

The Genius Guide to: CRYSTAL MAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Gemstones and other crystals have long been associated with magic and purity. You only have to think of how crystal balls are used in fiction—often portrayed as the very source of a witch or wizard's powers—to be sure of that connection. Even in modern times, the link has remained strong. Go to any bookstore or new age gift store to see that people today still associate crystals with healing and arcane power. Yet, while you will find crystal balls and enchanted gems in the *Pathfinder Roleplaying Game*, as a rule they are repositories for generic arcane or divine abilities, not sources of power or iconic items unto themselves.

The *Genius Guide to Crystal Magic* takes crystals and gemstones beyond the merely cosmetic roles they've had thus far in spellcasting and gives them a magical niche of their own. It begins by discussing the use of crystal foci in a campaign and describing the difference between normal crystals and those particularly suited for use in viewing or healing. Next you'll find a collection of new spells for all the spellcasting base classes and the addition of a new [crystal] descriptor for spells that tie directly to the heart of crystal magic— healing, scrying, and drawing on the inherent magical power of crystals and gemstones. In addition there are new crystal-themed class options to enable the creation spellcasters whose focus is the magic of crystals. Finally, you'll see the carbuncle—a new simple monster template to help GMs make crystals a more integrated part of the campaign.

CRYSTAL FOCI

Several of the spells present in this volume include a crystal, healing crystal, or viewing crystal as a focus. All crystal foci use their crystalline formation to concentrate and direct the magic of a spell to accomplish a specific goal. For spells that simply require a crystal focus, any bit of crystal (gems and jewels of no particular value, including slivers of quartz or even a large grain of

salt) will suffice. However, not all crystals have the purity and structure to align the energies needed by spells that call for a healing crystal or viewing crystal. Thus these special crystal foci have special rules.

All crystal foci may be made of any kind of crystal or gemstone, raw or cut, but certain uses require a high level of color and clarity (represented by a minimum gp value), which determine the level of spell for which they may be foci. Even then, not every crystal of a certain value can serve as a healing or viewing focus, though it's easy (Appraise DC 10) for an experienced crystal-user to pick out those that can. As a general rule, when examining crystals of sufficient value, 10% of the crystals will be appropriate for use as either a healing or a viewing crystal focus, and a 1% will be appropriate for use as both a healing and viewing crystal focus.

HEALING CRYSTALS

A healing crystal has a minimum value of 20 gp x spell level of the spell for which it is a focus. Healing crystals are most often green, blue, rose, or yellow, though exceptions exist. Agate, amber, citrine, emerald, jade, jasper, lapis lazuli, and topaz are commonly used as healing crystals (but for game rules, the material doesn't actually matter).

Some spells require an "attuned healing crystal" as a focus. A healing crystal is automatically attuned to anyone it has healed before and anyone who has cut or shaped it. A GM may wish to have creatures have natural affinities for certain stones (birthstones, for example, or totem stones related to certain

jobs), and have those crystals automatically be attuned to creatures that have an affinity for them.

VIEWING CRYSTALS

A viewing crystal has a minimum value of 90 gp, but must be worth at least ((10 gp x spell level) x spell level) in order to be used as a focus for a given spell. Thus a 90 gp viewing crystal can be used for 0-3rd level spells, but 4th-level spells require a 160 gp crystal, 5th-level require a 250 gp crystal, all the way up to 9th level spells requiring 810 gp viewing crystals as foci. Viewing crystals are most often clear, red, purple, orange, white, or black, though exceptions exist. Amethyst, bloodstone, diamond, jet, obsidian, opal, onyx, quartz, and ruby are commonly used as viewing crystals (but for the game rules, the material doesn't actually matter).

Some spells require the viewing crystal focus to be "attuned." A viewing crystal focus is automatically attuned to a person who has used it to cast spells in the past or when used to view the geographic area it is native to (the contiguous area of the same terrain type it was mined from).

ATTUNING A CRYSTAL

Both healing and viewing crystals can be attuned to new subjects by various methods. There is no limit to how many creatures or locations to which a crystal may be attuned. Any crystal can be attuned easily with the *attune crystal* spell. Crystals can also be attuned as a standard action with

a Knowledge (nature) check or a Perform (oratory or sing) check, which makes these crystal spells especially popular with bards and druids.

