; AP 0, Rep +0; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills: Hide +15, Listen +5, Move Silently +16, Spot +6.

Feats: Improved Initiative.

Advancement: 9–15 HD (Large).

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has (4 rounds for a Large air elemental). In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size; the Large air elemental ranges from 10–40 feet tall. The elemental may control the exact height, but it must always be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take 2d6 damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 2d6 damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is 16 (for a Large air elemental). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15

+ spell level) if they wish to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental—such as the one created by a *balloon of air elemental summoning*—always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Earth Elemental

Earth Elemental: CR 6; Large elemental (earth); HD 8d8+32; hp 68; Mas 19; Init –1; Spd 20 ft.; Defense 18, touch 8, flat-footed 18 (–1 size, –1 Dex, +10 natural); BAB +6; Grap +17; Atk +12 melee (2d8+7, slam); Full Atk +12 melee (2d8+7, 2 slams), or +4 ranged; FS 10 ft. by 10 ft.; Reach 10 ft.; SQ Earth mastery, push, DR 5/–, earth glide, darkvision 60 ft., elemental traits; AL none; SV Fort +10, Ref +1, Will +2; AP 0, Rep +0; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills: Climb +14, Intimidate +8, Listen +6, Spot +5.

Feats: Power Attack.

Advancement: 9–15 HD (Large).

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth (except metal) as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. At the GM's discretion, spells or psionic powers that move large quantities of earth flings a burrowing elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

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