Elements of Magic

Revised Edition

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d20 system

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Credits

Elements of Magic

Revised Edition

Knowledge is continually being revised and clarified, and such is the case even for magical lore. The original *Elements of Magic* had a few errors, and some of the rules presented were unnecessarily clunky. We would be remiss in our duty as teachers if we left you with inaccurate information, and so we have revised the original *Elements of Magic* to be more streamlined, as well as easier and more fun to play. This book contains all the rules you need to use the revised *Elements of Magic* system, and with it you will be able to create great varieties of magic-using characters. However, this is not the end to the knowledge we offer. A full academy's worth of magical lore lies ready for you to use, and will be available in *Lyceian Arcana*, the companion book to *Elements of Magic*. *Lyceian Arcana* will contain numerous examples of strange magic that we were unable to fit into this core book, and will cover more advanced topics, to help you create the type of magic for your games and your characters that you desire.

Throughout the text, you may see mention of 'Fantasy d20.' Since we are not legally allowed to mention the name of the game for which this book is being produced, 'Fantasy d20' refers to the primary d20 fantasy game that has dragons and dungeons, and 'Modern d20' refers to the primary d20 game set in the modern day.

Introduction to Elements of Magic

Magic defines fantasy. Whether it is the timeless narrative magic of unlikely heroes defeating fiendish plots, or the more tangible magic of sorcery and charms, it is the magical that makes a normal story into a fantasy that delights listeners, readers, and gamers by making all the impossibilities we can imagine become real. Dreams of magic can make even the most mundane day something to cherish, like a poem evoking the charm of the everyday world.

But sometimes, just like poems, magic can become stale and clichéd. Through repeated exposure, its novelty can wear off, and certainly, thirty years of *magic missiles* and *fingers of death* have been enough to render many fantasy gamers jaded. At its core, saying, "My love is a dove," in a poem is as trite as, "I cast *detect magic*." This is not to say that all core magic is clichéd, for some spells would certainly qualify as classics. However, while *detect magic* may be adequate, it is not as evocative as "I whisper to my spirit guide, asking for him to lend his eyes, that I may see the realm of the arcane."

Elements of Magic opens the world of magic to you, letting you create almost any type of magic-user you'd like. Magic is an artform, like poetry, and any good poet is never content to merely recite the works of others.

Elements of Magic is intended to be modular, able to fit whatever role you want it to play. It can be added to an existing campaign that already has wizards, sorcerers, clerics, and druids, perhaps representing another, higher sort of magic, or it can wholly replace the existing magic system, providing a whole new feel to your fantasy gaming. You will need a d20 core rulebook to use these rules, but this book will let you ignore the old, clichéd spells presented in those books, and create your own works of magical art.

So What's Changed?

The largest and most important change *Elements of Magic* presents is that it eliminates the spell memorization and preparation system entirely. Instead, this book uses a spell list and magic point system, allowing you to build spells modularly, and letting you decide what the mechanics actually mean.

The division between arcane and divine magic (and psionics, for that matter) has been done away with in an attempt to make these rules as setting-neutral as possible. Of course, a spellcaster can always attribute his magic to whatever source he believes in, but such possibilities should be determined by how the player and Game Master roleplay their world. The rules for all spellcasters are the same, and this system does not presuppose anything. Magic can be a gift from the gods, the ancient lingering spirit-energies of dead dragons, a power innate in the world, or whatever else you choose. Perhaps the most interesting possibility is to make magic as mysterious in your game as it is in the real world, where everyone has an opinion, but there might be no single truth to what magic is.

Elements of Magic does not use the schools of magic from the core rules. Instead, there are eleven types of spell lists that divide spells strictly by their game mechanics. Thus, while offensive damaging spells can be found in the core schools of Conjuration, Evocation, Necromancy, and Transmutation (such as *acid arrow, fireball, enervation,* and *flame arrow*), all such spells are in the Evoke spell list category in this book. As you will see, however, this does not reduce spells to generic statistics. Instead, spells are easier to quantify and to personalize to the individual spellcaster.

To balance the greater freedom of these rules, individual

spells are slightly weaker than their equivalents in the core rules. For example, an *evoke fire 5* spell, roughly equivalent to a *fireball* spell, has less range, area of effect, and/or damage (depending on how the spell is constructed). Its damage also does not automatically scale up as the caster gains caster levels. So, while a mage will have far more versatility than a cleric, sorcerer, or wizard, she will not overshadow other spellcasters.

Differences from the Original Edition

The extensive feedback from players and Game Masters, as well as the changes brought about in the new edition of Fantasy d20, have both guided the creation of this new edition of *Elements of Magic*. While the rules follow the same design philosophy as the original edition, every effort has been made to simplify and streamline them.

The biggest change is that spell levels have been dropped. In the previous edition, a 1st-level spell cost 1 MP to cast, a 2nd-level spell cost 3 MP, a 3rd-level spell cost 5 MP, etc. In this edition, a spell is simply described by its MP cost. A 5 MP spell will still be equivalent to a 3rd level spell from the core rules. A 6 MP spell is now possible, however, which will be about halfway in power between 3rd- and 4th-level spells.

A second major change is the addition of signature spells. While the original edition included this concept as optional, it is made a central feature of this edition. Signature spells allow a caster to more easily personalize her spells, and also allow any spell to be converted from the core rules.

The original spell lists, numbering over 40, have been reduced to just eleven, combining similar lists into one. Some of them apply only to Creature types, other to Alignment or Element types, and one can handle all three groups. Combined with the revisions to the magical skills, these eleven spell lists can cover practically any spell. For thorough descriptions of spell lists and magical skills, see Chapter Three.

There are many other small revisions, all detailed throughout the text.

Conversion Issues

You may wonder how adding a new magic system will affect all the magic-using creatures, magic items, and NPCs already in your game. For most purposes, you should be able to plug this book into your campaign with little difficulty. Spellcasting characters and monsters *can* be converted to a spellcasting class from this book if you feel like going to the effort, but since the new magic system is balanced with the older magic rules, no conflicts should arise if you use an old spell. Most spell-like abilities and magic items can be kept unchanged, though you can convert them to a related spell list from this book if you'd like to add some new spice.

Iconic Mages

To help illustrate the new rules, there are four iconic mages used in this revised version of *Elements of Magic*.

Barbara, a human Taskmage 13, uses a few Infuse, Move, and Transform spells, but mostly she makes use of magical skills like Divination, Spellcraft, and Scry.

Tri'ni Gren'eys, an Elf Mage 13, prefers Create, Evoke, Infuse, and Move spells. Her favored attack forms are lightning based, and she dislikes Charm and Compel spells.

Ursus, a half-Orc Mage 13, is skilled in defensive magic, including Abjuration, Charm, Compel, and Illusion spell lists, plus the Dispel Magic skill.

Weebit Ankylebiter, a Gnome Mageknight 13, is a master of wilderness and life magic, and uses mostly Heal, Summon, and Transform spells. He also makes numerous magic items to aid himself and his allies.

Layout

The following is an overview of what you'll find in *Elements of Magic*.

Chapter One: Magical Classes details the Mage, Mageknight, and Taskmage classes, along with magical feats. Sample characters are presented of each class.

Chapter Two: Spell Elements presents the spellcasting system of *Elements of Magic*, and gives rules for learning, casting, and creating spells.

Chapter Three: Spells presents the spell lists and magical skills, plus several examples of each.

Chapter Four: Magic Items explains the rules to create permanent magical effects, and presents several examples.

The following chapters will be in *Lyceian Arcana*.

Chapter Five: Worldcraft gives advice for using the rules of this book to create your own unique game world, and on how to adapt these rules to an existing game.

Chapter Six: Worlds of Magic presents several sample worldviews of magic, with guidelines for running games with them.

Chapter Seven: Spell Mastery explains the new rules for acquiring unique and powerful spells.

Chapter Eight: The Lyceum briefly details the Lyceum, a sample magical academy.

Appendix One: Spells compiles all the spells presented throughout both books.

Chapter One: Magical Classes

This chapter includes the one primary and two secondary spellcasting classes in *Elements of Magic*: the Mage, the Mageknight, and the Taskmage. You'll also find feats that will help you expand the power of your spellcasting characters.

Mage

Mages are the masters of magic, wielding remarkable power. How Mages come to their power can vary from setting to setting, or even from character to character, but almost all Mages are met with some degree of wariness, for their powers are beyond the understanding of the common man.

Game Rule Information

Mages have the following game statistics.

Abilities: Intelligence determines how many signature spells a Mage can have, and Charisma influences how hard it is to resist the Mage's spells. The Difficulty Class of a saving throw against a Mage's spell is 10 + half the spell's total MP + the Mage's Charisma modifier. Unlike the core rules, there is no minimum ability score requirement to cast spells of a particular level (though some Game Masters may choose to enforce one for their game setting).

Table 1.1: The Mage

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+0	+2	Tradition Skills, Magical Boon
2	+1	+2	+0	+0	+3	
3	+1	+3	+1	+1	+3	
4	+2	+4	+1	+1	+4	Magical Boon (moderate)
5	+2	+5	+1	+1	+4	
6	+3	+6	+2	+2	+5	
7	+3	+7	+2	+2	+5	
8	+4	+8	+2	+2	+6	Magical Boon (moderate)
9	+4	+9	+3	+3	+6	
10	+5	+10	+3	+3	+7	
11	+5	+11	+3	+3	+7	
12	+6	+12	+4	+4	+8	Magical Boon (major)
13	+6	+13	+4	+4	+8	
14	+7	+14	+4	+4	+9	
15	+7	+15	+5	+5	+9	
16	+8	+16	+5	+5	+10	Magical Boon (major)
17	+8	+17	+5	+5	+10	
18	+9	+18	+6	+6	+11	
19	+9	+19	+6	+6	+11	
20	+10	+20	+6	+6	+12	Magical Boon (major)

A high Wisdom is also very useful for Mages, since some of their important class skills are based on Wisdom. High Dexterity is helpful, as few Mages are trained in wearing armor or casting spells while armored. A good Constitution gives a Mage extra hit points, a resource that she is otherwise very low on.

Hit Die: d4.

Class Skills

The Mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Dispel Magic* (Cha), Divination* (Wis), Knowledge (each skill, taken individually) (Int), Profession (Wis), Scry* (Wis), Speak Language (none), and Spellcraft* (Int). See PHB Chapter 4 and this book for skill descriptions. Skills marked with an asterisk (*) are skills new or modified in this book.

Skill Points at 1st Level: (4 + Int modifier) x 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Mage.

Weapon and Armor Proficiency: A Mage is proficient with all simple weapons, but no armor or shields. Armor of any type interferes with a Mage's movements, which can cause her spells to fail.

Spells: A Mage's spellcasting ability is determined by her level and by the choices she make with spell lists. Most of the necessary information about casting spells is provided in Chapter Two.

Bonus Languages: A Mage may substitute any one language for one the bonus languages available to her because of her race. This represents that the Mage has dabbled in knowledge from many sources, and may have learned to communicate with unusual creatures in order to acquire her magic.

Tradition Skills: A Mage gains two bonus class skills, chosen when she gains her first level as a Mage. These represent training specific to her magical tradition, or simply unique skills she has acquired in her pursuit of magical knowledge.

Magical Boon: Because Mages all develop slightly different abilities, each 1st level Mage can choose from a small list of Magical Boons she can acquire. She may choose to gain either two Minor Boons or one Moderate Boon, from the lists below. The specifics of the various types of boons are described after the lists.

Additionally, every four levels thereafter, the Mage gains one more boon. At higher levels, these boons are of greater power, though you may choose to gain a less powerful boon if you want. You can choose the same boon multiple times if you want, even gaining multiple familiars if you want.

Boons are in many ways similar to the effects of spells. However, boons are permanent effects, and only apply to the Mage herself. They represent a power she herself possesses innately, and though they can be suppressed with general antimagic, they cannot be counterspelled or dispelled.

Minor Boons: Animal speak, bonus feat, magically empowered, minor elemental resistance, resist fear, medium.

Moderate Boons: Animagus, moderate elemental resistance, sixth sense, summon familiar, trackless step, uncanny vision.

Major Boons: Greater animagus, improved signature spell, magical defense, magical protection, major elemental resistance.

Minor Boons

Animal Speak (Sp): The Mage chooses one small category of animal, such as foxes, sparrows, or owls. By concentrating, the Mage can speak with them as if she had a common language, though of course the animal might only be able to convey primitive thoughts in reply. This ability does not guarantee the animal will be friendly.

Bonus Feat: The Mage gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or a magical tradition feat.

Magically Empowered (Su): The Mage chooses one skill that is Strength- or Dexterity-based. She gains a +3 bonus to checks with that skill. Each time this boon is chosen, it affects a different skill.

Minor Energy Resistance (Su): The Mage chooses one element and gains energy resistance 1 to it, preventing some damage of that type from both magical and natural sources. Additionally, she gains resistance against elemental side effects of the chosen type. Whenever an Evoke spell of that element affects her, any side effects it has are reduced by 1 MP. If this reduction brings the side effect to midway between two levels of side effect, use the lower level. She can completely ignore the Mild side effects of that element.

This side effect resistance extends to all equipment she carries, but does not extend to related elements, nor to non-magical sources of similar effects. Thus, if she chose shadow, her torch would not be extinguished by a low-intensity Shadow effect. However, it could still be extinguished by natural water. Each time this boon is chosen, it affects a different element.

If you choose a greater energy resistance boon that applies to the same energy type, that frees up the lesser boon slot, which you can choose something new for. Thus, if you choose Minor Shadow Resistance, then later choose Major Shadow Resistance, you can replace the minor resistance boon with any other minor boon.

Resist Fear (Su): The Mage gain a +4 bonus to all fear effects (those that would cause her to become frightened, shaken, or panicked). This boon can only be chosen once.

Spiritual Medium (Su): The Mage gains the supernatural ability to hear spirits, ghosts, and all varieties of incorporeal undead. By concentrating, she can hear any spirits around her, even if they are not manifesting. She can, of course, only hear the spirits if they are actually making noise, by talking or rattling chains or such, and

must succeed a Listen check to hear quiet sounds. She can also hear creatures that are ethereal, even if they are not dead. This boon can only be chosen once.

Moderate Boons

Animagus (Sp): The Mage picks one animal that is between Diminutive and Small and has a Challenge Rating of ½ or less. She can transform into the shape of that animal as a standard action, at the cost of 1 MP, and lasting 10 minutes. A human could thus turn into a dog or raven, but not a tiger. This functions exactly as if the Mage had used a Transform Animal spell to assume the creature's shape. She cannot speak in thast form, and her body is not suited to performing the somatic gestures of spells, even if the form has hands, like a monkey. Each time you choose this boon, you can pick a different animal type.

Moderate Energy Resistance (Su): As minor energy resistance above, except the Mage gains energy resistance 5, and reduces side effects by 2 MP. If this reduction brings the side effect to midway between two levels of side effect, use the lower level.

Sixth Sense (Su): The Mage gains the supernatural ability to see and hear incorporeal undead.

By concentrating, she can see and hear any incorporeal undead as if they were corporeal, even if they are not manifesting. This also allows her to see and hear ethereal creatures. This boon can only be chosen once.

Summon Familiar: The Mage may summon a familiar in exactly the same manner as a sorcerer in the core rules. Use your caster level instead of your class level to determine the power of your familiar, so that if you take levels of Mageknight or Taskmage, they improve your familiar's power.

Trackless Step (Su): The Mage leaves practically no trail in natural surroundings. Increase the DC to track the Mage with the Survival skill by +20. This boon can only be chosen once.

Uncanny Vision (Su): The Mage gains low-light vision. If you already have low-light vision, you gain Darkvision 30. If you already have Darkvision, increase its range by 30 ft. You may choose this boon multiple times.

Major Boons

Greater Animagus (Sp): As the animagus ability, above, except that the Mage may choose up to a Large animal with a Challenge Rating of up to 2, and may speak while in that animal form. Transforming into this shape takes a standard action, costs 1 MP, and lasts 10 minutes. This boon may be chosen multiple times. Each time you choose this boon, you can pick a different animal type, and the maximum CR of the chosen animal increases by 2. Thus, a 20th level Mage who has chosen this boon three times could take the forms of a large ape (CR 2), a polar bear (CR 4), and a dire lion (CR 5).

Improved Signature Spell: The Mage chooses one spell list she knows. She can cast a spell as a standard action as if it were a signature spell, as long as it only uses the chosen list, general enhancements, and metamagic feats. Each time you choose this boon, you gain a different list, and you can combine these lists to cast combined spells as standard actions. You can choose a magical skill instead of a spell list.

Magical Defenses (Su): Choose Intelligence, Wisdom, or Charisma. The Mage gains a deflection bonus to AC equal to her modifier in that ability score, to a maximum of +5. This boon can only be chosen once.

Magical Protection (Su): Choose Intelligence, Wisdom, or Charisma. The Mage gains a resistance bonus to saving throws equal to her modifier in that ability score, to a maximum of +5. This boon can only be chosen once.

Major Energy Resistance (Su): As minor energy resistance above, except the Mage gains energy resistance 10, and reduces side effects by 3 MP. If this reduction brings the side effect to midway between two levels of side effect, use the lower level.

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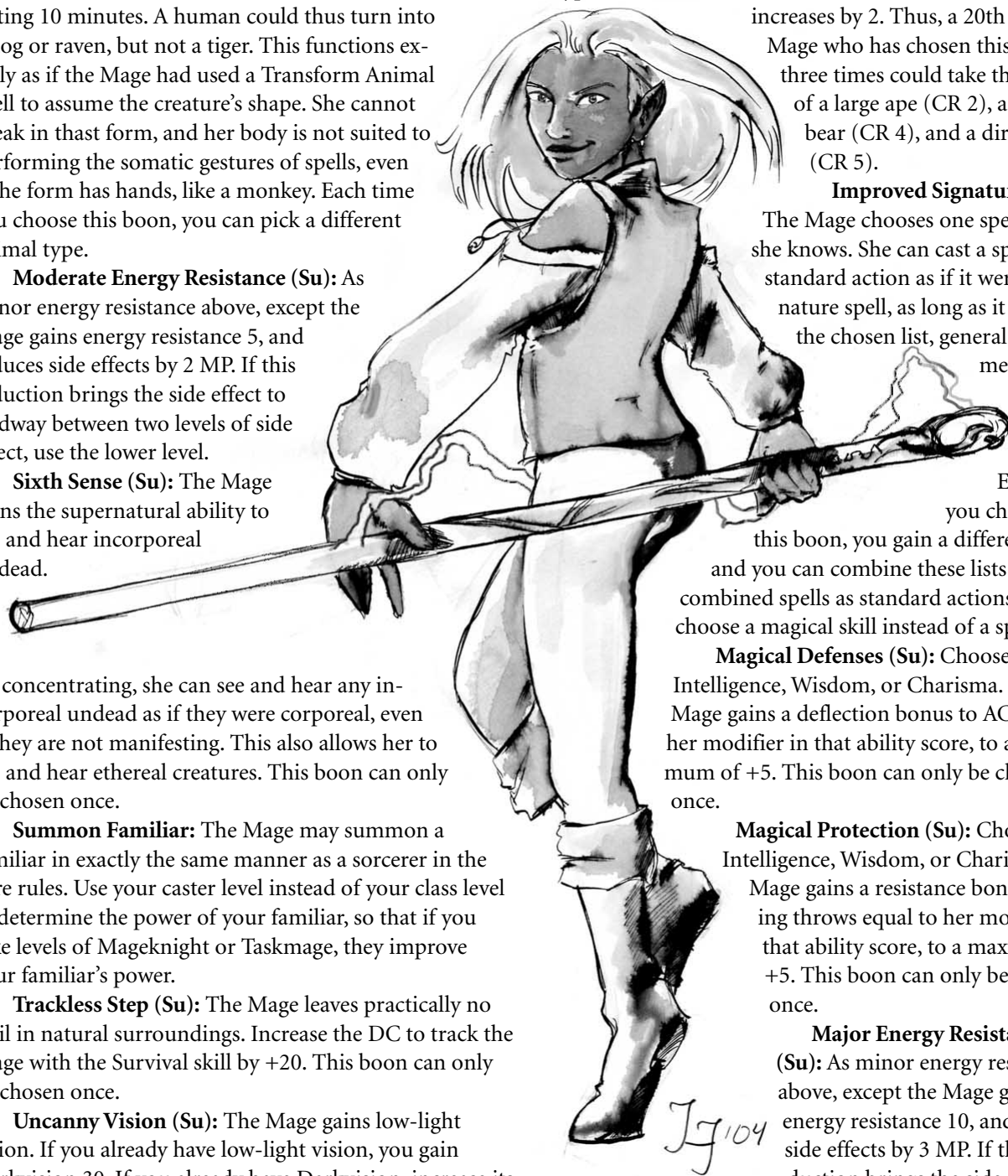
Tri'ni Gren'eys

Elf Mage 13: Female elf; CR 13; Medium humanoid (elf); HD 13d4+13; hp 47; Init +2; Spd 60 ft. (*Wayfarer's staff*); AC 22 (+3 Dex, +9 *+4 mithral chainmail*); Atk +7/+2 melee (1d6+1, *+2 shortsword*), or +9/+4 ranged (Evoke spells, or 1d6-1, shortbow); SA spells; SQ Elvish traits, caster level 13, magical boons; MP 152; AL CG; SV Fort +5, Ref +7, Will +12; Str 8, Dex 16*, Con 12*, Int 13, Wis 14, Cha 24*. (*These are modified by magic items.*)

Skills, Feats, and Languages: Bluff** +20, Concentration +17, Craft (bowmaking) +4, Craft (painting) +4, Knowledge (arcana) +17, Sense Motive** +20, Spellcraft +17; Armor Proficiency (light), Armored Casting, Evoke Specialist, Intense Spell, Iron Will, Quicken Spell, Silent Spell, Still Spell; Common, Elvish, Goblin, Undercommon.

**These are tradition skills.

Magical Boons: Three bonus feats, lightning resistance 5, improved signature spell (Evoke Lightning).

Spell Lists: Abjure Aberration, Abjure Force, Abjure Law, Abjure Lightning, Abjure Nature, Create Air, Create Light, Create Lightning, Create Nature, Create Shadow, Evoke Air, Evoke Chaos, Evoke Force, Evoke Life, Evoke Lightning, Evoke Sound, Illusion Death, Illusion Fire, Illusion Lightning, Illusion Shadow, Illusion Void, Infuse Force, Infuse Lightning, Infuse Nature, Infuse Time, Move Air, Move Fire, Move Force, Move Space, Transform Earth, Transform Humanoid.

Equipment: +4 Mithral Chainmail, *Shifting Cloak*, *+2 shortsword*, ten potions of *healing dose*, two potions of *remedy*, potion of *inscrutable invisibility*, two potions of *commanding presence* (+10 Charisma), *Gloves of Dexterity +4*, *Wayfarer's Staff*, *Necklace of Clear Thoughts*, *Ring of Constitution +2*, shortbow.

Ursus

Half-Orc Mage 13: Male half-orc; CR 13; Medium humanoid (half-orc); HD 13d4+26; hp 60; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (-1 Dex, +5 *vest of defense*); Atk +7/+2 melee (1d4+1, clawdagger), or +5/+1 ranged (varies); SA spells; SQ half-orc traits, caster level 13, magical boons; MP 152; AL LE; SV Fort +10, Ref +7, Will +15; Str 13, Dex 8, Con 14, Int 10, Wis 16*, Cha 16. (*This is modified by a magic item.*)

Skills, Feats, and Languages: Dispel Magic +22, Intimidate** +19, Knowledge (arcana) +5, Sense Motive** +28, Spellcraft +11; Arcane Mastery, Arcane Specialist, Arcane Student, Craft Charged Item, Dispel Specialist, Improved Initiative, Masked Soul, Quicken Spell, Skill Focus (Dispel Magic); Common, Orc. (**These are tradition skills.)

Magical Boons: Four bonus feats, improved signature spell (Dispel Magic).

Spell Lists: Abjure Animal, Abjure Death, Abjure Fire, Abjure Force, Abjure Ice, Abjure Nature, Abjure Outsider, Charm Aberration, Charm Humanoid, Charm Outsider, Compel Aberration, Compel Humanoid, Compel Outsider, Compel Undead, Create Fire, Create Force, Illusion Air, Illusion Earth, Illusion Fire, Illusion Light, Illusion Shadow, Illusion Water, Infuse Earth, Move Death, Summon Aberration, Summon Outsider, Summon Undead, Summon Vermin, Transform Death, Transform Earth, Transform Fire.

Equipment: Inquisitor's Mask, *Vest of Defense +5*, *Cloak of Flames*, *Tattoo of Saving Throws +4* (permanent spell), *Tattoo of Sense Motive +9* (permanent spell), ten potions of *healing dose*, two potions of *remedy*, clawdagger.

Mageknight

Mageknights combine martial prowess with magical talents into a truly unique fighting style. One mageknight might use Evoke spells to weaken his enemies from a distance before closing to engage in melee, while another might create illusions and conjure monsters to distract

Illustration by David Hendee

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his foes and assist him in combat tactics.

Though Mageknights have access to all the same spell lists as Mages, they generally use these lists directly for combat, and their signature spells reflect this. A Mageknight might know Charm Humanoid and could make a wary informant more comfortable, but he would be more likely to use the spell list to cause his enemies to cower or flee in terror.

Game Rule Information

Mageknights have the following game statistics.

Abilities: Mageknights are more martial artists than spellcasters, and so they favor Strength, Dexterity, and Constitution more than Intelligence or Charisma. However, Mageknights with less than optimal physical abilities can easily compensate by learning the appropriate Infuse spells to enhance their abilities.

Hit Die: d8.

Class Skills

The Mageknight's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex), Spellcraft* (Int), and Swim (Str). See PHB Chapter 4 and this book for skill descriptions. Skills marked with an asterisk (*) are skills new or modified in this book.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the Mageknight.

Weapon and Armor Proficiency: A Mageknight is proficient with all simple and martial weapons, light and medium armor, and shields. Armor of any type interferes with a Mageknight's movements, which can cause his spells to fail. However, most Mageknights take the Armored Casting feat.

Spells: A Mageknight's spellcasting ability is determined by his level and by the choices he make with spell lists. Most of the necessary information about casting spells is provided in Chapter Two. Mageknights can learn

Table 1.2: The Mageknight

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+½	+1	+0	+1	Bonus feats
2	+1	+1 ½	+2	+0	+2	Bonus feat
3	+2	+2	+2	+1	+2	Magical Boon (minor)
4	+3	+3	+2	+1	+2	Bonus feat
5	+3	+3 ½	+3	+1	+3	
6	+4	+4 ½	+3	+2	+3	
7	+5	+5	+4	+2	+4	
8	+6	+6	+4	+2	+4	Bonus feat
9	+6	+6 ½	+4	+3	+4	
10	+7	+7 ½	+5	+3	+5	Magical Boon (moderate)
11	+8	+8	+5	+3	+5	
12	+9	+9	+6	+4	+6	Bonus feat
13	+9	+9 ½	+6	+4	+6	
14	+10	+10 ½	+6	+4	+6	
15	+11	+11	+7	+5	+7	
16	+12	+12	+7	+5	+7	Bonus feat
17	+12	+12 ½	+8	+5	+8	Magical Boon (major)
18	+13	+13 ½	+8	+6	+8	
19	+14	+14	+8	+6	+8	
20	+15	+15	+9	+6	+9	Bonus feat

any spell list.

Bonus Feats: At 1st level, the Mageknight gains two bonus feats. Thereafter, at 2nd level and every 4th level, the Mageknight gains one more bonus feat. These feats can be any feats available to Fighters as bonus feats, or any metamagic, item creation, or tradition feats. The Mageknight may take the Weapon Specialization feats and related Fighter-specific feats as if he were a Fighter of the same level.

Magical Boon: At 3rd level, the Mageknight gains one minor magical boon, chosen from any detailed in the Mage class, above. At 10th, he gains a moderate boon, and at 17th, a major boon.

Weebit Ankylebiter Vallshadow

Gnome Mageknight 13: Male gnome; CR 13; Small humanoid (gnome); HD 13d8+78; hp 146; Init +2; Spd 20 ft.; AC 17 (+4 scale mail, +1 size, +2 Dex); Atk +12/+7 melee (1d8+1, glaive), or +13/+8 ranged (1d6 +1, mighty longbow); SA spells; SQ Gnomish traits, small size, caster level 9 ½, magical boons; MP 88; AL LG; SV Fort +12, Ref +6, Will +7; Str 13, Dex 14, Con 22*, Int 10, Wis 12, Cha 8.

*These are modified by magic items.

Skills, Feats, and Languages: Concentration +20, Ride +11, Survival** +6; Armored Casting, Craft Charged Item, Craft Permanent Spell, Craft Wondrous Item, Heal Specialist, Improved Overrun, Mounted Combat, Natural Spell, Power Attack, Ride-by Attack, Transform Specialist; Common, Gnome. (**Cross-class skill.)

Magical Boons: Magically Empowered (Ride), Trackless Step.

Taskmage

Just as Mageknights use their magical powers to enhance their combat abilities, Taskmages use magic to improve their non-combat, non-magic skills. Taskmages often take advantage of Infuse spell lists to improve their physical abilities, but there are many ways magic can enhance one's skills.

Taskmages have access to all the same spell lists as Mages, but they usually eschew directly offensive magic, relying more on their knowledge to defeat foes.

Game Rule Information

Taskmages have the following game statistics.

Abilities: Taskmages have as little desire to get into melee combat as mages do. Most Taskmages have high Intelligence, Wisdom, and Charisma scores, and don't worry much about their physical attributes.

Hit Die: d6.

Class Skills

The Taskmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Dispel Magic* (Cha), Divination* (Wis), Knowledge (arcana) (Int), Profession (Wis), Scry* (Wis), and Spellcraft* (Int). See PHB Chapter 4 and this book for skill descriptions. Skills marked with an asterisk (*) are skills new or modified in this book.

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the Taskmage.

Weapon and Armor Proficiency: A Taskmage is proficient with all simple weapons, but no armor or shields. Armor of any type interferes with a Taskmage's movements, which can cause her spells to fail.

Spells: A Taskmage's spellcasting ability is determined by her level and by the choices she make with spell lists. Most of the necessary information about casting spells is provided in Chapter Two. Taskmages can learn any spell list.

Tradition Skills: A Taskmage gains ten bonus class

Spell Lists:
Abjure Nature, Create Life, Create Nature, Create Water, Heal Death, Heal Earth, Heal Fire, Heal Life, Heal Metal, Heal Nature, Infuse Earth, Infuse Force, Infuse Life, Infuse Water, Summon Animal, Summon Elemental, Summon Vermin, Transform Animal, Transform Death, Transform Earth, Transform Humanoid, Transform Life, Transform Nature, Transform Plant.

Equipment: *Tattoo of +3 natural* attacks (permanent spell), *amulet of great healing*, ten *nuts of healing dose*, chewing tobacco *mana battery*, *flask of strength*, *staff of summoning*, *choker of constitution +4*, masterwork scale mail, masterwork mighty longbow. Weebit's *staff of summoning* is actually a masterwork glaive that's enchanted as a charged magic item.

skills, chosen when she gains her first level as a Taskmage. These represent training specific to her magical tradition, or simply unique skills she has acquired in her pursuit of magical knowledge.

Bonus Feats: At 1st level, the Taskmage gains a bonus feat. Thereafter, at every 4th level, the Taskmage gains one more bonus feat. These feats can be any metamagic, item creation, or tradition feats, or any of the following: Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Diligent, Investigator, Magical Aptitude, Negotiator, Nimble Fingers, Persuasive, Self-Sufficient, Skill Focus, Stealthy, and Track.

Magical Boon: At 3rd level, the Taskmage gains one minor magical boon, chosen from any detailed in the Mage class, above. At 10th, she gains a moderate boon, and at 17th, a major boon.

Skill Mastery: At 9th level, the Taskmage gains Skill Mastery, as the rogue ability of the same name, with a number of skills equal to 3 + her Intelligence modifier. She gains this ability again at 18th level.

Table 1.3: The Taskmage

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+½	+1	+1	+1	Bonus feat
2	+1	+1 ½	+2	+2	+2	
3	+1	+2	+2	+2	+2	Magical Boon (minor)
4	+2	+3	+2	+2	+2	Bonus feat
5	+2	+3 ½	+3	+3	+3	
6	+3	+4 ½	+3	+3	+3	
7	+3	+5	+4	+4	+4	
8	+4	+6	+4	+4	+4	Bonus feat
9	+4	+6 ½	+4	+4	+4	Skill Mastery
10	+5	+7 ½	+5	+5	+5	Magical Boon (moderate)
11	+5	+8	+5	+5	+5	
12	+6	+9	+6	+6	+6	Bonus feat
13	+6	+9 ½	+6	+6	+6	
14	+7	+10 ½	+6	+6	+6	
15	+7	+11	+7	+7	+7	
16	+8	+12	+7	+7	+7	Bonus feat
17	+8	+12 ½	+8	+8	+8	Magical Boon (major)
18	+9	+13 ½	+8	+8	+8	Skill Mastery
19	+9	+14	+8	+8	+8	
20	+10	+15	+9	+9	+9	Bonus feat

Barbara Porter

Human Taskmage 13: Female human; CR 13; Medium humanoid (human); HD 13d6+78; hp 146; Init +2; Spd 30 ft.; AC 23 (+9 *+4 mithral chainmail*, +4 Dex); Atk +6/+1 melee (1d4, +1 dagger), or +11 ranged (1d8, light crossbow); SA spells; SQ Caster level 9 ½, magical boons, skill mastery (Bluff, Disguise, Listen); MP 88; AL N; SV Fort +6, Ref +10, Will +9; Str 8, Dex 18, Con 10, Int 13, Wis 16*, Cha 14. (*These are modified by magic items.)

Skills, Feats, and Languages: Bluff** +18, Climb** +5, Concentration +16,

Illustration by Hannah Spute

Disable Device** +20, Disguise** +18, Divination +11, Hide** +10, Listen** +22, Move Silently** +10, Scry +19, Spellcraft +17, Spot** +19; Armored Casting, Extra Signature Spells, Improved Initiative, Infuse Specialist, Light Armor Proficiency, Quickdraw, Silent Spell, Skill Focus (Disguise), Still Spell; Common, Orc. (**These are tradition skills.)

Magical Boons: Animal Speak (dogs), Summon Familiar (dog, grants +3 Listen).

Spell Lists: Charm Humanoid, Compel Humanoid, Create Fire, Create Nature, Create Shadow, Evoke Death, Illusion Light, Illusion Sound, Illusion Shadow, Illusion Void, Infuse Air, Infuse Death, Infuse Fire, Infuse Ice, Infuse Shadow, Infuse Water, Move Death, Move Earth, Move Force, Move Nature, Move Water, Summon Animal, Transform Humanoid, Transform Shadow.

Equipment: *+3 mithral chainmail*, *+1 dagger*, *boots of spider-climbing*, *pendant of wisdom +4*, *ring of freedom of movement*, *bag of extradimensionality*, masterwork light crossbow.

Skill Revisions

In addition to the magical skills presented in Chapter Three, there are two small skill revisions, for the Concentration and Spellcraft skills. Whenever you would normally add a spell's level to a skill's DC, instead add ½ the spell's total MP cost. Additional information in Chapter Three gives you more options for Spellcraft, though those uses require MP.

Magic Feats

The following feats are divided into metamagic and item creation feats, plus two new categories – mage and tradition feats. Mage feats are simply feats that can be chosen as bonus feats for mages and other spellcasters. Tradition feats can only be taken by spellcasting characters who come from the appropriate magical tradition. There are no default tradition feats, since they should be specific to each setting, but a many tradition feats are presented in *Lyceian Arcana*.

The Game Master should make sure that each tradition feat is associated with one or more magical traditions in his world, so that only characters from that tradition can take the feat. A character that is not from a given tradition can still take tradition feats for it if the Game Master approves, such as if the character has spent an extended period of time among the culture, or if he has a high enough number of ranks in Knowledge (arcana) that he would know of the culture's magical traditions.

Some of the feats below are revised version of core rule feats, which have been changed to make them compatible with the *Elements of Magic* system.

Table 1.4: Magic Feats

Mage Feats	Prerequisites	Benefits
Abjure Specialist	Spell Mastery (Abjure)	Cast adaptive abjurations
Arcane Student	—	Prepare spells from books more easily
Arcane Specialist	Arcane Student	Cast spells from books quickly
Arcane Mastery	Arcane Student, Arcane Specialist, caster level 10+	Prepare powerful spells
Armored Casting	Armor Proficiency (light)	Suffer less spell failure chance in armor
Dispel Specialist	Dispel Magic 5+ ranks	Cast reactive counterspells
Divination Specialist	Divination 5+ ranks	Have flashes of insight and danger sense
Evoke Specialist	Spell Mastery (Evoke)	Improved critical ability for evocations
Extra Magic Points	—	Gain MP equal to caster level
Extra Signature Spells	—	Can have 4 more signature spells
Extra Spell List	—	Learn 1 more spell list
Heal Specialist	Spell Mastery (Heal)	Cast packages of multiple heal effects at once
Illusion Specialist	Spell Mastery (Illusion)	Flesh out illusions more easily
Infuse Specialist	Spell Mastery (Infuse)	Infuse spells always last at least ten minutes.
Natural Spell	Ability to transform into creatures	Cast spells while transformed
Scry Specialist	Scry 5+ ranks	Cast spells through Scry more easily.
Spell List Familiarity	Caster Level 15+	Reduce MP cost for certain spells
Spell List Focus	—	Increases spell DC +2.
Summon Specialist	Spell Mastery (Summon)	Make summoned creatures friendlier
Transform Specialist	Spell Mastery (Transform)	Transform the same target multiple times
Item Creation Feats	**Prerequisites**	**Benefit**
Craft Charged Item	Caster Level 1+	Create limited-use spellcasting items
Craft Permanent Spell	Caster Level 7+, either Craft Charged Item or Craft Wondrous Item	Create permanent spell effects not linked to items
Craft Wondrous Item	Caster Level 4+	Create permanent spell effects tied to items
Metamagic Feats	**Prerequisites**	**Benefit**
Intense Spell	—	Increase spell save DCs
Quicken Spell	—	Cast spells as a free action
Silent Spell	—	Cast spells without verbal components
Still Spell	—	Cast spells without somatic components

Abjure Specialist [Mage]

Your abjure spells are particularly flexible.

Prerequisites: Spell mastery with Abjure lists (you must know 6 Abjure spell lists).

Benefit: When you cast an Abjure spell, choose its basic function as usual, such as energy resistance, damage reduction, or Armor Class bonus. However, you may choose to have the spell be adaptive. If you do, the first time you would be attacked or damaged by a source that matches a type you know an Abjure spell list for, the spell will switch to the appropriate element, alignment, or creature type. You can choose for this not to happen, but you can only choose whether to switch the first time you're threatened.

For example, Ursus casts Abjure Fire 5/Gen 2 on himself, thinking he's about to encounter a young red dragon. When he's attacked, though, it turns out to be a blue dragon, with lightning breath. Ursus does not know Abjure Lightning, but he does know Abjure Force, which can provide lesser energy resistance, so when the dragon fires its breath weapon, he can choose to immediately switch his spell into Abjure Force 5/Gen 2.

Arcane Mastery [Mage]

You can prepare spells you normally could not cast.

Prerequisites: Arcane Student, Arcane Specialist, caster level 10+.

Benefit: You can prepare spells from spellbooks even if they cost more MP than your MP limit. You must still succeed a caster level check as normal to cast spells that are too high level, just as if you were casting them from a spellbook.

Normal: You cannot prepare spells that cost more MP than your MP Limit.

Arcane Specialist [Mage]

You can cast spells from books quickly.

Prerequisites: Arcane Student.

Benefit: Casting a spell from a book takes you only two rounds. You must still succeed a caster level check as normal to cast spells you do not know the spell lists for, or that are too high level, but you get a +2 bonus to these checks.

Normal: Casting a spell from a book takes one minute.

Arcane Student [Mage]

You can prepare spells more easily.

Benefit: You can prepare spells very quickly. Needing only a bit of brief study for any given spell, you are able to prepare all the spells you want in just one hour, being able to devote as many of your MP as you desire. If the normal preparation time of 5 minutes per spell would be shorter,

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Item Creation Feats

There are three types of item creation feats in *Elements of Magic*. They can overlap slightly, and some items might require more than one feat to create. Unlike core item creation feats, these feats are defined by what the item does, rather than what form it takes.

Charged Items: Charged items hold charges, which they use to cast spells. The simplest sort of charged items can be used only once, like the classic healing potion. More powerful charged items have pools of MP they use to power their spells. When you use the item, it uses up its MP, and will eventually run out. A few of the most powerful charged items have unlimited MP, meaning you can use their effects as often as you want.

Wondrous Items: Wondrous items have a permanent magical effect, which they bestow upon their bearer, like the classic belt of strength. These can be simple statistical bonuses to AC or skill checks, or they can grant the wearer powers like flight, darkvision, or increased speed. In some ways they might seem similar to charged items, but a wondrous item only works on the wearer, and a charged item can use its magic on anyone. Also, charged items have to be activated, but wondrous items have persistent effects. Most classic magical weapons and armor would be wondrous items, enhanced with Infuse Force or Abjure Nature.

Permanent Spells: This category covers spell effects not tied to an item. Permanent magical traps, sanctified temples, and teleportation gateways can be created with this feat. You can also use it to grant permanent magical abilities to yourself or others. The drawback is that you cannot give a permanent spell to another person as one might easily let an ally borrow a magic item.

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use that time instead.

You can also prepare signature spells during the normal one hour of meditation needed each day to regain MP. You must still make caster level checks as normal if you cast a prepared spell you do not know all the spell lists for, but you get a +2 bonus to these checks.

Normal: Preparing a single spell takes 5 minutes.

Armored Casting [Mage]

You have no spell failure chance because of armor.

Prerequisite: Armor Proficiency (light)

Benefit: You suffer no spell failure chance from wearing armor or using shields that you actively took feats to become proficient in. Additionally, if you have one or more levels in a class that grants free proficiency in light

armor or shields, you suffer no spell failure chance from those armor and shields. If you have two or more levels in classes that grant free proficiency in medium armor, you suffer no penalty from that, and with three or more levels in classes that grant free proficiency in heavy armor or tower shields, you suffer no spell failure chance for those.

Thus, you can only cast spells in armor that you actually paid a feat for, or if you have devoted a few levels to a class that grants them for free. This prevents a high-level Mage from dipping into Mageknight for one level just so he can wear mithral full plate.

You still cannot cast spells with somatic components if you are bound, or if you're wearing a locked gauntlet.

Craft Charged Item [Item Creation]

You can create items that store spells.

Prerequisite: Caster Level 1+.

Benefit: You can craft charged items, paying XP and monetary costs.

Craft Permanent Spell [Item Creation]

You can create permanent magical effects not tied to an item.

Prerequisite: Caster Level 7+, either Craft Charged Item or Craft Wondrous Item.

Benefit: You can craft permanent spells, paying XP and monetary costs.

Craft Wondrous Item [Item Creation]

You can create items that provide permanent benefits for their bearers.

Prerequisite: Caster Level 4+.

Benefit: You can craft wondrous items, paying XP and monetary costs.

Dispel Specialist [Mage]

You are very skilled at counterspells and magical defenses.

Prerequisite: Dispel Magic 5+ ranks.

Benefit: You can use Dispel Magic to cast a counterspell as a reaction, in response to someone else casting a spell, even if you have not readied an action. You can only do this if you have a prepared or signature Dispel Magic spell, and if you could normally cast that spell on your own round (for example, if you're nauseated and can only take a move action each round, you cannot use this feat). If you cast a counterspell in this way, you act next round as if you have already taken a standard action, which will normally leave you just being able to take a single move action.