Crystals attuned with *attune crystal* can act as a focus for all spells. Those attuned with a skill check are limited by the results of that check. In order to act as the focus for a spell, the attuning skill check must have beaten a DC of 15 + double the spell level. So if the check result is 21, the crystal can be used as a focus for up to 3rd-level spells (15 + (3 x 2) = 21). In order to be used for 4th-level spells, the skill check would have to beat DC 23 (15 + (2 x 4) = 23), and so on.

NEW SPELLS

BARD SPELLS

0-Level Bard Spells

Attune Crystal: Attune a crystal focus.

Focus Thought^F: Reroll a failed Knowledge check.

1st-Level Bard Spells

Focus Healing^F: Use a crystal to boost patient's natural healing energies.

Focus Resistance^F: Use a crystal to boost patient's natural resistance to afflictions.

Record Sound^F: Record ten minutes/level of sound onto a crystal.

2nd-Level Bard Spells

Know Destination^F: Learn the planned destination of one target creature.

Retrocognition^F: See into the past.

Show Aura^F: Reveal shapeshifters, fey, and outsiders and learn target's feats.

3rd-Level Bard Spells

Crystal Council^F: Create a council of allies, or allow an existing council to communicate mentally.

4th-Level Bard Spells

Crystallize^F: Turns one stone, earth, or metal object into clear crystal.

CLERIC SPELLS

1st-Level Cleric Spells

Attune Crystal: Attune a crystal focus.

2nd-Level Cleric Spells

Focus Healing^F: Use a crystal to boost patient's natural healing energies.

Focus Resistance^F: Use a crystal to boost patient's natural resistance to afflictions.

3rd-Level Cleric Spells

Focus Thought^F: Reroll a failed Knowledge check.

4th-Level Cleric Spells

Show Aura^F: Reveal shapeshifters, fey and outsiders and learn target's feats.

DRUID SPELLS

1st-Level Druid Spells

Focus Thought^F: Reroll a failed Knowledge check.

2nd-Level Druid Spells

Focus Healing^F: Use a crystal to boost patient's natural healing energies.

Focus Resistance^F: Use a crystal to boost patient's natural resistance to afflictions.

Record Sound^F: Record ten minutes/level of sound onto a crystal.

3rd-Level Druid Spells

Retrocognition^F: See into the past.

Show Aura^F: Reveal shapeshifters, fey and outsiders and learn target's feats.

4th-Level Druid Spells

Crystal Council^F: Create a council of allies, or allow an existing council to communicate mentally.

5th-Level Druid Spells

Crystallize^F: Turns one stone, earth, or metal object into clear crystal.

Know Destination^F: Learn the planned destination of one target creature.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Divination

Attune Crystal: Attune a viewing crystal.

2nd-Level Sorcerer/Wizard Spells

Divination

Focus Thought^F: Reroll a failed Knowledge check.

3rd-Level Sorcerer/Wizard Spells

Transmutation

Focus Healing^F: Use a crystal to boost patient's natural healing energies.

Focus Resistance^F: Use a crystal to boost patient's natural resistance to afflictions.

Record Sound^F: Record ten minutes/level of sound onto a crystal.

4th-Level Sorcerer/Wizard Spells

Divination

Know Destination^F: Learn the planned destination of one target creature.

Retrocognition^F: See into the past.

Show Aura^F: Reveal shapeshifters, fey and outsiders and learn target's feats.



5th-Level Sorcerer/Wizard Spells

Transmutation

Crystal Council^F: Create a council of allies, or allow an existing council to communicate mentally.

6th-Level Sorcerer/Wizard Spells

Transmutation

Crystallize^F: Turns one stone, earth, or metal object into clear crystal.

SPELLS ATTUNE CRYSTAL

School: divination [crystal]; **Level:** bard 0, cleric 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: crystal touched

Duration: instantaneous

Saving Throw: Will negates (harmless, object);

Spell Resistance: yes (harmless, object)

This spell attunes a crystal focus to a specific creature or location. There is no limit to how many creatures or locations to which a crystal may be attuned.