You can use any sort of Dispel Magic spell as a counterspell, including antimagic and overmaster effects. However, you can only use this feat in response to someone casting a spell; you cannot use this to 'jump ahead' in initiative. You can only cast a single reactive counterspell each turn.

Divination Specialist [Mage]

You have mild precognition that comes unconsciously.

Prerequisites: Divination 5+ ranks.

Benefit: When you are about to be threatened in the near future (no more than a day away), your Game Master may let you make a Divination check (DC 20), and if you succeed you receive a brief vision or insight that there is danger. This allows you to avoid being surprised in the first round of combat against that danger, though if you act on this insight to change the manner of danger, your insight won't help you avoid surprise. You rarely receive more than one vision in this manner any given day. If you succeed the check by 10 or more, you get fuller information as to what will happen.

Understand that this ability is dependent on your Game Master's concept of what is a threat to you, so you'll want to discuss the use of this ability with your Game Master before you take the feat.

Evoke Specialist [Mage]

You are very skilled at dealing magical damage.

Prerequisite: Spell mastery with Evoke [Element] lists (you must know 6 Evoke [Element] spell lists).

Benefit: When you cast an Evoke spell that requires an attack roll, improve the threat range by 1. For save-based Evoke spells, if a creature rolls a natural 1 on the saving throw, it makes another saving throw with the same bonus and Difficulty Class. If this one fails also, it takes double damage. This applies only to damage, not to any special side effects, nor to ability damage, negative levels, or other alternate effects with Evoke Death.

Extra Magic Points [Mage]

You have a deeper pool of magical energy to draw from.

Benefit: You get a number of bonus MP equal to your caster level (round down for ½ caster levels). Recalculate the number of bonus MP whenever your caster level changes.

Special: You can take this feat multiple times. Its effects stack.

Extra Signature Spells [Mage]

You are good at casting certain spells quickly.

Benefit: You can have 4 more signature spells than normal.

Special: You can take this feat multiple times. Its effects stack.

Extra Spell List [Mage]

You have a slightly larger than normal magical repertoire.

Benefit: You learn 1 more spell list.

Special: You can take this feat multiple times. Its effects stack.

Heal Specialist [Mage]

Your healing spells can cure multiple weak afflictions cheaply.

Prerequisites: Spell mastery with Heal lists (you must know 6 Heal spell lists).

Benefit: You may use the Combined Healing enhancements, detailed in the Heal spell list section in Chapter Three. These enhancements allow you buy packages of cheap healing effects for a reduced cost.

Illusion Specialist [Mage]

Your illusion spells are always a little more detailed.

Prerequisites: Spell mastery with Illusion lists (you must know 6 Illusion spell lists).

Benefit: If you cast an Illusion spell with two or more Standard effects, you can gain a free Simple effect from each other Illusion spell list you know (except Space or Time). If you cast an illusion spell with two or more Complex effects, you can gain a free Simple effect from the Space or Time lists if you know them, and a free Standard effect from each other Illusion spell list you know. You cannot gain free Intensify enhancements in this way.

Infuse Specialist [Mage]

Your ability-influencing spells last longer.

Prerequisite: Spell mastery with Infuse lists (you must know 6 Infuse spell lists).

Benefit: When you cast a spell that uses just Infuse spell lists and general enhancements, you can purchase a duration of ten minutes for free. Thus, all your Infuse (and Drain) spells can last at least ten minutes, unless for some reason you want them to end sooner.

Intense Spell [Metamagic]

You can make your spells particularly hard to resist.

Benefit: When you cast a spell, you may pay extra MP, as long as the total cost of the spell is not higher than your normal MP limit. For each MP spent this way, increase the saving throw DC to resist the spell by +1. Additionally, each extra MP increase the DC to Dispel your spell by +2.

For example, Tri'ni, a Mage 13 with a Charisma of 18, casts Evoke Lightning 8, and spends an extra 5 MP. Normally the spell's DC would be 18 (10 + Charisma + ½ spell MP), but with the bonus MP, the save DC is now 23.

Natural Spell [Mage]

You can cast spells while in different creature's forms.

Prerequisite: Ability to assume the forms of other creatures.

Benefit: If you change into a different creature type, you can still cast spells just as easily as you could in your own body. You still can't cast spells if you cannot form the verbal or somatic components (such as if you're held), but you could cast spells even if you were a snake, slithering for somatic components. If you are in an inanimate form, such as if you turn into a normal tree, or if you become a rock (but retain your sentience), you act as if paralyzed, so you could still cast still and silent spells.

Normal: If you change forms you cannot cast spells unless the new form is of the same basic shape and can talk and use its hands.

Special: This feat is a version of the Natural Spell feat in the core rules, modified to fit the *Elements of Magic* rules.

Quicken Spell [Metamagic]

You can cast spells with a moment's thought.

Benefit: Casting a quickened spell is a free action. You can perform another action, even cast another spell, in the same round as you cast a quickened spell. You may cast only one quickened spell per round. Casting a quickened spell doesn't provoke an attack of opportunity. The following table shows how much more MP a quickened spell costs, based on its original MP cost. If you make a quickened signature spell, it costs less than quickening a spell on the fly. The cost is only reduced if you create the signature spell as pre-quickened; if you take an existing signature spell and quicken it, the cost is not reduced.

Original MP Cost	Signature Quicken MP Cost	Standard Quicken MP Cost
0	1	2
1 to 2	3	5
3+	7	10

For example, Ursus, a Mage 13, has as one of his signature spells a 13 MP Quickened Abjure Force 6 that gives the caster Spell Resistance 18, which he calls *flickering mask*. If this were not a signature spell, the best he could manage would be a Quickened Abjure Force 3 to give SR 12.

Special: This feat is a version of the Quicken Spell feat in the core rules, modified to fit the *Elements of Magic* rules. The Quicken Spell feat is a prerequisite for the Create and Infuse Time spell lists.

Scry Specialist [Mage]

You have an easier time casting spells through scrying.

Prerequisites: Scry 5+ ranks.

Benefit: If you have already successfully scried on a

target in the past minute, if you cast any other Scry spells at that target, you can choose to use the result of your original Scry check for these new spells. If you scry with a high-MP rider spell attached, you may still need to make a new check if the DC is higher than your original check.

Silent Spell [Metamagic]

You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components. A silent spell costs 2 more MP to cast than the spell normally would.

Special: This feat is a version of the Silent Spell feat in the core rules, modified to fit the *Elements of Magic* rules.

Spell List Familiarity [Mage]

Choose a spell list, such as Evoke Death. You can cast a certain spell list more cheaply.

Prerequisite: Caster level 15+.

Benefit: Whenever you cast a spell that uses 2 or more MP on the chosen spell list, reduce the MP cost by 1. For example, Hagiok, a Lich Mage 20, can normally cast spells with a maximum of 20 MP. If he chose Evoke Death for this feat, he could cast Evoke Death 7/Hex Life 10/Gen 4, spending 20 MP instead of 21. This does not actually reduce the spell's MP Cost (for the purposes of effects like Dispel Magic or creating magic items), it just reduces how much MP you pay.

Special: You can gain this feat multiple times. Each time you do, it applies to a different spell list.

Spell List Focus [Mage]

Choose a spell list, such as Evoke Fire. Your spells of that list are harder to resist.

Benefit: Add +2 to the DC for saving throws against spells that use the chosen spell list. If the spell uses other spell lists (other than general enhancements), this benefit does not apply. If you have Spell List Focus in multiple lists, you can still gain the bonus if the spell only uses lists you have focused in.

Special: This feat is a version of the Spell Focus feat in the core rules, modified to fit the *Elements of Magic* rules. You can gain this feat multiple times. Each time you do, it applies to a different spell list.

Still Spell [Metamagic]

You can cast spells without gestures.

Benefit: A stilled spell can be cast with no somatic components. A stilled spell costs 2 more MP to cast than the spell normally would.

Special: This feat is a version of the Still Spell feat in the core rules, modified to fit the *Elements of Magic* rules.

Summon Specialist [Mage]

You are very skilled at handling magically created creatures.

Prerequisite: Spell mastery with Summon lists (you must know 6 Summon spell lists).

Benefit: When you cast a Summon spell, you may automatically make a Diplomacy check, even if you do not share a common language. The Diplomacy check determines the creature's new attitude. Most nonsentient creatures arrive with an indifferent attitude, and most sentient ones start off unfriendly.

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20
Helpful	-	-	-	Less than 1	1

Normal: You have to spend double the normal amount of MP to make a summoned creature helpful.

Transform Specialist [Mage]

Your transform spells can themselves transform, allowing multiple shiftings of shape with one spell.

Prerequisite: Spell mastery with Transform lists (you must know 6 Transform spell lists).

Benefit: Whenever you cast a Transform spell on yourself or on a willing subject, for the spell's duration the spell's subject may spend a standard action to transform into any other form that falls within the limits of the spell. Since most enhancements for Transform spells are not restricted to a single list (for instance, you can buy Stronger Creature with any Transform [Creature] list), you can choose to include multiple creature and element types in the spell, even if not all of them get used for the initial form. Those types included in the spell are available for transforming into.

For example, you could use Transform Elemental 8/Transform Fire 1/Gen 1 to turn yourself into a large fire elemental, but if you had this feat you could cast Transform Elemental 1/Transform Animal 1/Transform Vermin 1/Transform Humanoid 1/Transform Life 1/Transform Earth 1/Transform Air 1/Transform Fire 1/Transform Water 1/Gen 1, which would let you start off as a large fire elemental, but each turn thereafter you could turn into any sort of creature that is an elemental, animal, vermin, or humanoid of the life, earth, air, fire, or water types, of CR 5 or less.

Chapter Two: Spell Elements

Though the spell lists are presented in full detail in Chapter Three, some changes to the core rules for spell-casting are included here.

Spellcasting Basics

All spellcasters using *Elements of Magic*, including the Mage, Mageknight, Taskmage, and other classes to be presented in *Lyceian Arcana* use effectively the same rules, so whenever the text in this chapter refers to Mages, it applies to all spellcasters using this system, unless otherwise noted.

Mages use **magic points** or **MP** to cast their spells, instead of using spell slots. Unlike the core rules where magic from different classes was gained and handled separately, a Mage has only one **caster level**, which increases in a fashion much like the character's base attack bonus.

A caster learns **spell lists,** rather than individual spells, as she goes up in level. Spell lists come in three **effect categories**: Alignments, Creatures, and Elements. Spell lists also have one of eleven **action types**: Abjure/Hex, Charm, Compel, Create, Evoke, Heal, Illusion, Infuse/Drain, Move, Summon, and Transform. Each spell type can be applied to one or more of the three categories. In all, over 250 different spell lists are possible, not counting various combinations of multiple lists into a single spell. A caster also has access to **magical skills**, which are described in Chapter Three alongside the spell lists.

Once a caster learns her spell lists, she can cast a **simple spell**, cast a **combined spell,** or cast a **signature spell.** A caster can keep notes on her signature spells in text form, usually in the form of a **spellbook**.

Alternate *Elements of Magic* Spellcasters: For players and Game Masters who prefer to have a game more like the core rules, but with greater spellcasting freedom, *Lyceian Arcana* will present remakes of several core rules spellcasting classes, renamed to prevent confusion. These will include arcanists (wizards), exalten (bards), godhands (paladins), and longwalkers (druids).

Magic Points

Magic Points (MP) will be familiar to anyone who has played computer RPGs. Rather than preparing spells like a cleric or wizard, or having open spell slots like a bard or sorcerer, a Mage uses MP to cast spells, with more powerful spells costing more MP. When a Mage runs out of MP, she cannot cast any more spells until she rests and regains her MP. The amount of MP that a caster has depends on her caster level, described below.

Regaining Magic Points: Once per day, a Mage may spend an hour to regain her MP. During this hour she might pray, meditate, study notes she has written about her spells, or take any other sort of focused, non-stressful action. A Mage can only spend time to regain MP if she is relatively well rested. At the end of this hour, she fully regains all of her MP. At the Game Master's option, Mages that are interrupted during this hour might get a small fraction of their MP back, in ratio to the amount of time rested compared to the amount needed. A Mage can regain MP in this way once per day, and not more than once in an 8-hour period.

You may choose to allow alternate methods for regaining MP, such as a fraction returning on an hourly basis, or perhaps requiring some sort of sacrifice to a deity to regain power. These can be difficult to keep track of in game, and if you do decide to have alternate ways to regain MP, only let characters take advantage of just one.

Illustration by Hannah Spute

Spell Level: In this revised system, spells cost from 0 to 20 MP, with gradations of 1 MP each. Thus, unlike the core rules, there are effectively 21 spell levels, instead of 10, though spells are referred to by their MP cost instead of using the term 'level.' The effect of the spell is based on how many MP you pay, and you can pay no more MP for a single spell than your caster level.

Cantrips (0 MP spells) work slightly differently, in that they require no MP to cast. Each day, a Mage can cast a number of cantrips equal to her caster level +2 for free. A Mage can cast these 'free' cantrips even if she is out of MP. Each cantrip beyond that limit costs 1 MP. Note that each spell list has effects that are available for 0 MP. You can cast a simple cantrip with a range of touch and duration of just a minute, using up one of your free cantrips for the day, or you can combine the cantrip ability with range and/or duration enhancements, paying MP for those, but still getting the basic effect for 0 MP.

For example, you could use a free cantrip to cast Evoke Lightning 0, a spell that lets you make a single touch attack any time during the spell's duration, dealing 1d6 points of lightning damage. Or you could spend 1 MP to cast Evoke Lightning 0/Gen 1 (short for General Enhancement), a spell that lets you shoot a bolt of lightning with a range of 30 ft., dealing 1d6 points of damage.

Caster Level

The caster level mechanic allows a caster to multiclass between different spellcasting classes and still be able to cast high level spells. Any class that gives *Elements*

of Magic caster levels, as well as any *Elements of Magic* prestige class that gives bonus caster levels, stack together to give the character's total caster level. Classes that do not have spellcasting (such as the fighter or barbarian) have no caster level. Classes that use another type of magic (such as the core cleric and wizard) do not stack with an *Elements of Magic* spellcaster.

While the Mage gains a caster level with every class level, not all casters learn at the same rate. Some casters, like the Mageknight and most prestige classes, learn at a slower rate. To allow this, a character may gain caster levels in ½ level increments. Thus, the caster level table is presented in ½ level increments. When determining the level-based effects of a spell, as usual, round down fractions. Thus, a character with a caster level of 11 ½ would cast spells that are functionally identical to those cast by someone with caster level 11.

You caster level determines how many spell lists you know, how many Magic Points (MP) you have, and what power level of spells you can cast. Spellcasting ability improves incrementally as spellcasters improve their caster level, granting access to more powerful spells, knowledge of more diverse spells, and a greater pool of MP to cast spells with.

Maximum Spell MP: This is the maximum amount of MP the caster can spend on any given spell. Thus, a character with caster level 5 could spend no more than 5 MP on each spell, including costs for general range and duration enhancements and metamagic feats. A caster with only ½ caster level can only use cantrips.

Table 2.1: Caster Level

Spellcaster Level	Maximum Spell MP	Spell Lists Known	Magic Points	Free Cantrips Per Day	Spellcaster Level	Maximum Spell MP	Spell Lists Known	Magic Points	Free Cantrips Per Day
0	-	0	0	0	½	0	3	2	2
1	1	6	5	3	1 ½	1	7	7	3
2	2	9	11	4	2 ½	2	10	13	4
3	3	11	17	5	3 ½	3	12	21	5
4	4	13	26	6	4 ½	4	14	30	6
5	5	15	35	7	5 ½	5	16	40	7
6	6	17	45	8	6 ½	6	18	51	8
7	7	19	56	9	7 ½	7	20	63	9
8	8	21	68	10	8 ½	8	22	75	10
9	9	23	81	11	9 ½	9	24	88	11
10	10	25	95	12	10 ½	10	26	103	12
11	11	27	110	13	11 ½	11	28	120	13
12	12	29	130	14	12 ½	12	30	141	14
13	13	31	152	15	13 ½	13	32	165	15
14	14	33	177	16	14 ½	14	34	191	16
15	15	35	205	17	15 ½	15	36	220	17
16	16	37	235	18	16 ½	16	38	250	18
17	17	39	265	19	17 ½	17	40	281	19
18	18	41	297	20	18 ½	18	42	315	20
19	19	43	332	21	19 ½	19	44	351	21
20	20	45	370	22					

Spell Lists Known: A caster learns new spell lists as she goes up in level. The total number of spell lists that she knows is given on the table. If the character takes levels in a class that restricts which spell lists can be learned, only the new spell lists learned are restricted. Any previously learned spell lists are unaffected.

Magic Points: The caster has the given number of magic points available each day.

Free Cantrips per Day: A caster can use this number of cantrips per day without spending any magic points. Any additional cantrips that the caster uses cost 1 MP each.

Spell Lists

Mages do not learn individual spells like *Leo's tiny hut* or *fireball*. Instead, they learn lists of spells, such as Create Space or Evoke Fire, which are flexible and can be cast with differing power levels. Each spell list has multiple ways in which it can be cast, and you only choose the way you want to use it when you actually cast the spell; you don't have to prepare spells in advance. A Mage who knows Evoke Fire could cast it at varying power levels, ranging from creating a flickering flame around her hands, to sending forth sheets of fire in the shape of flaming wyrms, depending on what the situation demands.

A 1st level Mage knows 6 spell lists, and chooses any six spell lists from Chapter Three. Each spell list is a combination of one **action type** and one **effect category**. Thus, a beginning undead hunter might pick Abjure Death, Abjure Undead, Compel Undead, Create Light, Evoke Life, and Heal Life. The Mage will learn new lists as she gains levels.

Action Types

Each spell list has one of the eleven action types. Not all effect categories can be applied to every action type. The following list shows the possible combinations, plus an example of two spells from the core rules that could be recreated with that list:

- Abjure [Alignment], [Creature], or [Element]. This spell list can be reversed to Hex [Alignment], [Creature], or [Element]. *Stoneskin* or *protection from energy*.
- Charm [Creature]. *Sleep* or *charm person*.
- Compel [Creature]. *Dominate* or *suggestion*.
- Create [Element]. *Acid fog* or *wall of force*.
- Evoke [Alignment] or [Element]. *Harm* or *fireball*.
- Heal [Alignment] or [Element]. *Mending* or *cure light wounds*.
- Illusion [Element]. *Invisibility* or *ghost sound*.
- Infuse [Alignment] or [Element]. This spell list can be reversed to Drain [Alignment] or [Element]. *Haste*, *bull's strength*, or *hallow*.

- Move [Element]. *Fly* or *teleport*.
- Summon [Creature]. *Planar ally* or *summon swarm*.
- Transform [Creature] or [Element]. *Polymorph* or *stone to flesh*.

Effect Categories

Spell lists have one of three effect categories – Alignment, Creature, or Element.

Alignment: Alignment spells affect creatures and objects with the power of the specified alignment. Most creatures count as neutral for the purposes of spells, because spells act on the creature' magical aura or energies, not on its internal mindset. A creature only counts as a specific alignment if it has that alignment as a subtype (e.g., demons are Evil and Chaotic), or if the creature derives magical powers from a source of that alignment (such as a mage devoted to a god of chaos), or if the creature has been infused with an Infuse [Alignment] effect.

Very few objects have an alignment, and those that do are either magical or affected by an Infuse [Alignment].

The five Alignments are Balance (neutrality), Chaos, Evil, Good, and Law.

Creature: Creature spells affect only creatures of the specified type. They do not affect objects, though objects transformed into creatures (typically Constructs) can be affected by spells with the appropriate creature type.

The fifteen types of Creatures are: Aberration, Animal, Construct, Dragon, Elemental, Fey, Giant, Humanoid, Magical Beast, Monstrous Humanoid, Ooze, Outsider, Plant, Undead, and Vermin.

Element: Element spells affect creatures and objects with elemental energy. Most of the elements, excluding the Unifying Elements, are part of the Elemental Sphere, as shown in the following diagram. Friendly elements are adjacent to each other, while opposing elements are on the opposite sides of the sphere.
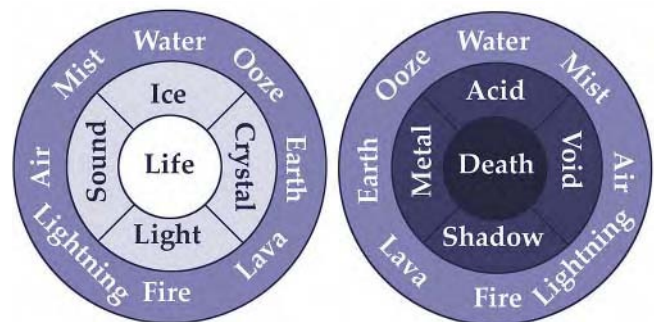
There is a difference between spells that affect elementals (the creature type) and those that affect elements. A Transform Earth spell can turn things to stone, but it cannot turn something into an earth elemental. For that you'd need both Transform Earth and Transform Elemental.

Illustration by Ryan Nock

One final confusion is that Ooze is both a creature type and an element. This is mostly because all the other words for ooze as an element sound a bit silly – sludge, slime, goo, gunk, or even mud just don't cut it. Since the only times the two Oozes overlap are for Abjure and Transform, treat Ooze as being both sorts. If you know Abjure Ooze, you can keep mud away just as easily as you can fend off slime monsters.

The Categories of Elements

The 22 elements are divided into the following categories, based on their natures.

- **The Cardinal Elements:** Air, Death, Earth, Fire, Life, and Water. These are the primary elements on the equator and the axis of the sphere of elements.
- **The Paraelements:** Lava, Lightning, Mist, and Ooze. These elements each are derived by combining two cardinal elements from the equator.
- **The Negative Elements:** Acid, Metal, Shadow, and Void. These elements are the combination of Death and one of the equatorial elements.
- **The Positive Elements:** Crystal, Ice, Light, and Sound. These elements are the combination of Life and one of the equatorial elements.
- **The Unifying Elements:** Force, Nature, Space, and Time. Nature is within the sphere of elements and is a balanced mixture of all the elements. Space, force, and time are all outside the sphere and represent the normally intangible concepts of space, forces, and time.

Magical Skills

A caster can learn several skills that are primarily or entirely magical in nature. These are Dispel Magic, Divination, Scry, and Spellcraft. All four skills are detailed in Chapter Three.

Spellcasting

This section explains what it takes to cast a spell.

Describing Spells: When you make a spell, list it by first stating each spell list used and how much MP is devoted to that spell list. Then include an entry of "Gen" for all general costs you pay associated with the spell that are not part of any specific spell list, such as range, duration, and area of effect. Some examples include "Evoke Lightning 3/Gen 2," or "Abjure Force 5/Infuse Fire 4/Gen 1." Usually the "Gen" entry won't really matter, and you could simply say "Evoke Lightning 5" or "Abjure Force 5/Infuse Fire 5," but the specifics can be important when dealing with counterspells and other rare circumstances. Feel free to give spells more evocative names.

Casting a Spell: Casting a spell takes two full rounds. You can take a 5-ft. step each turn while casting a spell,

but you are quite vulnerable to attacks. You cannot ready an action to cast a normal spell, because you can only ready standard actions. However, every spellcaster can learn a certain number of signature spells, which are easier to cast. Signature spells are detailed later.

Spells require verbal and somatic components, meaning the caster must be able to move and speak freely. When you cast the spell, you choose one or more spell lists you know, the number of MP you want to spend on each spell list, and the amount of MP you want to pay for general enhancements. You pay that amount of MP, even if your spell is disrupted or you don't complete it. Remember, you cannot pay more MP for a single spell than your caster level.

All the spell lists are somewhat alike at their basic level. They all have a duration of up to one minute and a range of touch, and a few lists have primary effects that you don't have to pay for, but beyond these basics, you have to spend the spell's MP to give the spell abilities.

For example, Evoke [Element] (page 54) has a primary effect of dealing 1d6 points of elemental damage, and additional damage can be purchased at a cost of 1 MP for +1d6 damage. You can also purchase enhancements to give the spell a longer range, increase its duration, or give it a large area of effect. Whenever you cast a spell, you can choose any of the options available, giving you great flexibility.

Simple Spells: Simple spells are spells that only use one spell list, plus general enhancements. If a spell has two or more spell lists, even if they are of the same type or reverses of each other, the spell is combined, not simple.

For a simple spell, you can choose to just have a cantrip effect from the spell list, and have the rest be general enhancements. Thus you could have Evoke Light 0/Gen 3 shoot a weak beam of light 800 ft., dealing just 1d6 points of damage. You could not have Evoke Light 0/Evoke Fire 0/Gen 3, however. If the spell is not simple, you must spend at least 1 MP on each spell list used (though you can always choose to spend 0 MP on General Enhancements).

Combined Spells: When you cast a spell, you don't have to use just one spell list; you can combine effects of different lists that you know. This can range from the simple, such as an Evoke Fire/Evoke Death/Evoke Acid spell that would deal a mixture of damage, to the complex, such as Move Space/Illusion Fire/Summon Animal, which teleports you a short distance away, but creates an illusion of you transforming into a bear, and actually conjures a bear to throw pursuers off your trail.

Remember that the Game Master has final say over whether a given spell is allowed. If you try to combine spell lists in ways that really are unrelated, your Game Master may not allow it. For example, a spell that

wrenches your foe's internal organs, transforms you into a halfling, and pulls your favorite spellbook out of your nearby tent to fly it to you, while certainly feasible in the rules (Evoke Death/Transform Humanoid/Move Air/Move Force), lacks consistency, and is fair game to be vetoed by your Game Master. A spell can only have a single area of effect, though, so truly exotic and convoluted spells can usually be avoided. Another restriction is that you cannot have free cantrip effects with combined spells.

Armor and Somatic Components: Few spellcaster are trained to cast spells while wearing armor. Even if a spellcaster has the appropriate Armor Proficiency feat, she suffers a percentage chance to have her casting disrupted by the armor's interference. If she casts with the Still Spell feat or has the Armored Casting feat, she can ignore this spell failure chance. The spell failure percentages are the same for *Elements of Magic* spellcasters as they are for Fantasy d20 sorcerers and wizards.

Disrupting Spellcasting: The rules for disrupting spellcasting are almost identical to those in the core rules. The only change is that whenever a Concentration check's DC would normally be based on spell level, it is instead based on ½ the spell's MP cost. This change is mentioned above in Chapter One.

Magic Points: You have a pool of magic points (MP) determined by your caster level. Once per day you may spend an hour to regain your MP. During this hour you might pray, meditate, study notes you've written about your spells, or take any other sort of focused, non-stressful action. You can only spend time to regain MP if you are relatively well rested. At the end of this hour, you fully regain all of your MP. At the Game Master's option, if you are interrupted during this hour, you might get a small fraction of your MP back. You can only do this once per day, and not more than once in an 8-hour period (you can't study just before midnight, wake up in the morning, blow up a bunch of stuff, then study some more).

Spellcasting Limits: The normal limit to spellcasting is that you cannot spend more MP on a single spell than your caster level. Additionally, you are limited to how much you can spend on any single action type.

For any given action type (Evoke, Charm, Heal, etc.), you cannot spend more than 5 MP on spell lists of that action type in a single spell. If you know two spell lists of that action type (such as Evoke Fire and Evoke Lightning), this limit is raised to 10 MP. If you know three spell lists of that type (such as Charm Humanoid, Charm Animal, and Charm Magical Beast), the limit is raised to 15 MP. If you know four spell lists (such as Heal Chaos, Heal Good, Heal Life, and Heal Nature), there is no limit. For magical skills, the limit is equal to the number of ranks you have.

list and 2 Heal spell lists, she could only cast Infuse spells of up to 5 MP, Heal spells of up to 10 MP. She could, however, cast Heal Life 10/Infuse Earth 5/Gen 5.

Signature Spells: A spellcaster can have a number of signature spells equal to her caster level plus her Intelligence modifier (if positive). A signature spell is a specific spell. You must choose specific traits for every spell list in the spell, so if you have the signature spell Evoke Lightning 2/Gen 3, you must choose whether it will be a line of lightning dealing 3d6 damage, or a burst of lightning doing 1d6 damage and stunning people. Also, your signature spell can make use of metamagic feats, but if you choose to have a signature spell use a metamagic feat, it always uses that feat.

Most spellcasters *n*ame their signature spells, and tweak the specifics of these spells to suit their tastes. You can freely design the non-rules-based aspects of your spells, so you could have your Evoke Lightning 2/Gen 3 be a thin bolt of electricity, or a whirling spray of shocking sparks, or even something exotic, like strings of lightning that spell out curses and insults.

Casting a signature spell requires only a standard action, instead of two full rounds. Thus, while a high-level Mage might know hundreds of different possible spell effects, in dangerous situations she would be likely to rely on the twenty or so she is most familiar with.

Illustration by Todd Schumacher

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For example, Tri'ni Gren'eys is a Mage 13, and has a 14 Intelligence. With a caster level of 13, she can cast spells of up to 13 MP, has a magic point pool of 152 MP, knows 31 spell lists, and can have up to 15 signature spells at a time. She knows, among other things, the Evoke Lightning spell list, and one of her signature spells is a version of Evoke Lightning 4/Gen 4 that she calls *stormbolt*. This specific spell shoots multiple arcs of crackling blue lightning at targets within 20 ft. of each other, dealing 5d6 points of damage. Tri'ni can cast *stormbolt* as a standard action, but if she needs to cast an Evoke Lightning 8/Gen 4 to deal more damage, she'll have to spend two full rounds to create the spell on the fly. Likewise, if she wanted to just cast *stormbolt* with the Silent Spell feat, it would also take two rounds.

Changing Signature Spells: You can change your signature spells by spending eight hours performing rituals, prayers, or studies appropriate to your character. Spellcasting is complicated, and so a character is limited in how many signature spells she can have. If you already know your limit, you can choose to 'forget' one spell to replace it with another. Of course, you can still cast the 'forgotten' spell; doing so simply takes two rounds instead of a standard action, though.

Players and Game Masters are encouraged to only allow the swapping of signature spells between game sessions, or during lulls in the game (such as if delivery food arrives). As long as the character has the necessary eight hours, he can switch his spells, but players are encouraged to have the new signature spells pre-written if they plan to change them during the session. Signature spells are supposed to keep gameplay from bogging down, so generally try to bring any new signature spells in at the beginning of a session to get them approved by your Game Master.

Designing Signature Spells: Players are encouraged to look at the sample spells presented in Chapter Three as a springboard for designing their own signature spells. Also, it's important to make your signature spells truly yours. It is alright to use simple names like Charm Animal 4/Gen 0 when casting normal spells, but players should come up with more evocative names and descriptions for signature spells (and Game Masters should do the same for NPCs).

Magical Traditions

Just as different cultures and religions have different worldviews, so do different groups of spellcasters have different views of magic. These magical traditions help shape characters just as much as their religions and homelands do, and they give spellcasters a clear direction to take as they develop their magical powers. Most characters belong to a magical tradition of some sort, and members of the same magical tradition are unified by learning the same types of magic and maintaining the same habits. Magical traditions are not a necessary part of the game, but they provide an easy way to help make characters distinct and adventures unique. The Game Master is encouraged to develop the primary magical traditions of his setting, and require all starting characters to belong to one of these traditions.

Every major fantasy setting has many different groups of spellcasters with their own peculiar brand of magic. Since *Elements of Magic* spellcasting system allows for great flexibility when designing spellcasting characters, it is important to have clear archetypes for PCs to compare themselves to, to prevent every spellcasting character from being a muddle of unrelated spells and powers. Though PCs will likely dabble in multiple types of magic as they adventure, choosing a magical tradition is a good way to start when you're first becoming familiar with these rules.

Similarly, for Game Masters it can be difficult to quickly create a higher-level spellcasting NPC, because of all the options available. If you design a few magical traditions, it is much easier to base an NPC around one of the traditions you've created than it is to weave the character whole cloth into existence.

Choosing a magical tradition for your character is entirely optional, unless your Game Master says otherwise. *Elements of Magic* is designed to be flexible, and that flexibility includes being able to handle even very amalgamated views of magic. When you see a magical tradition presented, it will usually appear in the following format.

Tradition's Name

General overview of the tradition's history and key emphasis.

Availability: Some magical traditions are only practiced in certain areas, or by certain cultures. This entry states to whom the tradition is available.

Thematic Elements: These are common sensory attributes that identify magic of this sort.

Spell Lists: These are 6 or 10 most common spell lists learned in this tradition. Also, here is listed any specific information on unique ways of learning spells.

Miscellaneous: Some traditions have mild benefits or drawbacks specific to the magic they use. Also, this entry details other common traits of that tradition, such as common skills and feats learned, or iconic weapons. Game masters might want to create tradition-specific feats that provide a small but interesting ability to tie the tradition together.

Sample Traditions: Two sample magical traditions are presented at the end of this document, in the *Lyceian Arcana* teaser. These and other traditions will be presented more fully in the sequel book, *Lyceian Arcana*, but

the samples are provided with this document to help you design your own magical traditions.

Learning Spells

You and the Game Master should talk about what it takes to learn new spells in your setting. In one magical tradition, mages might need to pray to deities for revelation, while in another tradition, young mages might be expected to study historically famous spells, and learn to emulate them.

As a default, if the Game Master requires training time to gain a level, spellcasters spend part of that training time perfecting any new spell lists they learn, but no additional time is necessary, and the spellcaster does not have to make any sort of check to learn a new spell list. Spellcasters are able to develop their own spells, though the Game Master might not allow you to learn spells that seem to go entirely against your character's personality (a priest of a god of light would probably not learn Evoke Shadow on his own, and a homely hedge wizard might not have the basis to devise a Summon Undead spell). Make sure you have your Game Master's approval before choosing your spell lists.

Spellbooks and Preparing Spells: Some spellcasters keep magical notebooks, commonly referred to as spellbooks, though a spell 'book' could just as easily be a stone tablet, carved femurs, or a huge tapestry in a church. These spellbooks contain notes, diagrams, and musings on various spells, and allow spellcasters to learn whatever spells they contain, even spells outside their magical tradition.

Additionally, whenever a spellcaster is spending their hour regaining MP, she can choose to *prepare* spells from a spellbook, even if she doesn't have the appropriate spell list. The benefit of preparing a spell in advance is that it allows a spellcaster to cast the spell as a standard action instead of requiring two full rounds, as if it were a signature spell. The drawback is that she must devote MP to that spell, and cannot use those MP to cast any other spell. If she decides she doesn't need the prepared spell, she must wait until the next time she regains her MP, typically in about a day.

The spells in spellbooks come in the form of signature spells, and this means that a spellcaster can only prepare a spell specifically as it is listed in the spellbook. If the spell in the spellbook uses the Silent Spell feat, she cannot prepare it without the Silent Spell enhancement. However, if you find a spellbook with a spell that uses the Silent Spell feat, you can prepare even if you do not have that feat yourself. You cannot prepare spells that cost more MP to cast than your caster level.

To prepare a spell, the spellcaster must have a written document of the spell and spend at about five minutes

studying the spell. She sets aside an amount of MP equal to that spell's level, and that MP cannot be used for any other spell for an entire day. She can cast the prepared spell only one time; if she wants to be able to cast it multiple times, she must set aside multiples of the necessary MP. Since the spell is prepared in advance, casting it only takes a standard action.

If you do not know all the spell lists of the prepared spell, when you cast that spell, you must succeed a caster level check (DC 11 + spell's MP cost) or else the spell fails. You cannot Take 10 on this check.

Casting Spells from Spellbooks: Alternately, you can attempt to cast a spell directly from a spellbook, without preparing it in advance. You can even attempt to cast spells this way that cost more MP than your spell level. Casting a spell you do not know from a spellbook takes one full minute (ten rounds), and requires a caster level check (DC 11 + spell's MP cost). You cannot Take 10 on this check. If you fail, you lose MP as if you had cast the spell. If you fail by 5 or more, you take damage equal to the spell's MP cost. Alternately, the Game Master may decide the magic goes awry in some other way, such as affecting the wrong target, or twisting your intentions. While casting, you can move only 5 ft. per round. The target only has to be within range when you complete the spell.

Note that doing this is unnecessary unless you do not

know all the spell lists involved, or unless the spell costs more MP than your MP Limit. If these are not an issue, you can simply cast the spell on the fly, spending only two rounds without needing to make a check.

For example, Tri'ni Gren'eys, a Mage 13, finds the spellbook that contains a powerful spell to defend against mind control, and remove compulsion spells, called *Diogenes's Deshackling* (Dispel Magic 13/Gen 2). One of Tri'ni's companions has been ensorcelled by a mage, and has been performing evil acts on his behalf, and since Tri'ni has a poor Dispel Magic skill, she has to resort to using the spell in the spellbook. She manages to subdue her friend and tie him down so he'll be within range for the minute it will take to cast the *Diogenes's Deshackling* from the spellbook. She must succeed a caster level check (DC 26).

Writing Down Spells: A spell requires the equivalent of one page worth of text for every 5 MP of the spell, rounded up. Unlike the core Fantasy d20 rules, writing a spell down does not cost any special amount beyond the normal price to write normal words.

Spell Expertise and Mastery

If you know three or more spell lists of a related nature, you are considered a Spell Expert of that type. You can become a spell expert of either an [Alignment], [Creature], or [Element] type, or of a type of spell list, such as Abjure [Element], Charm [Creature], or Evoke [Alignment]. For example, a Fire expert might know Abjure Fire, Evoke Fire, and Infuse Fire, while a Charm expert might know Charm Animal, Charm Humanoid, and Charm Plant.

A Spell Expert gains a +2 bonus to Spellcraft and Knowledge (arcana) checks related to her chosen spell or subtype.

Charm experts gain the unique ability to have their Charm spells affect any creature type they have access to. If a Charm expert knows Charm Animal, Charm Humanoid, and Charm Plant, he can cast Charm spells that affect any of those creature types, without having to specify one. This is particularly useful if your spell has a large area of effect and you want to charm creatures of different types at once, or if you aren't sure what type of creature you're encountering. Compel experts gain the same bonus with Compel spells. When writing down such spells, note the affected creature types parenthetically, like Charm (animal, humanoid, plant).

Spell Mastery: If you know six or more spell lists of a related nature, you are considered a Spell Master. Spell Masters gain a +2 bonus to caster level checks if they try to cast a spell they don't know (such as if they prepare the spell, or cast from a charged item or spellbook), if that spell uses only lists of the appropriate type. For example,

a Charm Master does not know Charm Outsider, but finds a spellbook that contains a Charm Outsider 8 spell. She prepares the spell, and has to make a caster level check (DC 19) to cast it, but since it is a Charm spell, she gains a +2 bonus to the caster level check.

Additionally, some feats have Spell Mastery as a prerequisite, and some prestige classes require Mastery to qualify. For example, the Elemental Guardian prestige class, presented in *Lyceian Arcana*, requires Mastery in any one of the four classical elements (Air, Earth, Fire, or Water) to qualify.

Magical Elements

This section explains how the elements work in relation to spellcasting.

Elemental Relations

All of the physical elements have several friendly or opposed elements, but the unifying elements do not, and neither do Life or Death. These relations affect how different elements interact.

Elemental Subtypes: All creatures have elemental subtypes, and some have two or more. Most aberrations, animals, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, and vermin have the [Life] subtype in addition to any listed in their descriptions. Thus a red dragon would be a [Fire, Life] creature. Undead have the [Death] subtype. Elementals obviously have the same subtype as their element. Constructs are animated by elemental spirits, and so have a subtype appropriate to the elemental that animates them; for most golems this is an Earth elemental.

Every element deals its own type of damage, and creatures are immune to damage of their own subtype. For instance, fire damage cannot harm fire elementals, and death damage does not harm undead. The physical attacks of creatures do not count as energy damage, however, so if you have acid resistance, it won't help protect you from a black dragon's claws.

The exceptions to this rule are the Crystal, Earth, Metal, and Nature elements. These elements simply deal physical damage, not energy damage, so energy resistance against one of these types won't actually protect against the chosen type. However, most elements have friendly elements, detailed below, which can make even Earth Resistance useful.

Life damage usually cannot deal lethal damage to [Life] creatures, but it does have the exception that it can be used to cause nonlethal damage, even to humans, elves, etc.

Friendly Elements: Creatures of a given elemental type cannot be harmed by energy damage of that type, nor can they be harmed by energy from elements

listed as 'friendly' to their own element. Whenever an effect grants energy resistance versus a type of element, that protection also applies to the friendly elements. For example, if you have Shadow Resistance 5, this prevents the first 5 points of damage each time you take shadow, acid, or void damage.

Note that friendly elements don't always match both ways. You are protected against your friendly elements, but they are not necessarily protected against you. For instance, shadow has the friendly elements void and acid, but acid has the friendly elements void and water. Thus, a creature with Shadow resistance is resistant to Acid damage, but Shadow damage can harm an Acid creature just fine.

Opposed Elements: Whenever a creature receives energy damage from a source that is of an opposed elemental type, that creature takes half again as much damage, even if a save is allowed, or if the save is a success or failure.

Related Ability Scores: The Infuse [Element] spell list can grant bonuses to ability scores. The ability scores you can enhance depend on what element you use.

Side Effect: Evoke [Element] spells have additional effects based on the type of element used. These side effects are presented in more detail in Chapter Three.

Opposed Alignments: There are five alignments used in *Elements of Magic* spells – Chaos, Evil, Good, Law,

and Balance. When an Evoke spell or other damaging effect deals alignment-based damage, its effect depends on the alignment of the targets. Some settings may not use alignments for normal characters, and if so, either get rid of alignment damage entirely, or only have it affect outsiders with the appropriate alignment, since outsiders are considered to inherently have that alignment.

Evoke Chaos, Evil, Good, and Law do normal damage to creatures of diametrically opposed alignments, half damage to creatures that are neutral in respect to the appropriate alignment, and no damage to creatures that share the alignment.

Evoke Balance does normal damage to creatures with extreme alignments (LE, CE, LG, and CG), half damage to creatures that are neutral along one axis (NE, NG, LN, and CN), and no damage to true neutral creatures.

Damage Types and Objects: In the core rules, acid, fire, and electricity effects do half damage to objects, and cold does quarter damage. In *Elements of Magic*, however, all elements simply do half damage to objects, unless noted in the side effects section in Chapter Three.

Objects that are magically imbued with elemental energy take damage just the same as creatures, receiving half again as much damage from opposed elements and none from friendly elements. Normal objects, however, can be harmed just fine. Nonmagical mud can be harmed by Ooze damage, for example.
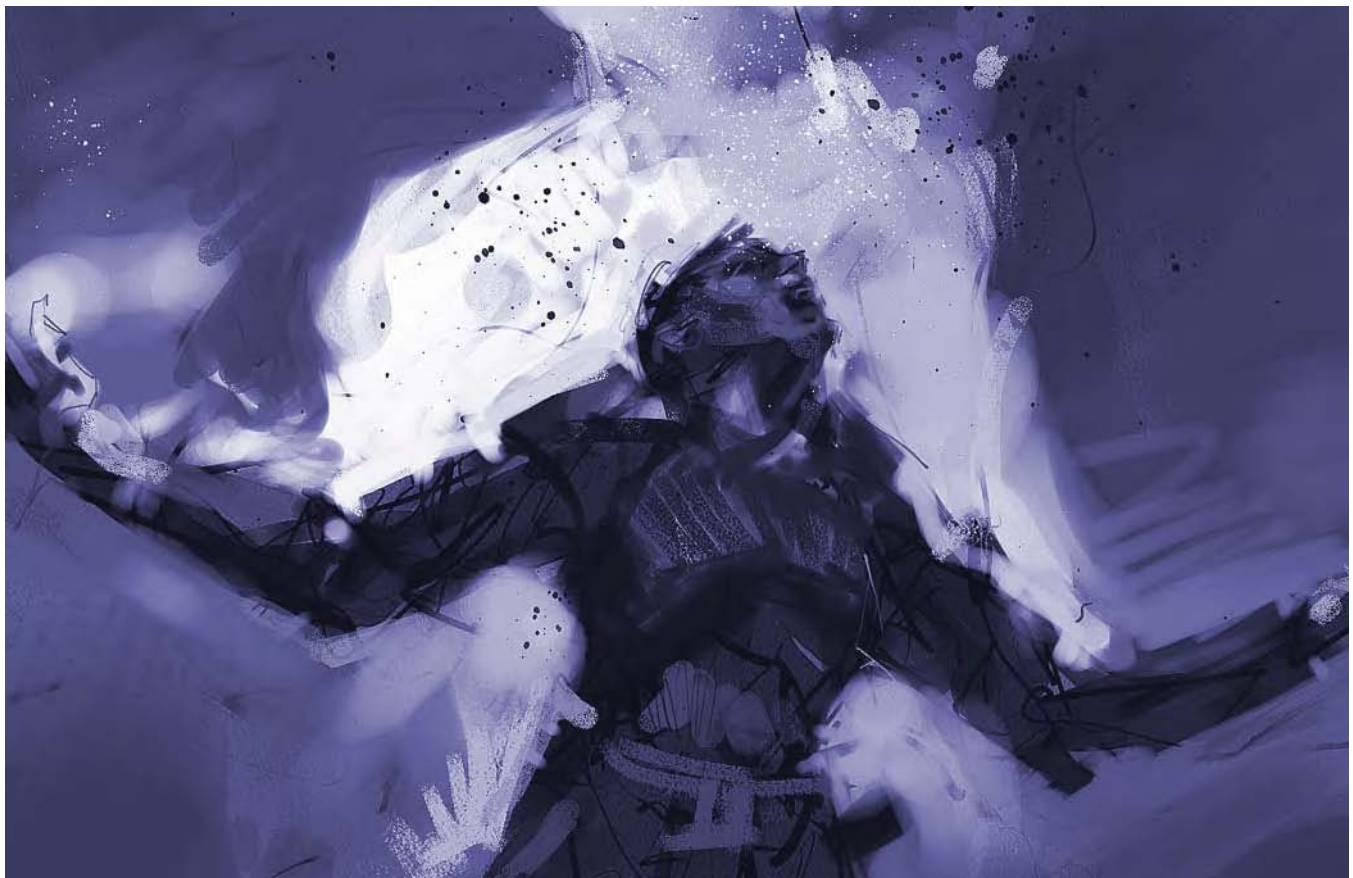
Illustration by David Hendee

Table 2.2: Elemental Relations

	Friendly Elements	Opposed Elements	Related Ability Scores	Side Effect
Acid	Void, Water	Fire, Light, Sound	Intelligence, Wisdom	Dissolve
Air	Lightning, Mist, Sound	Lava, Ooze	Dexterity	Knockback
Crystal**	Ice, Light	-	Constitution, Strength	Physical Damage (piercing)
Death*	-	Life	Intelligence	Inflict
Earth**	Lava, Ooze	-	Strength	Physical Damage (bludgeoning)
Fire	Lava, Lightning	Acid, Ice, Water	Charisma	Ignite
Force	-	-	Dexterity, Wisdom	Force
Ice	Mist, Shadow	Fire, Lava	Charisma, Strength	Freeze
Lava	Fire	Air, Ice, Water	Constitution	Bake
Life*	-	Death	-	Life
Light	Sound, Void	Ice, Shadow	Charisma, Constitution	Blind
Lightning	Air, Fire, Light	Ooze, Shadow, Water	Charisma, Dexterity	Stun
Metal**	Ooze	-	Intelligence, Strength	Physical Damage (slashing)
Mist	Air, Water	Fire, Lava	Constitution, Wisdom	Fog
Nature**	-	-	-	Physical Damage
Ooze	Sound, Water	Air, Lightning	Strength, Wisdom	Slime
Shadow	Acid, Void	Light, Lightning	Charisma, Intelligence	Extinguish
Sound	Air, Ice, Light	Void	Dexterity, Constitution	Deafen
Space	-	-	-	Planar
Time	-	-	-	Temporality
Void	Shadow	Air, Mist, Sound	Charisma, Intelligence	Suffocate
Water	Acid, Mist, Ooze	Fire, Lava, Lightning	Wisdom	Wash

* Note that the Death and Life elements oppose each other, but they do not deal half again as much damage to each other, as is the case with most opposed elements, like fire and water. This opposition is important for Hex spells, even though it doesn't affect Evoke spells.

** No effects can deal energy damage of the Crystal, Earth, Metal, or Nature elements, so resistance against these elements only protects against the damage from listed friendly elements. Thus, an Earth creature is still immune to energy damage of Lava or Ooze sources. No effects provide Nature Resistance, however.

Chapter Three: Spells

The eleven spell lists presented in this chapter all follow the same basic guidelines, and can be combined into an incredible variety of possible magical effects.

Rule 1: The spell creation rules for *Elements of Magic* use a point-buy system, and while this type of system provides great flexibility and is usually well-balanced, there are always ways to bend point-buy systems and create unfair spells. If a player or the Game Master creates a spell that seems unfairly powerful, so much so that it ruins the fun of the game, don't hesitate to bring up your misgivings. Your gaming group should be able to come to an agreement on what's fair.

Spell Basics

All spells have the following basic attributes, even cantrips (0 MP spells). You have the option of improving on these basic attributes, but the following are the defaults.

- **Casting Time:** Two full rounds.
- **Duration:** Up to one minute (D).
- **Range:** Touch.
- **Target:** A creature, object, or point in space.
- **Area of Effect:** One 5-ft. square, or 0-ft.

Measuring Duration: Basic spells all have a range of touch, so when you finish casting the spell, you may touch your target right away if it's within range. If you do not touch a target right away, or if you miss with a touch attack, you may hold the charge until you touch a target. The spell has no effect until you touch a target and release the charge, but the duration is measured from the moment of casting. Thus, for a basic spell, once you finish casting, you have one minute (10 rounds) to touch a target before the spell's charge fades. If you wait 3 rounds, then touch your target, the spell will only last 7 more rounds. Just like in the core rules, if you cast another spell, the current charged spell dissipates.

If your spell has a range greater than touch, when you finish casting, you may either choose your target right away, or hold the charge. If you hold the charge, the duration counts down just as for a touch spell. If you are holding a charged spell, you may choose to dismiss the spell as a standard action.

When you first cast the spell, you can choose to have its duration be less than the normal one minute. You can also dismiss the spell as a standard action.

"Instantaneous" Spells: Many spells from the core rules have a duration of instantaneous, primarily offensive and healing spells. When you cast an Evoke or Heal spell in *Elements of Magic*, you have many options available to you. The most common choice will probably be to have all the damage or healing happen instantaneously, in which case the spell only has a duration of one round. However, you do have the *option* of spreading the damage or healing over a longer duration, dealing less per round. Also, the one minute duration helps you hold the charge for touch spells. These options are explained in more detail in the Evoke and Heal spell lists, below.

Affecting Targets: When you cast your spell, choose a creature, object, or point-in-space within range. This is the center of the area of effect. If you choose a creature or object, the spell is anchored to it, and the area of effect moves wherever it moves. If you choose a point in space, the area of effect is static and unmoving.

Also, instead of having an area of effect, you may choose for the spell to simply affect one creature or object. Thus, if your friend and an enemy are grappling and in the same square, you could target a Charm spell to

Illustration by David Hendee

affect only the enemy, instead of a 5-ft. area.

The actual effect of your spell is explained in the spell lists section below.

Special Targeting: You can choose to charge the spell into an object that is within range, and the first creature or object it touches becomes the anchor of the spell. If you charge an object this way, you can then cast more spells without causing the charged spell to end. Remember, though, that the duration is running as soon as you cast the spell, so if no one touches the charged object, the spell is wasted.

Some examples of this include charging arrows with Evoke Fire spells so they explode when they hit, or charging a door so that the first person to walk through it is teleported away.

Affecting Creatures and Objects: Most spell descriptions will only refer to affecting creatures, and not specifically mention that they can affect objects, for space's sake. Unless otherwise noted, spells can affect objects just as easily as they affect creatures. For example, an Abjure Fire spell could grant the same resistance to both creatures and objects, and Heal Earth could fix a stone wall just as easily as it could heal an earth elemental. Some effects explicitly only affect either creatures or objects, and these are explained in the text. Of course some spells, mostly Charm and Compel, have no effect if you cast them on objects.

Spell Enhancements

Whenever you cast a spell, you use the spell's MP to determine what the spell does. You can purchase either general enhancements (detailed just below), which apply to the entire spell, or you can buy spell effects, which are specific to each spell list. Also, some spell lists, like Abjure and Evoke, have basic effects that you get for free.

The general enhancements below deal primarily with improving range, duration, or area of effect. Each spell list also has a specific set of effects you can purchase for it, such as stunning for an Evoke Lightning spell, or damage reduction for an Abjure Metal spell. Remember that the total of all MP spent for General enhancements and spell list enhancements cannot be greater than your caster level.

For example, if you cast Compel Humanoid 7/Evoke Fire 3/Gen 2, you can spend no more than 7 MP on Compel enhancements, no more 3 MP on Evoke enhancements, and no more than 2 MP on General enhancements.

The general enhancements are listed here. The other enhancements are listed in the appropriate spell lists.

Area of Effect and Range: These two sets of enhancements work in conjunction. For some areas of effect, like lines and cones, a long range is much more significant than for singly-targeted effects. Targeted spells include those whose area of effect is centered on a creature or point in space. Remember that for targeted spells you are limited by line of sight, while line and cone spells can continue on past your line of sight as long as a solid barrier does not interfere. If the spell does enough damage to destroy the barrier, or if there is at least one square foot of open space for every 5-ft. square barrier (such as a small window in a wall), the area of effect continues unhindered.

Table 3.1: Area of Effect and Range

Range	Targeted	Line	Cone
Short (30 ft.)	1 MP	2 MP	3 MP
Medium (150 ft.)	2 MP	3 MP	6 MP
Long (800 ft.)	3 MP	5 MP	12 MP
+500 ft.	+1 MP	+2 MP	+4 MP

Area, Targeted (1 MP). The spell has an area of effect that fits inside a circle with a 10-ft. radius, centered on a creature, object, or point in space within range. The shape of the area must be simple, such as a full circle, a hollow ring, a cross, or an S-shape, but you cannot choose a more complicated shape. Thus, you cannot choose to target four random squares with enemies but avoid those with allies; for that, you need the Discerning enhancement, below.

For every 1 additional MP spent on this enhancement, increase the radius by 10 ft. Thus, to affect a 30-ft. radius circle would cost 3 MP. The circular area of effect can be a sphere, a vertical cylinder, or a similar shape, as long as it extends no higher than the spell's radius.

Discerning (1 MP). With this enhancement, the spell only affects creatures or objects of your choice in the area of effect. You can choose a maximum number of targets equal to the spell's total MP cost. For example, Weebit casts Heal Life 1/Abjure Animal 1/Gen 4 to affect a 30-ft. radius circle that contains both allies and enemies. He can use the Discerning enhancement and choose up to seven allies in the area of effect so that they will be affected, but no enemies would be. If he purchased Discerning twice (thus making it an 8 MP spell), he could individually target 16 creatures.

Also, if the spell has a large area of effect, you can choose to have the spell anchor individually to each creature in the area of effect. This way, creatures in the area of effect when the spell is cast are affected, and remain affected even if they leave the area of effect. However, if creatures enter the area of effect after the spell is cast, they are not affected. Thus, the area of effect only really matters when the spell is first cast. Most Charm and Compel spells use this enhancement so that the mage doesn't have to always stay within range of those he charms.

For example, Ursus casts Charm Humanoid 9/Gen 3

to affect a large group of rebels and make them cooperative. If he doesn't use the Discerning enhancement, the first rebel to leave the area of effect will shirk the charm. With the Discerning enhancement, the charm persists on each person in the area of effect when Ursus first casts the spell, but he's limited to a maximum of 12 targets.

If the spell has two effects that affect different groups, you must buy the Discerning enhancement for each effect. For example, if you cast Abjure Evil 2/Hex Evil 2/Gen 4, and want to provide a bonus to your allies and a penalty to your enemies at the same time, you must spend 2 MP on Discerning. You can choose up to the spell's total MP cost in targets for each group.

Duration, Concentration (0 MP). The spell's duration is only as long as you maintain concentration. If you pick this enhancement, it replaces the normal duration, so if you stop concentrating after just one round, the spell will end, even though normally spells have a minimum duration of one minute.

Duration, Short (1 MP). The duration is 10 minutes.
Duration, Medium (3 MP). The duration is one hour.
Duration, Long (8 MP). The duration is one day.
Contingency, Short (1 MP). When you cast the spell, you choose all the spell's effects, but the spell's duration doesn't begin until a certain trigger you set occurs. If the trigger doesn't occur for 10 minutes, the spell dissipates. The trigger must be clear, but can be somewhat general. Note that the trigger condition must be something that takes place within 30 ft. of the spell's area of effect, and the Game Master may disallow inappropriate triggers. A Create Sound spell that sounds an alarm if anyone enters the area of effect is fair, but an Evoke Ice spell that fires at the third creature without ice resistance to talk in the area of effect is too complicated. You can only have one triggered spell in wait at once; if you cast another triggered spell before the first triggers, the earlier one has no effect.

Contingency, Medium (2 MP). As above, except that the spell can lie in wait for up to one hour.
Contingency, Long (4 MP). As above, except one day.
Contingency, Week (7 MP). As above, except seven days.
Contingency, Month (10 MP). As above, except thirty days.
Contingency, Year (14 MP). As above, except one year.

Minor Enhancements

It is up to the caster to decide what sensory form the spell takes. As long as your Game Master approves, your Abjure Evil spell might look like a shimmering suit of angelic armor, a faint holy glow, a wispy guardian spirit, or even be completely discreet. Also, you can add mild enhancements to your spells, such as faint glowing lights, eerie hissing noises, or a faint sense of dread felt by those in the area of effect. These enhancements have no statistical game effect, though they can add a lot of flavor, and make your spells more unique.

Magical Skills

There are four magic skills presented in this chapter alongside the spell lists. Three of these, Dispel Magic, Divination, and Scry, can only be used by expending MP. The fourth, Spellcraft, has both magical and mundane uses. These four skills function like spell lists that all spellcasters have access to, but require both MP and skill checks to use. Except as noted in their descriptions, using a magical skill is just like using a spell. You can purchase general enhancements for it, combine it with other spell lists, and even make a signature spell with it. You can attempt to use magical skills untrained, but only for cantrip effects.

In addition to the normal MP limit for all spells, you cannot spend more MP on any given magical skill use than you have ranks in that skill. Thus, a Mage 5 with 8 ranks of Dispel Magic cannot spend more than 5 MP on any given use of that skill (because of the normal MP limit), and a Mage 15 with 8 ranks of Spellcraft cannot spend more than 8 MP on Spellcraft. He can still spend a total of 15 MP on a single spell, though, so he could combine 8 MP of Spellcraft with 7 MP of other enhancements.

You can combine magical skills with normal spell lists. You only have to make a skill check for the skill, and even if you fail the check, the rest of the spell functions normally. The exception to this is when you use the Scry spell to cast spells over long distances; if the Scry check fails, the rider spell does nothing.

If you use core Fantasy d20 spellcasters, they cannot use these skills magically, since these skills emulate spells that they can learn normally. They are considered cross-class skills for all Fantasy d20 classes unless otherwise noted. Also, since the magical uses of these skills require MP, and normal classes do not gain MP, they are really only useful to *Elements of Magic* spellcasters. However, if you want to multiclass but keep up your skills, you can.

If you use two different functions of a single magical skill, make only one skill check, using the most difficult DC of the different functions you're using. Add +2 to the DC for each additional effect. If you use two different magical skills, though, you have to make skill checks for each. You cannot Take 10 or Take 20 on magical skills, and you cannot gain a bonus to magical skill checks with Infuse spells.

Limits of Magical Skills: Whenever someone casts a magical skill spell that they are not casting from their own knowledge (such as a prepared spell, or a spell in a

magic item, or a contingency spell), the effects are slightly limited. In these cases, make your skill check as if you had ranks equal to the MP spent on Dispel Magic, or using your own ranks if that is higher. You use your own ability score modifier and other appropriate modifiers, such as Skill Focus.

For example, Tri'ni casts a Dispel Magic spell, *Diogenes's Deshackling* (Dispel Magic 14/Gen 1), from a scroll. Tri'ni has no ranks in Dispel Magic, so when she casts the spell, she makes her check as if she had 14 ranks, modified by her own Charisma. If Ursus cast the same spell from a scroll, he would use his normal Dispel Magic check, because he has 16 ranks.

Abjure [Alignment], [Creature], or [Element]

Abjure spells enhance your Armor Class or saving throws, or grant energy resistance or damage reduction. Some Abjure spells can restrict the movements of certain types of creatures.

Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Reversible: Yes
Cantrip: A 0 MP Abjure spell grants one of the following – +2 deflection bonus to AC against attacks of the chosen type, +2 resistance bonus to saves against all sources of the chosen type, or energy resistance 1 against attacks of the chosen type. If you use Abjure Force, you can get a +1 to all saves, and if you use Abjure Nature, you can get a +1 enhancement bonus to AC.

Description: Abjure spells can provide numerous types of defenses. Most Abjure spells defend individual creatures or objects, but you can create an Abjure spell that limits the movements of creatures into or out of an area.

If you have at least energy resistance 1, you can reduce elemental side effects from Evoke [Element] spells by 1 MP. If this reduction brings the side effect to midway between two levels of side effect, use the lower level. If you have 5 points of energy resistance, reduce side effects by 2 MP, reduce by 3 MP for energy resistance 10, by 4 MP for energy resistance 15, and so on.

Remember that the protections granted for one element apply to friendly elements. Refer to the following table for all friendly elemental relations.

Abjure Spell Durations: As a special exception to the costs for duration enhancements, if you cast an Abjure spell with only one of the above cantrip effects, and no other spell lists, you can purchase a one hour duration for 1 MP, and a one day duration for 2 MP.

Table 3.2: Abjure Effects

	Affected Elements
Acid	Void, Water
Air	Lightning, Mist, Sound
Crystal	Ice, Light
Death	-
Earth	Lava, Ooze
Fire	Lava, Lightning
Force	-
Ice	Mist, Shadow
Lava	Fire
Life	-
Light	Sound, Void
Lightning	Air, Fire, Light
Metal	Ooze
Mist	Air, Water
Nature	-
Ooze	Sound, Water
Shadow	Acid, Void
Sound	Air, Ice, Light
Space	-
Time	-
Void	Shadow
Water	Acid, Mist, Ooze

Enhancements

Unless otherwise noted, these effects do not stack with other spells and abilities that grant similar benefits. When two or more effects provide the same type of defense, use only the effect with the highest benefit. If you spend 1 or more MP on an enhancement that grants a statistical bonus, the effect you buy is *not* in addition to the free cantrip effect. However, if you buy an enhancement without a statistical bonus, you get any one cantrip effect for free.

The MP cost to gain these defenses usually increases faster than the increase itself, to prevent overly-powerful levels of defense. Thus, many high-MP Abjure spells provide a package of weak defenses rather than a huge bonus in one area.

Armor Class (varies). Affected creatures gain a deflection bonus to AC. The table below shows how much of a bonus you can purchase with any MP cost.

Table 3.3: MP Cost & AC Bonus

MP	Nature	Force	Other	MP	Nature	Force	Other
1	+2	+0	+3	11	+8	+6	+11
2	+3	+1	+4	12	+8	+7	+11
3	+4	+2	+5	13	+8	+7	+12
4	+5	+3	+6	14	+8	+7	+12
5	+5	+4	+7	15	+9	+8	+13
6	+6	+4	+8	16	+9	+8	+13
7	+6	+5	+9	17	+9	+8	+14
8	+7	+5	+9	18	+9	+8	+14
9	+7	+6	+10	19	+10	+9	+14
10	+7	+6	+10	20	+10	+9	+15

Armor Class, Nature. This option is only available for Abjure Nature. The spell provides AC against all attacks. However, this AC bonus is an enhancement bonus, not a deflection bonus. Even if the target is unarmored, this enhancement bonus applies to its clothes or flesh.

Armor Class, Force. This option is only available for Abjure Force. The spell provides AC against all attacks. This is a deflection bonus.

Armor Class, [Alignment]. The spell provides AC against attacks made by creatures of the appropriate alignment.

Armor Class, [Creature]. The spell provides AC against natural attacks (including innate magical attacks) made by creatures of the appropriate type. Thus, Abjure Dragon would protect against a Dragon's melee attacks, and against any ray spells it casts from its natural sorcerer levels, but it would not protect from a ray spell cast by a half-Dragon cleric, since that power is learned, not innate.

Armor Class, [Element]. The spell provides AC against natural attacks (including innate magical attacks) made by creatures with the appropriate elemental descriptor.

Saving Throw (varies). Affected creatures gain a resistance bonus to saving throws. The table below shows how much of a bonus you can purchase with any MP cost.

Table 3.4: MP Cost & Saves Bonus

MP	Force	Other	MP	Force	Other
1	+2	+3	11	+8	+11
2	+3	+4	12	+8	+11
3	+4	+5	13	+8	+12
4	+5	+6	14	+9	+12
5	+5	+7	15	+9	+13
6	+6	+8	16	+9	+13
7	+6	+9	17	+10	+14
8	+7	+9	18	+10	+14
9	+7	+10	19	+10	+14
10	+7	+10	20	+11	+15

Saving Throw, Force. This option is only available for Abjure Force. The spell provides a bonus to all saving throws.

Saving Throw, [Alignment]. The spell provides a saving throw bonus against spells, attacks, and abilities from creatures of the appropriate alignment. It also applies against spells and spell-like abilities of the appropriate alignment.

Saving Throw, [Creature]. The spell provides a saving throw bonus against natural attacks (including innate magical attacks) from creatures of the appropriate type.

Saving Throw, [Element]. The spell provides a saving throw bonus against natural attacks (including innate magical attacks) from creatures with the appropriate elemental descriptor. It also applies to saves against spells and spell-like abilities of the appropriate element.

Damage Reduction (varies). Affected creatures gain DR. This DR can be bypassed with magic weapons, or by the unarmed attacks of creatures with DR x/magic. The table below shows how much DR you can purchase with any MP cost.

Table 3.5: MP Cost & DR

MP	Nature	Other	MP	Nature	Other
1	DR 1	DR 2	11	DR 11	DR 16
2	DR 2	DR 4	12	DR 12	DR 17
3	DR 3	DR 6	13	DR 13	DR 18
4	DR 4	DR 8	14	DR 14	DR 19
5	DR 5	DR 10	15	DR 15	DR 20
6	DR 6	DR 11	16	DR 16	DR 21
7	DR 7	DR 12	17	DR 17	DR 22
8	DR 8	DR 13	18	DR 18	DR 23
9	DR 9	DR 14	19	DR 19	DR 24
10	DR 10	DR 15	20	DR 20	DR 25

Damage Reduction, Nature. This option is only available for Abjure Nature. The spell provides DR that protects all physical attacks.

Damage Reduction, [Alignment]. The spell provides DR that applies against attacks made by creatures of the appropriate alignment.

Damage Reduction, [Creature]. The spell provides DR that applies against natural attacks made by creatures of the appropriate type.

Damage Reduction, [Element]. The spell provides DR that applies against against natural attacks made by creatures with the appropriate elemental descriptor, and against attacks made with weapons of the appropriate element. Thus, Abjure Metal can provide DR against swords, and Abjure Life can provide DR against wooden weapons, but not unarmed attacks.

Damage Reduction, Greater (2 MP). You can only choose this enhancement if you already have chosen one of the above DR enhancements. Now that DR can only be bypassed by a special type of material, such as adamantine, cold iron, wood, a weapon with a particular alignment. You can only pick this enhancement once.

Energy Resistance (varies). Affected creatures gain either energy resistance that defends on a per-attack basis, or a one-use energy buffer that will stop a certain total amount of hit points of energy damage before wearing

out. The table below shows how much energy resistance you can gain of either type for any given MP cost.

Table 3.6: MP Cost & Energy Resistance

Energy Resistance				Energy Buffer		
MP	Force	Other		MP	Force	Other
1	2	5		1	5	10
2	5	10		2	10	20
3	7	15		3	15	40
4	10	20		4	20	60
5	12	25		5	30	80
6	15	30		6	40	100
7	17	40		7	50	120
8	20	Immunity		8	60	-
9	22	Immunity		9	70	-
10	25	Immunity		10	85	-
11	27	Immunity		11	100	-
12	30	Immunity		12	115	-
13	32	Immunity		13	130	-
14	35	Immunity		14	150	-
15	Immunity	Immunity		15	-	-

Energy Resistance, Force. This option is only available for Abjure Force. The spell provides energy resistance against all types of energy damage.

Energy Resistance, [Alignment]. The spell provides energy resistance against damage of the appropriate alignment type.

Energy Resistance, [Element]. The spell provides energy resistance against damage of the appropriate energy type.

Spell Resistance (varies). Affected creatures gain spell resistance. You cannot grant a higher SR than 10 + the number of ranks you have in Dispel Magic. The table below shows how much SR you can purchase with any MP cost.

Table 3.7: MP Cost & SR

MP	Force	Other		MP	Force	Other
1	8	10		11	23	27
2	10	12		12	24	28
3	12	14		13	25	29
4	14	16		14	26	30
5	16	18		15	27	31
6	18	20		16	28	32
7	19	22		17	29	33
8	20	24		18	30	34
9	21	25		19	31	35
10	22	26		20	32	36

Spell Resistance, Force. This option is only available for Abjure Force. The spell provides SR against all spells.

Spell Resistance, [Alignment]. The spell provides SR against spells with the appropriate alignment type, and against spells cast by creatures of that alignment.

Spell Resistance, [Creature]. The spell provides SR against spell-like abilities from creatures of the appropriate type.

Spell Resistance, [Element]. The spell provides SR against spells with the appropriate element type, and against spell-like abilities from creatures with the appropriate elemental descriptor.

Hedging. If you purchase a hedging enhancement, choose any one of the cantrip effects listed above. Creatures in the area of effect gain the cantrip benefit.

Hedging, [Alignment] (1 MP). Creatures of the chosen alignment must succeed a Will save to enter the area of effect or use Compel spells on creatures within the area. It can also attempt to use its spell resistance to bypass the barrier. Every minute it can make one attempt at each; if the creature fails, it is stuck outside for at least the next minute. The hedging effect prevents the creature from making melee attacks into the area, but it can still use ranged attacks and non-Compel spells.

Hedging, [Creature] (1 MP). As above, but for a creature type.

Hedging, Nature (2 MP). As above, but it applies to all creature types.

Hedging, Greater (2 MP). You can only choose this option if you have already chosen one of the above Hedging enhancements. None of the hedged creature's attacks, spells, or abilities can cross the area of effect.

Hedging, Enduring (3 MP). You can only choose this option if you have already chosen one of the above Hedging enhancements. Affected creatures only get one chance every day to bypass the barrier, rather than once per minute. Of course, if the duration is less than a day, this benefit is slightly reduced.

Hex

This reversed form of Abjure weakens defenses. If you know an Abjure spell list, you automatically also know the corresponding Hex spell list.

Saving Throw: Will negates

Spell Resistance: Yes

Cantrip: A 0 MP Hex spell does one of the following – a –2 deflection penalty to AC against attacks of the appropriate type, a –2 resistance penalty to saves against all sources of the appropriate type, or reduce the target's energy resistance of the appropriate type by 1. If you use Hex Force, you can grant a –1 penalty to all saves, and if you use Hex Nature, you can grant a –1 penalty to AC against all attacks.

Description: Both Abjure and Hex make life difficult

for creatures of the appropriate type, but in different ways. It is easiest to explain with an example, in this case, Abjure Fire and Hex Fire. Abjure Fire gives creatures in general better defenses against fire attacks. Hex Fire makes fire creatures susceptible to attacks in general. For example, Abjure Fire makes you more resistant to fire, lightning, and lava, but Hex Fire makes a creature more vulnerable to ice, ooze, and water damage. Either way, the spell is making life difficult for fire creatures. It is useful to have the distinctions clear in your mind as you make your spells.

The Energy Resistance option for Hex influences an opposed element or alignment. For example, while Abjure Evil can grant energy resistance against evil damage, Hex Evil removes the target's energy resistance against good damage. Refer to the table below for the oppositions used in this ability.

Hex Spell Durations: As with Abjure spells, if you cast a Hex spell with only one of the above cantrip effects, and no other spell lists, you can purchase a one hour duration for 1 MP, and a one day duration for 2 MP.

Table 3.8: Hex Effects

	Affected Elements/Alignments
Acid	Fire, Light, Sound
Air	Lava, Ooze
Balance*	Extreme Alignments (LG, CG, LE, CE)
Chaos*	Lawful
Crystal	-
Death*	Life
Earth	-
Evil*	Good
Fire	Acid, Ice, Water
Force	-
Good*	Evil
Ice	Fire, Lava
Lava	Air, Ice, Water
Law*	Chaos
Life*	Death
Light	Ice, Shadow
Lightning	Ooze, Shadow, Water
Metal	-
Mist	Fire, Lava
Nature	-
Ooze	Air, Lightning
Shadow	Light, Lightning
Sound	Void
Space**	-
Time**	-
Void	Air, Mist, Sound
Water	Fire, Lava, Lightning

* Note that the Death and Life elements oppose each other, but they do not deal half again as much damage to each other, as is the case with most opposed elements, like fire and water. The same applies for the various alignments.

** Hex Space and Hex Time have the unique ability to make creatures more vulnerable to their own type of damage. Thus, if you know Abjure Time, you know both how to protect against and make foes weak against Time.

Enhancements

As with Abjure spells, when you cast an Hex spell, if you buy any statistical penalties, you do not get a free cantrip effect, but if you buy a non-statistical enhancement (such as binding), you get a cantrip effect for free.

The MP cost to grant these penalties usually increases faster than the increase itself, to prevent overly-powerful hexes. Thus, many high-MP Hex spells provide a package of weak penalties rather than a huge penalty in one area.

Armor Class (varies). Affected creatures suffer a deflection penalty to AC. The table below shows how much of a penalty you can purchase with any MP cost.

Table 3.9: MP Cost & AC Penalty

MP	Nature	Other	MP	Nature	Other
1	-1	-2	11	-7	-10
2	-2	-3	12	-7	-10
3	-3	-4	13	-7	-11
4	-3	-5	14	-8	-11
5	-4	-6	15	-8	-12
6	-4	-7	16	-8	-12
7	-5	-8	17	-9	-13
8	-5	-8	18	-9	-13
9	-6	-9	19	-9	-13
10	-6	-9	20	-10	-14

Armor Class, Nature. This option is only available for Hex Nature. Regardless of their type, creatures get a penalty to their AC.

Armor Class, [Alignment]. Creatures of the appropriate alignment get a penalty to their AC.

Armor Class, [Creature]. Creatures of the appropriate type get a penalty to their AC.

Armor Class, [Element]. Creatures with the appropriate elemental descriptor get a penalty to their AC. You cannot choose this enhancement for Hex Death or Hex Life.

Saving Throw (varies). Affected creatures suffer a resistance penalty to saving throws. The table below shows how much of a penalty you can purchase with any MP cost.

Table 3.10: MP Cost & Saves Penalty

MP	Force	Other	MP	Force	Other
1	-1	-2	11	-7	-10
2	-2	-3	12	-7	-10
3	-3	-4	13	-7	-11
4	-3	-5	14	-8	-11
5	-4	-6	15	-8	-12
6	-4	-7	16	-8	-12
7	-5	-8	17	-9	-13
8	-5	-8	18	-9	-13
9	-6	-9	19	-9	-13
10	-6	-9	20	-10	-14

Saving Throw, Force. This option is only available for Hex Force. Regardless of their type, creatures get a penalty to all saves.

Saving Throw, [Alignment]. Creature of the appropriate alignment get a penalty to their saving throws.

Saving Throw, [Creature]. Creature of the appropriate type get a penalty to their saving throws.

Saving Throw, [Element]. Creature with the appropriate elemental descriptor get a penalty to their saving throws. You cannot choose this enhancement for Hex Death or Hex Life.

Damage Reduction (varies). Affected creatures have their DR reduced. The type of material required to bypass the DR does not change. The table below shows how much you can reduce DR with any MP cost.

Table 3.11: MP Cost & DR reduction

MP	Nature	Other	MP	Nature	Other
1	DR -1	DR -2	11	DR -11	DR -16
2	DR -2	DR -4	12	DR -12	DR -17
3	DR -3	DR -6	13	DR -13	DR -18
4	DR -4	DR -8	14	DR -14	DR -19
5	DR -5	DR -10	15	DR -15	DR -20
6	DR -6	DR -11	16	DR -16	DR -21
7	DR -7	DR -12	17	DR -17	DR -22
8	DR -8	DR -13	18	DR -18	DR -23
9	DR -9	DR -14	19	DR -19	DR -24
10	DR -10	DR -15	20	DR -20	DR -25

Damage Reduction, Nature. This option is only available for Hex Nature. It affects any creature type, and reduces the hardness of any sort of material.

Damage Reduction, [Alignment]. The spell affects creatures of the appropriate alignment.

Damage Reduction, [Creature]. The spell affects creatures of the appropriate type.

Damage Reduction, [Element]. The spell reduces the hardness of objects of the appropriate element, and reduces the DR of creatures composed primarily of the chosen element. You cannot choose this option for Hex Life or Hex Death.

Damage Reduction, Weaken (2 MP). You can only choose this enhancement if you already have chosen one of the above DR-reducing enhancements. Creatures affected by that reduction also can have their DR penetrated by a weaker effect. Reduce the material one step, from epic, to special material or alignment, to magic. The DR can now be bypassed by both the original and the weaker material, so a lycanthrope affected by this could be harmed either by magic or by silver.

Energy Resistance (varies). If affected creatures have energy resistance against damage of the type opposed to the type of this spell, that resistance is reduced. For example, if you cast Hex Evil, you can reduce the creature's resistance to good damage. You can either reduce normal energy resistance, or reduce one-use energy buffers. The table below shows how much energy resistance you can reduce of either type for any given MP cost. If you pay enough MP, you can completely remove all energy resistance that creature has of the appropriate type.

Table 3.12: MP Cost & Energy Weakness

Energy Resistance			Energy Buffer		
MP	Force	Other	MP	Force	Other
1	-2	-5	1	-5	-10
2	-5	-10	2	-10	-20
3	-7	-15	3	-15	-40
4	-10	-20	4	-20	-60
5	-12	-25	5	-30	-80
6	-15	-30	6	-40	-100
7	-17	-35	7	-50	-120
8	-20	Complete	8	-60	-
9	-22	Complete	9	-70	-
10	-25	Complete	10	-85	-
11	-27	Complete	11	-100	-
12	-30	Complete	12	-115	-
13	-32	Complete	13	-130	-
14	-35	Complete	14	-150	-
15	Complete	Complete	15	-	-

Energy Resistance, Force. This option is only available for Hex Force. All energy resistances of the creature are reduced.

Energy Resistance, [Alignment]. Energy resistance against opposed alignments is reduced.

Energy Resistance, [Element]. Energy resistance against opposed elemental types is reduced.

Spell Resistance (varies). Affected creatures have their spell resistance reduced. You cannot reduce a creature's SR by more than the number of ranks you have in Dispel Magic. The table below shows how much SR you can reduce with any MP cost.

Table 3.13: MP Cost & SR Reduction

MP	Force	Other	MP	Force	Other
1	-2	-3	11	-14	-17
2	-4	-5	12	-15	-18
3	-6	-7	13	-16	-19
4	-7	-9	14	-17	-20
5	-8	-11	15	-18	-21
6	-9	-12	16	-19	-22
7	-10	-13	17	-20	-23
8	-11	-14	18	-21	-24
9	-12	-15	19	-22	-25
10	-13	-16	20	-23	-26

Spell Resistance, Force. This option is only available for Hex Force. The spell reduces the SR of any type of creature.

Spell Resistance, [Alignment]. The spell reduces the SR of the appropriate alignment type.

Spell Resistance, [Creature]. The spell reduces the SR of creatures of the appropriate type.

Spell Resistance, [Element]. The spell reduces the SR of creatures of the appropriate elemental type. You cannot choose this enhancement for Hex Death or Hex Life.

Binding, [Alignment] (3 MP). Creatures of the chosen alignment must succeed a Will save to leave the area of effect, either physically or by traveling dimensionally. It can also attempt to use its spell resistance to bypass the barrier. Each minute it may make one attempt at each, and if the creature fails, it is stuck inside for at least another minute. The binding effect prevents the creature from making melee attacks out of the area, but it can still use ranged attacks and spells. A bound creature cannot use any Compel effects on creatures outside the area of effect. If the creature is not entirely inside the area of effect when the spell takes effect, it is not bound. If a creature attacks or otherwise deals damage to the bound creature, it is free to retaliate, but is still bound spatially. If you attack the bound creature, it is freed entirely from the binding.

Binding, [Creature] (3 MP). As above, but for a creature type.

Binding, Nature (5 MP). As above, but it applies to all creature types.

Binding, Greater (2 MP). You can only choose this option if you have already chosen one of the above Binding enhancements. None of the bound creature's attacks, spells, or abilities can cross the area of effect.

Binding, Enduring (3 MP). You can only choose this option if you have already chosen one of the above Binding enhancements. Affected creatures only get one chance every day to bypass the barrier, rather than once per minute. Of course, if the duration is less than a day, this benefit is slightly reduced.

Sample Abjure and Hex Spells

Demonbind
Hex Evil 8/Gen 4
Total MP: 12
Range: Short (30 ft.)
Duration: Ten minutes
Area: 20-ft. radius circle
Saving Throw: Will negates

Evil creatures in the area of effect are weakened and bound. Those that fail their saving throw are unable to move outside the area of effect, have their SR reduced by 5, and have their DR reduced by 2. You cannot reduce a creature's SR by more than the number of ranks you have in Dispel Magic. *Costs:* 3 MP binding, 2 MP greater binding, 2 MP spell resistance, 1 MP damage reduction, 2 MP area, 1 MP duration, 1 MP range.

Desert Cloak
Abjure Fire 0/Gen 3
Total MP: 3
Range: Touch
Duration: One day
Area: 10-ft. radius circle

Creatures in the area of effect gain fire resistance 1 for one day, enough to survive temperatures as high as 300 degrees without negative effect. This spell is useful for small adventuring parties, but creatures have to remain in the area of effect for the protection to apply. This resistance also applies to lava and lightning. *Costs:* 2 MP discounted duration, 1 MP area, 0 MP free cantrip effect.

Flickering Mask
Abjure Force 6/Gen 7
Total MP: 13
Range: Touch
Duration: One minute

This spell is quickened, allowing it to be cast as a free action. It grants the target Spell Resistance 18. You cannot cast this spell unless you have the Quicken Spell feat and at least 8 ranks in the Dispel Magic skill. *Costs:* 6 MP spell resistance, 7 MP Quicken Spell metamagic. Increase the MP cost by 3 if you do not have this as a signature spell.

Infantry's Boon
Abjure Metal 2/Gen 1
Total MP: 3
Range: Touch
Duration: One minute
Area: 10-ft. radius circle

Creatures in the area of effect gain DR 4/magic against metal weapons. Whomever the spell targets must be careful to make sure enemies do not make it into the

area of effect, because they will gain the same defenses. Ingenious battle mages have been known to cast this on dangerous enemy warriors to make them less of a threat (because everyone nearby them is protected against their attacks), allowing friendly infantry to focus on other targets. *Costs:* 1 MP area, 2 MP damage reduction.

Maleficient Misfortune

Hex Good 2/Gen 1
Total MP: 3
Range: Short (30 ft.)
Duration: One minute
Area: One creature
Saving Throw: Will negates

The affected creature becomes vulnerable to the forces of evil, suffering a –3 resistance penalty to saving throws against Evil spells and attacks from Evil sources. *Costs:* 1 MP range, 2 MP saving throw penalty.

Mantle of Antimagic

Abjure Force 13/Gen 5
Total MP: 18
Range: Touch
Duration: One hour
Area: 10-ft. radius circle

Up to eighteen creatures in the area of effect when the spell is cast gain Spell Resistance 25 for the duration. This ward persists even if they go outside the area of effect. Note that the maximum SR you can provide is equal to 10 + the number of ranks you have in Dispel Magic. *Costs:* 13 MP spell resistance, 3 MP duration, 1 MP area, 1 MP discerning.

Protection from Evil

Abjure Evil 1/Gen 0
Total MP: 1
Range: Touch
Duration: One minute
Area: Creature touched
Saving Throw: Will negates (harmless)

You protect a creature from the touch and corruption of evil creatures. Evil creatures must succeed a Will save or be hedged away from the affected creature. The affected creature also gains a +2 resistance bonus to saving throws against effects from evil sources. *Costs:* 1 MP hedging and free cantrip effect.

Shield of Glory

Abjure Nature 4/Abjure Force 4/Gen 1
Total MP: 9
Range: Touch
Duration: Ten minutes
Area: Creature touched
Saving Throw: Will negates (harmless)

The creature gains a +5 enhancement bonus to AC, and gains energy resistance 10 against all energy types. *Costs:* 4 MP abjure nature AC, 4 MP abjure force energy resistance, 1 MP duration.

Winter's Embrace

Abjure Ice 4/Hex Lava 4/Gen 5
Total MP: 13
Range: Touch
Duration: Ten minutes
Area: 20-ft. radius circle
Saving Throw: Will negates (harmless)

This spell creates an aura around you, benefiting allies and harming enemies. Allies gain ice (and mist and shadow) resistance 20. Enemies have their ice (and air and water) resistance reduced by 20. This aura travels with you, affecting all creatures that are close enough. *Costs:* 4 MP abjure ice energy resistance, 4 MP hex lava energy resistance, 1 MP duration, 2 MP discerning, 2 MP area.

Charm [Creature]

Charm spells alter the moods and emotions of creatures, making them more likely to perform certain actions. Unlike Compel spells, Charm spells cannot force a character to perform more than the most primitive actions; at best, a Charm spell might put a creature to sleep or make it attack in a frenzied anger.

Saving Throw: Will partial
Spell Resistance: Yes
Reversible: No
Cantrip: A 0 MP Charm spell can cause a creature to feel a weak emotion. See below for more details.
Description: Creatures have their minds altered slightly. You alter their state, but generally they are still free to act as is appropriate to their (now slightly altered) nature. You in no way have control over charmed creatures, though if you instill in them Friendly or Helpful attitudes, you can influence them easily.

Charm effects can create emotions of various types. Emotions, in addition to including obvious things like courage and fear, also cover simple urges like hunger and sleepiness, and can influence a creature's attitude, making it hostile, friendly, and so on. Emotions come in three levels: weak, moderate, and strong. Whenver a creature succeeds a Will save against a weak emotion Charm effect,

the spell has no effect on it at all. If the creature saves against a moderate emotion Charm, it instead experiences weak effects, and if the creature saves against a strong emotion Charm, it experiences moderate effects. Also, if the creature succeeds its save by 5 or more, it is completely unaffected, regardless of the spell's power level.

Each round, creatures affected by a Charm spell receive a new saving throw to resist it, and if it succeeds, the spell effect is reduced one step, from strong to moderate to weak to none. If you choose the Subtle Charm enhancement, creatures do not receive additional saves each round. The Charm effects that cause courage and calm do not allow new saves each round at all.

Charm effects that cause happiness, anger, fear, or confusion meddle with creatures' memories, making it harder for them to realize their actions were not their own. When a creature completely resists a Charm spell of this sort, it knows someone was trying to meddle with its mind. If the creature is affected by the spell, however, it does not think its actions are peculiar, even if someone tries to convince them they're acting out of character. Once a happiness, anger, fear, or confusion effect wears off, though, the creature will realize they were being influenced. Note that this only applies to happiness, anger, and confusion effects. For other Charm spells, like courage or daze effects, the creature is aware it is acting differently.