CRYSTAL COUNCIL

School: transmutation [language-dependent];

Level: bard 3, druid 4, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S, F (one or more viewing crystals, see text)

Range: see text

Targets: one creature/level

Duration: see text

Saving Throw: Will negates (harmless); **Spell**

Resistance: yes (harmless)

The *crystal council* spell can be cast one of two ways—to create a council between a number of creatures, or to establish contact among those members of an existing council who are within range.

To establish a council, all creatures must be willing, must be touching you, and each must have and be touching a viewing crystal that is capable of being the focus for this spell. You may include up to one willing creature per caster level as part of the council. When using the spell this way, its duration is instantaneous. You cannot change creatures included the council. If you wish to add or subtract members of the council, you must gather together all creatures to be included in the new council and cast the spell again. Each viewing crystal may only be associated with one council at any given time. If a new *crystal council* spell is cast on a viewing crystal, it is disconnected from the previous council and its owner is no longer considered to be part of that council. If a new *crystal council* spell is cast on the crystal use by a spellcaster to form a council, then the previous council is disbanded entirely. A creature can be part of multiple councils, but must have a separate viewing crystal for each one.

The other way to cast this spell is to use it to communicate mentally with all members of an existing council. The spell affects all willing members of the council who have in their possession the viewing crystal they used when forming the council. For one minute per casting level, the members of the council can freely and silently communicate

with each other mentally. Anything communicated through the crystal is sent to everyone in the council, making private conversations difficult. Language is a barrier, though, so if two members of the council share a language not known to other members, they may speak mentally to each other in that language. Sending a message is a move action, though the message may be of any length. Receiving messages requires no action.

This mental communication only works if the spell energy can freely travel between council members. Normally the communication can get through to anyone on the same plane of existence, but if a member is totally sealed off from all forms of energy, he is unable to send or receive communication. Similarly, it is impossible to communicate with creatures on other planes (including the ethereal plane).

CRYSTALLIZE

School: transmutation [crystal]; **Level:** bard 4, druid 5, sorcerer/wizard 6

Casting Time: 1 standard action

Components: V, S, F (crystal)

Range: touch

Target or Area: large or smaller object touched or 10-foot-radius spread

Duration: instantaneous

Saving Throw: Will negates; **Spell**

Resistance: yes

The *crystallize* spell turns one stone, earth, or metal object no larger than a Large creature, or a 10-foot-radius section of a larger stone, earth, or metal object, into

clear crystal. If the object or section had a hardness of less than 15, it is increased to 15 (otherwise it retains its original hardness). The object or section otherwise maintains the same shape and properties. It has no affect on animate or living objects. Objects held by a creature gain that creature's Will save and SR to resist the spell.

This spell can be used to create windows as tough as the stone walls around them, place crystal spikes at the bottom of a pool, turn metal weapons or armor into crystal, devise delicate crystal clockworks, or any of a number of similar uses.

FOCUS HEALING

School: transmutation [crystal]; **Level:** bard 1, cleric 2, druid 2, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S, F (healing crystal)

Range: personal

Target: you

Duration: 1 hour/level

This spell uses a crystal to attune the natural healing energy of those you assist with their injuries, aiding them in recovering from their wounds. For the duration of the spell, any time you make a Heal check to restore hit points to a subject, you gain a 50% bonus to the number of hit points you restore. You must have the healing crystal focus in your possession to gain the benefit of this spell.

FOCUS RESISTANCE

School: transmutation [crystal]; **Level:** bard 1, cleric 2, druid 2, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S, F (attuned healing crystal)

Range: personal

Target: you

Duration: 1 day

This spell uses a crystal to attune the natural resistance of those you attempt to aid in recovering from afflictions. For the duration of the spell, any time you make a Heal check to treat disease or treat poison, if your Heal check exceeds the DC of the affliction your subject gains a +8 competence bonus to his saving throw (rather than the normal +4).

Additionally, if you treat a patient for a full day (using the long term care function of the Heal skill), you may grant that patient a new saving throw against any curse he is suffering. The subject may make a new saving throw against the curse (with the same DC as when he was initially afflicted). If the new save is successful, the curse ends.

You must have the attuned healing crystal focus in your possession to gain the benefit of this spell.