Remember, if the Charm spell has a large area of effect and you do not use the Discerning enhancement, creatures that leave the area of effect will no longer be affected by the charm. This is not a concern for spells that have a single target.

Affecting Creatures

Unlike core Enchantment spells, it is possible to have Charm spells affect mindless creatures. Effects like undead turning, for example, can be duplicated with a Charm Undead spell to make the undead scared and flee (though the destruction of undead is handled with Evoke Life). However, mindless creatures can only be affected by Calm, Confuse, Daze, and Fear effects.

Charm spells are affected by the target's Hit Dice. The MP of the Charm spell determines its **HD Threshold**. A creature above the HD Threshold gets a bonus to its save equal to the number of Hit Dice it has above the threshold. For example, a 20th level human Fighter would get a +15 bonus to save against a Charm Humanoid 0 spell. For the purposes of determining HD Threshold, a combined spell with both Charm and Compel lists uses the total MP of those lists to determine the Threshold.

Table 3.14: Charm HD Threshold

MP	HD Threshold		MP	HD Threshold		MP	HD Threshold
0	5		7	14		14	32
1	6		8	16		15	35
2	7		9	18		16	39
3	8		10	20		17	43
4	9		11	23		18	47
5	10		12	26		19	51
6	12		13	29		20	55

If there is more than one creature in the area of effect, this spell affects those with the lowest Hit Dice first, until it reaches its Hit Dice Threshold. Creatures beyond the HD Threshold are not affected at all.

Emotions

When a creature is affected by an emotion, its current emotional state is replaced; you cannot be in two emotional states at once. If two Charm spells affect the same creature, the one with the greater effect takes precedence for its duration. For example, a troll fails its save against two spells, one to make it raging (moderate) and one to make it comatose (strong). The strong effect

Illustration by Todd Schumacher

takes precedence, and the troll falls into a coma. If the subsequent saving throws against these effects causes a different spell to be strongest, that one takes precedence.

The anger and happiness Charm spells can alter a creature's attitude, but they do so only in specific directions. You do not simply make a creature angry or happy in general, but you make it angry or happy at something. When you cast the spell, choose a target as usual, and choose another creature or object that is also within range, toward which the new attitude applies. Thus, you can make a creature angry at one of its allies, or make a creature very loving and protective of a loaf of bread. Compare the power level of the charm with the creature's attitude toward the chosen creature or object (most are friendly to objects they own and indifferent to most other objects), and use Tables 3.15 through 3.17 below to determine the new attitude.

As usual, only the most powerful spell applies, and multiple applications of these spells do not stack; always apply their effects based on the creature's initial attitude, not its current charmed attitude. Diplomacy checks, however, function normally, so if a creature has been charmed to be indifferent, you can try to convince it to be friendly with a Diplomacy check. Since anger and happiness spells oppose each other, each step in one direction negates a step in the other. Thus, if an ally has been made hostile by a strong anger spell, a weak happiness spell will reduce the effect to that of merely a moderate anger spell. These effects are explained more below.

Calm spells reduce the creature's current emotional state by one or more steps, from strong to moderate, moderate to weak, and weak to nothing. A weak calm spell has one 'charge,' so it could stop one weak anger spells, or reduce one strong daze spell to a moderate daze spell. Moderate calm spells have three charges, and strong spells have six charges. If a creature is under the influence of a calm spell with remaining charges, charm spells cast on it later are also reduced.

Table 3.15: Emotion Levels

	Weak	Moderate	Strong
Anger	Angry	Raging	Frenzied
Calm	Calm	Calmer	Calmest
Confuse	Confused	n/a	n/a
Courage	Brave	Courageous	Heroic
Daze	Dazed	Held	Stunned
Fear	Shaken	Frightened	Panicked
Happiness	Friendly	Laughing	Exultant
Sleep	Asleep	Slumber	Comatose

Anger Effects

Angry: Consult Table 3.16: Anger, to see what the creature's new attitude is. Also, as an option instead of Raging and Frenzied, more powerful anger spells can make a creature even more unfriendly.

Raging: The creature acts as if in a berserker rage, gaining a +2 morale bonus to Strength and Constitution, and a –2 penalty to AC. Unlike barbarian rage, the creature is not fatigued at the end of the rage, and nor does it gain a bonus to Will saves.

Frenzied: Greater than a rage, the creature gains a +4 morale bonus to Strength and Constitution, and sufers a –4 penalty to AC. During the frenzy, the character can take no rational actions, and simply attacks directly against the nearest enemy. If there are no enemies to fight, the frenzied creature starts attacking friends.

Table 3.16: Anger

Initial Attitude	New Attitude		
	Weak	Moderate	Strong
Unfriendly	Hostile	Hostile	Hostile
Indifferent	Unfriendly	Hostile	Hostile
Friendly	Indifferent	Hostile	Hostile
Helpful	Friendly	Indifferent	Hostile

Calm Effects

Calm reduces other emotions by one, three, or six steps, as explained above.

Confuse Effects

There is only one level of confuse effect. A confused creature takes random actions. Roll 1d10 each round: 1: wander away for one minute, 2-6: do nothing for one round, 7-9: attack the nearest creature for 1 round, 10: act normally for 1 round. Any confused creature who is attacked automatically attacks its attacker on its next action.

Courage Effects

Brave: Brave creatures gain a +1 morale bonus to attack rolls. The spell also acts as a weak Calm against fear effects only.

Courageous: Courageous creatures gain a +1 morale bonus to attack rolls, damage rolls, and saves to resist Charm and Compel effects. The spell also acts as a moderate Calm against fear effects only.

Heroic: Heroic creatures gain a +2 morale bonus to attack rolls, weapon damage rolls, ability checks, saves, and skill checks. The spell also acts as a strong Calm against fear effects only.

Daze Effects

Dazed: Dazed creatures take no actions, but defend themselves normally.

Held: Held creatures are immobile, lose any Dexterity bonus to AC, and suffer a –2 penalty to AC. They can still take purely mental actions.

Stunned: Stunned creatures can't act, lose any Dexterity bonus to AC, and suffer a –2 penalty to AC.

Fear Effects

Fear effects can also be considered sadness or awe, depending on the flavor you want to use.

Shaken: A shaken creature suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Frightened: A frightened creature flees as well as it can from even the slightest danger. If unable to flee, the creature may fight. It suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Panicked: A panicked creature suffers a –2 morale penalty to saving throws and must flee. A panicked creature has a 50% of dropping what it's holding, chooses its path randomly (as long as it's getting away from immediate danger), and flees other dangers that confront it. If cornered, a panicked creature cowers.

Happiness Effects

If a creature is attacked or threatened while under the effect of the laughing or exultant effect, it immediately receives a new saving throw to break out of the effect.

Happy: Consult Table 3.17: Happiness, below, to see what the creature's new attitude is. Also, as an option instead of Laughing and Exultant, more powerful happiness spells can make a creature even more friendly.

Table 3.17: Happiness

Initial Attitude	New Attitude		
	Weak	Moderate	Strong
Hostile	Indifferent	Friendly	Helpful
Unfriendly	Friendly	Helpful	Helpful
Indifferent	Friendly	Helpful	Helpful
Friendly	Helpful	Helpful	Helpful

Laughing: The creature is filled with great humor, and finds it difficult to take any aggressive action. It suffers a –2 penalty to weapon attack and damage rolls. Others receive a +10 bonus to Diplomacy checks with the creature.

Exultant: The creature is filled with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless.

Sleep Effects

Asleep: The creature falls asleep for the spell's duration. It may be awakened by being shaken or injured, but noise will not rouse them. Awakening a creature is a standard action.

Slumber: The creature falls asleep, and for the spell's duration, it can only be awakened by injury or with vigorous effort, requiring a full minute. After the spell's duration ends, if the creature has not yet succeeded a save, it stays in a normal sleep, but can be awakened normally.

Comatose: The creature falls into a deep unconsciousness. Nothing can awaken it for the spell's duration (though if it succeeds a subsequent save, its sleep becomes less deep).

Enhancements

Charm spells cannot combine obviously inimical effects, such as creating both courage and fear. However, you can combine effects like Happiness (to adjust attitude) and Courage.

Weak Effect (0 MP). You can only purchase one weak effect for free per spell. If you want two or more weak effects, each costs 1 MP.

Moderate Effect (2 MP).

Strong Effect (4 MP).

Increase Threshold (1 MP). For each 1 MP you spend on this enhancement, increase the HD Threshold of the spell by 1. So if you cast a Charm Humanoid 7/Gen 1 spell (normally HD Threshold 14), and spend 7 MP to increase the threshold, the total HD Threshold is 21 instead of 14.

Subtle Charm (3 MP). Tthe creature does not receive a new save each round to reduce the effects of the Charm. Also, for happiness, anger, fear, and confusion spells, creatures that are affected by the spell do not automatically realize their minds were being altered once the spell ends. If someone prompts them that their behavior was unusual they do receive a save, with a +2 bonus.

If the spell contains both Charm and Compel lists, this enhancement also functions as the Subtle Compulsion enhancement from the Compel lists. You only need to buy one.

Sample Charm Spells

Draco Slavu
Charm Dragon 7/Gen 5
Total MP: 12
Range: Medium (150 ft.)
Duration: One hour
Target: One Dragon
HD Threshold: 14 HD

You distort the thoughts of one of the mightiest creatures in the world, a Dragon. It becomes helpful to you, acting as a staunch ally, though its alignment doesn't change, and it acts as it would to any other valued ally. It does not receive a new save each round. *Costs:* 2 MP range, 3 MP duration, 4 MP strong happiness, 3 MP subtle charm. Note that you're not likely to be able to charm any Dragon older than Young Adult, but even that is a strong ally.

Mind Blast

Charm Humanoid 7/Gen 4
Total MP: 11
Range: Short (30 ft.)
Duration: One minute
Area: Cone
HD Threshold: 14 HD

You mentally overwhelm creatures in the area, stunning them for one minute. They do not receive a new save each round to resist. You can affect up to 11 creatures at once, and the spell anchors to all creatures in the area when it is cast. Thereafter, the area of effect does not matter. *Costs:* 3 MP short cone, 1 MP discerning, 3 MP subtle charm, 4 MP strong daze effect.

Sic 'Em

Charm Animal 2/Gen 2
Total MP: 4
Range: Medium (150 ft.)
Duration: One minute
Target: One animal
HD Threshold: 7 HD

Choose a target animal and a victim you want it to attack, both of which must be within range. The animal becomes more violent toward the victim, its attitude changing as detailed in Table 3.16: Anger above. If hostile, the animal will attack. Each round, the animal receives a new save to reduce the effect of the Charm. *Costs:* 2 MP range, 2 MP moderate anger.

Turn Undead

Charm Undead 2/Gen 2
Total MP: 4
Range: Touch
Duration: One minute
Area: 10-ft. radius burst
HD Threshold: 7 HD

You channel holy power to awe and intimidate undead creatures around you, weakening them and driving them away. The undead flees as well as it can from you, but once it leaves the area of effect it is free to act normally (though it cannot re-enter the area of effect). If unable to flee, it may fight. While in the area of effect, it suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Each round, the undead receive new saves to reduce the effect. *Costs:* 1 MP area, 1 MP discerning, 2 MP moderate fear.

Turn Undead, Greater

Charm Undead 7/Gen 3
Total MP: 10
Range: Touch
Duration: One minute
Area: 30-ft. radius burst
HD Threshold: 14 HD

An aura of divine intimidation flows from you, filling undead creatures with awe and dread. The panicked undead suffers a –2 morale penalty to saving throws and must flee from you, being driven from the area of effect. If it cannot flee out of the area of effect, it cowers. The undead do not receive new saves each round. *Costs:* 3 MP area, 4 MP strong fear, 3 MP subtle charm.

Turn Undead, Lesser

Charm Undead 0/Gen 1
Total MP: 1
Range: Short (30 ft.)
Duration: One minute
Target: One undead creature
HD Threshold: 6 HD
Saving Throw: Will negates

You channel holy power to awe and intimidate an undead creature, weakening it. The creature suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. *Costs:* 1 MP range, 0 MP weak fear.

Word of Sleep

Charm Humanoid 7/Gen 1
Total MP: 8
Range: Short (30 ft.)
Duration: One minute
Target: One humanoid creature
HD Threshold: 21 HD*

Though this spell creates just a light sleep from which the target can be easily awoken, it is powerful and can affect even the strongest minds. The creature receives a new save each round to awaken, but even a single round is enough time for an ally to coup de grace a foe. *Costs:* 1 MP range, 0 MP weak sleep, 7 MP increase threshold.

Compel [Creature]

Compel spells force creatures to act certain ways. Weaker Compel spells let you set a specific task for the character to perform, while more powerful Compel spells give you ongoing control of the creature's actions.

Saving Throw: Will partial
Spell Resistance: Yes
Reversible: No
Cantrip: A 0 MP Compel lets you say a one- or two-word command. If the creature fails its saving throw, it

performs this action to the exclusion of all others. Each round, it receives a new saving throw to resist the command, and if it succeeds, the spell ends prematurely.

Description: If a creature fails its saving throw against a Compel spell, it obeys your commands to the best of its ability. Low-MP Compel spells are language-dependent, and thus creatures are allowed to obey the letter of your commands, rather than the spirit. The more powerful the spell, the more control you have, and the more complicated actions you can command.

Compel spells are generally more expensive than Charm spells that could do about the same thing, but they provide you greater control. For example, you could Charm someone to make them run away from you in fear, or you could Compel him to flee quietly. Alternately, you can Charm someone to make him hostile toward his ally, or you can Compel him to kidnap his friend and bring him to you.

Additionally, Compel spells cover aspects of classic 'telepathy': mind-reading and thought-sending. You can Compel someone to find out their secrets, or use the spell to communicate silently. You can even Compel a creature so that it feels in its mind as though it's being injured.

Each round, creatures affected by a Compel spell receive a new saving throw to resist it, and if it succeeds, the spell ends prematurely. Obviously suicidal commands are ignored, and dangerous acts grant a +2 bonus to the saving throw. The creature must hear and understand you, or else the spell has no effect. Thus, if you point to a pit and command "Jump," the target might simply jump up and down in place, and even if you say "Jump in," the creature will receive a bonus to resist. If the pit was obviously deep enough to kill, had spikes, etc., the creature would automatically resist. If you choose the Subtle Compulsion enhancement, creatures do not receive additional saves each round.

Affecting Creatures

Unlike core Enchantment spells, it is possible to have Compel spells affect mindless creatures. You can Compel oozes, undead, and constructs to do your bidding, but most such creatures know no languages, and so low-MP Compels are useless against them. You need to use high-MP spells that are not language-dependent.

Like Charm spells, Compel spells are affected by the target's Hit Dice. The MP of the Compel spell determines its **HD Threshold**. A creature above the HD Threshold gets a bonus to its save equal to the number of Hit Dice it has above the threshold. For example, a 20th level human Fighter would get a +15 bonus to save against a Compel Humanoid 0 spell. For the purposes of determining HD Threshold, a combined spell with both Charm and Compel lists uses the total MP of those lists to determine

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the Threshold.

If there is more than one creature in the area of effect, this spell affects those with the lowest hit dice first, until it reaches its Hit Dice Threshold. Creatures beyond the HD Threshold are not affected at all.

Table 3.18: Compel HD Threshold

MP	HD Threshold	MP	HD Threshold	MP	HD Threshold
0	5	7	14	14	32
1	6	8	16	15	35
2	7	9	18	16	39
3	8	10	20	17	43
4	9	11	23	18	47
5	10	12	26	19	51
6	12	13	29	20	55

Enhancements

Language Command, Simple (0 MP). The target must be able to hear and understand you. You give the target a one- or two-word command, which it obeys, thought it may distort your intent.

Language Command, Standard (2 MP). As above, except that the command can be one or two sentences long, detailing a single slightly complex task. Once you finish casting the spell, the command doesn't take effect until you finish telling the target, so you might need to rush if the target is threatening you.

Language Command, Complex (4 MP). As above, except that the command can be as long or complex as you want. The more complex the command, often the more easily the target can distort its intention, but the main limiting factor is how much time the spell lasts.

Telepathic Command, Simple (1 MP). You impress your will upon the target, giving them the equivalent of a one- or two-word command, which it obeys. The creature understands your intent fully, regardless of language.

Telepathic Command, Standard (3 MP). As above, except that the command can be the equivalent of one or two sentences long, detailing a single slightly complex task. You impart this command as you cast the spell; unlike a verbal command above, you do not have to spend time actually giving the command.

Telepathic Command, Complex (5 MP). As above, except that the command can be as long or complex as you want.

Telepathic Domination (7 MP). For the spell's duration, you may command the creature whenever you want from any distance, with any level of complexity.

Telepathic Communication, Simple (0 MP). You can communicate simple concepts to creatures in the area of effect, like friendship or emotion, but you cannot communicate actual language. You can only communicate as long as the creature is within range. The creature can

choose to reply in kind, but this gives you no power to know what it doesn't want to tell you. You can use this on willing targets to allow easy communication, but you cannot communicate to creatures who succeed their saves.

Telepathic Communication, Senselink (1 MP). As above, but you can sense whatever the creature is sensing, and you can impart your senses to it. Pain can be understood, but damage does not cross over this link.

Telepathic Communication, Standard (2 MP). As simple telepathic communication above, but with speech; however, this does not allow you or the target creature to understand additional languages.

Telepathic Communication, Complex (4 MP). As standard telepathic communication above, but you can communicate clearly regardless of language.

Mind Scan (1 MP). By concentrating, you can 'overhear' the thoughts of the creature. If there are multiple creatures in the area, you can focus on one at a time, or try to decipher out their thoughts all at once, like hearing one person in a crowded room. This does not give you the ability to understand the creature's language, but you can comprehend emotions and simple desires like fear or hunger regardless of language. Remember, the creature receives a new saving throw each round to resist.

Mind Read (4 MP). By concentrating, you can deeply read the mind of the creature. Each round, you can either search for specific information (e.g., the name of a spy, the location of hidden treasure, the gate password) or simply browsing for interesting information. Browsing for general information normally garners nothing very urgent or secretive unless the creature was recently thinking about it, but gives you a broader sense of the creature's mind. Reading a mind requires a Wisdom check with a bonus equal to the Compel spell's MP, and the DC is the same that it would be for a Knowledge check. You can only browse one creature at a time, but if there are multiple creatures in the area, you can look for specific information in all of them at once.

Mind Modify (4 MP). By concentrating, you can rewrite the creature's memory or knowledge. The knowledge or modification only lasts as long as the spell's duration, and you must about one round concentrating to change the creature's memory. You can choose to rewrite several pieces of simple information (password, the location he's currently at, which way the prisoners went), or rewrite a complex piece of information (making a guard think he's an escapee, imparting knowledge equal to a Feat or three skill ranks or one spell, or changing his memory of the lyrics of a song), or modify the memory of a single event. What constitutes an event varies, but can include several related small events covering no more than a month.

Mindwipe (6 MP). You completely erase all the

creature's memories and knowledge. You must concentrate for a full minute to accomplish this. The target must be within range for the entire modification. If you want to make the modifications of this or the above enhancement permanent, you must use the Craft Permanent Spell feat.

Subtle Compulsion (3 MP). If you purchase this enhancement, the creature does not know it's being compelled while the spell is in effect. Once the spell ends, or if the creature resists the spell, it knows it has been compelled. This has the added benefit that the creature does not receive a saving throw each round to resist. Creatures with the Iron Will feat, however, are able to know they're being controlled, but even they do not get to make new saves each round.

Increase Threshold (1 MP). For each 1 MP you spend on this enhancement, increase the HD Threshold of the spell by 1.

Sample Compel Spells

Domineer
Compel Humanoid 11/Gen 9
Total MP: 20
Range: Short (30 ft.)
Duration: One day
HD Threshold: 23 HD

You can control all of the subject's actions, and can sense whatever the creature senses, even if it goes beyond range. *Costs:* 1 MP senselink telepathic communication, 7 MP telepathic domination, 3 MP subtle compulsion, 8 MP duration, 1 MP range.

Mind Wipe
Compel Humanoid 9/Gen 9
Total MP: 18
Range: Short (30 ft.)
Duration: One day
HD Threshold: 14 HD

After you cast this spell, you spend a minutes modifying the creature's mind, completely erasing the subject's memories and knowledge, leaving him with the mind of an infant. The subject's memories return at the end of the spell's duration. *Costs:* 6 MP mindwipe, 3 MP subtle compulsion, 8 MP duration, 1 MP range.

Toast to Unconsciousness
Compel Humanoid 0/Gen 1
Total MP: 1
Range: Short (30 ft.)
Duration: One minute
Target: One humanoid
HD Threshold: 5 HD

You hold forth a liquid of some sort and say "Drink this!" If the creature fails its saving throw, it will drink what you hold forth, unless it recognizes it as poison or some other dangerous substance. If you have already been hostile to the target, it receives a +2 bonus to resist, because it's quite likely the drink is dangerous. The typical drink to use with this spell is strong alcohol with a tranquilizing poison, but you must supply those yourself. If the creature does not finish drinking in the first round, it gets an additional saving throw each round. *Costs:* 1 MP range, 0 MP simple language command.

Turncoat
Compel Humanoid 3/Gen 2
Total MP: 4
Range: Medium (150 ft.)
Duration: One minute
HD Threshold: 8 HD

You compel the target to fight its allies. This will likely entail risk, so the creature will probably get a +2 bonus to resist. The creature gets a new save each round to break the spell. *Costs:* 3 MP standard telepathic command, 2 MP range.

Create [Element]

Create spells let you make objects or energy out of nothing. You cannot create creatures, and any energy you create is no more damaging than the weakest Evoke spell, but many other effects are possible.

Saving Throw: None
Spell Resistance: No
Reversible: No
Cantrip: You can create an object of the appropriate element with a market value of less than 20gp, which fits in the area of effect. The object can be no more damaging than natural fire, and must have a physical form (e.g., you can create dim light, the smell of lilacs, or a simple sword, but not 'happiness').
Description: The specific things you can create depends on the element used, the size depends on the area of effect of the spell, and the complexity or value depends on the MP spent on this list. If you don't buy any area of effect, you can create objects no larger than human-sized greatsword or a set of clothes. At the end of the spell's duration, the object goes away.

Created materials always have some special air about them that make them seem unnatural. This is not enough to make people or animals uneasy, but an experienced person can easily determine that an item is magically created. This obvious magicalness can be hidden with an Illusion Death spell.

The specifics of your Create spell is up to you and your Game Master to decide. Does a Create spell summon objects from other dimensions, or does it create objects

whole cloth? When the spell ends, does the object just vanish, or dissolve into mist, or perhaps burst into hundreds of skittering insects that disappear into the nearest nooks and crannies?

If you use magical material components, created objects cannot be used as components. Likewise, if you make nails (Create Metal) and use them to hold up a painting, the nails will vanish when the spell ends, and the painting will fall. Created dirt and mud that soils clothing will leave the clothes clean when the spell ends. If you create water and boil pasta in it, when the spell ends the water will disappear from the pasta and leave it dry. However, if you add Create Life to another Create spell, the created object will endure if it is eaten or somehow combined with another creature. If you add Create Death, the created object will endure if you combine it with another non-living object.

You cannot permanently create anything with a value above 1gp in this way. If you create brilliant gemstones and place them into a sword with Create Crystal and Create Death, when the spell's duration ends the gems will change so they're not worth much. They'll still have the same shape and general appearance, but even an untrained eye will know they're worthless pieces of crystal.

When you create weapons or clothes, you can create them in the hands or on the bodies of willing subjects, but you cannot force such creations to appear on the unwilling.

Deadly Creations: As a restriction of the rules, you *cannot* use a Create spell as a directly offensive spell that is unavoidable. You cannot create a metal block over a creature to fall and crush it, nor can you create lava inside a creature's lungs. As a general guideline, you can never create something inside an unwilling creature, nor can you create something if it would displace solid matter; you can only create objects in air, water, or other fluids. This is simply a restriction in the rules for balance's sake, and if you want a spell that injures by creating things inside a creature, choose the appropriate Evoke spell list.

It is still possible to create hazardous things, like flames, lava, or a vacuum, but usually creatures can escape such substances quickly. Higher level spells can trap creatures in a hazardous area, such as with the sample spell, Flaming Barrier, below.

Hardness and Hit Points: If you create an object of its normal appropriate element, it has its normal hit points and hardness, so if you create manacles with Create Metal, it will have 10 hardness and 10 hit points. If you create an object out of an element other than its usual type, if the object is solid, it will have at least 1 hardness and 1 hit point for each MP spent on the Create spell.

Monetary Guidelines: Regardless of what specific enhancements you get for a Create spell, the total MP spent on Create lists determines the maximum monetary value of item you can create. This monetary value refers to both craftsmanship and materials. For example, full plate costs 1500 gp normally, so if you wanted to create an item with the same defensive qualities as plate using Create Force, you would need to spend at least 3 MP, even though force itself has no material cost. Likewise, if you wanted to create full plate made of solid gold, the price would effectively be 4000 gp, 1500 for the suit itself, and an additional 2500 for 50 pounds of gold (gold is about 50 gp per pound).

Create MP	Maximum GP Value
0	20
1	100
2	500
3	2500
4	10,000
5	100,000
6	Unlimited

Enhancements

Some Create [Element] spells, such as Create Crystal and Create Nature have no specific enhancements. You can always spend as much MP is necessary to reach the needed GP value (see above), so if you want to create a Create Nature spell to make a galley (30,000 gp), you can spend 5 MP, even without choosing a specific enhancement. If you want to use a single Create spell to create multiple objects of different types, you must spend at least 1 MP on each list being used. See the Dimensional Sanctum spell, below, for an example.

Elemental Object (2+ MP): You can create an object out of elemental force rather than actual matter. The cost of this enhancement is 2 MP, plus an amount of MP equal to the MP spent on the spell's area of effect. Thus, to create a ring of solid flame with a 20-ft. radius would cost 6 MP (2 MP for the area of effect, the base 2 MP for this enhancement, and then another 2 MP because of how much the area of effect costs).

The object is solid, but can take any form you want. If used to create a weapon, the weapon does elemental damage. If used to create some other type of object, there may be other effects, detailed in the entry for each element. You can always safely handle objects you create yourself, but others can be harmed if they try to walk on a bridge made of elemental death.

This enhancement can be chosen for any element, allowing you to create vaporous yet deadly solid blades with Create Mist, magnificent flaming chariots with Create Fire, or glinting armor with Create Crystal that is not brittle. If you are using Create Death, Force, Life, Space, or Time to create a physical object, you must select this enhancement, because there is no normal physical version of those elements.

Elemental objects of this sort are about as strong as steel, with hardness 10 and 30 hit points for every 5-ft. area, regardless of thickness. Elemental objects weigh a very little amount, about 1/100th of what an equivalent object made of steel would weigh.

Elemental Weapon (varies). An elemental weapon deals an additional damage of the appropriate type with each strike. You can use this enhancement to add elemental damage to a normal item, including to a weapon created with the Elemental Object enhancement, above. This enhancement cannot be chosen for Create Crystal, Earth, Metal, or Nature. The amount of additional damage depends on how many MP you spend.

Table 3.19: Elemental Damage Bonus

MP	Bonus Damage
1	+1d6
3	+2d6
5	+3d6
8	+4d6
11	+5d6
15	+6d6

Create Acid: Elemental objects created of acid deal 1 point of damage per round to anyone who touches them.

Weak Acid (0 MP). You can create mild, non-damaging acids, or damage that will deal up to 1 damage per round of exposure. Stronger acid is not available with Create Acid. If you want to hurt things with acid, learn Evoke Acid.

Create Air: When you create air, you can choose its temperature, between extremes of -40 and 150 degrees farhenheit (-40 and 65 degrees Celsius). Severe heat and cold cannot be used offensively unless you have a way to keep someone from moving out of the area of effect, since it takes at least a few minutes to die of exposure.

Fresh Air (3 MP). You create enough fresh air for each creature in the area of effect to breathe for the spell's duration. If the spell is cast outdoors, the air will disperse naturally. Alternately, if you target creatures directly (or if you target an object that needs air, like a fire), the spell will provide fresh air for them.

Moderate Wind (0 MP). You create wind of up to 20 miles per hour. See the DMG for information on wind forces. You can direct the wind in whatever direction you desire, with updrafts, downdrafts, whirlwinds, or simply in a straight line.

Strong Wind (1 MP). Winds of up to 30 miles per hour.

Severe Wind (2 MP). Winds of up to 50 miles per hour.

Windstorm (3 MP). Winds of up to 70 miles per hour.

Hurricane (5 MP). Winds of up to 150 miles per hour.

Tornado (8 MP). Winds of up to 300 miles per hour.

Weather (2 MP). You can create a type of weather normal to the local terrain and season. The weather takes about ten minutes to develop, and once the spell ends, the weather fades normally. If the spell lasts less than ten minutes, the effects will not be full, and the new weather will fade quickly.

Giant Area (5 MP). You can only pick this enhancement if you are only creating winds or weather. The spell covers an area of effect with a half mile radius. For every extra 1 MP you spend, increase the radius by an additional half-mile.

Create Death: Elemental objects created of death deal 1 point of damage per round to any living creature that touches them. You can use this spell to create objects of elemental death, but you cannot create undead creatures. For that, use a Summon Spell.

Enduring Object (2 MP): If you add this enhancement to a Create spell, if the created object is combined with something unliving, the combined part persists after the spell's duration ends.

Create Fire: Elemental objects created of fire deal 1 point of damage per round to anyone who touches them. Normal fire deals 1d6 damage per round.

Create Force: Force objects exist both materially and ethereally.

Impenetrable Force (6 MP). The object has a hardness of 50, and energy resistance 50, with 50 hit points for every 5-ft. area.

Create Lava: Elemental objects created of lava deal 1 point of damage per round to anyone who touches them. Normal lava deals a base of 1d6 damage per round of exposure. You cannot create lava to surround a create and engulf it, though if you create enough lava, it is possible to push creatures in. It is true that this amount of damage is not accurate for lava, but if you want to hurt things with lava, learn Evoke Lava.

Create Life: Elemental objects created of life deal 1 point of damage per round to any dead creature that touches them. You can create objects of elemental life, but you cannot create living creatures. For that, use a Summon spell.

Enduring Object (2 MP): If you add this enhancement to a Create spell, if the created object is combined with something alive, the combined part

persists after the spell's duration ends.

Create Light:

Illumination (0 MP). The created object sheds bright light in a 20-ft. radius (and dim light for another 20 ft.).

Daylight (3 MP). The created object sheds bright light in a 60-ft. radius (and dim light for another 60 ft.).

Luminesence (3 MP). The entire area of effect is filled completely with light, so that no shadows are cast.

Create Lightning: Elemental objects created of lightning deal 1 point of damage per round to anyone who touches them. Normal lightning deals 1d6 damage per round.

Create Mist:

Fog Cloud (0 MP). Mist obscures vision beyond 5 ft. A creature within 5 ft. has concealment (20% miss chance). Fog and mist can be dispersed by a moderate wind (11+ mph) in 4 rounds, or by a strong wind (21+ mph) in 1 round.

Create Nature: You can create any sort of object of once-living matter, such as clothes, wooden desks, food, or boats. You could even create a corpse. The market price of a corpse varies wildly depending on its nature.

Create Ooze:

Semi-Solid (3 MP). If you combine this enhancement with any other Create spell, you make the created object semi-solid, so that it can only be moved through at a rate of 5 ft. per round. Melee attacks made in the area suffer a -2 penalty to attack and damage rolls. Ranged attacks are impossible, except for energy bolts and rays. The created object looks normal.

Create Shadow:

Gloom (0 MP). The created object radiates shadows in a 20-ft. radius. Creatures with darkvision can see through this area normally, and the darkness is the equivalent to a moonless night.

Darkness (1 MP). The created object radiates shadows in a 20-ft. radius. This magical darkness obstructs the vision of even creatures with darkvision.

Pure Darkness (3 MP). The created object radiates pure darkness in a 60-ft. radius, so dark that nothing can see through it.

Create Sound: Created sound originates anywhere within range, and dissipates normally across range.

Volume and Complexity (varies). For 0 MP, the sound is simple and repetitive, and as loud as four men talking. For 1 MP, the sound can be as complex as a conversation, or simple musical quartet, and as loud as a small crowd of shouting men. For 3 MP, the sound can be as complex as you can design, and as loud as a huge crowd. For 5 MP, you can create a deafening noise, loud enough to require a Fortitude save (DC 15) to avoid permanent deafness.

Create Space: With Create Space you can create a pocket dimension, with an entrance big enough for you to walk through (though you may choose to make it smaller). You create the entrance anywhere within range. If you are inside, you can close or reopen the entrance as a full-round action.

The area of effect you choose is the size of the pocket dimension. Anything in the area of effect is effectively removed from the rest of the world. The interior of the dimension is bare and ends without any apparent solid walls. Temperature and air within are the same as those without when the dimension is created. If the spell's duration ends, anything in the area of effect is expelled.

Giant Area (5 MP). This enhancement only applies to the Create Space spell. You create a pocket dimension with a half mile radius. For every extra 1 MP you spend, increase the radius by an additional half-mile.

Create Time: The Quicken Spell feat is a prerequisite for the Create Time spell list.

Pocket of Time (15 MP). The area of effect and everything inside it gain extra time, equal to the spell's duration. The outside world stands still while the area of effect speeds along. Anything leaving the area of effect loses the effect of this extra time, and returns to the normal flow of time just slightly outside the area. Spell effects created during this time pocket do not continue after this spell ends, so it is useful for resting and healing, but not for actual offense or defense. Unwilling creatures in the area of effect receive a Will save to resist this spell's effect. If successful, they are shunted to outside the area of effect.

Dilated Time (3 MP). All creatures, objects, and spell effects in the area age one round. Their effects still occur, so an ongoing Evoke spell deals damage for the round, a fire burns one round worth of fuel, and poison runs its course one round faster. Likewise, a spell like Charm will end one round sooner. For spells that grant a save to resist on a round by round basis, use the result of the last-made save to determine effects. Things within the area of

effect cannot influence those outside, so if a dilated fuse sets off a bomb in the area, the explosion will be limited to the area of effect. Unwilling creatures in the area of effect receive a Will save to resist.

Dilated Time, Short (6 MP). As above, except 5 rounds elapse instead of 1.

Dilated Time, Medium (10 MP). As above, except 5 minutes elapse instead of 1 round.

Dilated Time, Long (15 MP). As above, except half a day elapses instead of 1 round.

Create Void: With Create Void you can empty an area of liquids and gasses, unnaturally sustaining a vacuum in the area of effect. You can use this to snuff flames or suffocate creatures.

Sample Spells

Create Food and Water
Create Life 2/Nature 1/Water 1/Gen 1
Total MP: 5
Range: Touch
Duration: Ten minutes, and persistent

You create fairly tasty food and fresh water in the area of effect, a 5-ft. square spread being enough to feed about ten people, enough to last a day, if a bit sparely. If the food is ingested during the duration, it becomes nonmagical and endures so it can be digested. Uneaten food vanishes at the end of the spell's duration. *Costs:* 2 MP enduring object, 1 MP food, 1 MP water, 1 MP duration.

Dimensional Sanctum
Create Air 3/Earth 1/Light 1/Nature 1/Space 1/Gen 13
Total MP: 20
Range: Touch
Area of Effect: Half-mile radius
Duration: One day

You create a demi-plane, complete with a small manor with modest furnishings, interior light, and breathable air of a comfortable temperature. *Costs:* 3 MP fresh air, 1 MP stone building, 1 MP light, 1 MP furnishings, 1 MP demiplane, 8 MP duration, 5 MP area of effect. It would be possible to spend the 5 MP for the giant area enhancement, but that would not apply to the other Create effects, so you'd only have matter filling a 5-ft. square.

Flaming Barrier
Create Fire 4/Gen 4
Total MP: 8
Range: Short (30 ft.)
Area: Up to 20-ft. radius
Duration: Ten minutes

You create a solid wall of broiling flames, and let dangerous heat fill the rest of the area. The actual wall is solid, and you can choose any simple shape for it, as long as it fits inside the area of effect, from a simple flat pane to a ring of fire. Since these flames are actually solid, the wall must actually be supported by something; it cannot simply float in the air. You can designate the rest of the area of effect to be filled with intense heat. Anyone in the area of heat or who touches the actual solid wall takes 1d6 points of fire damage. Thus, you could create a solid wall across the center of the area of effect, and have the far side of the area be filled with heat, leaving you safe on the near side. Or you could create a solid ring to trap creatures inside, and have the center be filled with painful flames. The solid part of the wall cannot be created in an area occupied by a creature. The wall has hardness 10 and 30 hit points in any given 5-ft. area, so it is possible to break through, though doing so will be painful.

Costs: 4 MP elemental object, 1 MP duration, 2 MP area, 1 MP range. Note that if you want to deal damage quickly, Evoke Fire is far more effective.

Mage Armor
Create Force 1/Gen 1
Total MP: 2
Range: Touch
Duration: Ten minutes

You encase the target in an invisible chain shirt, granting a +4 armor bonus. Though this chain shirt is weightless, if the bearer does not have Light Armor Proficiency, he suffers the normal arcane spell failure and other armor penalties. *Costs:* 1 MP gear, 1 MP duration. Note that a chain shirt is the most expensive armor available for 1 MP (100 gp).

Mage Plate
Create Force 3/Gen 1
Total MP: 4
Range: Touch
Duration: Ten minutes

You encase the target in an invisible suit of plate armor, granting a +8 armor bonus, or in the force equivalent of a mithral shirt, granting a +4 bonus but with much lighter penalties and requirements. As above, though, the wearer gains little benefit if he is not proficient in the armor. *Costs:* 3 MP gear, 1 MP duration. Note that both full plate (1500 gp) and a mithral shirt (1100 gp) cost less than the gp limit (2500 gp). You could choose other armor types, but these are the best.

Pocket Armory
Create Metal 4/Gen 4
Total MP: 8
Range: Touch
Area of Effect: 10-ft. radius
Duration: One hour

You create weapons and armor worth up to 10,000 gp, filling up an area 20-ft. in diameter. Thee can be any weapons and armor of your choice, typically masterwork, so you can easily equip ten men each with two master-work weapons, a masterwork shield, and masterwork armor. *Costs:* 4 MP gear, 1 MP area, 3 MP duration.

Rain Dance
Create Air 7/Gen 3
Total MP: 10
Range: Touch
Area of Effect: Half-mile radius
Duration: One hour

You cast this spell and lead your people in a ritualistic dance for ten minutes. As the dance ends, rain comes if it is appropriate to the season. The rain lasts until the spell ends, and then normal weather takes its place. *Costs:* 2 MP weather, 5 MP giant area, 3 MP duration. The dance is optional, but it makes the spell more fun.

Scintillating Evening Wear
Create Light 2/Gen 3
Total MP: 5
Range: Touch
Duration: One hour

You create a gleaming set of clothing, enough for a single person. The light from the clothes shine out 20 ft., and though the clothes themselves are transluscent, the light prevents them from revealing anything you don't want them to. *Costs:* 2 MP elemental object, 0 MP illumination, 3 MP duration.

Dispel Magic (Magical Skill, Cha)

Use this skill to end ongoing spells that have been cast on a creature or object, temporarily suppress permanent magic, create an area of antimagic, or counter another spellcaster's spell. Using Dispel Magic requires MP. Without MP, you cannot use this skill.

Dispel Magic can dispel (but not counter) the ongo-ing effects of supernatural abilities as well as spells. Dispel Magic affects spell-like abilities just as it affects spells. You cannot dispel damage dealt by magical effects; the damage is real.

Range: You can only dispel an effect if its area of effect is within range. For a counterspell, you can also attempt to counter if its caster or target are within range. Dispel Magic has a base range of Touch, but you can

purchase range enhancements for it just as you could with other spells.

Area of Effect: Normally you'll target only a single spell or effect with this skill, but sometimes you may want to dispel or counter every effect in an area, and thus you can purchase area of effect enhancements normally as with any spell.

Duration: When you use this skill, it normally just has an effect immediately. Even though spells all can have a duration of at least a minute, the duration of a Dispel Magic usage only matters when you use it to suppress magic. This is detailed below.

Making a Dispel Magic Check: You may devote any amount of MP to the Dispel Magic spell, in addition to MP payed for range, area of effect, duration, etc. For a simple spell, you can even have a Dispel Magic cantrip. The more MP you spend, the more powerful effects you can dispel; spending too little MP can make it harder to dispel effects.

Generally, you'll want to make a Spellcraft check before you try to dispel something. If you are trying to counter a spell, you can make the Spellcraft check as a reaction to identify the spell as it is being cast; otherwise, you can spend MP on a magical use of Spellcraft to identify a spell already in effect. Knowing the type of spell you are targeting can make your check easier. Note that if you failed your Spellcraft check to identify the spell, you would not know whether some of these modifiers apply, so the Game Master sets the DC in secret. The following details apply to all Dispel Magic checks.

Base DC: The base DC of the check is 11 + opponent's caster level. Spell effects from magic items have caster level equal to the MP cost of the spell in question.

Matched Spell Lists: If you succeeded a Spellcraft check to identify the effect, and you know all the spell lists used in the spell, you suffer no penalty. If the spell uses multiple lists and you know at least one (but not all of them), increase the DC by 5. If you do not know any of the spell lists used, or if you failed your Spellcraft check, increase the DC by 10. For skills, if you have at least 1 rank in a magical skill that is being used in the targeted spell, you are considered to 'know' that skill.

Low MP: For each MP devoted to Dispel Magic less than that of the spell you are targeting, increase the DC by 1. Do not count General MP costs (of either your spell or theirs) toward this modifier. You *do not* gain a bonus if you spend more MP than the spell you're trying to counter. Thus if you use Dispel Magic 5/Gen 1 to try to dispel Abjure Force 8/Gen 3, increase the DC by 3.

Limits of Dispel Magic: If you write a Dispel Magic spell down in a book, or if you cast a contingency Dispel Magic spell, or if you place a Dispel Magic signature spell in a magic item, choose up to one spell list or magical skill you know per MP of the Dispel Magic spell. The Dispel only 'knows' the chosen spell lists. Determine the skill check DC as if the caster only knew the chosen spell lists or skills. As detailed in the Magical Skills section, a caster makes the check using his own ranks in the skill, or a number of ranks equal to the MP cost of the skill, whichever is higher.

For example, the famous spell *Diogenes's Deshackling* (Dispel Magic 14/Gen 1) was designed to dispel Compel spells. When this spell is written down, included within it is the knowledge of 14 spell lists, in this case every Compel spell list except Compel Ooze. In a pinch, this spell could be used to try to dispel an Evoke or Illusion spell, but it would be less effective.

Counterspell

The most direct usage of Dispel Magic is to directly counter another Mage's spell. This is called counterspelling, and though few Mages specialize in it, all have the ability.

To counterspell, you must ready an action and declare an opponent whose spellcasting you want to try to counter. You can only ready a counterspell if you can use Dispel Magic as a standard action, such as if you have a Dispel Magic signature spell, you have prepared a Dispel spell, or if you have the Improved Signature Spell boon for Dispel Magic. Normal spells take two full rounds to cast, and you can only ready move or standard actions, so if you cannot cast a Dispel as a standard action, you cannot counterspell. Even if you do ready a counterspell, if your opponent does not cast a spell, you have wasted your readied action for the turn. If your chosen opponent does cast a spell, you may make a Spellcraft check as a reaction (DC 15 + half the spell's total MP). If the check succeeds, you correctly identify the opponent's spell. You then decide whether to try to counter the spell.

Limits of Counterspelling: If your opponent casts more than one spell in a single round, such as with the Quicken Spell feat, you can only counter one. Remember you can only counterspell with a Dispel Magic spell that can be cast as a standard action.

Preemptive Counterspelling: You can set a counterspell shield on a creature, using the contingency spell rules as normal. As detailed above in the Limits of Dispelling section, a contingency counterspell only knows a few spell lists that you choose for it. When the contingent counterspell triggers, set the DC for the check as if you only knew the one chosen spell list or magical skill. If you place the contingency on someone other than

yourself, when the Dispel Magic spell triggers, that creature makes the check either with his own ranks in Dispel Magic, or with ranks equal to the MP cost of the Dispel Magic spell, whichever is higher.

Note that contingency triggers cannot discern spell types, so you can only set triggers like "Counter the first spell cast at me by someone other than myself," not "Counter the first Evoke spell cast at me."

Countering a Spell: When you try to counter a spell, your Dispel Magic spell must have long enough range to reach either the spellcaster or the area of effect, so if a spell targets you, you don't need a range for your Dispel attempt. You also don't need a duration or area of effect for a counterspell. You make a Dispel Magic check for a counterspell with the same modifiers as for a normal Dispel attempt.

Example One: Tri'ni (Mage 13) and Ursus (Mage 13, Dispel Magic +22, with Improved Signature Spell for Dispel Magic) stand sixty feet apart in an ancient tomb. Wanting to avoid a fight, Tri'ni casts Illusion Shadow 3/Gen 0, to turn herself invisible. Ursus has readied an action to counter any spells Tri'ni casts, however, and he correctly identifies the spell. He casts a cantrip counterspell, spending just 2 MP for the range. Because Ursus knows Illusion Shadow, but he spent 3 less MP than the spell he's trying to counter, the DC is 27 (11 + Tri'ni's caster level + 3 for too low MP). Ursus easily succeeds, and Tri'ni remains visible.

Example Two: The next round, Tri'ni casts Evoke Lightning 8/Create Air 1/Gen 3 at Ursus. Again, Ursus has readied an action to counter any spells Tri'ni casts, and he succeeds his Spellcraft check to identify her spell. Since Ursus is the target of the spell, he does not have to pay any MP to increase the range, but Ursus does not know Evoke Lightning or Create Air. Wary, Ursus spends 9 MP on his counterspell. TheDC is 34 (11 + caster level + 0 for too low MP + 10 for not knowing the spell lists involved). He rolls d20+22 against DC 34, and fails.

Example Three: The racket of the duel between Tri'ni and Ursus rouses the ancient lich Hagiok (Mage 20), whose tomb they were in. The lich rises and attacks angrily. Ursus tries to counterspell the lich's first spell, but he fails his Spellcraft check. Not wanting to take a risk, Ursus attempts a counterspell anyway, spending 13 MP and hoping for the best. The Game Master knows that the lich was simply casting a Compel Humanoid 3/Gen 7 to make them both run away, but for all the inquisitor knows, the lich could be trying to steal his soul. Ursus knows the Compel Humanoid list, but since he didn't succeed his Spellcraft check, it doesn't help him. The DC

is 41 (11 + caster level 20 + 10 for unknown spell lists). He spent 10 more MP than necessary, so he suffers no penalty to his check, but neither does he get any bonuses for overspending. He rolls d20+22 against DC 41, and succeeds. Thinking he has narrowly avoided death, he shouts an offer of temporary truce toward Tri'ni, and prepares to fight the lich. Tri'ni doesn't want a truce, and instead runs, leaving Ursus to deal with the lich himself.

Dispel

A slightly more complicated use of Dispel Magic is to end an ongoing magical effect. If you attempt to dispel an effect that is permanent, instead you merely suppress it for the skill's duration.

Single Target: You choose a single magical effect that you know is in the area of effect, pay MP, and make a Dispel Magic check. If you succeed the check, you end the spell or effect just as if its duration had run out. You must know where the effect is to target it; if a foe is invisible, you must attempt an area dispel.

Area Dispel: You can also choose to affect all magic in the area of effect. You make a Dispel Magic check against every ongoing spell in the area, starting with the highest MP effect and working downward, until you dispel one or until the MP you spent has been used up. If you dispel an effect and it had less MP than you spent, subtract that spell's total MP (not counting general enhancements) from the amount of MP you spend on this Dispel Magic. If your Dispel attempt has MP remaining, keep making dispel checks against progressively weaker effects with your remaining MP. Set the DC for each effect separately, determining it for however many MP you have remaining. Do not count General MP costs.

Even if you fail all Dispel checks, you still use all the MP you spent. You cannot use an area dispel unless you spend at least 1 MP on Dispel Magic.

If a spell of your own is in the area, you can choose to automatically dispel it without expending MP, but otherwise you must make a check against it.

Example Four: Barbara (Taskmage 13, caster level 9 ½) has empowered herself with numerous spells, and is infiltrating the headquarters of the Ragesian Inquisitors. Ursus, a skilled magical inquisitor (Mage 13, Dispel Magic +22), sees through her disguise and tries to remove her powers. Currently she has four effects on her – Move Earth 6/Gen 2 to let her walk through walls, Infuse Air 5/ Gen 1 to improve her Dexterity, Illusion Light 3/Gen 1 to make her look like an inquisitor, and armor permanently enchanted with Abjure Nature 3/Gen 1 to improve AC. Ursus discreetly uses a magical Spellcraft check to note all these spells, and prepares his ambush.

Ursus catches her off guard and uses Dispel Magic to try to remove all her spells. He spends 12 MP, and makes his checks. He knows the Abjure spells and Illusion Light, but none other, so the DCs are:

- 30 for Move (11 + caster level 9 + 10 for unknown lists). The effect is 6 MP, and Ursus has spent 12 MP, so he suffers no penalty. He succeeds this check, and removes the Move spell, using 6 of the 12 MP he had devoted.
- 30 for Infuse (11 + caster level 9 + 10 unknown lists). With 6 MP left for the purposes of dispelling, Ursus suffers no penalty to this check. He succeeds, using up 5 MP.
- 22 for Illusion (11 + caster level 9 + 2 not enough MP). Because this spell has 3 MP worth of non-general enhancements, and Ursus's spell has only 1 MP left, the DC increases by 2, but he still succeeds his check, using up the last of the MP.
- 15 for the armor (11 + caster level 4). Remember, the actual caster level of the person who created the armor doesn't matter. Permanent magic effects have a caster level equal to their MP cost. Not counting general enhancements, the armor is a 3 MP effect, but the spell has no MP left, so he cannot dispel it, even though the DC is so easy.

Barbara is quite shocked when she bumps into a wall she was just about to walk through, but far worse is that her disguise is gone. Abandoning her mission, Barbara begins to flee.

Antimagic

You can create an antimagic area, making it difficult or impossible for all magic to work within.

Antimagic (5+ MP). You must spend a minimum of 5 MP to create antimagic, in addition to area of effect, range, and duration. The area effectively has its own Spell Resistance equal to 10 + the amount of MP you spend + the number of ranks you have in Dispel Magic. You do not actually need to make a Dispel Magic check to create antimagic. Obviously, an antimagic area will not suppress itself.

Anyone casting a spell or using a spell-like ability inside this area must make a caster level check or have that magic countered. Whenever an ongoing magical effect, inlcuing magic items, enters the area, the effect or item is suppressed if its caster level + 11 is less than or equal to the SR.

Targeted Antimagic (1+ MP). As above, except that you choose a single spell list you know, and the Spell Resistance only applies to spells that use that spell list. If you choose to affect one of the detection magical skills (Divination, Scry, or Spellcraft), instead of requiring a caster level check, increase the DC of skill attempts direct-

ed at the antimagic area by the amount of MP spent + the number of ranks you have in Dispel Magic. Even though this costs only 1 MP, you cannot choose this enhancement unless you have at least 5 ranks of Dispel Magic.

Example Five: Barbara managed to escape, but Ursus hires a few thugs and lays an ambush at the inn Barbara is staying at. The group bursts into her room in the middle of the night, and Ursus creates an antimagic field to keep her from using her magic to defend herself. He spends 5 MP, and pays an extra 3 MP to have an area of effect large enough to cover the entire room. Even if Barbara manages to avoid being tackled before she wakes up, she'll have to succeed a caster level check (DC 31, base 10 + 5 from MP + 16 for Ursus's Dispel Magic ranks) to get any spells off. Since her caster level is only 9 ½, she is in trouble.

Example Six: Ursus is generally cautious of being spied on, so he starts each day with a Dispel Magic 1/Gen 8, designed to last one day and block all uses of the Scry skill against him. The DC of any Scry spell targeting him is increased by 17.

Overmaster

One final use of Dispel Magic is to let you gain control of another mage's spell.

Overmaster (7+ MP). Whenever you try to dispel a spell or counterspell, if you spend at least 7 MP, you can choose to overmaster it instead, effectively wresting away control of the spell from its original controller. You make a Dispel Magic check opposed to the spell's controller's caster level check. If you succeed, you are now considered the controller of the spell. You can only overmaster one spell with a single use of Dispel Magic; area overmasters will let you gain control only of the first spell you succeed the check for.

Any modifiers that increase a Dispel check's DC gives the opposing mage a bonus to her caster level check. You suffer an additional -5 penalty to your Dispel check, simply because of the difficulty of overmastering. When you try to overmaster, you must give your spell long enough range that it can reach either the other spell's caster, or the area of effect of the spell.

If you overmaster a spell that has already been successfully cast, your options are limited. You can end the spell by your command, and if the spell is affected by Move Force to make its area of effect mobile, you can control the area. Likewise, if a Move Force spell is affecting a creature, you can now move that creature. For complex Compel spells you can give new commands, but simple and standard Compel spells have their commands locked in at casting. You can also change the specifics of

an Illusion spell.

If you overmaster a spell as it is being cast, you choose the target and the various details of the spell as if you had cast it originally. The spell now originates from you instead of from its original caster. If you overmaster a Dispel Magic check, you can even make it try to dispel itself (in this case, nothing happens; the spell collapses on itself).

Example Seven: Ursus and Tri'ni cross paths again a few months later, and Tri'ni wastes no time going on the offensive. From 60 ft. away she casts Evoke Lightning 11/Gen 2 at Ursus. Ursus has readied an action to counterspell, and he succeeds his Spellcraft check to identify the spell. Though he knows it will be difficult, he decides to try to overmaster the spell and send it back at her. Since Ursus does not know the spell list being used, Tri'ni gets a +10 bonus to her caster level check, and Ursus suffers a -5 penalty to his Dispel check because he is choosing to overmaster instead of counterspell.

Ursus has to spend 2 MP for the minimum range to reach Tri'ni, and he spends another 11 MP to make sure he suffers no penalty to his Dispel check for spending less MP than the target spell. Ursus makes a Dispel check (d20+17) opposed to Tri'ni's modified caster level check (d20+23), and succeeds. Tri'ni's lightning bolt reverses direction and strikes back at her. Heavily injured, Tri'ni changes tactics and instead uses multiple weaker spells that won't be worth Ursus's effort to rebound.

Dispel Magic and Non-EOM Magic

If you are using core Fantasy d20 spellcasting classes alongside *Elements of Magic*, or if you don't feel like converting monster spell-like abilities to *Elements of Magic* spells, it is still possible to counterspell non-EOM spells. 0th level spells are equal to 0 MP spells, 1st level spells are equal to 1 MP spells, 2nd level spells equal 3 MP, 3rd level equals 5 MP, and so on up to 9th level spells equalling 17 MP spells.

Core Fantasy d20 spells can roughly be divided into EOM spell action types, as detailed in the table below. If the mage attempting to dispel knows any spell list of the appropriate action type, increase the DC by +5. Otherwise, increase the DC by +10.

Fantasy d20 School	Elements of Magic spell list
Abjuration	Abjure
Conjuration	Create or Summon
Divination	Divination, Scry, or Spellcraft skill
Enchantment	Charm or Compel
Evocation	Evoke
Illusion	Illusion
Necromancy	Heal or Infuse
Transmutation	Infuse, Move, or Transform

Sample Dispel Magic Spells

Most mages don't bother with making Dispel Magic signature spells, because usually you want to tailor how much MP you spend to how powerful of a spell you are trying to dispel or counter. However, if you need to dispel something immediately, sometimes you can't spare the time to use finesse. Likewise, often a signature spell is the only option available if you want to counterspell something. Finally, getting another mage's signature spells for Dispel Magic can help greatly when you need to dispel magic you are unfamiliar with.

Antipresence
Dispel Magic 10/Gen 10
Total MP: 20
Area of Effect: 20-ft. radius, centered on you
Duration: One day

You make yourself and the area around you very difficult to detect with Divination, Scry, or Spellcraft, and hard to reach with teleportation. The DC for any magical skill check targeted at you is increased by 2 + the number of ranks you have in Dispel Magic, so if you have a 23 ranks, all DCs to detect you magically would increase by +25. The area around you gains Spell Resistance against Move Space spells equal to 4 + your Dispel Magic skill modifier (SR 27 to continue the above example). *Costs:* 6 MP targeted antimagic (2 each against three magic skills), 4 MP targeted antimagic (Move Space), 8 MP duration, 2 MP area.

Diogenes's Deshackling
Dispel Magic 14/Gen 1
Total MP: 15
Range: Short (30 ft.)
Duration: One round

The Great Diogenes, a renowned enchanter, made and sold many copies of this spell to aid people in dispelling compulsion spells. Anyone who prepares or casts this signature spell from a spellbook makes a Dispel Magic check as if he had 14 ranks and knows all the possible Compel spell lists except Compel Ooze. Thus, it can be used to attempt to dispel other spell lists, but it's only really useful against Compel spells. *Costs:* 14 MP dispel power, 1 MP range.

Dispelling Gaze
Dispel Magic 4/Gen 1
Total MP: 5
Range: Short (30 ft.)
Duration: One round

This is the standard Dispel learned by all sufficiently experienced Ragesian Inquisitors, and is the default signature spell most rely on for counterspelling. This is mostly only useful against weak spells, but it can be effective in protecting the Inquisitor's warrior allies. *Costs:* 4 MP dispel power, 1 MP range.

Fire Guard
Dispel Magic 4/Gen 2
Total MP: 6
Duration: One round; kept in contingency for up to one hour.

This spell is intended to counter Evoke Fire spells, but it can work on any spell in a pinch. You set this spell upon a creature or object with the contingency trigger, "Counter the first spell cast at this." When a spell targets the affected creature or object, the dispel triggers, making a Dispel Magic check either with its own normal skill modifier, or with 4 ranks, whichever is higher. Make the Dispel Magic echeck as if the only spell list you know is Evoke Fire. The shield can lay in wait for up to one hour, but triggers only once. *Costs:* 4 MP dispel power, 2 MP contingency duration. You must know Evoke Fire to have the shield set to protect against it.

Reflect Spell
Dispel Magic 7/Gen 2
Total MP: 9
Range: Medium (150 ft.)
Duration: One round

The next most common dispel signature spell among Inquisitors, this signature spell is a straightforward use of overmaster. *Costs:* 7 MP dispel power, 2 MP range.

Divination (Magical Skill, Wis)

Use this skill to predict the future, to get magical sources to answer your questions, and to translate languages you don't understand. Using Divination requires MP. Without MP, you cannot use this skill. Usually the Game Master makes the Divination check in secret. If you fail, you get no reply, but if you fail on a natural 1, make a Wisdom check (DC 5). If you fail that, you receive a false or misleading answer.

Range, Area of Effect, Duration: Normally, since the answers are coming directly to you, you do not need to buy range or area of effect enhancements for Divination. For most uses of Divination, the answers come immediately, but you may need a longer duration if you are using this spell to communicate with creatures or entities. If you are using Divination to grant comprehension of foreign languages, you can use the range and area of effect to let others understand the language.

Divination Checks: When you use Divination, you pay any amount of MP and make a Divination check, adding +1 for each MP you spend on the Divination. Some Divination effects have a minimum MP cost. If

by divining you expend more MP than your caster level in any ten minute period, you become fatigued, lasting until you rest for ten minutes. If by divining you expend more than your caster level in MP in any one minute period, you become exhausted until you rest for at least eight hours. All MP spent on a Divination spell, including MP spent on general enhancements, counts toward this limit. You can choose to make a Divination check by just expending a free cantrip, though you'll gain no bonus to your check.

The different uses of Divination are given below. Each includes a difficulty class and the minimum MP which must be paid for that enhancement.

Divination and Secrets: Often mysteries hinge on hidden knowledge, and an adventure mystery that is not carefully-designed can fall apart with a single Divination. It is important to allow characters to take advantage of their powers in solving mysteries, and the Game Master should understand that some mysteries are too simple for high-level characters. However, the DC to determine carefully-kept secrets can be 30 or higher if only a few people know the answer, so low-level characters should not be cracking great mysteries too easily. At high levels, often the challenge will come from bringing the villain to justice or proving their guilt, not simply discovering answers.

Sources of Divinations: It's up to you and your gamemaster to decide whether your character simply discovers the answer to his questions, talks to local nature spirits, contacts demons or deities, or something else. By the default rules, the source of the information does not matter, and there is no danger involved in getting information from powerful sources. Generally, though, a DC of 30 or higher usually means you have to contact something from another world to get the answers you seek, which can be a good roleplaying opportunity if you wish to use it.

Translate

When you use Divination to translate languages, you gain a +10 bonus to your Divination check if you understand the language being translated.

Comprehension, Simple (DC 1, 1 MP). Choose one language. Affected creatures understand that language, both to read and write it.

Comprehension, Full (DC 5, 5 MP). Affected creatures understand all languages, both to read and write them.

Comprehension, Decode (DC 30, 5 MP). Affected creatures can decipher encrypted text or speech in code. If they do not understand the language, though, this is of little use. However, you can combine this with full comprehension, above, increasing the DC by +2, and adding the cost together to a total of 10 MP.

Questions

You cannot ask the same question through a Divination in the same 24 hour period. The DCs listed for questions below pertain to the questions about the present, or about information that is known in the present. Increase the DC if the answer to the question is not known now, but would be known in the past or future.

Table 3.20: Divination and Time

Time	DC Modifier
Ancient (1000+ years ago)	+30
Old (Less than 1000 years ago)	+20
Historical (Less than 100 years ago)	+10
Moderate Past (Less than 10 years ago)	+5
Recent Past (Less than 1 month ago)	+2
Contemporary (Less than 1 day ago)	+0
Immediate Future (Up to 1 hour)	+2
Near Future (Up to 3 days)	+5
Close Future (Up to 1 month)	+10
Distant Future (Up to 1 year)	+20
Prophetic Future (Beyond 1 year)	+30

If the Divination check succeeds, you receive a short answer to your question. If the question is direct, you will likely receive a simple "yes," "no," or "neither" answer. If the question is complex, the answer will be cryptic. If you succeed the DC by 10 or more, direct questions will be answered with additional information, and complex questions will be answered clearly.

Dowse, Simple (DC 10, 1 MP). You choose some type of object or substance, such as water, gold, magic, or evil. If you succeed your Divination check, you know the direction to the nearest significant quantity of that substance (what counts as 'significant' depends on the substance). If there are several different things of the chosen type within 60 ft., you are aware of roughly how many there are, and can concentrate on each one by one to determine its location. If you succeed the check by 10 or more, you learn the specific location of the target, including distance, depth, and local conditions, plus the approximate size or intensity of whatever it is you're detecting.

Dowse, Specific (DC 15, 3 MP). As above, except you choose a specific object you would be able to identify if you saw it, and you sense the direction to it.

Dowse, Creature (DC +5, +2 MP). You can increase the DC and MP cost of a dowse to let you search for a creature instead of an object or substance.

Discern Lore (DC varies, 5 MP). This use of Divination gleans knowledge from the world. The DC of this check is the same that it would be if you were making a Knowledge or Gather Information check about the topic. If the information was deliberately hidden and only a few knew it, the base DC is 40. If you know the name of an extant entity that knows the answer to your question,

you gain a +2 bonus to your check.

History Reading, Fortune Telling (DC 10, 5 MP). If you have a creature or object available, you can use this ability to see an overview of the history of the subject, or to see its future. When you make this check, choose a span of time in history you want to read through, and modify the check's DC by the appropriate amount. The shorter the span of time, the more specific the details are, and the longer the span, the more general. If you do a reading for a sword's history in the past week, you will see what battles it has been used in, and who it has killed, but if you try to read the past hundred years on it, you will likely just learn the vague identities of its owners. If you succeed the DC by 10 or more, you get more specific information, but you never learn the full history or future.

Example One: Using *discern lore*, Barbara asks, "What is the name of the Orcish emperor who conquered Ragesia three thousand years ago?" Though this happened in ancient times, the knowledge still exists today, so there is no penalty to the DC. The Game Master determines it's a fairly easy question that someone with Knowledge (history) could answer with a DC 15 check, so Barbara must succeed a DC 15 Divination check. Barbara succeeds the check with a 27, enough to receive some extra information to her direct question. "His name was Draco Coaltongue, and he was only half-Orc by blood, and half-human."

Example Two: After some more research into the emperor, Barbara needs a more precise answer to the question, "Where is Emperor Coaltongue buried?" The Game Master knows the location of the tomb has been forgotten, and even in ancient times it would have been very obscure. The base DC is 30, modified +30 for time, making it impossible for Barbara. She hires a skilled diviner to check for her, and the diviner manages to succeed with a 61 (possible with 23 ranks, a +5 Wisdom modifier, and spending 20 MP), receiving the reply, "He lies buried beyond the end of the trail of eight tombs." Trying to find out what that means will be its own adventure for Barbara.

Example Three: Barbara captures an assassin that was trying to kill her, and she uses *history reading* to see the man's past day and find out who hired him. She makes a simple DC 10 check and spends 5 MP, and though she doesn't learn the name of the killer's boss, she learns where he's been hanging out. She can't use Divination on the same topic for another day, so she decides to scout that area for the next day.

Evoke [Alignment] or [Element]

Evoke spells cause elemental or alignment-based damage, and may have other detrimental and damaging effects.

Saving Throw: See text
Spell Resistance: Yes
Reversible: No
Cantrip: A 0 MP Evoke spell deals 1d6 points of damage of the chosen element or alignment type. This damage can be delivered with a successful touch attack, or charged into a weapon so it deals +1d6 damage on a successful hit. You can also choose to have the spell deal damage to any 5-ft. square you can touch. The damage only occurs once, as soon as the touch attack is successful.

Description: The Evoke spell fills the area of effect with elemental or aligned energy, dealing 1d6 points of damage. This damage takes place in the first round of the Evoke spell, though some enhancements will allow the Evoke spell to have effects in later rounds of its duration.

When you cast an Evoke spell, choose whether it is save-based or attack-based. Save-based Evoke spells allow affected creatures to make a Reflex save to take half damage. Attack-based Evoke spells require you to make a ranged touch attack against all targets in the area of effect. If the attack hits, the target takes normal damage, and is not allowed a save. If the attack misses, that target takes no damage. If your Evoke spell deals damage in multiple rounds, affected creatures get a new Reflex save each round, or you are required to succeed a new touch attack each round. Attack-based Evoke spells have a critical threat range of 20, and do double damage on a critical hit. If you have bonus damage dice from sneak attack or similar abilities, and if your attack-based Evoke spell affects more than one creature at once, it only deals this bonus damage to one of the creatures struck, since you can only aim one of the attacks with enough accuracy.

Damage dealt by an Evoke spell cannot be dispelled, but if the Evoke is dispelled before its duration runs its course, further damage can be prevented.

Evoke Spell Durations: As mentioned in the Spell Basics section at the beginning of this chapter, most Evoke spells deal their damage in the first round, and have no further effect. However, even for these 'instantaneous'-duration spells, you can still choose to hold the charge for up to one minute.

Additionally, some of the elemental side effects say that their effects last for the spell's duration. These effects can persist until the end of the spell's duration, even if the actual damage was all dealt in the first round.

Enhancements

All Evoke spells deal a base of 1d6 points of damage. The simplest Evoke enhancement increases the damage,

but also available are elemental 'side effects,' which allow you to create other detrimental effects not entirely damage-based.

Damage (1 MP). The spell deals an additional +1d6 points of damage of the appropriate type. You may divide these damage dice however you choose across the spell's duration, or can have all the damage occur in the first round.

Enduring Damage (varies). Each round, the spell deals 1d6 points of damage of the appropriate type. The cost of this enhancement depends on the spell's duration. You may choose this enhancement multiple times to deal more damage.

Spell's Duration	MP Cost
Basic (1 minute)	4
Short (10 minutes)	10
Medium (1 hour)	18
Long (1 day)	30

Elemental Side Effects: Each element has associated side effects that make Evoke spells of that type unique. These side effects come in five intensities. The weakest, **ambient**, occurs automatically with all Evoke spells of that element. The others, **mild**, **moderate**, **major**, and **extreme** can be purchased with MP to add extra effects to the spell. Usually side effects are cumulative, with stronger side effects also having the lesser side effects as well. Not all elements have all levels of side effects available, and some have **variable** side effects that cost different amounts.

Side Effect, Ambient (0 MP).
Side Effect, Mild (1 MP).
Side Effect, Moderate (3 MP).
Side Effect, Major (5 MP).
Side Effect, Extreme (8 MP).

These side effects only occur in the area of effect. Unless noted in the description below, side effects are only created once for any given creature or object, when the spell first deals damage to it. Thus if you attack an enemy with a long-duration Evoke Ice spell, the enemy will only have to make a saving throw once to avoid being frozen, not once per round. If a creature is not damaged by the spell at all (such as with Evasion, or energy resistance), it ignores any side effects of the spell.

If you have at least energy resistance 1, you can reduce elemental side effects from Evoke [Element] spells by 1 MP. If this reduction brings the side effect to midway between two levels of side effect, use the lower level. If you have 5 points of energy resistance, reduce side effects by 2 MP, reduce by 3 MP for energy resistance 10, by 4 MP for energy resistance 15, and so on.

Evoke [Alignment] spells have no side effects.

For spells that use more than one Evoke [Element]

spell list, you can purchase side effects for any of the elements used, but you must buy the side effects separately for each element. Any saving throws called for by side effects use the same save DC as the spell that caused them. The full descriptions of the side effects are presented below.

Acid – Dissolve

Acid coats affected creatures and objects, dealing 1d6 points of acid damage per round. The acid eventually becomes inert, but it can also be washed off with about one gallon of water for every 5-ft. square of area. A creature can scrape acid off itself or a comparably-sized object as a full-round action, though this usually ruins the scraping implement.

Ambient: No extra damage, just mild chemical burns.
Variable: The acid lasts 1 round for each MP spent before becoming inert.

Air – Knockback

Intense winds can knock affected creatures across the battlefield. All creatures affected by a single spell are knocked in the same direction, though if the spell has an area of effect you may knock creatures away from a chosen central point. Creatures in the area of effect must make a Fortitude save or be blown back 5 ft. Every 5 points the creature fails its save by causes it to be moved an extra 5 ft. Creatures moved more than 10 ft. this way fall over as if tripped. A creature knocked into a solid surface takes 1d6 points of impact damage.

If you choose to have the wind knock creatures directly upward, the vertical distance is only ¼ what the horizontal distance would have been. You can also knock flying creatures downward the normal full distance, but they only take the normal 1d6 points of impact damage if they hit the ground.

These winds affect objects as well as creatures, and the sizes listed assume normal creatures of flesh. Creatures made of denser or lighter matter may be affected differently, at the gamemaster's option. The knockback effect only occurs once, when the spell first deals damage. To create enduring winds, use the Create Air spell list.

Ambient: Swarms of fine flying creatures must make a Fortitude save or be dispersed. Clouds of nonmagical mist and smoke are dispersed automatically. Larger creatures are unaffected.
Mild: Winds affect Medium or smaller creatures.
Moderate: Winds affect Large or smaller creatures.
Major: Winds affect Huge or smaller creatures.
Extreme: Winds affect Gargantuan or smaller creatures.

Crystal – Physical Damage (piercing)

Shards of crystal impale affected creatures, dealing bonus piercing damage. See the entry for Nature damage for more information.

Death – Affliction

Evoke Death spells that allow saving throws for half damage require Fortitude saves instead of Reflex saves.

Additionally, Evoke Death spells can cause numerous physical afflictions, detailed below. You can swap dice of Death damage for some other effect, from the list below; the amount each effect costs is listed in parentheses. If you score a critical hit, however, you do not cause extra afflictions.

Unless otherwise noted, a successful Fortitude save negates the affliction. These afflictions cannot be negated by antimagic or Dispel Magic, though they can be healed with the appropriate Heal spell list.

Ability Damage (4 dice). The victim takes 1d6 points of temporary ability damage to the ability score of your choice. A successful Fortitude save halves this damage. The damage heals at the normal rate.

Blind/Deafen (2 dice). For the spell's duration, the victim becomes blinded or deafened (your choice).

Exhaust (7 dice). The victim becomes exhausted. A successful save means the victim is only fatigued. An exhausted creature gets an effective –6 penalty to Strength and Dexterity and can only move at half speed. After 1 hour of complete rest, an exhausted character becomes fatigued.

Fatigue (2 dice). The victim becomes fatigued. A fatigued creature gets an effective –2 penalty to Strength and Dexterity, cannot run or charge. After 8 hours of rest, a fatigued character is no longer fatigued.

Infect (5 dice). The victim contracts the disease of your choice, and is afflicted immediately without any incubation period. The disease heals at the normal rate. You can only choose diseases that characters can recover from; those that have only magical cures (such as mummy rot) are not available.

Nauseate (4 dice). For the spell's duration, the victim becomes nauseated.

Negative Level (2 dice). For the spell's duration, the victim gains one negative level. Unless the spell has a duration of one day, these negative levels won't last long enough to cause actual level drain. A successful save halves the number of negative levels. If the negative levels last 24 hours, the victim makes a Fortitude save for each negative level he has, and loses one level for each he fails.

Paralysis (7 dice). For the spell's duration, the victim is paralyzed.

Putrify Food (1 die). Can make up to four pounds of food toxic to eat, riddling it with parasites and diseases.

The food effectively becomes offal.

Earth – Physical Damage (bludgeoning)

Chunks of stone batter affected creatures, dealing bonus bludgeoning damage. See the entry for Nature damage for more information.

Fire – Ignite

The spell's flames ignite flammable material. Creatures and objects that are on fire take 1d6 points of fire damage per round, though hardness reduces damage to objects. Each round the creature may make a Reflex save (DC 15) to put out the flames. Rolling on the ground or smothering the fire grants a +4 bonus to this save.

Ambient: The area is illuminated with firelight each round that the spell deals damage. Only highly flammable materials, such as exposed oil or sheets of paper, catch fire.

Mild: Slightly flammable materials, like tinder or clothes, catch fire.

Moderate: Materials that can burn but need to be coaxed, such as logs or living creatures, catch fire.

Major: Non-flammable materials, such as metal or glass, catch fire. However, even unattended objects of this sort may make a Reflex save (DC 5) for the fires to go out.

Extreme: Any material in the area of effect catches fire, and unattended objects continue to burn for the spell's duration, unless someone puts out the flames. This fire damage ignores hardness of objects.

Force – Force

Force damage cannot affect inanimate objects. However, it harms corporeal and incorporeal or intangible creatures normally. Force damage has no other side effects.

Ice – Freeze

The spell can freeze affected creatures and objects if they fail their Reflex save. If the spell normally does not allow a Reflex save, it grants one to prevent this freezing. Frozen objects become brittle, and frozen creatures may become coated in ice and be unable to move, dying quickly from suffocation unless freed. As a full-round action, a creature can attempt to break free with a successful Strength check (DC 20). The freezing effect ends at the end of the spell's duration.

Ambient: The spell can freeze up to Tiny objects, which lose 1 point of hardness, and can encase Fine creatures in ice.

Mild: The spell can freeze up to Medium objects, which lose 2 points of hardness. It can encase up to Tiny creatures in ice.

Moderate: The spell can freeze up to Large objects, which lose 5 points of hardness. It can encase up to Small

creatures in ice.

Major: The spell can freeze up to Huge objects, which lose 10 points of hardness. It can encase up to Medium creatures in ice.

Extreme: The spell can freeze up to Gargantuan objects, which lose 15 points of hardness. It can encase up to Large creatures in ice.

Lava – Bake

Affected objects become dangerously hot for the spell's duration. Creatures are not burned in this way, but if they bear metal armor or weapons, they are affected unless they succeed a Reflex save. If the spell normally does not allow a Reflex save, it grants one to prevent this baking.

Ambient: Affected objects are hot, but not dangerously so.

Mild: Affected objects are hot enough to deal 1d6 points of damage per round to creatures in physical contact. This includes standing on baked ground.

Moderate: Affected objects are hot enough to deal 1d6 points of damage per round to creatures within 5 ft.

Major: Affected objects are hot enough to deal 2d6 points of damage per round to creatures within 5 ft.

Extreme: Affected objects are hot enough to deal 2d6 points of damage per round to creatures within 10 ft. Creatures in contact with the object take 4d6 points of damage per round.

Life – Life

Evoke Life spells that allow saving throws for half damage require Fortitude saves instead of Reflex saves.

Ambient: You may choose to have the spell deal nonlethal damage to all non-[Death] creatures. Undead and other [Death] creatures still take normal damage, and [Life] creatures are of course immune. If you choose this enhancement in conjunction with another Evoke spell, you can have that spell's damage deal nonlethal damage too, even to [Life] creatures.

Mild: You may instead choose to damage the target's mind or spirit. All the damage is intangible and cannot affect objects or creatures with no mind. The saving throw is Will-based for half damage, and all damage is nonlethal, except to [Death] creatures. This damage affects [Life] creatures, but this effect cannot be combined with other Evoke spell lists.

Light – Blind

Intense light blinds affected creatures. If the spell granted a Reflex save and a creature succeeds, it is not blinded. If the spell would not normally allow a Reflex save, all affected creatures are allowed a Reflex save to negate the blindness. A blind creature, in addition to the obvious effects, suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls, moves at half speed, and suffers a –4 penalty to most Strength- and Dexterity-based skills.

Ambient: The area is dimly lit for the duration, even on rounds damage is not dealt.

Variable: The blindness lasts 1 round for each MP spent. Thereafter the creature is dazzled for one minute, suffering a –1 penalty to attack rolls and Spot checks.

Lightning – Stun

Electical shocks stun affected creatures for one round if they fail their Fortitude save. If the spell would not normally allow a Fortitude save, all affected creatures are allowed a Fortitude save to negate the stunning.

Variable: The stunning shocks last for 2 rounds for each MP spent. Each round, creatures are allowed another saving throw. As soon as a creature succeeds one of these Fortitude saves, it is not stunned in further rounds.

Metal – Physical Damage (slashing)

Blades of metal slash affected creatures, dealing bonus slashing damage. See the entry for Nature damage for more information.

Mist – Fog

An Evoke Mist spell flows around barriers and through narrow cracks. Creatures behind cover do not gain bonuses to their AC or saves against Evoke Mist spells, and the spell's area of effect will even bypass barriers if there is a path for the fog to flow.

Nature – Physical Damage

Instead of energy damage, Nature damage is physical damage, caused by solid matter striking the target. This damage is considered non-elemental, so energy resistance does not protect against it, though damage reduction does. This damage penetrates DR as if it were a magic weapon. Crystal, Earth, and Metal also deal physical damage, though theirs is specifically piercing, bludgenoning, or slashing.

Damage dealt by Evoke Nature is physical, and cannot affect intangible or incorporeal creatures. Crystal, Earth, and Metal damage has this drawback too.

Ooze – Slime

Affected creatures and objects are coated in slime, which makes most actions difficult. Moving through a slimed area requires a Reflex save. Failure causes the creature to slip and fall, while success lets the creature move at half-normal speed through the area. Slimed items require a Reflex save each round to use. Otherwise, the slimed object slips out of the user's grasp.

A creature can wipe slime off itself or an object of comparable size as a full round action that requires a successful Reflex save. The size of creatures affected is not dependent on area of effect. Even a huge area of effect cannot affect larger creatures if you do not spend the MP to buy the appropriate level of side effect. The slime vanishes at the end of the spell's duration.

Ambient: The slime cannot cause creatures to slip, but is thick enough to trap fine creatures unless they succeed their Reflex save.

Mild: The slime lasts can affect up to Medium creatures.

Moderate: The slime can affect up to Large creatures.

Major: The slime can affect up to Huge creatures.

Extreme: The slime can affect up to Gargantuan creatures.

Shadow – Extinguish

Light sources in the area are extinguished. If the spell affects a magical light source, make an opposed caster level check, adding the MP of the spell to each side's check. For example, if an Evoke Shadow 15 spell cast by a 15th-level Mage affected a Create Light 7 spell cast by a 10th level Mage, the shadow mage would roll d20+30, and the light mage would roll d20+17. If the shadow mage won, the magic light would be snuffed. If the area of effect of the shadow spell includes the center of the light spell, the entire light spell is extinguished. Otherwise, only those areas that overlap are extinguished.

Mild: Affects nonmagical light sources as bright as torches and lanterns.

Moderate: Affects magical light sources, and nonmagical light sources as bright as a cookfire.

Major: Affects magical light sources, and nonmagical light sources as bright as a bonfire.

Sound – Deafen

Intense sound deafens affected creatures. If the spell granted a Fortitude save and a creature succeeds, it is not deafened. If the spell would not normally allow a Fortitude save, all affected creatures are allowed a Fortitude save to negate the deafness. A deaf creature, in addition to the obvious effects, suffers a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component he tries to cast.

Ambient: The sound is not deafening, but creatures damaged by it suffer a –1 penalty to Balance and Listen checks for 1 round.

Mild: The deafness lasts 1 round. Thereafter the suffers a –1 penalty to Balance and Listen checks for 1 minute.

Moderate: The deafness lasts 1 round per die of damage.

Major: The deafness lasts 1 minute per die of damage.

Extreme: The deafness is permanent.

Space – Planar

Space damage can affect creatures on nearby planes.

Moderate: Choose either material or ethereal. The Evoke effects of this spell only harm creatures or objects on that plane of existence. This applies even to effects from other Evoke spell lists.

Time – Temporality

If an Evoke Time spell is save-based, it allows a Will save instead of a Reflex save. If a creature is killed by a Time effect, after it is reduced to –10 hit points, each extra point of Time damage causes the creature's body to age 1 year. If this extra damage is enough to make the creature reach its maximum age, it will be not be able to be raised from the dead.

Void – Suffocation

Affected creatures have some of the air in their lungs sucked out if they fail a Fortitude save. If the spell normally does not allow a Fortitude save, it grants one to negate this suffocation.

Ambient: Natural fires the size of candle flames die from lack of air.

Mild: Affected creatures lose 3 rounds worth of breath. For example, if it was in a cloud of noxious gas and could only hold its breath for 10 rounds, if it fails its Fortitude save it would be down to 7 rounds to hold its breath. If it was already down to 3 rounds or less and it failed its save, it would be entirely out of breath and would have to start making Fortitude saves each round to keep from passing out.

Moderate: Affected creatures lose 10 rounds of breath.

Major: Affected creatures expels all its breath, and it cannot take a breath next round because lingering void effects keep air away.

Extreme: Affected creatures expels all its breath, and it cannot take a breath for the next 5 rounds because lingering void effects keep air away.

Water – Wash

Affected creatures and objects in the area are drenched with liquid.

Ambient: This water puts out exposed flames in the area, washes away acid and ooze, and cools objects baking because of exposure to lava.

Moderate: Caught in a sudden rush of water, creatures struck by the Evoke spell must make a Swim check (DC same as spell's saving throw) or be knocked prone. If the spell has an area of effect, a creature that fails its Swim

check is pushed toward an edge of the area, moving 5 ft. for every 5 points the check was failed by.

Sample Evoke Spells

Arctic Blast
Evoke Ice 7/Evoke Nature 2/Gen 2
Total MP: 11
Range: Short (30 ft.)
Duration: One round; freezing lasts one minute
Area: 5-ft. wide line
Saving Throw: Reflex half and partial

You release a mighty spray of ice shards and dense, frigid water, impacting foes and possibly freezing them. Creatures in the area of effect take 3d6 points of elemental ice damage from the cold, and 2d6 points of impact damage from slush and water. This impact damage is not energy damage, so energy resistance does not protect against it, but DR does. A successful Reflex save halves this damage.

Creatures of Medium size or less that fail their Reflex save are coated in ice, trapped until the spell ends or someone frees them. They may make a Strength check (DC 20) each round to break free. The ice also freezes objects of up to Huge size, turning them brittle and reducing their hardness by 10. *Costs:* 2 MP ice damage, 5 MP ice major side effect, 2 MP nature damage, 2 MP medium line.

Concussive Fireblast
Evoke Fire 7/Evoke Air 3/Gen 3
Total MP: 13
Range: Short (30 ft.)
Duration: One round
Area: 30-ft. cone
Saving Throw: Reflex half, Fortitude partial

An explosion bursts outward from you in a conical shape, knocking creatures away with a concussive blast of flames. Creatures take 8d6 points of fire damage, and creatures Large or smaller must succeed a Fortitude save or else be knocked 5+ ft. away. Highly flammable materials catch on fire. *Costs:* 7 MP fire damage, 3 MP short cone, 3 MP moderate air side effect.

Field of Weakness
Evoke Death 7/Gen 3
Total MP: 10
Range: Touch
Duration: One round, delay of up to ten minutes
Area: 20-ft. radius circle
Saving Throw: Fortitude half

You set a triggered spell so that it takes effect whenever two or more medium-size or larger creatures enter the area of effect. This trigger can lay in wait for up to ten minutes. When the spell triggers, it evokes a field of deathly energy, dealing 2d6 points of Strength damage (instead of the normal 8d6 points of Death damage) to all creatures in the area. This spell is typically used in front of an enemy force as the beginning of an ambush. *Costs:* 7 MP death damage (swapped out for strength drain), 2 MP circular area, 1 MP delayed trigger.

Horrorstrike
Evoke Space 3/Evoke Shadow 7/Evoke Death 8/Gen 2
Total MP: 20
Range: Medium (150 ft.)
Duration: One minute
Area: Creature touched
Saving Throw: Fortitude partial

Developed by a vicious ghostly mage, this spell can be cast on the ethereal plane but still affect the material plane. With a successful ranged touch attack, you deal 8d6 points of shadow damage and inflict four negative levels (instead of 8d6 points of death damage), which last one minute. With a successful Fortitude save, the victim only takes two negative levels; the shadow damage does not receive a save to resist because this is an attack-based spell. *Costs:* 7 MP shadow damage, 8 MP death damage (swapped out for negative levels), 3 MP space side effect, 2 MP range.

Inevitability
Evoke Time 10/Gen 2
Total MP: 12
Range: Short (30 ft.)
Duration: Ten minutes
Area: One creature or object
Saving Throw: Will half

You infuse the targeted creature with entropic energy, causing it to suffer the debilitating effects of aging, though the creature does not actually age. Each round, for ten minutes, the victim takes 1d6 points of damage. Often, only an Abjure Time spell or a Dispel Magic can save the victim's life. *Costs:* 10 MP enduring damage, 1 MP duration, 1 MP range.

Lightning Trap
Evoke Lightning 1/Gen 1
Total MP: 2
Range: Touch
Duration: Delayed up to 10 minutes, then one round
Area: One 5-ft. square
Saving Throw: Reflex half, Fortitude partial

You touch the ground or wall, and charge it with electrical energy that discharges on the next creature to touch the surface. That creature takes 1d6 points of

lightning damage, and must succeed a Fortitude save or be stunned for 2 rounds. If the creature fails its Fortitude save, it may make another one in the second round to end the stun. If no creature comes by within 10 minutes, the spell dissipates. *Costs:* 1 MP short contingency, 1 MP lightning side effect.

Searing Fireball

Evoke Fire 2/Gen 3
Total MP: 5
Range: Medium (150 ft.)
Duration: One round
Area: 10-ft. radius circle
Saving Throw: Reflex half

Searing flames fill the area of effect, dealing 3d6 points of fire damage. Highly flammable materials catch on fire. *Costs:* 2 MP fire damage and ambient side effect, 1 MP circular area, 2 MP range.