FOCUS THOUGHT

School: divination [crystal]; **Level:** bard 0, cleric 3, druid 1, sorcerer/wizard 2

Casting Time: 10 minutes

Components: V, S, F (healing crystal)

Range: personal

Target: caster

Duration: instantaneous

Saving Throw: none

Spell Resistance: no

At the end of the spell's casting time, you may reroll any one Knowledge check you

failed in the past 24 hours. You may only reroll a given failed Knowledge check once using this spell.

KNOW DESTINATION

School: divination [crystal]; **Level:** bard 2, druid 5, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S, F (viewing crystal)

Range: personal

Target: caster

Duration: instantaneous

Saving Throw: none

Spell Resistance: no

This spell allows you to learn the destination of any one target you have seen in the past five minutes. It does not matter if the creature teleported away, flew off, or got aboard a sea vessel, you know the creature's intended destination. If a trip has multiple legs, each using a different form of travel, you learn only the destination of the current leg of the trip. You do not learn if the creature traveling actually arrived at its intended destination, or changes its mind later, only where the target was intending to go (if anywhere) when you last saw it.

RECORD SOUND

School: transmutation; **Level:** bard 1, druid 2, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S, F (attuned viewing crystal)

Range: you

Effect: up to 10 minutes/level of sound recorded

Duration: up to 1 day/level (see text)(D)

Saving Throw: none; **Spell Resistance:** no



This spell may be cast one of two ways. First, you can record any sound you hear onto a crystal attuned to you, and play it back later. The spell records all the sounds you hear and are aware of for the full duration of the spell as long as the focus crystal is in your possession (though it need not be obvious). If there is a question about what noises are recorded on the crystal, make a Perception check at a DC set by the GM to see if you noticed the noise and thus recorded it.

The second use of this spell is to play back the sounds previously stored on a crystal. When you cast the spell in this way, you immediately become aware of the rough length and kind of sounds included in the recording and may play any part of those sounds you wish. This playback is audible and can be heard by anyone around you.

If you cast *sculpt sound* on a crystal with sound recorded on it, you may attempt to change details of those sounds. Make a Bluff check when you change the sound, the total of your check becomes the DC of Perception checks for those listening to the modified sound to realize it has been changed from the original recording.

RETROCOGNITION

School: divination (scrying)[crystal]; **Level:** bard 2, druid 3, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S, F (attuned viewing crystal)

Range: personal

Target: caster

Duration: up to 1 day/level (see text)(D)

Saving Throw: none; **Spell Resistance:** no

This spell allows you to see events that occurred at your current location at some point in the past. You perceive the past event as if you had been present, allowing you to see, hear, smell, and taste the past. You cannot move during the duration of this vision of the past, so you must make a Perception check to determine if you are able to see any specific piece of information—the DC is the the same as it would have been if you were there at the time. This Perception check is intended to cover normal information that one notices in everyday activity—a persons face and general style of dress, what food is being served, or what the weather is like, for example. Any especially detailed information like the exact pattern on a tapestry, the particular type of wood burning in a fire, or the number of candles in a chandelier should have a DC of at least 20 and potentially much higher.

The distance into the past you can see and how long the vision you receive lasts are dependent on your level, as detailed on the chart below. You can only use *retroognition* to see a particular event once—it's not possible to use this spell to view the same event over and over.

| Caster Level | Max. Time Passed | Length of Vision |
|--------------|------------------|------------------|
| 5-8 | 1 day/lvl | 1 rnd |
| 9-12 | 1 week/lvl | 1 rnd/lvl |
| 13-16 | 1 month/lvl | 1 min/lvl |
| 17-20 | 1 year/lvl | 10 min/lvl |
| 21+ | 1 decade/lvl | 1 hour/lvl |

If you are aware of a specific event you wish to see, the spell automatically replays that event. If you are not aware of a specific event, you instead see the most significant event within the spell's time frame (as determined by the GM). In either case, the spell will not tell you exactly when the event you see occurred, though you may be able to make a rough estimate based on the details you see.

SHOW AURA

School: divination (scrying); **Level:** bard 2, cleric 4, druid 3, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S, F (viewing crystal)

Range: close (25 ft. + 5 ft./level)

Area: cone-shaped emanation

Duration: concentration up to 1 round/level

Saving Throw: none; **Spell Resistance:** yes

This spell allows you to see a target's aura, revealing a broad range information about the target. The character can detect the aura of magic that surrounds natural shapeshifters (and those creatures not in their natural form), fey, and outsiders. The information revealed depends on how long you study a particular area or subject, as detailed below.

You may also be able to learn what feats are possessed by creatures within the area. Beginning on the fourth round of concentration, a target you know the location of, you may target one creature within the spell's area whose location you know exactly and learn one feat that target possesses. Each additional round that you maintain concentration, you may learn one additional feat known by that or another creature within the spell's area. You do not know if the feat is granted by a class, taken as a bonus feat, selected as a normal feat, or even granted through the use of a spell or item, only that the target has the feat in question.

1st Round: Presence or absence of shapeshifters (or creatures in alternate forms), fey, or outsiders.

2nd Round: Number of shapeshifters (or creatures in alternate forms), fey, or outsiders in the area.

3rd Round: The location of each shapeshifter (or creature in alternate forms), fey, or outsider. If a creature is outside your line of sight, you discern its direction but not its exact location.

4th and subsequent rounds: The creature type and subtype of one shapeshifter (or creatures in alternate form), fey, or outsider in the area whose location is known exactly, and one feat possessed by one creature in area.

NEW OPTIONS

With the addition of new crystal spells, it's only natural that some spellcasting classes have more crystal- and attunement-related options. Presented below are the attunement domain (for clerics and druids), the crystal bloodline (for sorcerers), the crystal specialist (for wizards), and a new monster option—the carbuncle template—to broaden encounter options with crystal-themed monsters, and allow crystal-focused druids new options for *summon nature's ally* spells.

ATTUNEMENT DOMAIN

Much as a crystal's special construction allows them to serve as a focus for some of the world's natural energies, certain gods allow their followers to be attuned with fellow mortals and to help focus the energy in their lives. The attunement domains is not explicitly connected to crystals, but it uses the same themes as crystal magic and the associated gods often favor crystal iconography. Many gods that grant animal and plant domains also grant attunement, and their followers often carry crystal holy symbols.

The attunement domain may be selected by a druid using the nature bond class ability.

Granted Powers: You can feel the energy of others, attune yourself to it, and use that connection for their benefit or detriment.

Empathic Healing (Su): As a move action that does not provoke an attack of opportunity, you can transfer the injuries of another creature to yourself with a touch. You transfer a maximum of 2 hit points per cleric level. No known

mundane or magical protection can prevent you from taking the damage you transfer, and in any case your target only heals as much damage as you actually take. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Discordant Energies (Ex): At 8th level, by attuning yourself to a target you can make your spells discordant to it, causing your subsequent spells to be especially distracting for that foe. Attuning yourself to a target requires a Knowledge (religion) check as a standard action, to call upon your training as an attunement cleric (druids with this domain may use Knowledge (nature) instead). The DC of this check is 10 + target's base Fort bonus, and you must be able to see the target clearly. Whenever you cast any spell on the target while you are attuned, in addition to the spell's normal effects, the target must make a Fortitude save (DC 10 + spell's level + your Wisdom modifier) or be sickened for 1 round per level of the spell. You can only be attuned to one creature at a time, attuning to a new creature ends all other attunements.

Domain Spells: 1st—*attune crystal**, 2nd—*focus healing**, 3rd—*focus thoughts**, 4th—*know destination**, 5th—*retroognition **, 6th—*crystal council**, 7th—*sympathy*, 8th—*sympathetic vibration*, —*antipathy*.

*New spell, introduced in this product.

CRYSTAL BLOODLINE (SORCERER)

While an elemental bloodline of earth exists in the core rules, it focuses on the link between elemental earth and acidic salts, with most of its powers dealing with acid damage. The crystal bloodline is designed for characters who rather

have a spiritual connection to crystals and gems, with powers that tie into the scrying power of crystals.

You have ties to supernatural forces of crystal and jewel. Perhaps you are descended from prognosticators who mingled with stone giants, or you may have been born adjacent to a *crystal ball*.

Class Skill: Sense Motive.

Bonus Spells: *true strike* (3rd), *see invisibility* (5th), *arcane sight* (7th), *scrying* (9th), *contact other plane* (11th), *true seeing* (13th), *scrying, greater* (15th), *moment of prescience* (17th), *foresight* (19th).