Shrieking Wall

Evoke Sound 5/Gen 2
Total MP: 7
Range: Short (30 ft.)
Duration: One minute
Area: 10-ft. radius circle
Saving Throw: Fortitude partial

You evoke a wall of hideous, roiling sound, filled with angry spirits. Each round, make a ranged touch attack against each creature in the area of effect (this represents the spirits aiming their shrieks at interlopers). Creatures struck take 1d6 points of sound damage. The first time any given creature is struck by this, it must make a Fortitude save or else be deafened for 1 round; later strikes cannot deafen. *Costs:* 4 MP enduring damage, 1 MP range, 1 MP area, 1 MP mild sound side effect.

Stormbolt

Evoke Lightning 4/Gen 4
Total MP: 8
Range: Short (30 ft.)
Duration: One round
Area: 20-ft. diameter circle
Saving Throw: None

You fire out multiple thin bolts of blue lightning, striking any number of creatures and objects in the area of effect. Those creatures you do not want to hurt are unaffected. Make a ranged touch attack for each target, and those struck take 5d6 points of damage. *Costs:* 4 MP damage, 1 MP range, 2 MP area, 1 MP discerning.

Heal [Alignment] or [Element]

Heal spells cure damage and other afflictions to creatures or objects with the appropriate element or alignment type.

Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Reversible: No
Cantrip: A 0 MP Heal spell cures 1d6 point of damage to creatures with the appropriate element or alignment type.

Description: Depending on what enhancements you purchase, a Heal spell can cure damage, repair injuries such as blindness or lost limbs, or restore life energy by allaying exhaustion and nullifying negative levels. Heal spells have no default effect; you must purchase whatever healing you want from the list below.

If the Heal spell has only one effect, such as curing just one die of damage, or curing only one affliction, that healing occurs in the first round of the spell's duration. If the Heal spell heals more than 1 die of damage, or if it cures multiple afflictions, you may choose to divide the healing as you choose during the duration, putting as little or as much healing in each round as you choose.

Unlike the core rules, Heal spells used on creatures of negative energy do not deal damage. If you want to harm undead, you need to use Evoke Life, not Heal Life.

Heal Spell Durations: As mentioned in the Spell Basics section above, most Heal spells do all their curing in the first round, and have no further effect. However, even for these 'instantaneous'-duration spells, you can still choose to hold the charge for up to one minute. Additionally, a few of the effects below say that they last for the spell's duration, and the Enduring Curing enhancement can make a long duration worthwhile.

Enhancements

Cure Damage (1 MP). The spell cures +1d6 points of damage. This is in addition to the 1d6 points of healing from the cantrip effect.

Enduring Curing (varies). Each round, the spell cures 1d6 points of damage. The cost of this enhancement depends on the spell's duration. You may choose this enhancement multiple times to cure damage more quickly.

Spell's Duration	MP Cost
Basic (1 minute)	4
Short (10 minutes)	10
Medium (1 hour)	18
Long (1 day)	30

Cure Affliction: The Heal spell cures one of the following afflictions. You can swap dice of curing to instead heal one of the following afflictions. You may choose the same affliction multiple times. For example, you could swap 5 dice of healing to heal up to 5 points

of ability damage to a living creature, or heal 3 points of ability damage and cure 2d6 hit points.

If the affliction is caused by a permanent spell, the Heal spell instead functions as a Dispel Magic check. See the Craft Permanent Spell feat (page 87) for more details.

Ability Damage (1 die). The spell cures 1 point of temporary ability damage to the ability score of your choice.

Ability Drain (3 dice). The spell cures 1 point of permanent ability drain. It cannot restore Constitution loss due to death.

Ability Penalty (3 dice). If there are any magical effects reducing one of the subject's ability scores, the effect is dispelled. This does not cure ability damage or permanent ability drain.

Blindness/Deafness (3 dice). The spell cures subject's blindness or deafness (your choice).

Disease (5 dice). The spell cures all diseases afflicting the subject.

Exhaustion (2 dice). The spell reduces exhaustion to fatigue.

Fatigue (1 die). The spell eliminates fatigue.

Level Drain (4 dice). The spell restores one level to a creature that has suffered a level drain, as long as the level drain occurred within the past week. It cannot restore a level lost due to death.

Nausea (1 die). The spell eliminates nausea.

Negative Level (2 dice). The spell negates one nega-

tive level on the affected creature(s). It does not restore level drain.

Paralysis (1 die). The spell eliminates paralysis if it caused by Evoke Death, a poison, or a similar physical effect. It does not help if the paralysis is caused by extreme ability damage, or by Compulsion or Time element-based effects.

Poison, Negate (5 dice). The spell neutralizes poison in the area. Any poison that enters the area during the spell's duration is neutralized. Creatures with natural poison abilities that succeed their saving throw can keep their poison stores and use their poison to harm creatures outside the area of effect.

Poison, Slow (1 die). For the spell's duration, poison in the area of effect has no effect. Once the spell elapses, poison takes its usual course.

Purify Food (1 die). Can make up to four pounds of food and drink safe to ingest. It removes poison from the food, but cannot be used to neutralize poison in creatures or on weapons. This option can only be chosen for Heal Nature.

Regenerate (9 dice). The spell regenerates lost body parts no larger than a hand or foot. This is proportional to the creature being healed, and can heal a giant as easily as a halfling.

Regenerate, Greater (11 dice). The spell regenerates lost body parts as large as a missing limb.

Regenerate, Lesser (8 dice). The spell regenerates lost body parts no larger than a finger or eye.

Revive (9 dice). The spell restores to life a creature that has died in the past day. The creature returns with 0 hit points.

Revive, Epic (25 dice). The spell restores to life a creature that has died, regardless of how long it has been dead, as long as it did not die of old age.

Revive, Greater (13 dice). The spell restores to life a

Back from the Dead

The "revive" usages of the Heal spell list have the same effect as *resurrection* in the core rules, resulting in a level loss or a loss of a point of Constitution. Also, just like in the core rules, if the soul is unwilling to return, the creature stays dead. If the creature died in the past 10 minutes, it still has the same access to magical powers (such as MP and uses per day of spell-like abilities) as it did before dying. Otherwise, it returns with none of those powers, and must rest to regain them. This spell cannot restore to life creatures that died of old age, and any diseases or poisons the creature had may still be active and need to be cured separately.

creature that has died in the past year.

Revive, Lesser (5 dice). The spell restores to life a creature that has died in the past 10 minutes.

Combined Healing: The following Combined Healing enhancements can only be chosen if you have the Heal Specialist feat.

Combined Healing (10 MP). While a single low-MP Heal spell can cure any one of numerous afflictions, high-MP Heal spells can cure a lot in one go. If you purchase this enhancement, you can cure up to 20d6 damage. You can also swap the dice out to heal afflictions, but each affliction must cost 5 or less dice. If you purchase one of these healing packages, you do not gain the free 1d6 points of healing from the cantrip effect of Heal.

Combined Healing, Greater (20 MP). As above, but you have 40d6 to use for curing and healing afflictions, though you cannot choose anything that costs more than 12 dice.

Combined Healing, Lesser (5 MP). Choose up to 10 dice worth of afflictions, none of which costs more than 2 dice by itself. You cannot cure hit point damage this way.

Sample Heal Spells

Aspect of Phoenix
Heal Life 10/Gen 4
Total MP: 14
Range: Touch
Duration: Delayed up to one day, then one round
Area: Creature touched

You place a delayed ward on the creature, which lasts one day. If the creature dies during that time, it is immediately restored to life (at 0 hit points), then healed 15d6 points of damage. *Costs:* 10 MP combined healing package (5 for revive, 15 for curing damage), 4 MP long contingency. You must have the Heal Specialist feat to learn this spell.

Bolster Undead
Heal Death 1/Gen 2
Total MP: 3
Range: Touch
Duration: One round
Area: 20-ft. radius circle

Dead creatures in the area of effect heal 2d6 points of damage. *Costs:* 1 MP curing, 2 MP area.

Healing Dose
Heal Life 1/Gen 0
Total MP: 1
Range: Touch
Duration: One round

The subject of this spell heals 2d6 points of damage. *Costs:* 1 MP curing.

Light of Grace
Heal Good 2/Gen 3
Total MP: 5
Range: Short (30 ft.)
Duration: One round
Area: 20-ft. radius circle

A beam of light falls from overhead, filling the area with light and healing goodly creatures in the area of effect. This cures 3d6 points of damage to all good creatures in the area of effect. If you do not know Create Light, you only cause the healing; the light does not appear. *Costs:* 2 MP curing, 2 MP area, 1 MP range.

Mend Gear
Heal Metal 1/Gen 0
Total MP: 1
Range: Touch
Duration: One round
Area: Object touched

You repair 2d6 points of damage to a metal object, such as a sword or a suit of armor. Pieces that had broken off are reattached, dents are smoothed out, and so on. Similar spells exist to repair wood and cloth (Heal Nature). It often takes several applications to repair a heavily damaged object. *Costs:* 1 MP curing.

Remedy
Heal Life 10/Gen 0
Total MP: 10
Range: Touch
Duration: One round

This negates any temporary ability penalties on the creature, cures either blindness or deafness, cures exhaustion and fatigue, negates up to three negative levels, and neutralizes all poison in its system. Any poison that enters the creature's system in the next minute is also neutralized. This spell is often made into potions, albeit expensive ones. *Costs:* 10 MP combined healing. You must have the Heal Specialist feat to learn this spell.

Troll's Tenacity
Heal Life 10/Gen 1
Total MP: 11
Range: Touch
Duration: Ten minutes
Area: Touched creature

The creature touched heals 1d6 points of damage per round for 10 minutes. *Costs:* 1 MP duration, 10 MP enduring curing.

Wallbuilder's Blessing
Heal Earth 5/Gen 0
Total MP: 5
Range: Touch
Duration: One round

Your touch mends damaged stone, strengthening the walls of a building, cave, or other structure. This repairs 6d6 points of damage that has been dealt to the wall. Note that you do not need to purchase an area of effect for this spell as long as you affect only one structure, just as you do not need to purchase an area of effect to heal a large creature. *Costs:* 5 MP curing.

Illusion [Element]

Illusion spells deceive the senses or minds of others. Illusions have no real effect, but they can mislead creatures and cause them to take dangerous courses of action.

Saving Throw: Will negates (for targeted illusions); Will disbelief (for interactions)

Spell Resistance: Yes

Reversible: No

Cantrip: A 0 MP Illusion spell creates one minor effect, or conceals something minor. Either way, the creation or concealment is simple and imprecise, and relates only to one type of illusion.

Description: You create some sort of sensory illusion, which can be any size up to the size of the area of effect. Once you set the illusion, it remains the same. If you are within range, you can spend a standard action concentrating to make slight changes to the illusion or move it, but the general theme must remain the same, and the illusion cannot move beyond the area of effect. You can automatically disbelieve this illusion if you want.

Of all the spell lists, Illusions are most likely to require Game Master adjudication. Players are encouraged to be inventive, but not abusive.

Illusory Elements: Each element gives you a different option when creating an illusion spell. Positive elements are good at creating new effects, and negative elements allow you to hide sensory elements. The four classic elements (air, earth, fire, and water) can create a little bit of either the positive or negative element that correlates with them, but not as precisely. The other elements do

strange things, all detailed below.

Table 3.21 Illusionary Elements

Cardinal Elements	
Air	Create or hide sound
Death	Hides auras
Earth	Create or hide tactile sensation
Fire	Create or hide visual sensation
Life	Reactive illusions
Water	Create or hide smell and taste
Paraelements	
Lava	Intensifies tactile stimuli
Lightning	Intensifies visual stimuli
Mist	Intensifies auditory stimuli
Ooze	Intensifies olfactory stimuli
Positive Elements	
Crystal	Create tactile sensation accurately
Ice	Create smell or taste accurately
Light	Create visual sensation accurately
Sound	Create sound accurately
Negative Elements	
Acid	Hide smell and taste accurately
Metal	Hide tactile sensation accurately
Shadow	Hide visual sensation accurately
Void	Hide sound accurately
Unifying Elements	
Space	Distorts distances
Force	Believed damage is real
Nature	Illusion is partially real
Time	Disorients sense of time

The different sensory illusions are divided into the quality levels Simple, Average, and Complex, with more complex illusions costing more MP. The specific meanings of these quality levels are described below.

Visuals. Light can create visual sensations, and Shadow can hide visuals. Fire can do both, but not as cheaply. Creating a simple visual would let you make a fairly drab set of clothes, a wall with a repeating pattern of tiles, or a very rough approximation of a living creature. Hiding a simple visual would let you replace a complicated image with a simple one, like hiding a scar with smooth skin, hiding a secret door with flat stone, or turning an elaborate tapestry into a mono-color rug.

Creating an average visual would let you create a bookshelf with a lot of books that look generally the same, make a ghostly glowing word appear in the air, or create a convincing orc warrior (though if you made several orc warriors, they'd all look alike). Hiding an average visual would let you blur your own image as you move, change the appearance of one person to look like another, or make an immobile object invisible.

Creating a complex visual would let you make any sort of visual image, no matter how fine the details are. You could make the illusion of a full person, complete with distinctive markings, unique pieces of clothing, and an expressive demeanor. Hiding a complex visual can

make things invisible even while moving, make a group of sneaking goblins look like harmless ducks, or make a worthless rock look like an ornate bejeweled porcelain egg.

Attacks against a blurred creature have a 20% miss chance. Attacks against an invisible creature have a 50% miss chance, and spells cannot be targeted against invisible creatures.

Audio. Sound can create sound, and Void can hide it. Air can do both, but not as cheaply. Creating a simple sound could create any simple repeating sound, like a growl, laughter, or moan of wind, but nothing articulate. The volume can be no louder than four men talking. Hiding a simple sound could make speech sound like an indistinct murmur, or reduce the volume of a sound slightly.

Creating an average sound can make noise as loud as a small crowd of shouting men, with one or two articulate sounds. Thus, you could have a simple song with a few instruments, or a conversation. Hiding an average sound can make a roar sound like a soft quack, make one conversation sound like a different one, or reduce the volume by a substantial amount.

A complex sound can be as loud as a dragon's roar or an entire parade cheering, and all of it can be as articulate as you want, complete with subtle sounds like kids in the crowd whining to their moms, and the dragon's roar echoing properly in an opera house. Hiding a complex sound lets you turn any noise into practically anything else of the same volume or quieter.

Tactile. Crystal can create tactile sensations, and Metal can hide them. Earth can do both, but not as cheaply. Creating a simple tactile sensation could make the air feel moist and heavy, or to make you feel as if you had wet yourself. Hiding a simple tactile sensation could make glass feel like sandpaper, give metal a wood grain, or make a fire feel cold. Hiding a tactile sensation won't stop a person from feeling pain, but it might confuse him as to how to avoid the injury.

Creating an average tactile sensation would let you make someone feel that they're being jostled by invisible people, or give a visual illusion of a cat a real texture. Hiding an average tactile sensation would let you make blood gushing from a wound feel like worms crawling across you, and could make a suit of armor feel like a fine royal robe.

Creating a complex tactile sensation would let you make a person feel like he's on fire, and would put the finishing touches on an illusion of a beautiful nymph, warm, wet, and covered in fine sand particles from the beach of a stream. Hiding a complex tactile sensation would let you make a real object feel like it's intangible, and could turn a lover's embrace into the segmented coils of a demon leech.

Olfactory. Ice can create olfactory sensations, and Acid can hide them. Water can do both, but not as cheaply. Creating a simple olfactory sensation can fake intense smells, like blood, sour milk, or ammonia. Hiding a simple olfactory sensation lets you conceal the distinct stench of rotting zombies, or hide your own body odor, but the new smell would be bland.

Creating an average olfactory illusion could make the air smell like warm root beer, or make an illusory steak taste real. Hiding an average olfactory sensation would let you fool the scent and tastebuds of any human except the finest connoisseurs, and could throw animals off your trail.

A complex olfactory illusion can be whatever you want, as complicated and subtle as you like. Similarly, hiding a complex olfactory sensation would let you turn any taste or smell into anything else that isn't very much more or less strong.

Intensify. Lightning, Ooze, Mist, and Lava can intensify certain sensory elements. When you include one of these elements in your illusion, disbelieving yields strange results. If you succeed your save, you know the illusion is fake, but you still see/hear/feel/smell the illusion. Thus, if an illusion of a wall is intensified with Illusion Lightning, even if you disbelieve it, you won't be able to see through the illusion, so you won't know what's on the other side. If it were intensified with Illusion Lava, you might be able to see through it, but your body would be convinced it couldn't get through, your muscles involuntarily stopping before you could walk through. You could still be forced through, or jump through at a run.

If Illusion Lightning is used to intensify an illusion that makes something invisible, successfully disbelieving allows you to know that there is something invisible (rather than, say, a wall of force or some other strange effect), but you still cannot see where the object is.

Hide Auras. Death allows you to hide the auras on an object or creature, so that it detects as something weaker or stronger under divination spells. When you cast Illusion Death, you can increase or decrease the intensity of the aura by one step for a simple effect, two steps for an average effect, and three steps for a complex effect. Each type of aura you change must be purchased separately. Thus, with a complex Illusion Death, you could make your non-magical spear detect as strong magic, but you could not simultaneously make your powerful magic helmet detect as less magical unless you paid MP for it separately.

Reactive Illusions. If you include Illusion Life, you can make your illusion react on its own. For example, normally, you could have an illusion of a guard standing watch, shifting occasionally in his stance and appearing to breathe, but not reacting to anyone else. With a simple reactive illusion, the guard would look at and glower

slightly at anyone who came by. A standard reactive illusion would let the guard respond to questions with disinterest. A complex reactive illusion would let the guard act exactly as you would want it to if you were there to direct it consciously.

Distort Distances. Illusion Space allows you to distort the spatial sense of those in the area of effect. Be forewarned that this effect can be somewhat hard to describe. You can make any or all distances in the area of effect seem multiplied or divided. This can be by a factor of 5 for simple, a factor of 50 for standard, and a factor of 1000 (or other similarly ridiculous distances) for complex illusions. Thus, a complex illusion might make a narrow pit appear to be a canyon, or while a simple illusion might make a fine walkway seem to be a precariously narrow ledge.

Similarly, spatial distortion allows you to make an illusion to appear much farther away than it actually is. You target the spell on whatever creatures you want to fool, and you can make the illusion appear to be at a distance up to the spell's normal range times the appropriate multiple above. For example, a complex spatial distortion with long range could make creatures in the area of effect see a monster devouring the sun or the moon. If the creature leaves the area of effect, though, they realize that the distance was simply being distorted.

Creatures in the area when the spell takes effect can attempt to disbelieve it normally, but creatures that enter the area in the middle of the spell's duration are automatically allowed a Will save to disbelieve. Creatures perceive themselves normally in the area, and the time to actually cross the area is not changed, so a person who starts to walk down a 'short hallway' (actually a long tunnel) will be confused as to why he hasn't reached the far end. Also, attack rolls in a minor distance-distorted area have a –5 penalty. Attacks through a standard or complex-distorted area automatically miss.

Distort Sense of Time. Time allows you to make people think more or less time is passing that what actually occurs. Like Space, distorting apparent time can be confusing to explain. You can make time seem to pass faster or slower, by a factor of 2 for simple, 10 for standard, and 60 for complex illusions.

Like spatial distortions above, creatures in the area when the spell takes effect have to disbelieve normally, but those that enter during the duration are automatically allowed a Will save to disbelieve.

Believed Damage is Real. Force allows you to make illusions deal actual damage. You can only use Illusion Force if you also know Create Force. If a character is hit by this illusion and fails to disbelieve it, he takes 20% damage for a simple Force illusion, 40% for a standard Force illusion, and 60% for a complex Force illusion.

Illusion is Partly Real. Nature allows you to provide some actual matter to your tactile illusions. You can only use Illusion Nature if you also know Create Nature. If you do, an illusion with a tactile component is actually 20% real. A partially real illusory bridge can support 20% as much weight as it ought to, for example. These partially real illusions cannot deal damage, however. For standard illusions, it is 40% real, and 60% real for complex.

Resisting Illusions

For the purposes of disbelieving, illusions in *Elements of Magic* function much the same as in the core rules. A creature that studies an illusion or interacts with it is automatically allowed a saving throw to disbelieve. A creature that is given absolute proof that an illusion is not real automatically disbelieves it. Additionally, if a creature is 'hit' by an illusion and should take damage, it automatically makes a Will save to disbelieve, unless you included an Illusion Force component to your spell. If it fails, it may still suspect an illusion, or it might think the illusion is incorporeal or somehow else unable to affect him. However, an illusion without Illusion Force can never cause actual damage.

Similarly, if an invisible creature deals damage to you, you can automatically disbelieve it. If an invisible creature deals damage to a creature other than you in your line of sight, you are automatically allowed a saving throw with a +4 bonus. Also, if you resist a non-damaging spell cast by an invisible creature, you get a save to disbelieve with a +4 bonus. Similar saves are allowed in the cases of blind creatures being attacked my enemies affected by illusions that make them silent, and so on with other senses.

Enhancements

Illusion Element (varies). Choose an illusion list you know. You can add illusory effects of that type to your illusion. Depending on how much MP you spend, you can gain multiple effects of more convincing quality. The price before the slash is how much it costs for the cardinal elements (Air, Death, Earth, Fire, Life, and Water) or unifying elements (Space, Force, Nature, and Time). For the other elements, use the price after the slash.

Simple Illusion (1 MP/0 MP). If used to conceal something, generally this provides a +5 bonus to appropriate skill checks. For example, a simple visual illusion to make you blurry would give a +5 bonus to Hide checks, a simple visual illusion to change your appearance would give you a +5 bonus to Disguise checks, and a simple illusion to hide your footfalls would give you a +5 bonus to Move Silently. Note that generally there are not skill checks required to smell or touch something, making these slightly less effective statistically, but they increase the Wisdom check DC for creatures with the Scent feat to

locate creatures by smell.

Standard Illusion (3 MP/1 MP). If used to conceal something, generally this provides a +10 bonus to appropriate skill checks.

Complex Illusion (5 MP/3 MP). If used to conceal something, generally this provides a +20 bonus to appropriate skill checks, and for visual illusions allows affected creatures to hide in plain sight.

Intensify (4 MP). The paraelements (Ice, Lava, Lightning, and Ooze) allow you to intensify a sensory aspect of an illusion. Choose one sensory aspect to make intense.

Extra Intensity (1 MP). Each additional intense sense after the first costs only 1 MP.

Sample Illusion Spells

Chameleon Cloak
Illusion Shadow 1/Gen 0
Total MP: 1
Range: Touch
Duration: One minute

The affected creature is concealed by a fair illusion, granting a +10 bonus to Hide checks. *Costs:* 1 MP standard visual illusion.

Festival of Dreams
Illusion Crystal 1/Light 1/Mist1/Sound 1/Space 1/Time 3/Life 3/Gen 5
Total MP: 16
Range: Short (30 ft.)
Duration: One hour
Area of Effect: 10-ft. radius circle

Creatures caught in the area of effect perceive that they have suddenly stumbled upon the middle of a beautiful fey festival, with gorgeous dancers and tantalizing food. The inhabitants of this illusory festival do all they can to please the guests, giving them strong wine and trying to dazzle them with numerous fleshly pleasures. While in the area of effect, creatures' sense of space and time are distorted. They perceive time at only one-tenth of its normal pace, so if they only plan to spend a minute in the festival, ten actually pass while they walk bewildered through the illusion. If the character intentionally stays to enjoy the festivities, he'll usually end up spending an entire hour standing in an empty grove, thinking he's eating and partying. Likewise, the small area of effect of the illusion actually appears to be a hundred-foot wide outdoor festival hall. Though none of the specific senses created by this illusion are complex, their sheer overwhelming power is enough to keep most from seeing through the illusion.

Costs: 1 MP standard visual, 1 MP standard auditory, 1 MP standard tactile, 1 MP standard olfactory, 1 MP simple spatial, 3 MP standard temporal, 3 MP standard reactive, 3 MP duration, 1 MP range, 1 MP area.

Hey, Look! We're Cats!
Illusion Shadow 1/Void 1/Gen 5
Total MP: 7
Range: Touch
Duration: One hour
Area of Effect: 10-ft. radius circle

Up to six creatures in the area of effect when the spell is cast are disguised as cute little kittens, visually and audibly seeming like cats. This illusion also disguises the actual sounds the group makes, but those who disbelieve it (including those under the spell's effect) can understand each other normally. Others will perceive them simply as meowing and purring, and not as talking. The illusion does not fool tactile or olfactory senses, so people who bend down to pet the kitties and instead bump into a disguised person's leg will be able to disbelieve easily. *Costs:* 1 MP standard visual, 1 MP standard auditory, 3 MP duration, 1 MP area, 1 MP discerning.

Invisibility
Illusion Shadow 3/Gen 0
Total MP: 3
Range: Touch
Duration: One minute

The affected creature is protected by a complex visual illusion. If the affected creature deals damage to, or casts a spell and has it resisted by, another creature, that creature is allowed to attempt to disbelieve automatically, with a +4 bonus. *Costs:* 3 MP complex visual illusion.

Invisibility, Inscrutable
Illusion Shadow 3/Lightning 4/Gen 0
Total MP: 7
Range: Touch
Duration: One minute

The affected creature is protected by a complex visual illusion so convincing that it is impossible to see through. If the affected creature deals damage to, or casts a spell and have it resisted by, another creature, that creature is allowed to attempt to disbelieve, with a +4 bonus, but a successful disbelief just lets the victim know something invisible is nearby, and does not actually defeat the illusion. *Costs:* 3 MP complex visual illusion, 4 MP intensify.

Mask of Nothingness

Illusion Acid 3/Ice 1/Lava 1/Lightning 3/Metal 3/Ooze 1/Shadow 3/Void 3/Gen 1

Total MP: 20

Range: Touch

Duration: Ten minutes

The ultimate in invisibility, this spell makes the subject completely undetectable by sight, sound, scent, or touch. The combination of different illusions is so powerful that it is not possible to use a Spot check to notice the invisible creature. If the affected creature deals damage to, or casts a spell and has it resisted by, another creature, that creature is allowed to attempt to disbelieve, with a +4 bonus, but a successful disbelief just lets the victim know something invisible is nearby, and does not actually defeat the illusion. *Costs:* 3 MP complex visual, 3 MP complex auditory, 3 MP complex tactile, 3 MP complex olfactory, 7 MP intensify (all 4 senses), 1 MP duration.

Nightmare Incarnate

Illusion Force 1/Light 3/Life 1/Gen 2

Total MP: 7

Range: Short (30 ft.)

Duration: One minute

Area of Effect: 10-ft. radius circle

This spell creates a horrifying illusory creature of up to Gargantuan size, which attacks your enemies. Use the actual stats of whatever creature you choose, but any creature struck by it can automatically attempt to disbelieve. If they fail, they take 20% of the actual damage the creature would deal. If they disbelieve, they take no damage. *Costs:* 3 MP complex visual, 1 MP simple reactive, 1 MP simple force, 1 MP range, 1 MP area.

Spookiness

Illusion Crystal 1/Sound 1/Gen 5

Total MP: 7

Range: Touch

Duration: Contingency one day, then one minute.

Area of Effect: 10-ft. radius circle

Creatures in the area of effect perceive cold, semi-tangible hands touching them, carressing their faces and stroking their hair, trying to press them away. Additionally, the air is filled with a barely-audible murmur of voices, sounding like a crowd on the other side of a wall, from which a listener can occasionally almost make out what sounds like a disturbing statement of pain. This spell is simply intended to unnerve people. Most untrained animals will flee the area of effect, and superstitious people may think the place is haunted. The spell's area of effect is usually enough to cover the entryway to a house, and the spell has a contingency that can wait up to a day, triggering whenever anyone approaches the area.

Mages who value their privacy can cast this spell each day in the morning to ward off the curious. *Costs:* 1 MP standard auditory, 1 MP standard tactile, 4 MP contingency, 1 MP area.

Infuse [Alignment] or [Element]

Infuse spells fill creatures with spiritual or elemental energy, enhancing attributes that are related to the chosen element, or making the target detect as the chosen alignment or element.

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Reversible: Yes

Cantrip: A 0 MP Infuse spell causes the creature to detect as faintly-aligned with the appropriate alignment or element. Affected creatures gain a +1 bonus to skill checks from a single skill associated with an ability score appropriate to the element used. If a cardinal element is used, the bonus is instead +3. If there is no associated set of skills with this Infuse spell, the creature just detects as the proper alignment or element.

Description: Each of the six cardinal elements has one associated ability score which can be enhanced, and all of the positive, negative, and paraelements have two associated ability scores. These elements can also be used to improve skill checks related to associated ability scores.

The unifying elements—force, nature, space, and time—affect different aspects of creatures and objects. Force improves offense and nature improves toughness. Infuse Time lets creatures take more actions, and Infuse Space lets creatures manipulate space for attacks.

Table 3.22: Infuse Abilities

	Ability Scores
Acid	Intelligence, Wisdom
Air	Dexterity
Crystal	Constitution, Strength
Death	Intelligence
Earth	Strength
Fire	Charisma
Ice	Constitution, Wisdom
Lava	Charisma, Strength
Life	Constitution
Light	Charisma, Constitution
Lightning	Charisma, Dexterity
Metal	Intelligence, Strength
Mist	Dexterity, Wisdom
Ooze	Strength, Wisdom
Shadow	Charisma, Intelligence
Sound	Dexterity, Constitution
Void	Dexterity, Intelligence
Water	Wisdom

The table above shows which ability score(s) each element affects, if any. Note that the cardinal elements each affect one ability score, and all the other elements

affect the two ability scores from their parent elements. Thus, since Fire improves Charisma, and Air improves Dexterity, Lightning improves both.

The recipient of an Infuse spell detects as faintly-aligned with the appropriate element for purposes of the Scry skill. If the Infuse spell is 6 MP or more, the creature detects as moderate strength of that element. At 10 or more MP, it detects as strongly-aligned, and for 14 MP or higher, the creature detects as overwhelmingly-aligned with that element.

A creature that is at least moderately aligned with an element or alignment is affected by the Abjure and Heal spell lists as if it were of the appropriate alignment or element type, instead of its normal type. For alignment-based effects, this applies to Evoke spells as well. If the creature's natural aura is stronger than moderate, or if there are multiple Infuse effects active on the creature at once, the creature counts as whichever type is strongest or has the most MP spent on it. Casters can choose not to make the recipient detect in this way, and most magic items that grant ability bonuses do not change a creature's aura.

Enhancements

Enhance Ability Score (varies). Consult the following table to determine by how much the ability score is enhanced. The listed bonus applies only to elements with just a single associated ability score. If an element has two associated ability scores, the Infuse spell can either increase just one, or both. If it increases one, it grants a bonus as if one less MP had been spent. If it increases two, the bonus is the same as 2 MP lower than what is listed. Thus, Infuse Lightning 6 could grant either +6 Dex or +6 Cha, or both +4 Dex and +4 Cha.

Table 3.23: Ability Score Bonus

MP	Bonus	MP	Bonus	MP	Bonus
0	+0	7	+6	14	+10
1	+2	8	+8	15	+12
2	+2	9	+8	16	+12
3	+4	10	+8	17	+12
4	+4	11	+10	18	+12
5	+6	12	+10	19	+12
6	+6	13	+10	20	+14

Enhance Skill (varies). Choose one skill that is based on the ability score associated with the Infuse spell's element. The affected creature gains a bonus to checks with that skill. For example, Infuse Fire could enhance Bluff, and Infuse Death could enhance Decipher Script. You cannot use this enhancement to gain bonuses to magical skill checks.

Consult the following table to determine how much of a bonus the Infuse provides. The listed bonus applies only to elements with just a single associated ability score.

If an element has two associated ability scores, the bonus is 2 less than what is listed in the table, even though the spell is only enhancing one skill at a time. If the skill is Strength-based, double the bonus. Thus, Infuse Water 3 could give a +8 bonus to Sense Motive checks, but Infuse Earth 3 could give a +16 bonus to Jump checks.

Table 3.24: Skill Check Bonus

MP	Bonus	MP	Bonus	MP	Bonus
0	+3	7	+24	14	+46
1	+6	8	+27	15	+49
2	+9	9	+30	16	+52
3	+12	10	+33	17	+55
4	+15	11	+36	18	+58
5	+18	12	+40	19	+61
6	+21	13	+43	20	+65

Note that most supremely high skill checks can be accomplished more easily with lower-MP spells. A character with a +30 Bluff check can convince people of the most ridiculous lies, but a Charm or Compel spell would generally be faster and easier.

Enhance Attack (varies). This enhancement can only be chosen for Infuse Force. If used on a creature, the creature gains the listed enhancement bonus to all attack and damage rolls with natural attacks and attacks made without weapons, including spell attacks. If used on an object, the object grants the listed enhancement bonus to all attack and damage rolls made with it. This doesn't stack with the attack bonus from masterwork weapons.

Table 3.25: Attack and Damage Bonus

MP	Bonus	MP	Bonus	MP	Bonus
0	+0	7	+6	14	+8
1	+1	8	+6	15	+8
2	+2	9	+7	16	+9
3	+3	10	+7	17	+9
4	+4	11	+7	18	+9
5	+5	12	+8	19	+9
6	+5	13	+8	20	+10

Temporary Hit Points (varies). This enhancement can only be chosen for Infuse Nature. The affected creature gains the listed amount of temporary hit points. If a creature gains temporary hit points from two different sources, only apply the highest bonus, and damage taken counts off from all sources of bonus hit points.

Table 3.26: Temporary Hit Points

MP	Bonus HP	MP	Bonus HP	MP	Bonus HP
0	+1	7	+30	14	+65
1	+3	8	+35	15	+70
2	+7	9	+40	16	+75
3	+11	10	+45	17	+80
4	+15	11	+50	18	+85
5	+20	12	+55	19	+90
6	+25	13	+60	20	+100

Shift Space (varies). This enhancement can only be chosen for Infuse Space. If used on a creature, the creature gains the listed benefits to natural attacks and attacks made without weapons, including spell attacks. If used on an object, the object grants the benefit to all attacks made with it. Each of the below enhancements must be bought separately; they do not stack.

Table 3.27: Space Modifiers

MP	Bonus
1	Ghost Touch
2	Improved Critical
4	Phasing Attack

Ghost Touch. The attack can harm incorporeal creatures as easily as corporeal ones.

Improved Critical. The attack shifts to hit vulnerable spots more easily, and its threat range doubles.

Phasing Attack. The attack selectively passes through certain types of matter harmlessly, and it only hurts those you want to strike. It ignores armor and shield bonuses (but not enhancement bonuses), and deals damage normally.

Enhance Time (varies). This enhancement can only be chosen for Infuse Time. Unless you have the Quicken Spell feat, you cannot spend more than 4 MP on Infuse Time. Note that these effects do not stack; you can only have one of these effects active on any given creature at a time.

Table 3.28: Time Bonus

MP	Bonus
1	Grow Plant
4	Bonus attack/round
5	Bonus standard action/round
15	Burst of Time, 1 round
17	Burst of Time, 2 rounds
19	Burst of Time, 3 rounds
19	Bonus full round/round

Grow Plant. Nonmonstrous plants in the area of effect age one day. You can purchase this enhancement multiple times. This effect is natural growth, and is not undone when the spell's duration ends. Indeed, the spell's duration doesn't matter for this effect.

Bonus Attack/Round. Each round, affected creatures can take an extra attack at their full attack bonus if they are using their full attack bonus.

Bonus Standard Action/Round. Each round, affected creatures can take an extra standard or move action.

Burst of Time. At any time during the spell's duration, an affected creature may gain one round to act outside the normal flow of time. This can be done as a free action, so if you ready an action to dodge an attack, you can automatically dodge it by taking your bonus round.

Only affected creatures can take actions in this free round. You cannot harm creatures, and spells you cast simply tick down their duration with no effect. You can move unattended objects, run away, or cast spells to affect yourself which will function normally. For each additional 2 MP you spend, affected creatures each gain another one round, which can be used at any time.

Bonus Full Round/Round. Each round, affected creatures can take two full rounds worth of actions.

Drain [Element]

Drain spells are the reverse of Infuse spells. If you know an Infuse spell list, you also know its corresponding Drain list. A Drain spell saps a creature, reducing its ability scores, or weakening other aspects.

Saving Throw: Will half

Spell Resistance: Yes

Cantrip: A 0 MP Drain spell grants a –2 enhancement penalty to one associated ability score.

Description: A creature affected by a Drain spell gains an enhancement penalty to one or two of its ability scores. A Drain spell can reduce an ability score to a minimum of 1. The following table shows which ability score(s) each element affects.

Table 3.29: Drain Abilities

	Ability Scores
Acid	Intelligence, Wisdom
Air	Dexterity
Crystal	Constitution, Strength
Death	Intelligence
Earth	Strength
Fire	Charisma
Ice	Dexterity, Wisdom
Lava	Charisma, Strength
Life	Constitution
Light	Charisma, Constitution
Lightning	Charisma, Dexterity
Metal	Intelligence, Strength
Mist	Constitution, Wisdom
Ooze	Strength, Wisdom
Shadow	Charisma, Intelligence
Sound	Dexterity, Constitution
Void	Dexterity, Intelligence
Water	Wisdom

If an element has two associated ability scores, the Drain spell can either affect just one, or both – if it affects two, the penalty is half of what is listed in Table 3.30. If the element only has one associated ability score, the penalty is 1 higher than listed.

Table 3.30: Drain Penalty

MP	Penalty	MP	Penalty	MP	Penalty
0	-2	7	-8	14	-16
1	-2	8	-10	15	-16
2	-4	9	-10	16	-16
3	-4	10	-12	17	-18
4	-6	11	-12	18	-18
5	-6	12	-14	19	-18
6	-8	13	-14	20	-20

Weaken Attack (varies). This enhancement can only be chosen for Drain Force. This penalty to attack and damage rolls is a reverse of that granted by Infuse Force.

Table 3.31: Attack or Damage Penalty

MP	Bonus	MP	Bonus	MP	Bonus
0	-0	7	-6	14	-8
1	-1	8	-6	15	-8
2	-2	9	-7	16	-9
3	-3	10	-7	17	-9
4	-4	11	-7	18	-9
5	-5	12	-8	19	-9
6	-5	13	-8	20	-10

Drain Nature. A Drain Nature spell simply acts to reverse any existing Infuse Nature spells.

Drain Space. A Drain Space spell simply acts to reverse any existing Infuse Space spells.

Slow Time (varies). This enhancement can only be chosen for Drain Time.

Table 3.32: Time Penalty

MP	Bonus
0	n/a
5	Partial action/round
15	Timeless

Partial Action/Round. Each round, affected creatures can only take one partial action.

Timeless. The area of effect is removed from time for the spell's duration. Nothing inside the area of effect changes or can be affected.

Move [Element]

Move spells enhance movement abilities, allowing creatures to swim, burrow, fly, travel at great speeds, even teleport or travel across dimensions. Move lists can only be taken for the cardinal and unifying elements; the para-, positive, and negative elements do not have Move lists.

Saving Throw: Will negates (harmless, usually)

Spell Resistance: Yes (harmless, usually)

Reversible: No

Cantrip: A 0 MP Move spell can grant a minor movement enhancement. For the specifics, see each individual element, below.

Description: Move spells are quite diverse. Creatures automatically are aware of their new movement abilities,

but objects that cannot move on their own do not gain the ability to move from Move spells. Even if you use Move Air to give a rock flight, since it is an unintelligent object it won't be able to move on its own. Likewise, a paralyzed person won't be able to move faster (unless the new movement form doesn't require bodily motion, like levitation or teleportation). However, if you use Move Force you can move inanimate objects, and sometimes creatures.

Air: Move Air spells grant movement through the air, ranging from simply falling slowly to actual flight.

MP	Movement
0	Featherfall
2	No Fall
3	Levitate
4	Fly (average)
5	Fly (good)
6	Fly (perfect)

Featherfall makes the creature fall at a maximum of 60 ft./round, which is slow enough that it will not take impact damage. Note that this does not reduce the creature's weight; it simply falls slower. No Fall allows the creature to travel in a straight horizontal line in mid-air, and downward at any angle, but not upward. Levitate allows the creature to move up or down 20 ft. as a move action. Fly allows the creature to move at its base speed as a move action. The entry in parentheses is the creature's maneuverability class.

Death: Move Death spells actually slow creatures, reducing their base movement speeds for all forms of movement.

MP	Reduction
0	-10 ft.
1	-20 ft.
2	-30 ft.
3	-45 ft.
4	-60 ft.
5	Still
6	Anchor

Except when using the Still or Anchor option, a creature's base movement cannot be reduced below 10 ft. (unless of course its original base speed is less). If a creature or object is stilled, it cannot move on its own power from its current spot (this includes magical means of transport, like teleportation or flight). If a creature or object is anchored, it cannot move or be moved from its position at all. Neither effect paralyzes the creature, however, so it can still take actions and defend itself normally.

Earth: Move Earth spells grant the creature the ability to move through earth and stone, first by digging, and later by simply passing through effortlessly. Higher level spells can even let creatures phase through any form of solid matter.

MP	Movement
0	Reduce One Step
3	Reduce Two Steps
6	Reduce Three Steps
9	Phase

The Reduce Step entries make it easier to move through earth by one or more steps. The steps are metal, stone, dirt, sludge, and air. Thus, with Reduce One Step, you could burrow through metal as easily through loose dirt, or move through mud without any difficulty. The Phase entry allows you to move through any sort of solid objects as easily as through air, but you are not ethereal and can still be harmed by attacks normally.

While travelling through these materials, you can choose to move across any part of the material as if it were solid, allowing you to walk across mud, or climb upward or downward through stone at up to 45 degree angles. You can move at up to half your base speed as a move action through sludge, or move 5 ft. as a move action through dirt. You still cannot breathe while inside a solid object.

Fire: Move Fire increases the speed at which a creature can move. The listed bonus is applied to the creature's base speed.

MP	Bonus	MP	Bonus	MP	Bonus
0	+10 ft.	7	+110 ft.	14	+300 ft.
1	+20 ft.	8	+130 ft.	15	+350 ft.
2	+30 ft.	9	+150 ft.	16	+400 ft.
3	+40 ft.	10	+175 ft.	17	+450 ft.
4	+50 ft.	11	+200 ft.	18	+500 ft.
5	+70 ft.	12	+225 ft.	19	+750 ft.
6	+90 ft.	13	+250 ft.	20	+1000 ft.

Force: Move Force spells can grant an effective Strength score to use for combat actions like tripping, disarming, grappling, or bull rushing, but not to make damaging attacks. You can make these attacks anywhere within range in place of a normal attack, so if you have two attacks per round you could use Move Force to trip twice, using the usual attack bonus modified for the spell's Strength. You are treated as being a Medium creature for the purposes of these actions.

Alternately, Move Force can be used to move creatures or objects up to the size or weight listed. For example, a 2 MP Move Force spell could move a creature or object as long as it was no larger than Medium size, and it weighs 800 pounds or less.

If Move Force is used on its own, you can only move objects, and only in minor ways, with a base speed of 30 ft. You could cause a wagon to roll forward on its wheels, make a taxidermied bird fly around, or make a chair skitter across the floor. You can even use Move Force for simple manual tasks, such as untying knots, but delicate activites require Intelligence checks (DC 10 or higher). If

you combine Move Force with another Move list, you can give objects movement capabilities which you control. If you use Move Air, Move Space, or Move Time in this way, you can control the movements of creatures as well as objects.

You can only control the creature or object while it's within range. If the creature or object moves beyond the spell's range, the spell does not end, but you cannot control it.

One final option you can use is to add Move Force to a spell with an area of effect, allowing you to move the area of effect. A spell weighs nothing, so you simply have to use Move Force 1.

MP	Effective Strength	Size or Weight Limit
0	1	Tiny, 10 lb.
1	8	Small, 80 lb.
2	25	Medium, 800 lb.
3	30	Large, 6,400 lb.
4	35	Huge, 50,000 lb.
6	40	Gargantuan, 400,000 lb.
8	45	Colossal, 3,200,000 lb.
+2	+5	x2 size, x8 weight

Life: Move Life spells free the creature's spirit, allowing it to send its soul out of its body.

MP	Movement
0	Spirit Wander
3	Spirit Projection
5	Possession

Spirit Wander simply lets the creature release its spirit from its body. The spirit can travel at the creature's base speed, vaguely observing the world around it as if through a thin curtain. It can sense the presence, number, and general Hit Dice or level of all creatures present, but it can only see clearly or communicate with other spirit wanderers and can in no way influence the real world. The distance the spirit can travel from its body is the same as the normal range of the spell. The creature is aware vaguely of the state of its real body, and can return at any time as a full round action.

The Spirit Projection enhancement allows you to send your soul out of your body yet still influence the real world. Your spirit is visible and has all the same qualities as your real body, except that as a full-round action you can return to simply a spirit state, unseen and intangible. Also as a full-round action you can return to your body. You still cannot move beyond the spell's normal range. If your spirit body is slain, your spirit returns to your body and are reduced to 0 hit points. If this spell is combined with a Move Space spell, the range you can roam is determined from the point you teleport to.

The Possession enhancement allows you (or the affected creature) to move its soul into the body of another. First, your (or the creature's) spirit must leave its own

body. You may then choose to enter some sort of receptacle, generally called a 'magic jar.' As a full round action you can try to possess any living creature your spirit touches, or that is within range of the magic jar. That creature is allowed a Will save to resist, and if it succeeds, your spirit stays out of its body, and each successive attempt to enter that creature reduces the DC by 2. If it fails its save, your spirit enters its body. If you used a magic jar, the creature's soul is trapped in the jar, but otherwise, its spirit automatically enters your own body. A magic jar costs at least 100gp to purchase or make.

While in the body of another, you can freely move beyond the normal range of the spell. When the spell ends, your spirit leaves the host and tries to return to its own body, and the host's soul returns to its body. However, you cannot leave the host if neither your original body nor the magic jar is within range. If the spell ends and you cannot reach your original body, you die. This likewise happens to the soul of the host if its body is out of range when the spell ends. If either body dies during the spell, both must make a Will save (DC 20) or die. If both succeed, whoever rolled highest gains permanent possession of the remaining body. If one fails, the other gains possession. If both fail, the remaining body simply dies. If the spell is made permanent before its duration ends, however, the souls become comfortable residents of their current locations.

Nature: Move Nature can give creatures the ability to move across physical objects, such as clinging to ceilings, walking steadily across ice, striding over water, or even standing on clouds. The creature can move as freely across the listed surface as it could on normal, solid ground.

MP	Movement
0	Snowstep
2	Waterwalk
3	Spiderclimb
5	Airwalk
6	Freedom of Movement

Spiderclimb allows an affected creature to cling to solid surfaces with hands and feet, gaining a climb speed equal to her base speed. Furthermore, she need not make Climb checks to traverse a vertical or horizontal surface (even upside down). She retains her Dexterity bonus to AC while climbing, and opponents get no special bonus to their attacks against her. She cannot, however, use the run action while climbing.

Freedom of movement allows creatures to move and attack normally, even under the effect of magical and mundane factors that usually impede movement. This includes paralysis poison, or paralytic Compel effects, Move Death, and Drain Time. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist

checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally underwater, but not to breathe water.

Space: Move Space spells let you teleport creatures and objects. More powerful Move Space spells let you travel to other dimensions.

MP	Movement
1	10 ft.
2	30 ft.
4	150 ft.
7	800 ft.
8	100 miles
11	Any on same plane
13	Interplanar
+2	Precise
+9	At Will

One time in the spell's duration, the affected creature can teleport up to the listed distance as a full-round action. A creature that teleports can bring along any objects it carries that fit into the area of effect.

If you teleport to somewhere out of your line of sight, you must make an Intelligence check. If you fail, you end up off course by 1d10 × 1d10% of the distance traveled. If you fail by 5 or more, you end up in an area that is visually or thematically similar to where you intended to go. If you fail by 10 or more, the spell gets "scrambled," and you take 1d10 points of damage. Make another check to try to redirect yourself, and if you keep on failing by 10 or more, you keep on taking damage. Likewise, if you knowingly teleport into a solid object, keep making DC 20 Intelligence checks until you fail one by less than 5. If you choose the Precise enhancement, you never have to make this check; if the location does not exist, you instead simply end up someplace thematically similar.

Very Familiar: DC 2
Studied Carefully: DC 4
Seen Casually: DC 7
Viewed Once: DC 10
Description: DC 14
False Destination: DC 20

You can affect multiple creatures by enlarging the area of effect. If you affect multiple creatures at once, and all are teleporting to the same destination, make only one check for the whole group.

For an extra 9 MP you can get the At Will enhancement. This gives you the ability to activate the teleport as many times as you want during the spell's duration. If you individually target this spell, the affected creature or creatures can teleport independently. Each teleportation takes just a move action.

Time: Move Time spells let you skip forward in time short distances. Traveling backward in time is impossible, and meddling with history is only available in campaigns where the Game Master wants to introduce the possibility.

One time during the spell's duration, affected creatures can time hop once, as a full-round action. When a creature time hops, it vanishes, then reappears in the same place after the allotted time passes. For the creature, the transition is instantaneous. If the creature would reappear in a solid object, it instead is shunted to the nearest suitably large open space and takes 1d10 damage. When the creature time hops, the spell ends for it. Unless you use Move Force to force a creature to time hop, it is aware of how far ahead it is moving, and can choose to time hop a shorter period.

MP	Time Skipped
0	1 round
1	2 rounds
2	5 rounds
3	1 minute
4	5 minutes
5	15 minutes
6	1 hour
7	3 hours
8	12 hours
9	1 day
10	2 days
+1	+1 day

Water: Move Water spells grant the ability to float and swim with great mobility.

MP	Movement
0	Buoyant
2	Breathe
3	Swim

The Buoyant effect allows affected creatures to ignore Swim check penalties from weight they carry. The Breathe effect lets affected creatures breathe, speak, and otherwise respirate normally in any sort of non-toxic liquid. The Swim effect gives the creature a Swim speed equal to its base speed; it gains a +8 bonus to Swim checks and can take 10 on Swim checks.

Sample Move Spells

Airship
Move Air 3/Move Force 8/Move Fire 1/Gen 8
Total MP: 20
Range: Touch
Area of Effect: Touched object
Duration: One day
You can grant an object of up to colossal size a fly speed of 50 (average), allowing it to travel at approximately 10 miles per hour, directed by your will. You must remain in physical contact with the object or the spell ends. *Costs:* 3 MP fly speed, 8 MP colossal size, 1 MP speed increase, 8 MP duration.

Burglar's Slip
Move Space 1/Gen 0
Total MP: 1
Range: Touch
Duration: One minute
One time during the spell, the affected creature can teleport 10 ft., usually enough to pass through a wall. *Costs:* 1 MP teleport.

Mage's Thrust
Move Force 6/Gen 1
Total MP: 7
Range: 30 ft.
Duration: One minute
For the duration of the spell, you can make trip, disarm, grapple, and bull rush attacks anywhere within range, using an effective Strength of 40. This spell is used primarily to knock creatures around with a +15 bonus to Bull Rush attempts, like Saruman versus Gandalf. *Costs:* 6 MP effective Strength, 1 MP range.

Rescue Featherfall
Move Air 0/Gen 1
Total MP: 1
Range: Touch
Duration: One minute
This signature spell is quickened, allowing it to be cast after you fall, before you hit the ground. You fall at a safe speed of 60 ft. per round. *Costs:* 0 MP featherfall, 1 MP quicken signature spell (cantrip). This spell requires the Quicken Spell feat.

Soulswitch
Move Life 5/Gen 9
Total MP: 14
Range: Short (30 ft.)
Duration: One day
Saving Throw: Will negates (for victim)
You release your soul from your body and attempt to enter the body of another. If that creature fails its saving throw, you enter its body, and its soul enters your body. The transition is not permanent. *Costs:* 5 MP possession, 8 MP duration, 1 MP range.

Thermonuclear Detonation
Move Time 3/Gen 0
Total MP: 3
Duration: One minute
One time during this spell, you can jump forward up to one minute into the future. When used in combat when you have allies, this is often enough time for your allies to finish off the opposing forces, so to you it seems as if a bunch of enemies suddenly died as a result of you

using this spell. This is a popular spell among gnomes, and often results in the party beating them up in spite. *Costs:* 3 MP time slip.

Scry (Magical Skill, Wis)

Use this skill to see distant locations, to see things normally unseen, and to let your spells reach extreme distances. When you successfully scry on something, a vision of the location appears in the mind of the target or targets of the spell (usually just you). You might see the image appear in a pool of water or a crystal ball, but only those affected by this spell can see the image. If you fail the Scry check, you see nothing, but if you fail on a natural 1, make a Wisdom check (DC 5). If you fail that, you receive a false or misleading vision.

Range, Area of Effect, Duration: Normally, since the visions are coming directly to you, you do not need to buy range or area of effect enhancements for Scry. If you do, however, any creature in the area of effect sees the same vision that you would. If you are not in the area of effect of your own spell, you yourself do not see anything from the scrying. Duration functions normally.

Scry Checks: When you use Scry, you purchase enhancements detailed below, and make a Scry check. If by scrying you expend more MP than your caster level in any ten minute period, you become fatigued, lasting until you rest for ten minutes. If by scrying you expend more than your caster level in MP in any one minute period, you become exhausted until you rest for at least eight hours. All MP spent on a Scry spell, including MP spent on general enhancements and rider spells, counts toward this limit. You can choose to make a Scry check by just expending a free cantrip, though the range will be very limited.

The different uses of Scry are given below, including the DC and MP cost of the enhancement. If the enhancement has no DC, it does not make the spell any harder, but just requires extra MP be spent.

Remote Viewing

The most common use of Scry is to spy on a distant creature, object, or location. You make a Scry check, and the target is allowed a Will save to resist (DC equal to the result of your skill check, modified by how well you know the target). If your skill check beats the save, you can see the immediate surroundings of your target, about a 20-ft. radius (so colossal creatures may take up all of your view). To be able to hear or use other senses through the Scry, or to expand the field of view, requires extra enhancements which cost MP. Regardless of the result of the target's save, if your Scry check fails to beat DC 10, the spell has no effect. Only the specific target of your spell receives a save to resist; other creatures that may incidentally also be in the area of effect do not get to resist.

All creatures in your field of view make a Will save when the spell first takes effect or whenever they enter the field of view for the first time. Creatures that succeed their save get a sense that someone is watching them. Those familiar with scrying who succeed their save can recognize the sensation, and know they are being scryed upon.

If you Scry upon an area or object and not upon a creature, you must still beat DC 10 or else your attempt fails. If the target does not consider you an enemy or rival, and you are either familiar with the target or the target is within line of sight anyway, the target does not receive a Will save to resist, and you simply must beat DC 10.

Table 3.33: Remote Viewing

Target Familiarity	MP Cost	Scry Check Modifier
Within sight and within 800 ft.	0	-0
Familiar (you know the subject well)	3	-0
Firsthand (you have met the subject/been to the location)	5	-5
Secondhand (you have heard of the subject)*	5	-10
None (only hunch, rumor, or vague description)	7	-20
Special Connection with Target		**Scry Check Modifier**
Picture or likeness	—	+2
Personal item	—	+4
Body part, lock of hair, etc.	—	+10

* If someone scries on you and you try to scry back, you are considered to have secondhand familiarity with the target.

Sound (2 MP). You can hear the scryed location, though sounds from beyond the field of view are muffled and unclear.

Olfactory (1 MP). You can smell and taste the scryed location, though this is generally of little use. Odd folks might scry into a bowl of pudding to see what it tastes like without having to actually eat.

Touch (1 MP). You can feel the scryed location, noticing texture and temperature of areas about as easily as you could if you touched them. You cannot be harmed in this way, but tactile sensations that would injure are unpleasant, and require a Concentration check (DC 10) each round to maintain the Scry attempt.

Expanded View (1 MP). Increase the radius of the field of view by 10 ft. You can choose this enhancement multiple times.

Discreet View (2 MP). You can increase the DC to notice the scrying. For each point you beat the target's Will save, increase the DC to notice the sensor by 1.

Example One: Before her disastrous attempt to sneak into the Inquisitor headquarters (see the Dispel Magic skill), Barbara (human Taskmage 13, Scry skill +17) attempted to Scry on the base and learn its defenses. She

cast Scry 7/Move Force 1/Gen 1 to create a Scry spell that can move at a speed of 30 ft. per round and that is hard to detect. Because she's never been inside the base, but she knows it exists, she has second-hand knowledge. She rolls d20+17 against DC 20, and gets a 25. Because she used the Discreet View enhancement, the DC for creatures to notice a Scrying attempt is increased to 25 instead of 20.

Remote Casting

You can combine a Scry attempt with another spell to let you cast spells over great distance.

Rider Spell (0 MP, -5 penalty to check). Adding a rider spell to a Scry attempt costs no MP by itself, but the rider spell and the scry attempt are one spell, so their total MP is limited by your caster level. You suffer a base -5 penalty to your Scry check, plus an additional -1 for each MP spent on the rider spell (this includes general enhancements that apply only to the rider spell).

If the Scry check fails or is resisted, the rider spell has no effect. If the Scry check is successful, you can cast the rider spell at any time during the duration of the Scry. The rider spell cannot directly affect anything beyond the field of view of the Scry spell. If you are already Scrying on the area, casting a new Scry spell with a rider requires you make a new Scry check.

Example Two: One of Barbara's allies is in prison, and she wants to contact him and see if he needs her help to get out. She wants to cast Scry 5/Illusion Sound 1/Gen 0 to send a message, and be able to listen to his reply (effectively the Call for Aid spell, below). Since she is familiar with this ally, and he is friendly to her, she doesn't have to worry about him unwittingly resisting the spell. She makes a Scry check against DC 16 (10 +6 for casting a 1 MP spell through the Scrying). Unable to fail the check, she gets off her offer for help, and hears that her friend was just about to try to break out himself.

Example Three: Barbara tries to help her ally break out. She tries to cast a Move Earth 6 spell through the Scry, to let her ally run through walls of stone. To cast this Scry 3/Move Earth 6/Gen 0, she'll have to make a DC 21 Scry check.

Special Vision

You can also use a Scry spell to enhance your vision. Most of the following powers have the option of paying extra MP to increase the range of vision. If you combine multiple types of vision, such as darkvision with omnivision, you need only pay once to improve the range for both types, but use the highest cost for increasing range.

Low Light Vision (DC 1, 0 MP). Affected creatures gain low light vision.

Darkvision (DC 5, 1+ MP). Affected creatures gain darkvision 30. Every extra 1 MP you spend increases the range by another 30 ft.

Blindsense (DC 10, 2+ MP). Affected creatures gain blindsense, with a range of 30 ft., effectively letting them see invisible creature. Every extra 2 MP you spend increases the range by another 30 ft.

Blindsight (DC 15, 5+ MP). Affected creatures gain blindsight, with a range of 30 ft. Every extra 3 MP you spend increases the range by another 30 ft.

Omnivision (DC 10, 3+ MP). Affected creatures can see through solid objects, with a range of 30 ft. Darkness still provides concealment, but objects, fog, etc. do not. The creature can choose not to see certain objects, such as if it wants to be able to shield itself from a medusa hiding behind a rock. Every extra 2 MP you spend increases the range by another 30 ft.

Sample Scry Spells

Ambush of the Coward
Scry 5/Evoke Death 13/Gen 2
Total MP: 20
Range: Unlimited
Duration: One minute, including one round of damage
Saving Throw: Will negates, then Fortitude half.

With this spell, an archmage need never leave the safety of his home. If the Scry check is successful, you can scry on the target or area, and then cast an evocation dealing 13d6 points of death damage to everything in a 20-ft. radius, just equal to the area you can see with your scrying. Though this is hardly a major threat against powerful enemies, it is often enough to drive off weaker threats without the mage needing to risk his own life. You suffer a -20 penalty to your Scry check for casting a 15-MP rider spell (Evoke Death 13/Gen 2), in addition to any penalties from targeting unfamiliar creatures. *Costs:* 5 MP second-hand target, 2 MP area of rider spell, 13 MP death damage. This spell is usually used after a preliminary Scry locates the targets, so that this spell can target the area (which does not get a Will save to resist), not a creature.

Call for Aid
Scry 5/Illusion Sound 1/Gen 0
Total MP: 6
Range: Unlimited
Duration: One minute
Saving Throw: None

Choose a creature or area you are familiar with or that is within line of sight. If you succeed a DC 16, you can communicate with him, making conversation for the duration. *Costs:* 3 MP familiar target, 2 MP sound, 1 MP create sound.

Counterscry

Scry 5/Gen 4
Total MP: 9
Range: Unlimited
Duration: Delayed up to a day, then one minute
Saving Throw: Will negates

You set a contingent spell to go off whenever you notice you're being scried on. You can immediately make a Scry attempt in response to see the person scrying on you. *Costs:* 5 MP second hand knowledge target, 4 MP contingency.

Roaming Eye

Scry 7/Move Force 1/Gen 1
Total MP: 9
Range: Unlimited
Duration: Ten minutes
Saving Throw: Special (see above)

You choose a target to scry on, and can move your field of vision for the duration of the spell, letting you follow interesting leads. Anyone who enters your field of view receives a Will save to notice they're being watched; the DC depends on how well you roll on your Scry check. *Costs:* 5 MP second hand knowledge target, 2 MP discreet view, 1 MP move force, 1 MP duration.

Telepresence

Scry 7/Move Force 1/Illusion Crystal 1/Illusion Light 1/ Illusion Mist 1/Illusion Sound 1/Gen 1
Total MP: 13
Range: Unlimited
Duration: Ten minutes
Saving Throw: None

You send a detailed image of yourself to the location of an ally, to communicate with him almost as if in person, but with very little risk. Through your image you can see, hear, feel, smell, and taste. You have a limited ability to move your illusion, and can lift objects with an effective Strength of 1, and you can move at a speed of up to 30 ft. per round. You must succeed a Scry check (DC 19, 10 +9 for 4 MP rider spell) to cast this spell. *Costs:* 3 MP familiar target, 2 MP sound, 1 MP touch, 1 MP olfactory, 1 MP move force, 4 MP standard illusion for all four senses, 1 MP duration.

Spellcraft (Magical Skill, Int)

In addition to all the normal uses of this skill, detailed in the PHB, you can spend MP and use Spellcraft to detect magic and identify powers of magic items.

Range, Area of Effect, Duration: An area of effect Spellcraft check lets you learn about all spells in the area at once. Duration is rarely important, unless you want to sweep an area with a mobile Spellcraft scan.

Spellcraft Checks: You can choose to spend MP on even mundane uses of Spellcraft, adding +1 to your skill check for each MP you spend. You cannot do this as a reaction; normally, whenever someone casts a spell, you can make a Spellcraft check in reaction to see if you know the spell, but this is too quick for you to spend MP to increase your check. If you specifically ready an action to try to identify a spell when it's cast, you can spend MP to improve your check, but usually this is only useful for identifying spells in progress.

For the magical uses of Spellcraft, detailed below, there is a minimum MP cost and a Difficulty Class necessary to use each effect. Each MP you spend increases your skill check by +1, so you may want to spend more than the minimum amount of MP. If by using Spellcraft you expend more MP than your caster level in any ten minute period, you become fatigued, lasting until you rest for ten minutes. If by using Spellcraft you expend more than your caster level in MP in any one minute period, you become exhausted until you rest for at least eight hours.

Retries: Spellcraft is the only magical skill for which you can try repeatedly with the same spell to succeed the check. If you fail your Spellcraft check, you do not learn anything, but the spell continues for its normal duration. You can try again. The time for each attempt varies by what you're trying to do.

Identify Magic

A magical Spellcraft check can allow you to identify whether an item is magical and determine the types of magic in it, or to see the specifics of ongoing spells, such as who cast them and when they're going to end. If you choose to use a more powerful effect, such as Identify or Scan, you also gain the benefits of Detect Magic if you beat DC 10.

Detect Magic (0 MP, DC 10). Each attempt to detect magic takes one minute. If you succeed the check, you know whether there is any magic in the area of effect. If you succeed the DC by 10 or more you know roughly how many different magical effects there are, and what their general power levels are, from ambient (up to 1 MP), faint (up to 5 MP), moderate (up to 10 MP), strong (up to 20 MP), and overwhelming (over 21 MP). You can also tell whether any given creature in the area has spellcasting, spell-like, or supernatural abilities. If there are more than eight spells in the area of effect, you know the range of power from weakest to strongest, but it is too difficult to untangle the specific spell powers. You can focus on a different spell each round to learn its power, which requires another check.

Detect Aura (1 MP, DC 15). Each attempt to detect an aura requires one minute. Choose a type of alignment or element aura you want to look for, such as Fire, Good,

or Time. If you succeed the check, you know whether there are any creatures or objects with that aura in the area of effect. If you succeed the DC by 10 or more you know roughly how many different magical effects there are, and what their general power levels are, from ambient (up to 1 MP), faint (up to 5 MP), moderate (up to 10 MP), strong (up to 20 MP), and overwhelming (over 21 MP). For creatures, the power is based on the creature's hit dice if it itself has the appropriate aura, or on the creature's caster level if it draws magic particularly from a source with the chosen aura type.

Identify Magic (1 MP, DC 25). Each attempt to identify magic requires one minute. If you succeed the check, you can identify a single spell effect, learning the exact spell lists used in it, its target, duration, and what it does. On a magical item, you can identify one spell that is either stored inside or permanently attached to the item. If you succeed the check by 10 or more, you gain enough of a sense of the caster of that spell that you will recognize other spells cast by them (this is enough to be considered first hand knowledge for the purpose of scrying). If you use this on a creature with magical abilities, you can choose to learn its caster level instead of identifying a single spell.

Scan Auras (5 MP, DC 25+). Each attempt to scan auras requires one minute. Make a Spellcraft check, and determine how much you beat the DC 25 by. If you succeed just by 0, you know whether there are alignment or element auras present. Otherwise, you identify all alignment or elemental auras in the area of effect with an MP cost or Hit Die equal to or less than your margin of success.

Scan Magic (5 MP, DC 25+). Each attempt to scan magic requires one minute. Make a Spellcraft check, and determine how much you beat the DC 25 by. If you succeed just by 0, you know whether there are magical auras present. Otherwise, you identify all spells in the area of effect with an MP cost equal to or less than your margin of success. If there are magic items in the area of effect, you can also learn the spells they hold. For spells that have an MP cost 10 less than your margin of success, you gain a sense of the caster, as with Identify Magic above.

Swift Spellcraft (2 MP). Reduce the time needed for each of the above uses of Spellcraft from one minute to one round.

Example One: Barbara (human Taskmage 13, Spellcraft +17) has snuck up to the guarded gate of a wizard's tower she wants to get inside. She casts Spellcraft 5/Gen 4, trying to scan the door and the guards around it for magic. Over ten minutes, her highest Spellcraft check result is 34, so she knows to full precision all spells in the area of effect with an MP cost of 9 or less.

Summon [Creature]

Summon spells bring forth creatures.
Saving Throw: No
Spell Resistance: No
Reversible: No

Cantrip: A 0 MP Summon [Creature] can make a creature of up to Challenge Rating ½. This creature serves you loyally, defending you and fighting those who endanger you.

Description: Summon [Creature] spells can bring creatures to you from elsewhere (such as the classic demon summoning), create a creature out of existing material (like turning bones into a skeletal warrior), or can create a creature whole cloth (like making a construct out of ectoplasm). How the creature ends up in front of you doesn't matter except for flavor reasons or the rare case of core rules *banishment* spells interacting with [extraplanar] creatures. The more MP you spend, the more powerful a creature you can create, build, or summon. High-MP Summon spells can also create multiple weaker creatures.

You cannot use Summon to get a specific individual, unless the creature is extraplanar. Thus, you could summon Bharat, Warrior of the Heaven of Snows, but you cannot summon Hrothgar the baker from your home town (unless you're in another dimension). If a creature has an Intelligence of 2 or less, you cannot choose to summon it specifically; you simply get a random creature of the appropriate type.

You have no special control over the summoned creature. Creatures with an Intelligence of 2 or less are always Indifferent when they appear. Creatures with an Intelligence of 3 or higher are generally Unfriendly upon their arrival, and if they feel threatened or displeased, may depart as a free action, returning whence it came. You can use the Obedient enhancement, below, to make the creature arrive with the attitude Helpful, and prevent it from leaving. If a creature is willing to stay, you can spend a few minutes speaking with it, making a Diplomacy check to earn its services, though usually at a price.

The Bind ability from the Hex spell list allows you to keep a summoned creature from fleeing if it fails its save, as does the anchor ability of Move Death.

When the spell ends, extraplanar summoned creatures return whence they came, taking with them any items or injuries they received. The same creature cannot be summoned again the same day. Creatures you simply created or cobbled together from local material vanish or revert to their original form, and if you try to summon them again, you will simply create a new creature very similar to the last. It might have the same memories, but it can never gain experience

If you cast a spell with both a Summon list and

another spell list, such as Infuse to strengthen it, Create to give it gear, or Abjure to protect it (or Hex to keep it away from you), the additional effect applies immediately when the creature arrives. It still gets a save to resist, if appropriate.

Range, Area of Effect, and Summoning: Area of effect does not matter for Summon spells at all. As for range, if you summon multiple creatures and there is not enough space within range for them all to appear, they simply get shunted to the next nearest space. Thus, you could easily summon multiple creatures to appear around you, even if the spell's range was only 5 ft. Creatures' movements are not restricted by the spell's range.

Enhancements

Remember that general enhancements to increase the duration of Summon spells cost twice as much as normal.

Creature Challenge Rating (varies). The primary enhancement for Summon spells is to buy the power level of creatures you can summon. You can summon a single creature of one power, or multiple creatures of lower power, so 5 MP could get you a large elemental (CR 5), two medium elementals (CR 3), or four small elementals (CR 1).
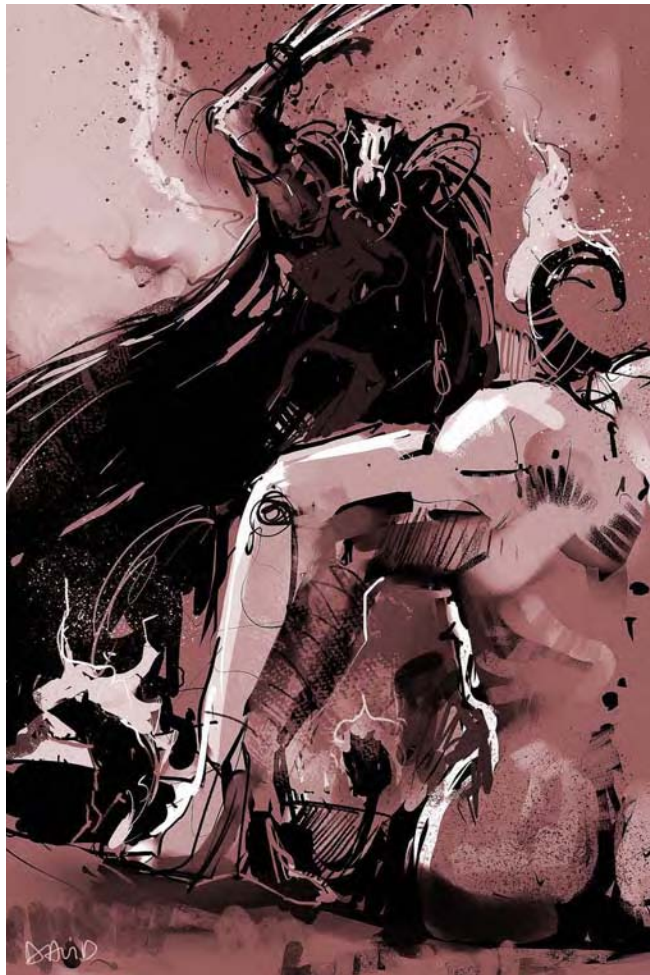
Illustration by David Hendee

Table 3.34: MP and Challenge Rating

MP	Number of Creatures by CR									
	1/2	1	2	3	4	5	6	7	8	9
0	1	-	-	-	-	-	-	-	-	-
1	1	1	-	-	-	-	-	-	-	-
2	2	1	1	-	-	-	-	-	-	-
3	3	2	1	1	-	-	-	-	-	-
4	4	3	2	1	1	-	-	-	-	-
5	6	4	3	2	1	1	-	-	-	-
6	8	6	4	3	2	1	1	-	-	-
7	11	8	6	4	3	2	1	1	-	-
8	14	11	8	6	4	3	2	1	1	-
9	17	14	11	8	6	4	3	2	1	1
10	20	17	14	11	8	6	4	3	2	1
11	-	20	17	14	11	8	6	4	3	2
12	-	-	20	17	14	11	8	6	4	3
13	-	-	-	20	17	14	11	8	6	4
14	-	-	-	-	20	17	14	11	8	6
15	-	-	-	-	-	20	17	14	11	8
16	-	-	-	-	-	-	20	17	14	11
17	-	-	-	-	-	-	-	20	17	14
18	-	-	-	-	-	-	-	-	20	17
19	-	-	-	-	-	-	-	-	-	20
20	-	-	-	-	-	-	-	-	-	-

MP	Number of Creatures by CR										
	10	11	12	13	14	15	16	17	18	19	20
10	1	-	-	-	-	-	-	-	-	-	-
11	1	1	-	-	-	-	-	-	-	-	-
12	2	1	1	-	-	-	-	-	-	-	-
13	3	2	1	1	-	-	-	-	-	-	-
14	4	3	2	1	1	-	-	-	-	-	-
15	6	4	3	2	1	1	-	-	-	-	-
16	8	6	4	3	2	1	1	-	-	-	-
17	11	8	6	4	3	2	1	1	-	-	-
18	14	11	8	6	4	3	2	1	1	-	-
19	17	14	11	8	6	4	3	2	1	1	-
20	20	17	14	11	8	6	4	3	2	1	1

Obedient (varies). Summoned creatures arrive with a Helpful attitude. If you can communicate with them, they will obey your orders. Otherwise, they will simply act to defend you and attack those who endanger you. The MP cost of this enhancement is equal to the MP paid for the Creature Challenge Rating enhancement, above, effectively doubling the cost to summon a loyal creature.

Transform [Creature] or [Element]

Transform spells can turn your target into a particular type of creature or substance.

Saving Throw: Fortitude negates
Spell Resistance: Yes
Reversible: No
Cantrip: A 0 MP Transform [Creature] spell can turn a willing creature into a creature of the appropriate type with CR ½ or lower, but only if they are the same element type. A 0 MP Transform [Element] spell can turn an inanimate object of the appropriate element into an object of a similar size and value. Both these cantrip effects only

work if the new form is the same creature type and element type as the original.

Description: Transform spells turn targets into a creature or object of the appropriate type. The more drastic the change, and the more powerful or valuable the final form, the more MP the spell costs. When the spell ends, the target reverts to its original form, though damage taken while transformed endures. Normally you can only use this spell on objects or willing creatures, but if you choose the Force Change enhancement, you can affect unwilling creatures. Area of effect does not matter when transforming creatures, but if you are transforming something into a large object, the object can be no larger than the area of effect. If you transform multiple objects, all of them must fit within the area of effect. In either instance, the *target* only needs to be at least partially inside the area to be affected.

When a creature changes form, it gains the new form's Strength, Dexterity, Constitution, movement abilities, natural armor, and innate natural, extraordinary, spell-like, and supernatural abilities. The creature's hit points also change to those of the new form, if the new form has more hit points. This change occurs in ratio, so if a character at half HP turns into a creature with a maximum of 50 HP, it will have 25 HP. The creature keeps its own class- and level-based abilities, so a 1st-level human fighter transformed into a troll will have his +1 fighter base attack bonus, modified by a troll's Strength and size. He does not gain the troll's +4 base attack bonus, but he does get a Strength of 23.

The affected creature takes on the average physical ability scores of the new form, except when transforming into a very similar type of creature, in which case the changes use the appropriate racial adjustments instead. A human with an 18 Strength turned into a halfling becomes a halfling with a 16 Strength, whereas if he became a dog, he'd have the average dog strength (Str 13).

Note that if you try to turn a creature into a powerful form, the cost of the spell is higher. For the purposes of transforming creatures, Transform lists can function as just more-expensive Summon spells. You can summon a loyal troll for 10 MP, or you can turn your friend into a troll for 12 MP. Of course, Transform spells are much more flexible than Summons.

If you transform a creature into another creature, its gear adapts to an appropriate form if there is one. Other items are subsumed into the new form, such as weapons if the form has no hands with which to wield them. Also, as a default, when creatures change into other creatures, they keep their original mind.

Deadly Transformations: As a restriction of the rules, you *cannot* use a Transform spell as a directly offensive spell that is unavoidable. You cannot turn the air

over a creature into a metal block to crush it, nor can you turn the air around it into stone to trap it permanently. This is simply a restriction in the rules for balance's sake, and if you want a spell that does such things, choose the appropriate Evoke spell list.

It is possible to disable or effectively kill creatures with Transform spells, but only with expensive spells. A creature and all things natural to it are considered living, so to do anything unfair like turn a creature's blood to acid or turn the air in its lungs to lightning, you need both the Force Change and De-animate enhancements, plus probably the Different Element Type, detailed below. Thus, the minimum cost necessary to cause immediate death is at least 9 MP.

If the change is one of gradual death, such as blood to acid, if the creature fails its original save, it takes 10d6 damage per round without receiving any further saves. This slow death can be halted by another Transform spell to reverse the effect. An instant 'death,' such as one that turns a creature to stone, can be completely reversed by an appropriate Transform spell. If you want permanent transformation, such as with a medusa's gaze, you must use the Craft Permanent Spell feat.

Limits of Transform: Usually, you'll turn objects into things that are similar, like turning yourself into a bird, or turning a pumpkin into a carriage. However, it is possible to turn practically anything into almost anything else, though some spells may be a bit unwieldy. For instance, it is possible to turn a pile of chicken bones into the sound of one hand clapping with Transform Sound, or turn light into a beautiful statue with Transform Earth. These bizarre transformations have high MP costs, however. The only elements you cannot freely transform things into are Space and Time, because these cannot have physical forms. The uses of space and time are detailed below.

The original form of the target does not matter. With Transform Plant, you can turn an apple into an orange, a dog into a flower, a person into a tree, or a tree into a treant. If you're unsure which element you need for a spell, use whichever is most prominent. Thus, if you want to turn a pumpkin into a carriage, use Transform Nature, even though some parts of the wagon are metal. The more different the original form is from the final, the more enhancements you have to buy.

You can turn a human into an elf easily (both are humanoids), or turn a fire elemental into a thoqqua (both are elementals). Turning a human into a troll requires the Strong Defense and Strong Creature enhancement (but they're both still [Life] creatures), and turning a fire elemental into a water elemental requires the Different Element Type enhancement (but they're both still elementals). Likewise, turning a large rock into a stone table or into mud is easy (both are Earth objects), as is turning

a silk shirt into a small spider web (both are Nature objects). Turning a stone wall into air requires the Different Element Type enhancement.

The aforementioned turning of a pumpkin into a carriage requires the Different Element Type and De-animate enhancements, because one is Life and one is Nature, and the spell turns a living thing into an object. Turning light into a beautiful woman requires the Different Element Type, Animate, and Matter enhancements to switch Light into Life, non-living into living, and energy into matter.

Death. You can use Transform Death to purchase the De-animate enhancement, which is necessary if you want to turn a creature into an object.

Force. You can use Transform Force to purchase the Energy enhancement, which is necessary if you want to turn a tangible creature or object into some sort of force, particularly Fire, Force, Light, Lightning, Shadow, or Sound.

Life. You can use Transform Life to purchase the Animate enhancement, which is necessary if you want to turn an object into a creature. If you turn an object into a creature, it gains the creature's scores in Intelligence, Wisdom, and Charisma, or 10, whichever is lower.

Nature. You can use Transform Nature to purchase the Matter enhancement, which is necessary if you want to turn some sort of force into a tangible creature or object, particularly if your target is Fire, Force, Light, Lightning, Shadow, Sound, Space, or Time, and the final form is not.

Space. You can use Transform Space to make a creature switch from tangible to intangible, or vice versa, using the Manifest enhancement. Intangible creatures are like manifesting ghosts, visible to those in the material plane, but immune to nonmagical attacks. Only magical weapons can harm it, and even then, an intangible creature has a 50% chance to ignore any damage from a corporeal source. It gains no benefit from its physical armor, though it gains a bonus to AC equal to its Charisma modifier, or +1, whichever is higher. The creature's melee attacks are modified by Dexterity instead of Strength. It can move at its normal speed, floating with perfect manueverability.

Time. You can use Transform Time to make a creature older or younger.

Monetary Guidelines: In addition to the costs of enhancements, the total MP you spend determines the maximum gold piece value of items you can produce. This limits is the same as that presented in the Create list. You can always choose to spend extra MP with no specific enhancement just to increase the maximum value you can produce.

Creature Guidelines: When you transform something into a creature, compare its new form's CR to its old form's. If the new CR is higher, you will have to buy the Strong Creature enhancement. Compare only the form's natural CR, not it's character levels. A 20th level human's natural CR is ½, not 20. Ignore this restriction if the new CR is ½ or less.

Note that Transform is not the most effective spell to use if you just want to create some monsters. Use Summon for that. Transform is most effective at giving yourself and your allies special powers, and we have tried to make sure it cannot replace Abjure as the most effective means to get defenses, or Infuse as the best way to improve your ability scores.

Unique Forms: It may be possible, with your Game Master's permission, to assume the form of a creature that doesn't already exist, or to assume some sort of hybrid form. You should always discuss such options with your Game Master before the game, establishing the special form you want in advance, and getting your Game Master's approval of what an appropriate CR is for the creature.

For example, if you merely want to transform your arms into mighty bear-like claws (dealing base d12

Illustration by J. L. Jones

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slashing damage and counting as armed), your Game Master might decide this is just the equivalent of a CR 1 creature. If you wanted to sprout an extra pair of arms, and have all your arms be mighty bear-like claws, that might count as the equivalent of a CR 3 creature.

Balancing Transform: The costs for Transform may seem to make this spell type weaker than others, but the Game Master should also be careful in understanding that with a large enough pool of creatures to emulate, Transform could trump many other spell lists, especially with Transform Dragon. With 10 MP, a mage could transform into a wyrm blue dragon, gaining a breath weapon that's akin to a reusable Evoke Lightning 2/Gen 2, electricity immunity, and a +6 natural armor bonus to AC, plus immunity to sleep and paralysis.

Enhancements

Cosmetic Changes (0 MP). If you simply choose this enhancement, you can change the creature or object's outward appearance, without actually changing its element or creature type. Flesh is much more malleable than other matter, though, so while it's possible to make a human look like a small treant, a stone statue's shape can only be changed into something else that looks like stone. You can reduce the target's size downward as much as two categories for creatures, and change the size of objects downward as much as you'd like. Changing the size to be larger for an object requires a larger area of effect, and changing the size of creatures to be much smaller or any greater requires the Strong Creature enhancement, below.

Different Element Type (1 MP). If the new and old form are different element types, you need this.

Strong Defenses (4 MP). If the new form has strong defenses, such as regeneration, resistances to stunning or critical hits, spell resistance, or a natural armor bonus that is more than twice its Challenge Rating, you need this enhancement. The following creature types always require this enhancement: Constructs, Dragons, Elementals, Oozes, Plants, and Undead. You also need this sort of enhancement for races like Lizardfolk and Drow Elves. Challenge Ratings often do not reflect how effective some abilities can be when used by players, as opposed as those of NPCs.

Force Change (7 MP). If you do not choose this enhancement, the transformation only affects objects or willing creatures. If you do choose this enhancement, the creature still receives a save to resist.

Strong Creature (varies). If you turn something into a creature with a Challenge Rating of more than ½, you must choose this enhancement. To determine the MP cost of this enhancement, consult the following table.

If the new form consists of multiple creatures (such as if there are three targets in the area of effect and you want to transform them all, or if you want to use the Splitting enhancement, detailed below), you must calculate the effective CR of the whole group. For each two creatures of the same CR, count them as a single creature 2 CRs higher. If there are any spare creatures of lower CR that don't factor in, just add 0 or 1 to the CR.

Table 3.35: Transform into Strong Creatures

New CR	MP Cost
1	2
2	4
3	6
4	8
5	10
6	12
7	14
8	16
9	18
10	20

Thus, if you turned a small elemental into a large elemental (CR 5), you would need to spend 10 MP. If you turned four housecats into four tigers (effective CR 8), you would need to spend 16 MP. If you want to turn a human into a hill giant (CR 7), you would have to spend 14 MP. Of course, you could turn a willing hill giant into a human for 0 MP.

Animate (2 MP). If the new form is a creature and the original is an object, you need this. You can only buy this enhancement using Transform Life. The new creature gains a mind and intelligence that is appropriate for its new form. The creature's Intelligence, Wisdom, and Charisma score change to match the new form, but the highest score it can gain in any ability is either 10 or its original score, whichever is higher.

If this enhancement is chosen for a transformation of one creature into another, the transformed creature must make a Will save (same DC as the rest of the spell) or have its mind change so that it acts like the new creature. As long as the new form's Intelligence is 3 or higher, the transformed creature retains its memory and personality, though it may find some tasks more difficult. If the new form has an animal intelligence, or has no intelligence at all, the creature loses all vestiges of its mind. Of course, the creature reverts back to normal when the spell ends.

De-animate (2 MP). If the new form is an object and the original is a creature, you need this. You can only buy this enhancement using Transform Death. Also, if you are transforming inanimate objects into Death creatures, you can purchase this enhancement instead of the Animate enhancement of Transform Life.

Energy (1 MP). If the new form is energy and the original isn't, you need this. You can only buy this enhancement using Transform Force. You don't need this if you turn into, say, a fire elemental, because you are a creature, not just energy.

Manifest (8 MP). If you switch the target from tangible to intangible, you need this. You can only buy this enhancement using Transform Space.

Matter (1 MP). If the new form is matter and the original isn't, you need this. You can only buy this enhancement using Transform Nature.

Splitting (1 MP). Choose this enhancement if the spell splits a single creature into two or more independent creatures. The creatures act with one mind, but only one of the creatures has the original form's full faculties. All of the creatures are standard for their types, though you can choose one member of the group to have the original target's full skills and talents. The other creatures either appear naked (if creatures) or are equipped with unexceptional gear that resembles your own. Any spell effects active on the target only affects one of the new bodies.

Thus, if you split yourself into a dozen wolves, eleven will be normal wolves, though they'll all act with your will. One will be dominant and will be able to take advantage of any gear you have. If you split your 20th-level fighter ally into a quartet of humans, one will still be 20th level with all his magic gear, and the others will just be the equivalent of 1st level commoners, equipped with mundane weapons and armor.

Combining (2 MP). This option is only available for Transform Life. If you combine multiple creatures into one creature, you need this enhancement. For unwilling creatures, this spell allows both a Fortitude and a Will save to negate.

You can choose to have one creature absorb another, in which case they use the absorbing body's physical abilities, or you can choose to have the creatures merge into some new form, in which case you may need to purchase the Strong Creature enhancement. Usually, though, you'll just combine the creature's so that gain the best traits of each body. Any magical gear and spells on the combining creatures affect the new form, though only one item of any given type can apply at once (use the most appropriate one out of two possible suits of magic armor, for instance). See Chapter Four for information on the 12-item limit to worn items.

In addition to combining bodies, the creatures combine minds, forming a collective sentient entity. For all physical ability scores and level-based abilities, use whichever statistic is best from the combining creatures. Each mind may take actions independently, but the body can take only its normal actions. If the creatures are unwilling to cooperate, each round they make opposed Charisma checks, with the one who succeeds being in charge of the body, while the others can take purely mental actions. If the minds cooperate, they all act as if they had the highest scores of each mental ability from the group.

For example, Tri'ni Gren'eys combines herself with her rogue ally Harley, using Transform Life 2/Gen 2. Taking the better of ability scores between the two of them, the combined character has Str 13, Dex 20, Con 12, Int 13, Wis 14, Cha 18 (not even counting magic items). In this new body, Harley takes the primary role, fighting and sneaking, while Tri'ni casts still spells, using Harley's voice. Since Tri'ni only has to use one spell to defend both of them, they gain the benefit of more concentrated power, but they lose some flexibility because they have to move as one.

Of course, this type of form combining is a little unorthodox, and can sometimes seem a little silly, and you may find it unsuitable for your type of game. You might want to limit it to only combining minds instead of combining bodies, allowing several characters to channel their spirits together into one body. Their original bodies would lie unconscious, but the creature that holds all their souls could benefit from all their knowledge.

Alter Age (varies). You can use Transform Time to change a creature's age. For every 3 MP you spend, you can increase or decrease a creature's age by one category, ranging through Infant, Child, Juvenile, Adult, Middle Age, Old, and Venerable. This includes all associated changes to physical ability scores, but mental ability scores remain unchanged. This enhancement does not affect creatures that have different Challenge Ratings at different age categories, like Dragons, nor does it affect creatures that don't age, like undead or constructs. This cannot affect objects.

Infants have -20 Str, -20 Dex, and -6 Con (minimum 1), and are usually two size categories smaller. Children have -3 Str, -1 Dex, and -3 Con and are usually one size category smaller. Those of Middle Age have -1 Str, -1 Dex, and -1 Con. These penalties are -3 at Old age, and -6 at Venerable.

Sample Transformations

Beastform
Transform Animal 8/Gen 1
Total MP: 9
Range: Personal
Duration: Ten minutes

You turn yourself into any sort of animal with a challenge rating of 4, as strong as a brown bear or a rhinoceros, as long as the creature fits into the area of effect. *Costs:* 8 MP strong creature, 1 MP duration.

Call of Youth
Transform Time 9/Gen 8
Total MP: 17
Range: Personal
Duration: One day

Often used by very old mages, this spell lets even the oldest person be restored to the vigor of an adult. *Costs:* 9 MP three age categories, 8 MP duration.

Elementalist Spirit
Transform Fire 1/Transform Elemental 18/Gen 1
Total MP: 20
Duration: Ten minutes

You assume the form and abilities of a huge fire elemental, but you stay your normal size. Though you do gain some benefits being smaller than a normal greater fire elemental, this is balanced by the lack of reach and lessened damage for your attacks (though you still keep the Strength of the Huge version). *Costs:* 1 MP different element, 4 MP strong defenses, 14 MP strong creature (CR 7), 1 MP duration.

Elementalist Spirit, Lesser
Transform Fire 1/Transform Elemental 10/Gen 0
Total MP: 11
Duration: One minute

You assume the form of a medium fire elemental, which happens to look a lot like you. *Costs:* 1 MP different element, 4 MP strong defenses, 6 MP strong creature (CR 3).

Lesser Gaze of the Gorgon
Transform Earth 2/Transform Death 9/Gen 1
Total MP: 12
Range: Short (30 ft.)
Duration: One minute

If the target fails its save, it is turned to stone. Unlike the true gorgon, this petrification wears off after the spell ends, but if the creature is disfigured or dismembered when in statue form, it will be similarly injured when the spell ends. *Costs:* 2 MP different element, 2 MP de-animate, 7 MP force change, 1 MP range.

Murder of Crows
Transform Animal 3/Gen 1
Total MP: 4
Range: Personal
Duration: Ten minutes

You turn yourself into six crows, with a total CR of 1. See the rules above for splitting creatures into multiples. *Costs:* 2 MP strong creature, 1 MP duration, 1 MP splitting.

Prince into Toad
Transform Animal 7/Gen 8
Total MP: 15
Range: Touch
Duration: One day

You turn a normal person into a diminutive toad for a day. *Costs:* 8 MP duration, 7 MP force change.

Reshaping
Transform Ooze 1/Gen 0
Total MP: 1
Range: Touch
Duration: One minute

You transform up to a 5-ft. area of nonliving matter so that it can be easily shaped, like clay. You can change the form of the affected material, and when the spell's duration ends, the matter will revert to its original substance, but keep its new shape. Thus, you could take a large chunk of glass, use this spell on it, reshape it into a swan, and the glass will keep the form of a swan. This spell is most commonly used by underground races to carve out tunnels and homes out of stone, though multiple uses are often needed to complete a task. *Costs:* 1 MP different element type.

Titanic Might
Transform Giant 18/Gen 1
Total MP: 19
Range: Touch
Duration: Ten minutes

You turn a willing target into a frost giant. *Costs:* 18 MP strong creature (CR 9), 1 MP duration.

Chapter Four: Magical Items

The possibilities of magic items are just as diverse as those for spells. In some campaigns, characters might never find more than a handful of magic items, and may never have the chance to make their own, but there are some lands where markets exist for these powerful items.

Magic Item Limits: A character can carry and use any number of charged items. However, there is a limit to the number of permanent spells and wondrous items a character can use. No more than twelve permanent spells or wondrous items can function on the same creature at once, including weapons and armor. Only weapons and armor actually being used count, not those simply carried. If an item is added to put a creature above this limit, items above the limit become inert. Count only items and permanent spells actually on a creature, not items simply being carried without being worn. Items with multiple wondrous item enchantments on them count as multiple items.

This restriction is in place to recreate the body slot limitations in the core rules. Since a single item can have multiple magical effects cheaply, this limit encourages expensive items with high-MP costs for high-level characters, rather than with multiple minor enchantments. From a narrative standpoint, having too much magic concentrated on the same creature causes magical items to disrupt each other's power. Creatures come by magic more readily than objects, so they can use their own abilities regardless of how many magic items they wear.

Magic Item Creation

Creating an item takes time, personal energy (XP), and often money. All magic items have a market value,

and though these prices are well beyond anything a common man could afford, in a land with many heroes, it is possible to barter items of different types.

The prices discussed below are the market value of items. If you have the appropriate item creation feat, you can create an item by spending an amount of XP equal to 1/25 the market value to empower the item, and gold equal to half its market value for raw materials. Creating an item takes one day for every 1000gp of its market value. You can create numerous lesser items in the same day if their total value is less than 1000gp. The exception is permanent spells, which can be created in just a moment, and which cost very little financially to the creator, though their market value is the same.

Whenever an item's effect requires a saving throw, the DC of that save is 10 + ½ the MP cost of the spell effect, rounded down. The user of the item adds his Charisma bonus to the DC. If the Intense Spell metamagic feat is used, it can increase the save DCs.

Donated XP: When you create a magic item or permanent spell, a creature may willingly donate XP to you to help you pay for the creation. You still can only create magic items and permanent spells that you would be able to pay for on your own, but in this way the cost for creating items can be spread between allies. The creature must be within 30 ft. of you for at least a little while during each day of the creation of the item. For the creation of a permanent spell, the creature must simply be within 30 ft. when you make the spell permanent.

A creature can donate as little or as much XP as it wants, though it cannot give so much XP that it would lose a level.

Charged Items

Charged items hold MP, which they use to cast spells. When you use the item, it spends its MP, and will eventually run out. A few of the most powerful charged items have unlimited MP, meaning you can use their effects as often as you want. Some charged items can be used by anyone without trouble, requiring just a command word or a thought to activate. Others are spell-completion items, requiring a caster level check to make the item work. Anyone, even someone with no caster level or MP, can try to use these spell completion items; to successfully cast the spell in the item, you must make a caster level check (DC 10 + the spell's MP cost). If you know all the spell lists the item uses, you get a +10 bonus to this check.

Items can 'know' signature spells, letting you spend the item's MP to cast any signature spell it knows. Some items know entire spell lists, magical skills, or even metamagic feats, in which case you can use the item's MP to cast any spell using just those spell lists, skills, and feats. Items that know spell lists or skills have an MP limit, much like an actual mage, which is the maximum amount of MP you can spend on a given spell cast from the item. The benefit of having spell lists stored in magic items of this sort is that you can create spells and cast them as a standard action, as if they were signature spells. You do not need to spend two full rounds to create a spell on the fly when casting from an item.

When you create an item, you can choose to give it a lower MP limit or fewer ranks in magical skills than you actually have, if you want to keep the cost down. Also, you can have the item be able to cast a signature spell that is actually a skill, in which case the item makes the skill check with the same number of ranks you have. You cannot spend your own MP to cast spells from items, nor can you use MP from the item to cast your own spells, except for specifically designed mana batteries, detailed below.

To determine the cost of a charged item, you multiply its **power cost** by its **knowledge cost**. An item's power cost is 20gp x the amount of MP in its pool. Thus, an item with 100 MP has a power cost of 2,000gp. The maximum size of an MP pool that you can create is ten times your personal MP pool.

An item's knowledge cost is a little more complicated. Add together the total MP cost of all signature spells the item knows. Then, if it knows any spell lists, multiply its MP limit by 5, and then multiply by the number of spell lists it knows, and add that. Then add 1 for each metamagic feat the item knows. Then if it knows any magical skills, add 5 for each rank in a magical skill it has. Note that you only add the cost for metamagic feats if the item can use them to create spells on the fly; if a signature spell happens to include a metamagic feat, the item isn't counted as actually knowing that feat. Likewise, if the

item just knows a signature spell use of a magical skill, treat it as a signature spell; you do not have to buy ranks for it.

Multiply the power cost by the knowledge cost. Finally, divide this amount by 2 if it is a spell completion item that requires a caster level check. Treat cantrips as costing ½ MP instead of 0 MP.

> **Charged Item Cost Formula:** (Total MP cost of all signature spells known + [MP limit × spell lists known x 5] + metamagic feats known + [5 × ranks of magical skills]) × MP pool × 20 gp. Divide by 2 if spell completion.

Example One: Weebit wants to create a magical nut that will cast *healing dose* on the person who eats it, a 1 MP signature spell. The item can only do the one thing, and can be used only a single time, so its market value is 20gp (1 MP cost × 1 MP pool × 20 gp). He must pay 1 XP and 10 gp to create this.

Example Two: Weebit scribes a spell on a flask of ale, so it can cast Infuse Earth 3/Gen 0. After the spell is cast, the next person to drink from it gains the spell's effects, gaining +4 Strength for one minute. It has an MP pool of 150, and is a spell completion item. Its market value is 4,500 gp (3 MP cost x 150 MP pool x 20 gp, divided by 2 for spell completion). He must pay 180 XP and 2,250 gp to create this item.

Example Three: Weebit's strongest magic item is a short walking staff that can summon creatures to his command, casting any Summon Animal spell that costs 5 MP or less. The staff holds 200 MP, and is a spell completion item. Its market value is 50,000gp (5 MP limit × 1 spell list × 5 × 200 MP pool × 20gp ÷ 2), so it cost him 2,000 XP and 25,000gp to make the item.

> **Recharging Charged Items.** If you have the Craft Charged Item feat, you can refill MP. Multiply 20gp by the knowledge cost of the item, and that is how much each MP costs. So to recharge the animal summoning staff above would cost 250 gp (20 gp × 5 MP limit × 1 spell list × 5 ÷ 2) per MP. You cannot recharge an item if it has no MP left.

> **Unlimited Use Items.** Some charged items can be used an unlimited number of times, effectively having infinite MP. However, almost all such items have a limit to the number of times they can be activated in a single day.

The cost for each signature spell is calculated separately. Multiply the MP cost of the signature spell by itself, then multiply by 2,000 gp.

If the item knows spell lists, multiply the number of spell lists known by the square of the MP limit, then multiply by 10,000 gp. Add 1,000 gp for each metamagic feat the item knows, and 10,000gp for each rank in a magical skill the item has.

If it is a spell completion item, reduce the cost by half. This is the base cost for an unlimited item that can be used five times per day. If the item can be only activated three times per day, divide the cost by 2. If only twice, divide by 3, and if only once, divide by 5. If the item is truly unlimited and can be used with no limit every day, multiply the cost by 10.

Unlimited Use Signature Spell Charged Item Cost Formula: MP cost of signature spell squared × 2,000 gp. If only a single cantrip is involved, the cost is 1,000 gp. Divide by 2 if spell completion.

Unlimited Use Spell List Charged Item Cost Formula: Number of spell lists known x MP limit squared × 10,000 gp. Divide by 2 if spell completion.

If an item has both spells that use MP from a pool, and spells that can be cast an unlimited number of times, calculate the costs separately and simply add them together.

Finally, for either type of item, you can have it know some spell lists but be unable to cast them. This is only useful if you create an item that can use Dispel Magic, because it's easier to counter a spell if you know the spell lists involved. For each spell list the item simply knows but cannot use, add 25gp.

Example Four: Ursus crafts a new bearskull mask that will let him use Dispel Magic with a gaze. He wants it to be able to cast *dispelling gaze* (a weak 5 MP version of Dispel Magic) five times per day, and he also wants the item to know all 31 spell lists that he knows, to make it easier for him to Dispel. Since the item can be used an unlimited number of times with a signature spell, that will cost 50,000gp (5 MP cost squared x 2000gp), plus 775gp to have the mask know all the spell lists Ursus knows. Ursus doesn't want others to be able to use the item easily, so he makes it a spell completion item, cutting the price by one-half, so its market value is 25,387gp. He must spend 1015 XP and 12,693gp to craft this item.

Example Five: Weebit presents a gift to a local monastery, a flask that when drunk from casts any form of Heal Life spell that costs 3 MP or less. Thus it can heal damage, or cure diseases and other afflictions. The item has a market value of 90,000gp (1 lists x 3 MP x 3 MP x 10,000gp), and can cast any spell that uses only general

enhancements or those from the Heal Life list. The item costs him 3600 XP and 45,000gp to make.

Example Six: Ursus creates a cloak that can cast *flaming barrier* (an 8 MP signature spell) once per day. The item is a spell-completion item, so the cost is 12,800gp (8 MP x 8 MP x 2000gp, divided by 2 for spell-completion, then by 5 for one/day usage).

One last type of charged item is called a mana battery. The mana battery simply holds MP, which can be used by the bearer for any purpose. The item itself knows no spells or spell lists, but its MP can be used to power spells you know, or even channeled into other items to power their spells. Mana batteries can either have a finite amount of MP, or a renewable amount of MP. Unsurprisingly, a finite mana battery's MP can only be spent once. A mana battery with renewable MP, on the other hand, grants its bearer the full amount of MP it possesses each day.

These items are very powerful, but each mana battery has an MP limit, the maximum MP that can be drawn from them in a single turn. A mana battery can only fully power a spell, and cannot supplement MP paid by the caster. Thus, if your mana battery has an MP limit of 5 and you want to cast a 7 MP spell, you have to use your own MP. Likewise, if it has an MP limit of 20, but only has 5 MP left, you cannot use it to partially pay for a spell.

Finite Mana Battery Cost Formula: MP available × MP limit × 25gp.

Renewable Mana Battery Cost Formula: MP available per day × MP limit × 500gp.
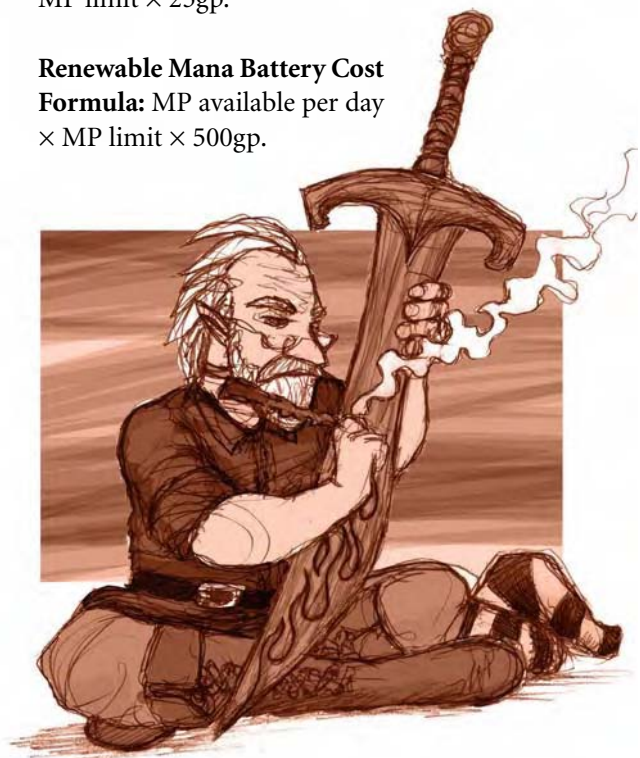
Example Seven: Weebit wants to store some emergency magical power in an inconspicuous way, so he enchants chewing tobacco as a finite mana battery, storing 20 MP with a 5 MP limit on any single spell. When he chews the tobacco, he can draw energy from it to cast any spell he knows, or can channel it into charged magic items he owns. This has a market value of 2500gp, so it costs him 100 XP and 1250gp to make.

Wondrous Items

Wondrous items have a permanent magical effect, which they bestow upon their bearer without having to be activated. Anyone can use wondrous items without needing training. Because the effect is persistent, the area of effect is always centered on the item. Simple items just give some sort of enhancement to whoever bears the item, but some items can affect areas around them. Certain types of spells are inappropriate for a wondrous item, particularly Evoke and Heal spells that deal or heal damage just once.

The range of spells used in wondrous items will usually be zero or touch. The choices for area are the same as normal. However, spells on wondrous items must always be calculated as if they had a duration of 10 minutes.

Determining the final cost of a wondrous item is simple: Multiply the square of the MP cost of the item's spell by 1000gp.

Limits to Wondrous Items: A single wondrous item can have multiple spells enchanted on it, but only one spell can grant combat-related benefits. The definition of a 'combat-related benefit' is necessarily somewhat vague, but this restriction is primarily meant to prevent the creation of items that have six different elemental damage effects (Create Fire, etc.), each costing only 4,000gp. A 24,000gp item that does +6d6 points of elemental damage is certainly inappropriate. Instead, all of them would have to be lumped into one spell, Create Acid 1/Death 1/Fire 1/Ice 1/Lightning 1/Sound 1/Gen 1, for a total cost of 49,000gp. Even with creatures limited in the number of magic items they can have at one time, as detailed at the beginning of this chapter, magic weapons need this restriction to avoid number-crunching abuse.

For non-combat effects, each can be a separate. For instance, using both Abjure Nature and Abjure Force on the same item to grant AC bonuses would be fine, as would be using Move Air for flight, Move Space to teleport, and Infuse Air for a Dexterity boost. Remember, even though you can have multiple magical effects granted by the same item, each separate spell counts toward the 12-item limit.

Special Wondrous Items: For spell effects that allow slightly different specific results (such as Illusions and Transform spells), the wondrous item must have a clear basic effect, but the wearer can change the specific effect as a full-round action. Thus, a wondrous item with Transform Humanoid 0/Gen 1 might grant the basic effect "transform into any humanoid form of CR 1 or less," but the wearer could choose the specifics of the form, whether it be a male half-Orc or a female troglodyte, as a full-round action.

Example Eight: Weebit is creating a magical sword for an ally, and he enchants it with Infuse Force 3/Gen 1 (remember, the spell must have a duration of 10 minutes). This gives the item a +3 enhancement bonus to attack and damage rolls. The item has a market value of 16,000gp, so Bit must spend 2560 XP and 8,000gp to create it.

Example Nine: A powerful mage wants to create a highly-decorated robe to protect himself, with a budget of 100,000gp. One effect is Abjure Force 4/Gen 1 for +5 to saves. Another is Abjure Nature 4/Gen 1 for +5 AC. Infuse Air 3/Gen 1 grants +4 Dexterity, and Move Air 4/Gen 1 grants flight. If all the spells had been combined into one 14 MP effect, the market value would have been 196,000gp, but because the effects are distinct, the costs are 25,000gp, 25,000gp, 16,000gp, and 25,000gp, for a total of 91,000gp. Of course, this one robe counts as 4 effects for the item limit.

Permanent Spells

This category covers spell effects not tied to an item. Permanent magical traps, sanctified temples, and teleportation gateways can be created with this feat. You can also use it to grant permanent magical abilities to yourself or others.

Creating a permanent spell is much like creating a magic item. The prerequisite for the Craft Permanent Spell feat is either one of the other item creation feats, and which feat you have determines the types of permanent spells you can create. If you only know Craft Charged Item, you can only create permanent spells with reusable spell effects. If you only know Craft Wondrous Item, you can only create permanent spells with enduring abilities.

Permanent Spell Basics: Permanent spells have XP costs, but not monetary costs. The market price to purchase a permanent spell (in effect, the cost to hire a mage to create one for you) is 10 gp per XP of the cost, but if you create your own permanent spell, you need pay nothing. You can use the Craft Permanent Spell feat in conjunction with any spell you cast to make the spell permanent. Unlike creating a magic item, creating a permanent spell takes moments, not days. You'll notice that with these costs, permanent spells cost the same to buyers as normal magic items do; the drawback of not being able

to share them with allies is balanced by the fact that they cannot be stolen.

An object or location with a permanent magical skill spell, either reusable or enduring, functions as if it was cast by a character with no ability score modifier, and with only a number of ranks in the magical skill equal to the amount of MP spent on the magical skill. Thus, a permanent Dispel Magic 10/Gen 2 spell to create antimagic in a 10-ft. radius would only generate a field with Spell Resistance 30 (base 10, 10 from MP, and 10 from psuedo-ranks).

A single object or location can have no more than 20 MP of permanent spells. Creatures are limited by the normal 12-effect limit.

Reusable Spells: If you know Craft Charged Item and Craft Permanent Spell, you can grant a creature or object the ability to cast a spell. If used on a creature, that creature can cast the spell at will, and you can even grant it the ability to use entire spell lists. If used on an object, you can only give it signature spells, and must set specific conditions for when those spells will trigger. Like normal unlimited charged item, the basic cost is for the ability to function five times per day. More or less changes the price.

A permanent reusable spell does not have an MP pool like some cheaper charged items.

Permanent Reusable Signature Spell Cost Formula: MP cost squared × 200 XP. If only a single cantrip is involved, the cost is 100 XP.

Permanent Reusable Spell List Cost Formula: Number of spell lists known × MP limit squared × 1000 XP.

> If this effect can only be used once per day, divide by 5. If twice, divide by 3, and if three times, divide by 2. If it is truly unlimited, multiply by 10.

Permanent Reusable Mana Battery Cost Formula: MP available per day × MP limit × 200 XP.

Example Ten: A holy warrior is blessed after a quest, receiving a permanent magic power. She can heal with a touch an unlimited number of times. The blessing priest grants her the ability to cast Heal Life 0/Gen 0, curing 1d6 points of damage with each touch. A 0 MP cantrip would normally cost 100 XP, but because it can be used an unlimited number of times, the cost is instead 1000 XP.

Example Eleven: Wanting an emergency escape, a master wayfarer mage grants himself the ability to use Move Space 8/Gen 0 once per day. This would normally cost 12,800 XP, but because he can only use it once per day, that cost is reduced to one-fifth, or 2560 XP.

Example Twelve: A magical portal is warded with the trigger that it will cast Evoke Death 1/Gen 1 to blind anyone that comes through, five times per day. This costs 800 XP to construct.

Enduring Abilities: If you know Craft Wondrous Item and Craft Permanent Spell, you can place a permanent spell effect on a creature or object. The spell cannot be dismissed by you or the target, so this is an excellent way to produce enduring curses or divine blessings. Like creating a Wondrous Item, any permanent enduring spell you create must have a duration of at least 10 minutes. You can even choose to make a spell someone else cast permanent, as long as the duration is long enough.

Permanent Enduring Spell Cost Formula: Spell's MP cost (including MP for 10-minute duration) squared × 100 XP.

Bonus Knowledge Cost: You can pay 200 XP to grant a metamagic feat, 250 XP for a rank in a nonmagical skill, or 500 XP for a rank in a magical skill, both of which can be used just as if the character had learned them himself. You cannot grant feats you do not know, nor can you increase a creature's skill ranks above your own or above the maximum for its character level. Creatures must fulfill a feat's prerequisites to benefit from it.

If you want to permanently remove all magic from a magic item or another permanent spell, you can combine this enduring spell usage of this feat with Dispel Magic. Make a Dispel Magic check against the magic item or permanent spell, and if you succeed you may pay the necessary MP to make the spell permanent. Rather than there being two magical effects, both are cancelled and the enchantment is removed.

Example Thirteen: A magical tattoo artist imbues physical enhancements into tattoos. With a tiger tattoo, she grants one customer a permanent +2 Strength using Infuse Earth 1/Gen 1, at a cost of 400 XP to her, and 4000 gp to him.

Example Fourteen: A classic magical trap, the anti-magic room, uses Dispel Magic 5/Gen 2 to fill a 10-ft. radius room with SR 20 antimagic, at a cost of 4900 XP. You'll usually want to combine this with some sort of inescapable death trap.

The exact SR of the spell resistance depends on your skill modifier with Dispel Magic, and you'll usually want to combine this with some sort of inescapable death trap.

Magical Creature Creation: If you know Craft Wondrous Item and Craft Permanent Spell, you can use a Summon spell to create a permanent magical creature, typically a Construct. You may use the Obedient enhancement to make the creature loyal, though the cost is generally prohibitive enough that it is not possible to have many obedient minions. A creature created in this way is weak and unable to act the round after it is created, but thereafter it acts normally. For creatures with minds, of course, a 'normal' reaction to being created out of nothing is usually shock and confusion. Created creatures with an Intelligence score of 2 or less are Indifferent, and those with an Intelligence 3 or higher are initially Unfriendly.

A magically-created creature carries its magic within itself, and is not rendered inert by antimagic, though any magical abilities it might have are nullified normally.

Creating a magical creature is somewhat cheaper than creating a magical item with a similar MP cost, simply because the magic can be easily destroyed by killing the creature.

> **Creature Cost Formula:** Summon spell's MP cost (including MP for 10-minute duration) squared × 20 XP.

Summoning a homunculus (CR 1) costs 1 MP, so with Summon Construct 1/Gen 1 you could create a permanent homunculus, costing 80 XP. Summoning a flesh golem (CR 7) costs 7 MP, so with Summon Construct 7/Gen 1, and 1280 XP, you can create a permanent flesh golem.

The cost above is if you create the creature entirely from magic. If you have a body already prepared, you can reduce the XP cost. For every 25 gp the body is worth, reduce the XP cost by 1, though this cannot reduce the XP cost by more than 30%. Thus, if you provided a 9600 gp body for a flesh golem, you could reduce the cost to 896 XP. The cost of the body is rather flexible, and can include both material and labor costs.

The Game Master may restrict a character from creating a magical creature that has magical abilities the character himself cannot emulate. Thus, a mage with no Illusion spell lists would not be able to create a displacer beast.

Sample Items

Sadly we do not have enough space to include large amounts of magic items or treasure creation tables, but the following items should give enough examples to help you get a feel for the system. The items are divided into magic items and permanent spells of power levels minor, medium, and major. Straightforward items that grant single statistical bonuses are not included. The specific

forms of most of these items are not important, and most of the items listed could easily be made with permanent spells instead.

Unless otherwise noted, all charged items are use-activated, not spell completion.

Minor Items

Ability-Enhancer +2. This item grants a +2 enhancement bonus to one ability score, using Infuse [Element] 1/Gen 1. Market value – 4,000 gp.

Bag of Extradimensionality. This small pouch is enchanted with Create Space 0/Gen 1, and has an interior about as big as a 5-ft. cube., and can thus hold much more than would appear possible. Market value – 1,000 gp.

Chewing Tobacco Mana Battery. When a spellcaster chews this magically-imbued tobacco, he can draw upon an MP pool of 20 MP, casting any spell he

Illustration by Hannah Spute

knows of up to 5 MP. There are basically twenty small doses in a tin, and once all the magic is used, the tobacco is all gone. Market value – 2,500 gp.

Flask of Strength. This flask is scribed with the words of a signature spell, Infuse Earth 3/Gen 0 to grant +4 Strength for 1 minute. As long as there is some drink in the flask, one can use this spell completion item to cast the spell on the next person who drinks from the flask, usually you. It has 150 MP. Market value – 4,500 gp.

Magical Armor +1. This armor has a +1 enhancement bonus to AC, using Abjure Nature 0/Gen 1. Market value – 1,000 gp.

Magical Armor +2. This armor has a +2 enhancement bonus to AC, using Abjure Nature 1/Gen 1. Market value – 4,000 gp.

Magical Armor +3. This armor has a +3 enhancement bonus to AC, using Abjure Nature 2/Gen 1. Market value – 9,000 gp.

Magical Weapon +1. This weapon has a +1 enhancement bonus to attack and damage rolls, using Infuse Force 1/Gen 1. Market value – 4,000 gp.

Magical Weapon +2. This weapon has a +2 enhancement bonus to attack and damage rolls, using Infuse Force 2/Gen 1. Market value – 9,000 gp.

Medium Zombie. This permanent medium zombie, a CR ½ creature, is made from a human corpse, using Summon Undead 0/Gen 1. The zombie is loyal to its creator. Market value – 500 gp. Cost to create – 150 gp and 14 XP.

Necklace of Clear Thoughts. This necklace's pendant is a featureless gold disk, enchanted with Charm Humanoid 1/Gen 0, designed to negate the first step of any mental charm effect on the bearer. This uses the 'calm' effect of Charm to negate other charms. If multiple charm effects are active at once, only the single earliest step is negated. Market value – 1,000 gp.

Potion of Healing Dose. This small potion is a one-use charged item that heals 2d6 points of damage to the person who drinks it, as the sample spell *healing dose* (Heal Life 1/Gen 0). Market value – 20 gp.

Potion of Inscrutable Invisibility. This small potion is a one-use charged item that turns the person who drinks it invisible, such that even disbelieving cannot see him, as the sample spell *inscrutable invisibility* (Illusion Shadow 3/Illusion Lightning 4/Gen 0). Market value – 980 gp.

Potion of Remedy. This small potion is a one-use charged item that curse the person who drinks

it of any temporary ability penalties, blindness or deafness, exhaustion and fatigue. The potion negates up to three negative levels, neutralizes all poison in the creature's sytem, and keeps poison at bay for the next minute, as the sample spell *remedy* (Heal Life 10/Gen 0). Market value – 2,000 gp.

Potion of Supreme Enhancement. This small potion is a one-use charged item that grants a +10 bonus to one of the drinker's ability scores, lasting one minute. Each potion affects one ability score, using an 11-MP Infuse spell determined at creation. Specifically, these potions are commonly called potions of Giant Strength (Str), Perfect Agility (Dex), Indefatiguable Endurance (Con), Mastermind's Cunning (Int), Divine Understanding (Wis), and Commanding Presence (Cha). Market value – 2,420 gp.

Saving Throws +1. This item grants its wearer a +1 bonus to all saving throws, using Abjure Force 0/Gen 1. Market value – 1,000 gp.

Skill Bonus +3. This item grants its wearer a +3 bonus to skill checks with a single skill, using an Infuse [Element] 0/Gen 1 spell. Market value – 1,000 gp.

Skill Bonus +9. This item grants its wearer a +9 bonus to skill checks with a single skill, using an Infuse [Element] 2/Gen 1 spell. Market value – 9,000 gp.

Medium Items

Ability-Enhancer +4. This item grants a +4 enhancement bonus to one ability score, using Infuse [Element] 3/Gen 1. Market value – 16,000 gp.

Amulet of Greater Healing. Once per day this amulet of living wood can cast *greater healing* (Heal Life 10/Gen 0) as the sample spell presented in Chapter Three. Market value – 20,000gp.

Boots of Spiderclimbing. The wearer of these boots can cling to solid surfaces with hands and feet, gaining a climb speed equal to her base speed. Furthermore, she need not make Climb checks to traverse a vertical or horizontal surface (even upside down). She retains her Dexterity bonus to AC while climbing, and opponents get no special bonus to their attacks against her. She cannot, however, use the run action while climbing. Uses Move Nature 3/Gen 1. Market value – 16,000 gp.

Cloak of Flame. This black cloak, etched with semi-real flames, is enchanted with Abjure Ice 2/Gen 1, providing Ice resistance 10 (9,000 gp). It also has the ability to cast the spell *flaming barrier* (Create Fire 4/Gen 4) once per day (12,800gp). Market value – 21,800 gp.

Magical Armor +4. This armor has a +4 enhancement

bonus to AC, using Abjure Nature 3/Gen 1. Market value – 16,000 gp.

Magical Armor +5. This armor has a +5 enhancement bonus to AC, using Abjure Nature 4/Gen 1. Market value – 25,000 gp.

Magical Weapon +3. This weapon has a +3 enhancement bonus to attack and damage rolls, using Infuse Force 3/Gen 1. Market value – 16,000 gp.

Magical Weapon +4. This weapon has a +4 enhancement bonus to attack and damage rolls, using Infuse Force 4/Gen 1. Market value – 25,000 gp.

Saving Throws +5. This item grants its wearer a +5 bonus to all saving throws, using Abjure Force 4/Gen 1. Market value – 25,000 gp.

Skill Bonus +15. This item grants its wearer a +15 bonus to skill checks with a single skill, using an Infuse [Element] 4/Gen 1 spell. Market value – 25,000 gp.

Wayfarer's Staff. This staff, decorated with carvings from around the world, can cast Move Space 8/Gen 0 to teleport up to 100 miles, once per day. This is a spell-completion item. Market value – 12,800 gp.

Major Items

Ability-Enhancer +6. This item grants a +6 enhancement bonus to one ability score, using Infuse [Element] 5/Gen 1. Market value – 36,000 gp.

Emperor's Plate. This mithral full plate, masterfully made and ornamented to reflect a line of emperors, is enchanted with the most effective defensive magic possible, using Abjure Nature 12/Abjure Force 7/Gen 1, granting a +5 enhancement bonus to AC, +5 deflection bonus to AC, DR 4/-, and greater hedging against all creatures. Any creature attempting to attack the armor's wearer physically or magically must succeed a Will save (DC 20 + wearer's Cha bonus), or be unable to for the next minute. The hedging effect is negated for one minute if the armor's wearer attacks that creature. Weight 25 lb. Total AC bonus: +18. Market value – 400,000 gp.

Inquisitor's Mask. This mask, carved in the shape of a bear skull, can cast *dispelling gaze* (Dispel Magic 5/Gen 1) five times per day, with access to 31 spell lists chosen by the creator for purposes of dispelling (25,387 gp). The mask also is enchanted with Infuse Water 1/Gen 1 (4,000 gp), to grant +2 Wisdom. Market value – 29,387 gp).

Magical Armor +9. This armor has a +9 enhancement bonus to AC, using Abjure Nature 15/Gen 1. Market value – 256,000 gp.

Magical Weapon +5. This weapon has a +5 enhancement bonus to attack and damage rolls, using Infuse Force 5/Gen 1. Market value – 36,000 gp.

Magical Weapon +9. This weapon has a +9 enhancement bonus to attack and damage rolls, using Infuse Force 16/Gen 1. Market value – 289,000 gp.

Portable Font of Healing. This liquor flask is enchanted to be able to cast any Heal Life spell of 3 MP or less on the person who drinks from it, and it can be refilled an unlimited number of times, never running out of magic (though it does run out of ale unless refilled). Market value – 90,000 gp.

Ring of Freedom of Movement. The wearer of this ring, enchanted with Move Nature 6/Gen 1, can move and attack normally, even under the effect of magical and mundane factors that usually impede movement. Market value – 49,000 gp.

Robe of the High Mage. This highly-decorated robe uses Abjure Force 4/Gen 1, Abjure Nature 4/Gen 1, Infuse Air 3/Gen 1, and Move Air 4/Gen 1 to grant its wearer a +5 resistance bonus to saves, a +5 enhancement bonus to AC, a +4 enhancement bonus to Dexterity, and the ability to fly with average manueverability. Counts as four magic effects for the 12-item limit. Market value – 91,000 gp.

Saving Throws +9. This item grants its wearer a +9 bonus to all saving throws, using Abjure Force 14/Gen 1. Market value – 225,000 gp.

Shield Guardian. This permanent large construct, a CR 8 creature, is attuned to a special amulet. Created with Summon Construct 16/Gen 1, the shield guardian is loyal to its master, and it considers the bearer of the amulet its master. If a shield guardian were made without the Obedient enhancement, it would have no master, and would grant the wearer of the amulet no benefits. Market value – 144,5500 gp. Cost to create – 43,350 gp and 4046 XP.

Shifting Cloak. This cloak, enchanted with Infuse Fire 5/Gen 1 (36,000 gp) to provide +6 Charisma, also has unlimited activations of Illusion Shadow 1/Gen 0, that can make the wearer look like someone else at will (2,000 gp). Market value – 38,000 gp.

Skill Bonus +40. This item grants its wearer a +40 bonus to skill checks with a single skill, using an Infuse [Element] 12/Gen 1 spell. Market value – 169,000 gp.

Staff of Summoning. Carved of bone, this short walking staff can cast any Summon Animal spell costing 5 MP or less. The staff has a total of 200 MP available in it, and is a spell completion device. Market value – 50,000 gp.

Appendix: Lyceian Arcana Teaser

The following material will appear in the sequel to *Elements of Magic*, *Lyceian Arcana*. The material includes:

- Two sample magical traditions – the Ragesian Inquisitor and Vaneljesti Spellweaver.
- Three sample tradition feats – Masked Soul, Natural Spelltouch, and Spellweave.

Ragesian Inquisitors

The Ragesian Empire was able to maintain its control over the entire world for over a century, primarily due to its Inquisitors, magical bodyguards and interrogators skilled in uncovering plots and opposing enemy magic. Though the Ragesian Empire is long gone, Inquisitorial cells still exist, and some lend their services to the rulers of new nations.

Availability: The Inquisitors only train humans or Orcs. Students are required to be both physically and mentally strong, so most Inquisitors are at least 6 feet tall. Since the Ragesian Empire once ruled the world, small pockets of Inquisitors are likely to be found anywhere.

Thematic Elements: Inquisitorial magic is subtle in its effects, with few sensory cues, but very distinctive with regard to its caster. Inquisitors learn to use their force of will to intimidate foes, and so they typically growl their spells loudly and gesture clearly at their spell's targets. They use few directly offensive spells, though many can create flaming barriers for defense or to trap foes.

Spell Lists: Abjure Death, Abjure Fire, Abjure Nature, Charm Humanoid, Compel Animal, Compel Humanoid, Create Fire, Create Force, Infuse Earth, Infuse Fire.

Miscellaneous: Inquisitors are easily recognized for their masks, which they claim protect their souls from enemy magic. Most Inquisitor masks are wood or stone carved in the shape of bearskulls, and many Inquisitors favor bearskin cloaks. They seldom arm themselves with more than a claw-shaped dagger.

Inquisitors learn their spells from copies of old spellbooks, scribed by the founders of the Inquisitorial order centuries ago. These spellbooks are written in a civilized form of Orcish, and are closely protected by the order that owns them. Experienced Inquisitors also usually study the magic of other groups to be better able to counterspell it.

Inquisitors have as many skill ranks in Dispel Magic, Intimidate, and Sense Motive as possible. Most also have the Dispel Specialist feat, and the tradition feat Masked Soul, detailed below.

> ### Masked Soul [Tradition]
> You can protect yourself from spells by hiding your soul behind a special mask.
>
> **Prerequisite:** Caster level 1+, Wis 13+, must know Abjure Life or Abjure Death.
>
> **Benefit:** If you create a mask worth at least 100gp, while you wear that mask you gain a +2 bonus to saving throws against Charm and Compel spells, and spells with the elements Life or Death. Also, increase the DCs of Divination, Scry, and Spellcraft spells that directly target you by +2.
>
> You must make the mask yourself, and it must be specifically designed to protect your soul. Whenever you gain a level, you must spend another 100gp and at least one day modifying your mask to match the new aspects of your soul.

Vaneljesti Spellweaver

The Elves of Vaneljesti try to encourage life as much as possible, reshaping nature rather than killing it and building with dead matter. In their magic, too, they desire to emulate the patterns of life. The spells of Vaneljesti spellweavers grow and develop, and can take on a life of their own. A master spellweaver's magic is often elaborate and beautiful, its form a reflection of his own life.

Availability: All spellweavers must learn Transform Nature and Transform Plant, to be able to reshape dead wood and live wood. Spellweavers take the long view of life, with the pulse of trees and centuries comfortable to them. They train only Elves and a few rare half-Elves, though the training is rarely intensive enough for a half-Elf to master it in her lifetime. Few spellweavers are adventurers, and those who try and develop their power too fast are often seen as weeds. Spellweavers are not discouraged from learning skills like combat and stealth, so there are many Mageknight and Taskmage spellweavers.

Thematic Elements: Spellweavers use elegant hand gestures, often tracing rings in the air, or even braiding actual wreaths as they cast spells. Spell duels between Vaneljesti spellweavers involve a few minutes of opposing spellcasting, with the winner ultimately being decided by who was able to craft the more aesthetically pleasing garland or wreath as they cast spells. It's not uncommon for spellwoven magic to be accompanied by faint green cords of light, twisting in knots around the mage or target. Plants around spellwoven magic seem momentarily more lush and beautiful.

Spell Lists: Create Life, Create Nature, Evoke Life, Infuse Life, Infuse Nature, Infuse Time, Move Nature, Transform Life, Transform Nature, Transform Plant.

Miscellaneous: Spellweavers generally eschew metal, though they can produce items of natural material nearly as strong, so many wield longswords of wood and silk shirts as sturdy as chainmail. Though they can use spellbooks as normal, each spellweaver must choose one signature spell at first level and scribe it onto a tree, shaping its bark and branches. Whenever the spellweaver gains another caster level, he must return to the tree and add to the existing spell. In mechanical terms, the spellweaver must keep one signature spell consistent throughout his entire life, adding 1 extra MP to it each time his caster level increases. If the tree the spell is written on dies or is destroyed, the spellweaver loses access to that signature spell and has the number of signature spells he can learn reduced by one for the next year.

Spellweavers often take the Craft Wondrous Item and Craft Permanent Spell feats. There are several groves of magical trees whose wood has been hardened to the strength of steel, and which is formed into weapons by the spellweaver's art. With repeated uses of Infuse Time, they can hasten the growth of plants.

Natural Spelltouch [Tradition]
You can cast spells with a range of touch through melee attacks with weapons made of animal or plant matter.

Prerequisite: Caster level ½+, Combat Casting, Knowledge (nature) 4+ ranks, must know Transform Life.

Benefit: Whenever you cast a spell with a range of touch, you may immediately make an attack with a melee weapon as long as it was made of once-living material. The spell is delivered with a successful touch attack against the target, and if you beat the target's normal AC, you also deal the weapon's damage. You effectively extend your own touch to the length of any weapon you can wield.

Normal: You can make a plain touch attack as soon as you cast a touch-range spell, but you cannot deal melee damage with the attack.

Spellweave [Tradition]
Your magic grows and interweaves easily.

Prerequisite: Caster level 3+, Knowledge (nature) 4+ ranks, Spellcraft 4+ ranks, must know Transform Life.

Benefit: In several circumstances, your spells function more strongly. First, whenever you cast a spell, if you cast a spell in the previous round that cost less MP than this spell, you regain 1 MP. If you cast spells of increasing power for 3 consecutive rounds, future spells you cast have their DCs increased by +2 as long as you keep casting progressively more powerful spells.

Second, you can interweave spells you cast. If you cast a spell with the same area, target, and duration as another spell of yours that is still in effect, you can combine the two spells. The older spell's duration continues until the new spell would end. The spells now count as one single spell, with a combined MP total, making them particularly difficult to dispel, and seemingly the work of a very powerful spellcaster.

A spell cannot last more than one day in this way. If you cast a one-day-long Abjure Force 2/Gen 8 on yourself at sunrise, then cast a one-day-long Infuse Air 3/Gen 8 on yourself the next day just before sunrise, the two effects *could* be combined, but the Abjure would wear off at sunrise. You can't string spells together forever with this feat.

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