Bonus Feats: Alertness, Blind-Fight, Combat Casting, Deadly Aim, Dodge, Point-Blank Shot.

Bloodline Arcana: Whenever you cast a spell from the divination school you gain a luck bonus to all Perception and Sense Motive checks for ten minutes per spell level. This bonus is equal to the level of the spell cast.

Bloodline Powers: The scrying powers of crystal are yours to command, and your mastery of them leads to a growing ability to see the future.

Prophetic Blow (Sup): Starting at 1st level, you can cause an attack to deal extra damage by scrying on the movements and weaknesses of your target. This is a swift action you may take once per round. The next attack you make against your chosen foe deals 1d6 additional hp of damage, +1 per 2 sorcerer levels. (This damage is of the same type as the attack with which it is used, and only attacks that require an attack role may have this damage added to them.) You

may use this ability a number of times per day equal to 3 + your Charisma modifier.

Forewarned (Su): At 3rd level, you gain a +1 luck bonus to AC and all saving throws. At 9th level this bonus increases to +2, and at 15th level it increases to +4.

Crystal Augury (Sp): At 9th level, if you have a viewing crystal focus, you can sacrifice any spell of 3rd level or higher to cast the *augury* spell without its normal material component or focus. For purposes of this spell, the spell level is your sorcerer level plus your Charisma bonus. You may do this once a day. At 13th level you may do it twice per day, and at 17th level three times per day.

Soothsayer (Su): At 15th level, your use of crystals grants you flashes of insight into the future, allowing you to warn friends and allies about potential threats to come. Though these warning rarely make sense at the time they are spoken, they allow your friends to make preparations that later turn out to be crucial. Once per day you may use your foresight to give advice, a process that takes an hour and can target a number of characters equal to 6 + your Charisma modifier (minimum 6). You may foresee your own future, but you count against the total number of characters you may targeted daily.

A targeted character gains the one-time ability, as an immediate action, to reroll any one ability check, attack roll, skill check, or saving throw immediately after it is made. The decision to use this ability may be made after the result of the roll has been revealed, but it must be before any other actions take

place. The character must use the result of the reroll even if it is less advantageous. Once this ability has been used, the character may be targeted by the soothsayer ability again and gain a new use of the ability. A character may only gain the benefits of a single use of soothsayer at a time—even if other Crystal Bloodline sorcerers use soothsayer on the character's behalf, he can only carry one potential use of the reroll ability at a time.

Crystal Seer (Su): At 20th level you constantly see glimpses of the future and potential threats to your efforts every time you glance at a crystal of any type. As a result, you gain a +2 luck bonus to all ability checks, attack rolls, and skill checks you make.

CRYSTAL SPECIALIST

Wizards who are crystal specialists study the interaction between crystals and magic, seeking practical uses for the special structure of gems rather than getting sidetracked by talk of being «in tune» with nature, or the «purity» of a crystal's form. In many cases, crystal specialists use their knowledge of the magic properties of gems to augment traditional wizard spells, rather than learn spells of the crystal subtype.

Crystal Storage (Su): You can store your repertoire of spells in a crystal rather than scribe them in a spellbook. A typical crystal can store 7 levels worth of spells per gp of value, a viewing crystal can store 10 levels of spells per gp of value. While the physical process of adding spells to and learning them from a storage crystal are different from adding them to or learning them from a spellbook, the total time required and cost

of materials (incense for meditation, rather than special inks) is the same.

Drain Crystal (Su): You can prepare spells in slots you have already used for the day, by draining the energies naturally occurring in a crystal to refill the slot. It takes an uninterrupted hour of relative quiet and meditation to refill one spell slot. You cannot refill your highest level of spell slot. You can refill an empty slot with any spell that you know of the same level or lower.

The more powerful you are, the more energy you must drain from a crystal to refill a spell slot. When doing this, you reduce the value of a crystal in your possession by a number of gp equal to 10 x your caster level x the level of the spell slot refilled. (You cannot refill a 0-level spell slot with drain crystal, as it is never “emptied” from casting). You may take this value from multiple crystals. The lost value shows in reduced clarity and brilliance of the crystals, and cannot be restored even through powerful magics such as *wish*. If you attempt to refill a spell slot and do not have enough gp worth of crystals in your possession, the effort fails and all your crystals lose half their total value.

Prismatic Magic (Su): At 11th level, you have learned to charge damaging spells with the prismatic power of a crystal's matrix, causing the spell to burst forth in a range of bright colors. Only spells that allow Reflex saves for half damage or require an attack roll may be made prismatic spells. Roll the spell's damage normally, then apply all of the following color effects based on the base damage (rounding down, where appropriate) and the spells level before

prismatic magic was applied. Each color effect allows its own save for half damage. A prismatic spell takes up a spell slot 5 levels higher than its base spell level.

- Red—Damage equal to 1/2 of the spell's base damage is dealt as fire damage.
- Orange—Damage equal to the spell's base damage is dealt as acid damage.
- Yellow—Damage equal to 150% of the spell's base damage is dealt as electricity damage.
- Green—The target suffers Constitution damage (1 point for 1st–3rd level spells, 1d2 points for 4th–6th level spells, and 1d3 points for 7th–9th level spells). If the target is reduced to 0 or lower Con, the target dies.
- Blue—The target suffers Dexterity damage (1 point for 1st–3rd level spells, 1d2 points for 4th–6th level spells, and 1d3 points for 7th–9th level spells). If the target is reduced to a 0 or lower Dexterity, the target is turned to stone for 1 round per level of the spell. Afterward, the target falls unconscious, as normally happens with Dexterity damage.
- Indigo—The target suffers Intelligence damage (1 point for 1st–3rd level spells, 1d2 points for 4th–6th level spells, and 1d3 points for 7th–9th level spells). If the target is reduced to a 0 or lower Intelligence, the is insane (as the *insanity* spell) for 1 round per level of the spell (rather than being comatose). Afterward, the target falls unconscious, as normally happens with Intelligence damage.

Example: Nargen Slaybolt is an 11th-level crystal wizard who has prepared *burning hands* as a prismatic spell using a 6th-level spell slot. When he casts the *prismatic burning hands*, if it hits he rolls the 5d4 damage normally, getting 13 points. Each target must make 6 Reflex saves, suffering 9 points of fire damage (4 with a save), 13 points of acid damage (6 with a save), 19 points of electrical damage (9 with a save), 1 point of Constitution drain (0 with a save), 1 point of Dexterity drain (0 with a save), and 1 point of Intelligence drain (0 with a save).



CARBUNCLE

Carbuncle is a simple template for creatures with innate crystalline properties. The name comes from the fact that a “carbuncle” is an archaic term for a cabachon cut red garnet (or sometimes any red gemstone), as well as a mythological creature (though it’s mythology may only date back to the 1950s), and for an abscess larger than a boil. Thus the template name here refers to creatures that have one or more crystals naturally imbedded in their body, generally on the forehead, wrist, or along the spine.

Carbuncles are naturally attuned to some of the forces of magic. This is a +0 CR template that can be applied to any corporeal creature, but it most common for animals, magical beasts, and creatures of the earth subtype.

- Good-aligned carbuncles can *detect evil*. Evil-aligned carbuncles can *detect good*. Neutral carbuncles can *detect magic*. Each type can use this spell-like ability once per day for every 3 hit dice (or fraction thereof).
- A carbuncle is slightly prescient. A carbuncle can make a DC 10 Wisdom check to be able to act on the surprise round even if it would normally be surprised.
- A carbuncle's prescience often guides their attacks. A carbuncle gains a +4 bonus on attack rolls to confirm any critical threat it makes.
- Carbuncles have Sense Motive as a class skill and gain a +3 racial bonus to Sense Motive skill checks.

- If a carbuncle has the scent ability, it can track magic auras (such as those from spells and magic items) by smell. (This template does not grant the scent ability to creatures that lack it normally.)
- Due to their sensitive nature, carbuncles suffer a –1 penalty to Will saving throws.
- As a result of how noises react with their crystal growths, carbuncles are vulnerable to sonic damage.

CRYSTAL MAGIC AND NEW CLASSES

A GM that adds new spellcasting base classes into a campaign rarely can count on getting much in the way of practical advice about when to give those classes access to new spells. In any case, that sort of decision should be based on the needs of each campaign, not some general rule dreamed up by a designer who doesn’t know a thing about the needs and idiosyncrasies of a particular GM’s game world. This is even more true for strongly themed spells, such as those presented in *The Genius Guide to Crystal Magic*. The idea that crystals contain real power, not to mention that viewing and healing crystals enhance those critical types of magic, can change the tenor of spellcasting classes in ways a GM should naturally be wary of. A little crystal magic added to a spell list likely won’t have any more impact than a few extra fire magic

spells. But some classes gain a wide range of these spells can have a significant impact on their performance in play.

Crystal spells built around viewing crystals are generally informational in nature, and may grant players access to insights and clues a GM never expected them to find. If added to classes with a broad range of divination options this won't change much, but when given to classes that previously focused more on combat or augmentation they may change how players tackle mystery-based plotlines. Crystal spells built around healing crystals are designed to give restorative powers that complement (but don't invalidate) the healing of clerics. For any class that can already heal magically, this won't have a significant impact. But adding them to classes normally restricted from healing can make a group a great deal more resilient over the course of multiple encounters. (Part of the balance involve in putting such spells on the sorcerer/wizard spell list is that they generally reside in higher-level spells slots than for classes that traditionally have access to healing magic.)

As a general rule, this product assumes bards have the strongest affinity for crystal magic, followed by druids, sorcerers/wizards, and finally clerics. If a GM wants to allow a new base class access to crystal magic, one easy way is to give them the same spell list as is granted to one of these classes, picking that class by the affinity to crystal magic the GM wants to encourage.

Super Genius Games produces a number of products that contain new spellcasting base classes, several of which have their own spell lists. Below we present suggestions for how to incorporate crystal magic with some of those classes, both to make it easier to use our products in tandem and to serve as an example for GMs on how to combine this product with their own original base classes (or those from other companies' products).

Genius Guide to the Archon: Archons have limited spell selection, and their spell list is very similar (though not identical) to the sorcerer/wizard spell list. An archon would have to dedicate a fair number of her precious spells known to crystal magic for it to make a noteworthy impact on a campaign, but doing so shouldn't create any game balance issues. A GM can allow archon characters to add all the crystal magic spells from the sorcerer/wizard list to the archon list. Alternatively, the GM may wish to only allow Archons access to those spells that require a viewing crystal focus (to prevent archons from being able to fight, enhance themselves with magic, and cast healing magic).

Genius Guide to the Death Mage: A death mage has no particular connection to crystal magic, and likely shouldn't gain access to any crystal magic spells. A GM who wants to increase the weak soothsaying elements of a death mage could add the sorcerer's crystal bloodline (and access to the associated spell list) as a fourth option for the death bond class ability.

Genius Guide to the Dragonrider: The dragonrider normally access spells from the sorcerer/wizard spell list, making it easy to add crystal magic spell to the class if desired. Alternatively, a GM might decide that in his campaign world dragons are organized by their affinity to gemstones rather than by color or metal. Instead of writing up a whole new set of dragon steeds, the GM could simply reduce the breath weapon of an existing steed by one die type (1d6 becomes 1d4, 1d4 becomes 1d3, and so on) and expand the dragonrider spell list by adding the bard spells list from this book. Thus a "ruby dragon" is treated as a red dragon (with d6s for its breath weapon) and its rider gains the broad range of crystal magic spells a bard receives.

WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Owen K.C. Stephens

Additional Design:

Stan!

Editor:

Stan!

Additional Editing:

Paul Fisher

Cover Art:

Shaman Stockart

Interior Art:

Shaman Stockart and Joseph Calkins and
Cerebus Illustrations

Graphic Design and Typesetting:

R. Hyrum Savage

Produced By:

Super Genius Games

www.supergeniusgames.com

Contents ©2010 Owen K.C. Stephens

Used with permission.

For more information about Super Genius Games and our upcoming products, follow us on Facebook: www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, Stan: @stannex, and/or Hyrum: @savageplanet, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/> compatibility for more information on the compatibility license.



DESIGNATION OF PRODUCT IDENTITY

The OtherWorld Creations (OWC) and Super Genius Games (SGG) company names and logos; the "The Genius Guide To:" name and logo; the Crystal Magic name, background, and logo; all artwork, trade dress, and graphic design elements;

All game mechanics of The Genius Guide to: Crystal Magic is Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
The Genius Guide To: Crystal Magic. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens