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TRUE SORCERY



A MAGIC SOURCEBOOK FOR OGL GAMING

BY ROBERT J SCHWALB



TRUE SORCERY

A VARIANT MAGIC SYSTEM FOR THE D20 SYSTEM

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INTRODUCTION

Green Ronin Publishing released *The Black Company Campaign Setting* at the close of 2004, offering for the first time a complete game treatment of Glen Cook's popular fantasy setting. While there were many challenges in bringing these books to the game table, perhaps the greatest was in redefining magic to capture and reflect that used by the iconic wizards of the novels. What we needed was a system that placed complete control over the spell's effects in the hands of the caster (and by extension the player, of course). The world of *The Black Company* novels was not one where wizards pored over dusty spellbooks, preparing their spells in advance, but rather one in which wizards tapped some inner reservoir and just made things happen. We found interesting, evocative, and imaginative uses of magic, and certainly no two spells were ever alike. It was clear from the outset that spells as d20 System players knew them would simply not work in this world.

For the better part of a year, we worked on designing and developing a magic system for this setting, binding the wild and unpredictable to rules that ensure balance at the gaming table. And the result of all that effort was an interesting, albeit complex, system of magic. I never expected the magic system to eclipse many of the other aspects of the setting, and soon after Green Ronin released the book, there was a lot of excitement and interest in adapting the magic system for other worlds. Requests for new spells, questions about marrying this system with standard magic, and even using this magic system for epic-level play were all topics that bounced back and forth on various message boards and in e-mails. It was clear there was more to be said and done with *The Black Company's* magic system. And so, a little over a year later, we have *True Sorcery*.

This book contains revised and expanded magic rules for use with any d20 System game, whether for the standard dungeon crawl games or even for use with the *d20 Modern Roleplaying Game*. We paid extra attention to clarifying the rules where needed, adding additional examples, and offering new spells. If you're not familiar with *The Black Company Campaign Setting*, have no worries; this book is a complete adaptation and includes everything you need to build a spellcaster using *True Sorcery*. And if you like what you find here, be sure to check out the setting that inspired it.

USING THIS BOOK

True Sorcery presents a toolset for transforming d20 System games from high fantasy to low. With these rules, spellcasters have a lot more freedom to do what they want with their spells, not bound by a fire-and-forget spellcasting system. However, these rules change the game, blurring the traditional boundaries between divine spellcasting and arcane spellcasting.

It's no coincidence this book is entitled *True Sorcery*, as the easiest way to use this product is to replace the sorcerer in the *PHB* with the spellcaster class presented here. The spellcaster class has a series of talents she learns to use in more powerful ways as she becomes more adept at manipulating magic energy,

as would be expected for someone perfecting innate abilities discovered through trial and error. While the spellcaster may seem somewhat weaker than a wizard at least in regards to casting time, gaining new spells, refreshing daily spell totals, and the speed with which she casts spells, she can sacrifice personal energy to cast greater spell effects and use individual spells with more versatility.

A more extensive modification to a campaign would be to replace the entire existing magic system with this one. In this case, there's no difference between arcane and divine spellcasting; clerics and wizards are all folded into one class. *True Sorcery* is written from this point of view, but that shouldn't make using one of the other options more difficult.

An alternative that splits the difference is to replace the standard d20 System magic rules with *True Sorcery's*, but keep the class distinctions as they are, restricting certain spells to certain classes (such as *Healing Lore* to clerics and druids). Using this option, every time a spellcasting character gains a new spell level, she gains a new instance of the Talent feat. Furthermore, a cleric, druid, sorcerer, or wizard improves her magnitude at the same rate as a spellcaster. Paladins and rangers gain the Dabbler feat when the class first grants the spellcasting ability, but their magnitude does not improve. Bards gain the Dabbler feat at 1st level, Student of Magic at 4th level, and First Magnitude at 10th level.

When replacing the d20 System magic rules with those presented in *True Sorcery*, there are a few things to consider when it comes to monsters. For monsters that have spell-like abilities, it's best to leave them as written. Doing so makes monsters a bit tougher in comparison to spellcasters (and adventuring parties that include them) since they can often cast spells faster than PCs. To correct this imbalance, increase the monster's CR by +1 and by an additional +1 for every full 5 caster levels (*i.e.*, +1 for CL 1st through 5th, +2 for CL 6th through 10th, +3 for CL 11th through 15th, +4 for CL 16th to 20th).

For monsters that prepare spells in advance in the manner of wizards, clerics, druids, and others, the matter becomes a bit more tricky. The best solution is to treat these monsters as having effective levels in the spellcaster class equal to their base Challenge Rating. So a CR 4 monster that can cast spells like a wizard would have the spellcasting ability of a 4th-level spellcaster, gaining bonus feats and other class features as described on **Table 1-1: The Spellcaster** (but not the base attack bonus, saving throw bonuses or additional skill points). Also, if the monster does not have Spellcraft, recalculate its skill point expenditures so that it does. Select spells that seem appropriate to the monster. Don't modify the monster's caster level.

Magic items are another sticky point. If this magic system is imported whole cloth, you should use the new magic item creation rules described in **Chapter Four: Magic Items**. However, if you replace the *PHB* sorcerer with the spellcaster class, then both magic item systems can be used side-by-side.



CHAPTER ONE: THE SPELLCASTER

In *True Sorcery*, all magic is the same. Whether you are a priest, a warlock, a magician, a shaman, or any other user of magic, the mechanics are identical. Magic is the miraculous, a departure from the ordinary, the ability to bring about a new thing, a new phenomenon, an effect that lies outside what is ordinarily possible. Through force of will, spellcasters change the essential nature of the world, altering the fabric

of reality to suit their needs. Whether calling forth a demon from the Abyss or evoking a lightning from her fingertips, the spellcaster restructures the laws of reality to achieve a desired end. Sure, a priest invokes the blessing of his god, while a wizard recalls complex magical formula, but the process and energy harnessed is the same regardless of the user.

THE SPELLCASTER

Spellcasters have the following game statistics.

Abilities: Charisma is the most important statistic for spellcasters, as it is the determining score for her magical abilities. Constitution is vital as it determines starting spell energy. Intelligence is also useful: It helps a spellcaster prepare her spell effects in advance. Dexterity is another useful stat, improving the spellcaster's defenses.

Optional Rule: If you prefer to mimic the *PHB* distinctions between spellcasters, you may allow a player to choose a key ability (Intelligence, Wisdom, or Charisma) for Spellcraft. Spellcasters who use Intelligence are likely to be wizards, those using Wisdom are clerics and druids, and those who use Charisma might be witches or bards.

Hit Die: d6.

Starting Gold: 3d4 × 10 gp (75 gp).

MAGNITUDES

Magnitude is the measure of a spellcaster's power. Magnitude has several effects on a spellcaster's ability to manipulate magic as follows. For more information on magnitude, see **Chapter Two: System of Magic**.

Spell Selection: Many spells require a certain magnitude in order to select them.

Bonus to Spellcraft checks: Magnitude awards an insight bonus to Spellcraft checks.

Modifies Casting Time: Magnitude modifies casting time for spell effects (see **Casting Time** on page 20).

Maximum Spell Energy Expenditures: A spellcaster's magnitude limits the amount of spell energy she can expend each round. Dabblers and Students can spend 1 point of spell energy each round, First Magnitude spellcasters may spend 2 points, Second Magnitude spellcasters may spend 3, Third Magnitude spellcasters may spend 4, and Fourth Magnitude spellcasters may spend any amount.

TABLE 1-1: THE SPELLCASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Bonus feat, Student of Magic, Talent
2nd	+1	+0	+0	+3	—
3rd	+1	+1	+1	+3	Skill Focus (Spellcraft), Talent
4th	+2	+1	+1	+4	—
5th	+2	+1	+1	+4	Bonus feat, First Magnitude, Talent
6th	+3	+2	+2	+5	—
7th	+3	+2	+2	+5	Talent
8th	+4	+2	+2	+6	—
9th	+4	+3	+3	+6	Talent
10th	+5	+3	+3	+7	Second Magnitude, bonus feat
11th	+5	+3	+3	+7	Talent
12th	+6/+1	+4	+4	+8	—
13th	+6/+1	+4	+4	+8	Talent
14th	+7/+2	+4	+4	+9	—
15th	+7/+2	+5	+5	+9	Bonus feat, Talent, Third Magnitude
16th	+8/+3	+5	+5	+10	—
17th	+8/+3	+5	+5	+10	Talent
18th	+9/+4	+6	+6	+11	—
19th	+9/+4	+6	+6	+11	Talent
20th	+10/+5	+6	+6	+12	Bonus feat, Fourth Magnitude

CLASS SKILLS

The spellcaster's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Detect Magic (Int), Ghost Sound (Cha), Knowledge (all skills, taken individually) (Int), Prestidigitation (Cha), Resistance (Con), Speak Language (n/a), and Spellcraft (Cha)*. See **Chapter Four: Skills** in the *PHB* for skill descriptions. See **Skills** in this chapter and **Chapter Two: System of Magic** in this book for details on new skills. In order to place ranks in any of the magic skills, a character must have the Dabbler feat or the Student of Magic class feature.

*In *True Sorcery*, Spellcraft is an extension of a spellcaster's ability to make use of magical energy and so it is an expression of force of will and strength of personality. Hence, Charisma is its key ability (unless the optional rule under Abilities above is used).

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

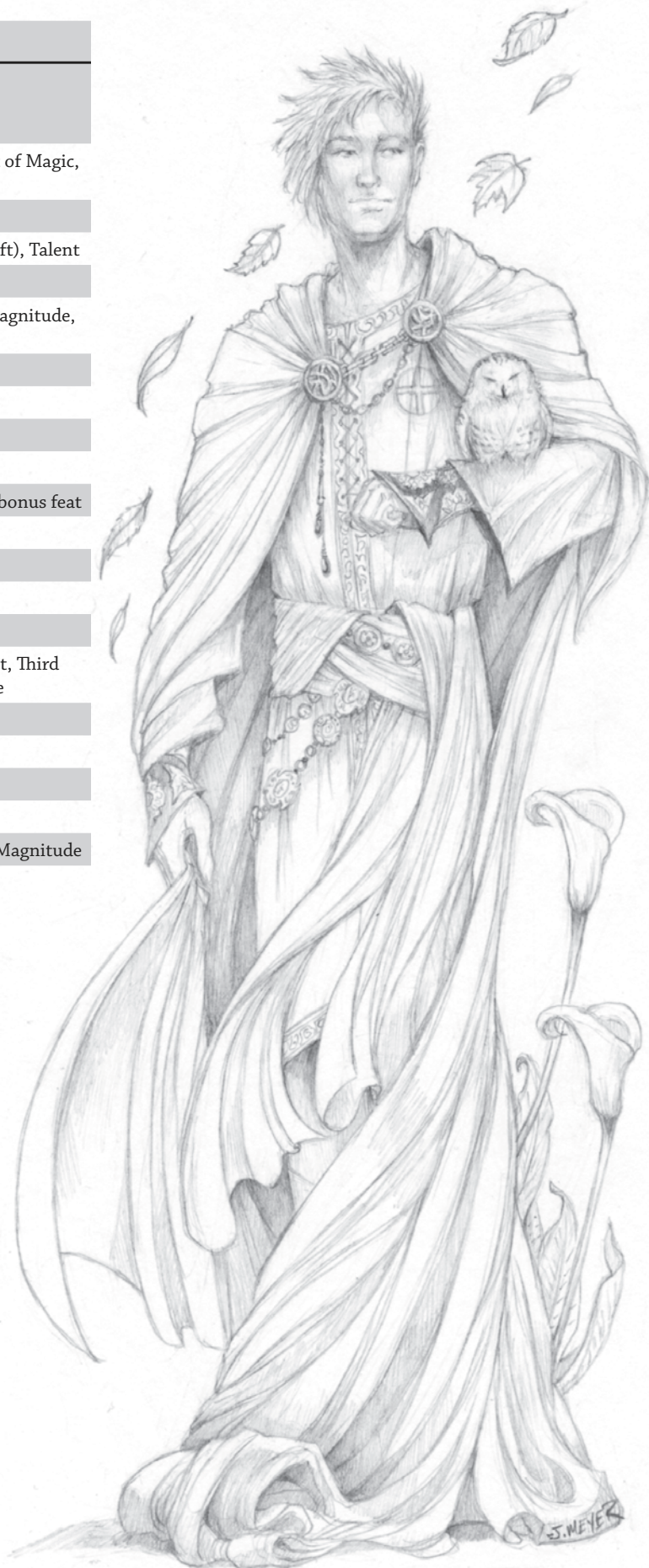
Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellcaster class.

WEAPON AND ARMOR PROFICIENCY

Spellcasters are proficient with all simple weapons, but not with armor or shields.



BONUS FEAT

At 1st, 5th, 10th, 15th, and 20th levels, a spellcaster gains a bonus feat. At each instance, she can choose any magic feat (see **Feats** in this chapter for details). The spellcaster must meet all prerequisites for the bonus feat, including caster level minimums. These bonus feats are in addition to the feats a character ordinarily gains from advancing levels and the bonus feat a human character gets at 1st level.

STUDENT OF MAGIC (EX)

A spellcaster gains spell energy equal to her Constitution modifier +1 (minimum of 1 point of spell energy). See **Chapter Two: System of Magic** for details on spell energy and its uses. In addition, the spellcaster gains a +2 insight bonus on Spellcraft skill checks.

TALENT

Starting at 1st level, and every two levels thereafter, the spellcaster gains an instance of Talent as a bonus feat.

SKILL FOCUS

At 3rd level, the spellcaster gains Skill Focus (Spellcraft) as a bonus feat.

FIRST MAGNITUDE (SU)

At 5th level, the spellcaster's insight bonus to Spellcraft checks increases to +4. She gains 1 point of spell energy.

SECOND MAGNITUDE (SU)

At 10th level, the spellcaster's insight bonus to Spellcraft checks increases to +8. She gains 2 points of spell energy.

THIRD MAGNITUDE (SU)

At 15th level, the spellcaster's insight bonus to Spellcraft checks increases to +16. She gains 4 points of spell energy.

FOURTH MAGNITUDE (SU)

At 20th level, the spellcaster's insight bonus to Spellcraft checks increases to +32. She gains 8 points of spell energy.

THE MODERN SPELLCASTER

In the modern world, there are skyscrapers, fast cars, blazing guns, gangs, planes, and computers. Add magic to this mix. Sorcerers lob fireballs while hanging out the window of a speeding car, battle demons in the subways, or engage in incredible duels for mastery over a city. The *True Sorcery* spellcaster can be easily adapted for the *d20 Modern Roleplaying Game* or other games using similar rules. In a modern-era game, the spellcaster functions as an advanced class instead of a base class as presented for traditional fantasy games.

The fastest path into the spellcaster advanced class is from the Charismatic hero basic class, although Smart and Dedicated heroes are also possible.

REQUIREMENTS

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

Skills: Craft (chemical) 3 ranks, Decipher Script 3 ranks, Knowledge (arcane lore) 6 ranks or Knowledge (theology and philosophy) 6 ranks, and Research 3 ranks.

Feat: Dabbler.

CLASS INFORMATION

The following applies to the Spellcaster advanced class.

HIT DIE

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

ACTION POINTS

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

TABLE 1–2: THE MODERN SPELLCASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Talent	+1	+1
2nd	+1	+0	+2	+3	Student of Magic	+1	+1
3rd	+1	+1	+2	+3	Talent	+2	+1
4th	+2	+1	+2	+4	First Magnitude	+2	+2
5th	+2	+1	+3	+4	Talent	+3	+2
6th	+3	+2	+3	+5	Second Magnitude	+3	+2
7th	+3	+2	+4	+5	Talent	+4	+3
8th	+4	+2	+4	+6	Third Magnitude	+4	+3
9th	+4	+3	+4	+6	Talent	+5	+3
10th	+5	+3	+5	+7	Fourth Magnitude	+5	+4

CLASS SKILLS

The Spellcaster's class skills are as follows.

Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Craft (writing) (Int), Decipher Script (Int), Detect Magic (Int), Ghost Sound (Cha), Investigate (Int), Knowledge (arcane lore, art, earth and life sciences, physical sciences, popular culture, technology) (Int), Prestidigitation (Cha), Profession (Wis), Read/Write Language (none), Research (Int), Resistance (Con), Speak Language (none), and Spellcraft (Int).

Skill Points at Each Level: 7 + Int modifier.

CLASS FEATURES

The following are features of the Spellcaster advanced class.

SPELLCASTER SKILLS

A Spellcaster has access to the following spellcaster skills: Detect Magic, Ghost Sound, Prestidigitation, Resistance, and Spellcraft. These skills are described later on in this chapter.

TALENT

At 1st, 3rd, 5th, 7th, and 9th level, the Spellcaster gets Talent as a bonus feat.

STUDENT OF MAGIC

At 2nd level, a Spellcaster gains spell energy equal to her Constitution modifier + 1 (minimum of 1). See **Chapter Two: System of Magic** for details on spell energy and its uses. In addition, the Spellcaster gains a +2 insight bonus on Spellcraft skill checks.

FIRST MAGNITUDE

At 4th level, the Spellcaster's insight bonus to Spellcraft checks increases to +4. In addition, she adds 1 point of spell energy to her spell energy pool.

SECOND MAGNITUDE

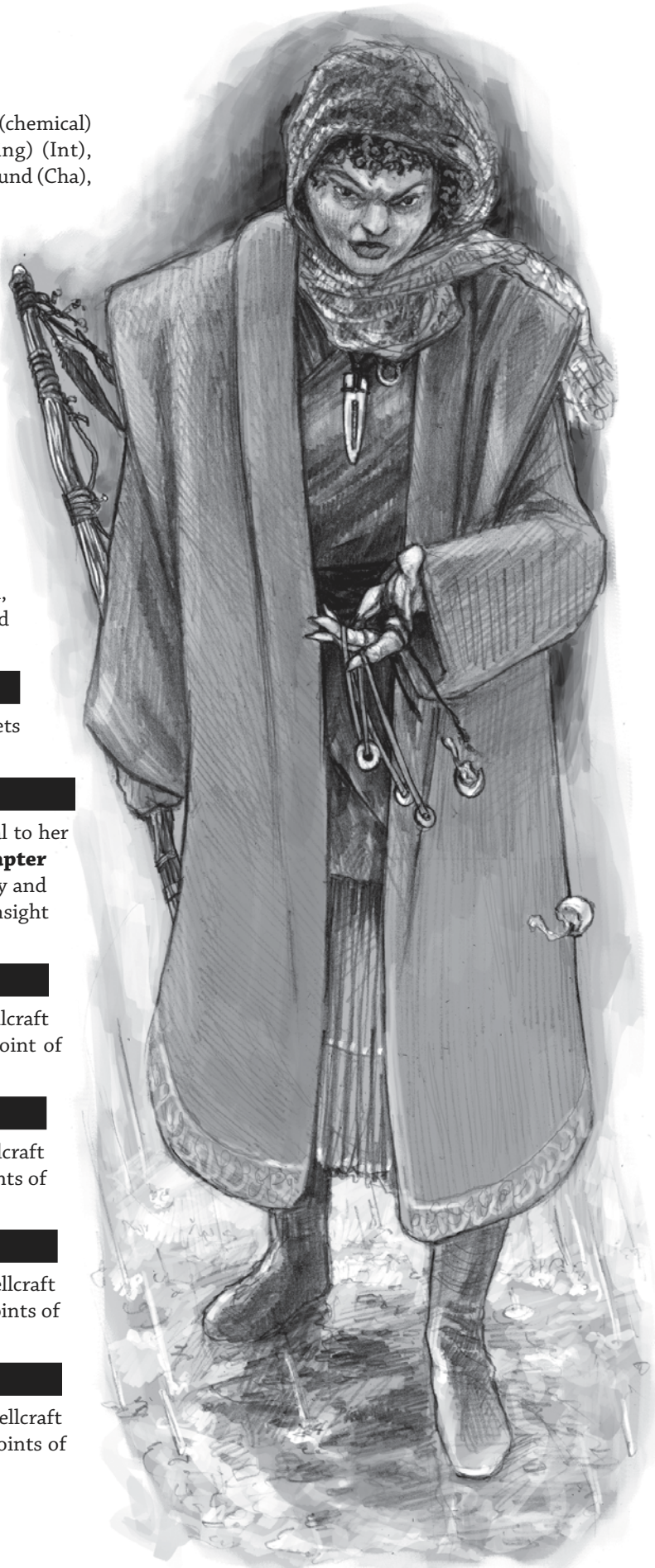
At 6th level, the Spellcaster's insight bonus to Spellcraft checks increases to +8. In addition, she adds 2 points of spell energy to her spell energy pool.

THIRD MAGNITUDE

At 8th level, the Spellcaster's insight bonus to Spellcraft checks increases to +16. In addition, she adds 4 points of spell energy to her spell energy pool.

FOURTH MAGNITUDE

At 10th level, the Spellcaster's insight bonus to Spellcraft checks increases to +32. In addition, she adds 8 points of spell energy to her spell energy pool.



SKILLS

In addition to the standard skills found in the *PHB*, *True Sorcery* presents several new skills specifically designed to work with the *True Sorcery* magic system. All skills described in this chapter are class skills for the spellcaster class.

CONCENTRATION

(INT)

The *True Sorcery* magic system changes the dynamics of how Concentration works in regard to spellcasting. The following information supercedes that presented in the *PHB* as it relates to magic.

Check: Concentration works exactly as described in the *PHB*, except as it relates to spellcasting. If you're called on to make a Concentration check while casting a spell effect (in distracting environments, for example), and you fail the Concentration check, you do not lose the spell effect. Instead, the Spellcraft DC to cast the effect increases by +4 for each failed check.

If you're damaged (directly or continuously) while casting a spell effect, you must make a Concentration check as normal. Except, because *True Sorcery* doesn't use spell levels, you instead makes a Concentration check against a DC 20 + the damage dealt. As always, on a failed Concentration check, the effect's Spellcraft DC increases by a cumulative +4 for each failed Concentration check. The same rule applies to continuous damage.

Special: In *True Sorcery* you can use Concentration to cast a spell effect in a way that enables you to avoid attacks of opportunity altogether.

To cast a spell effect defensively, you must succeed on a DC 25 Concentration check. If you succeed, you may attempt the action normally without provoking any attacks of opportunity. If the Concentration check fails, the Spellcraft DC to cast the spell increases by +4 and you provoke an attack of opportunity as normal. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally.

Note: In *True Sorcery*, the Combat Casting feat allows you to add your caster level to your Concentration check when damaged during the casting of a spell effect.

DETECT MAGIC

(INT, TRAINED ONLY)

You can detect magical auras and sense the ability to cast spell effects in others.

Check: On a successful check, you detect magical auras. The range of your sense depends on the magic you try to detect: powerful spellcasters are easier to sense and from farther away than minor hedge wizards. This skill's range of effectiveness as it applies to spellcasters is as follows:

Magnitude of Subject	Range
Dabbler	30 feet
Student	60 feet
First Magnitude	120 feet
Second Magnitude	1,200 feet
Third Magnitude	1 mile
Fourth Magnitude	10 miles

The amount of information revealed depends on the level of your success on the check.

Task	Detect Magic DC
Presence or absence of magical auras in area, object, or individual	10
Number of different magical auras and the power of the most potent aura.	15
The strength and location of each aura.	20
The spell (if any) used to create the effect's aura.	25

An aura's power depends on the Spellcraft check rolled during its creation. If the aura falls into more than one category, such as in the case of a blended spell effect, a Detect Magic check indicates the stronger of the two.

Aura Power	Magnitude
Faint	Dabbler or Student
Moderate	First
Strong	Second
Powerful	Third
Overwhelming	Fourth

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). A Detect Magic check identifies an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Powerful	1d6 days
Overwhelming	1d6 weeks

This skill can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

Action: It takes a full-round action to detect magic in a 60-foot cone; 4 full rounds to detect magic in a complete circle.



Special: If you have 9 or more ranks, you may detect the presence or absence of magic as a swift action (see the **Swift and Immediate Actions** sidebar). At 14 or more ranks, you also determine the number of different magical auras and the power of the most potent aura. At 19 or more ranks, you also sense the presence and location of each aura. Finally, at 24 or more ranks, you also determine the type of spell (if any) used to create the aura.

Detect Magic can also be used passively. The GM may call for you to make a Detect Magic check when you aren't actively looking or searching. In such instances, you take a -10 penalty on your roll.

Synergy: If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Detect Magic checks.

Restriction: You must have at least 1 point of spell energy to use this skill.

GHOST SOUND

(CHA, TRAINED ONLY)

You can create a volume of sound that rises, falls, recedes, approaches, or remains at a fixed place.

Check: A successful use of this skill lasts for 1 round. You may extend the duration of the sound by making successive Ghost Sound checks. You choose what type of sound you create, but

once you have chosen the sound, the type of sound remains until the effect ends. You may end the effect as a free action.

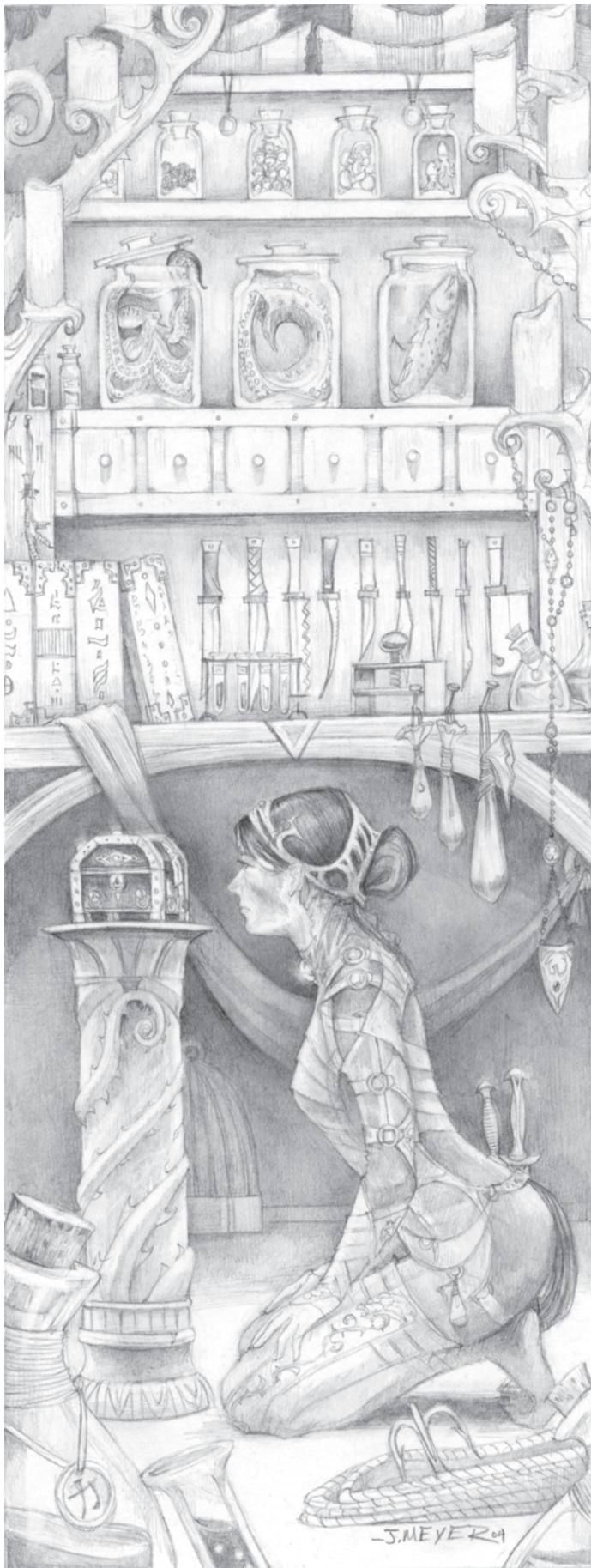
The average volume of sound created depends on your check.

Ghost Sound DC	Result
10	As loud as four normal humans talking, walking, or marching.
15	As loud as a horde of rats running and squeaking.
25	As loud as four humans running in armor.
30	As loud as dogs barking or four humans singing or shouting.
35	As loud as a lion roaring.
40	As loud as a peal of thunder.
50	As loud as a dragon roaring.
+5	For each additional four humans.

You can decrease the volume over the course of the round at will. You can increase it to just less than the next volume category during the round, but if you want to make the ghost sound even louder you must make a new check against the higher DC on the next round.

MAGIC SKILLS

To place ranks in a magic skill, a character must have at least the Dabbler feat or the Student of Magic class feature. In addition, magic skills require a character to have a certain amount of spell energy in order to use them.



Action: Initiating the use of Ghost Sound requires a full-round action; maintaining a ghost sound requires a swift action. The DC to maintain a volume of sound is the same as the original check. If you try to maintain the sound but fail at your check, you can either end the ghost sound or maintain it at the volume your check would allow.

Special: You can initiate a Ghost Sound as a swift action, but at a -10 penalty.

Synergy: If you have 5 or more ranks of Bluff, you gain a +2 bonus to Ghost Sound checks.

Restriction: You must have 1 point of spell energy to use this skill.

PRESTIDIGITATION

(CHA, TRAINED ONLY)

You can perform minor magical tricks.

Check: Your Prestidigitation check allows you to perform a simple magical effect. The effects are always minor and have severe limitations. Effects usually last 1 round. The caster can maintain the effect by concentrating, but she can then only take move actions. The DC depends on the desired effect, as this non-exclusive list illustrates.

Task	Prestidigitation DC
Retrieve an object hidden on your person	10
Chill, warm, or flavor 1 pound of nonliving material	15
Color, clean, or soil item in a 1-foot cube each round	15
Generate light, equal to candlelight	20
Create small, crude, and obviously illusory object	25

Action: Initiating the use of Prestidigitation requires a full-round action; maintaining a use requires a standard action.

Special: If you have 9 or more ranks in Prestidigitation, you can perform any DC 10 Prestidigitation effect as a swift action. If you have 14 or more ranks in Prestidigitation, you can perform any DC 15 or lower Prestidigitation effect as a swift action. With 19 or more ranks, you can perform any DC 20 or lower Prestidigitation effect as a swift action. With 24 or more ranks, you can perform any DC 25 or lower Prestidigitation effect as a swift action.

Synergy: If you have 5 or more ranks in Sleight of Hand, you gain a +2 bonus to Prestidigitation checks. If you have 5 or more ranks in Prestidigitation, you gain a +2 bonus to Sleight of Hand checks.

Restriction: You must have at least 2 points of spell energy to use this skill.

RESISTANCE

(CON, TRAINED ONLY)

You can use this skill to help resist the effects of poison, to minimize the effects of inhospitable climes, or to help avoid the effects of a spell.

Check: You can temporarily increase your saving throws, gain a bonus on a save to resist a particular malady, or reduce the effects of an uncomfortable climate. The DC varies depending on the desired effects.

Adapt: On a successful check, you gain a +2 resistance bonus to Fortitude saves made to avoid nonlethal damage from hot or cold environments (see **The Environment** in the *DMG* for details).

Boost Save: You may make a Resistance check to add a +1 resistance bonus to any one saving throw for 1 round.

Ignore a Caltrop Wound: If you step on a caltrop, the injury reduces your speed to one-half normal. A successful Resistance check removes the movement penalty for 10 minutes.

Resistance to Disease: Before making your Fortitude save to prevent instances of repeated damage and to recover from a disease, make a Resistance check; if it succeeds, you gain a +1 bonus to your Fortitude check for every 5 points by which you succeeded on your check result (minimum +1).

Resist Fear: Whenever you fail a save against a fear effect, on the following round you may attempt a Resistance check against the effect's DC. If you succeed, you shrug off the effects of fear. If you fail, you cannot attempt to shrug off that particular fear effect.

Tolerate Poison: Before making a saving throw against any standard poison's secondary damage or effect, make a Resistance check; if it succeeds, you gain a +1 bonus to your

save for every 5 points by which you succeeded on your check result (minimum +1). You may not use the Tolerate Poison effect of Resistance against a poison's initial saving throw, but you may use the Boost Save effect.

Effect	Resistance DC
Adapt	10
Boost Save	15
Ignore a Caltrop Wound	18
Resistance to Disease	Disease's DC
Resist Fear	Fear effect's DC
Tolerate Poison	Poison's DC

Action: Varies. Making a Resistance check to adapt is a full-round action. Otherwise, Resistance is either an immediate action (see the **Swift and Immediate Actions** sidebar on page 11) when attempted reactively (such as in the case of boosting a save, or ignoring a caltrop; limited to once per round) or part of another action when attempted actively.

Try Again: No.

Special: If you have 9 or more ranks in this skill, you always have a +2 to your Fortitude saves made to resist nonlethal damage from natural hot or cold environments.

Restriction: You must have at least 2 points of spell energy to use this skill.

SPELLCRAFT

(CHA, TRAINED ONLY, ARMOR)

You can use this skill to cast spell effects and to identify spell effects cast by others.

Cast Spell Effects Check: When casting a spell effect, the DC of your Spellcraft check depends on the particular effects of a given spell, as described in the spell's description.

SWIFT AND IMMEDIATE ACTIONS

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort than a free action.

You can perform 1 swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

You can take a swift action any time you would normally be allowed to take a free action. Casting a spell effect with a casting time of 1 swift action doesn't provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort than a free action. However, unlike a swift action, an immediate action can be performed at any time -- even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn -- effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn.

You cannot use an immediate action if you are currently flat-footed.



Every spellcaster knows how to modify spells with a variety of spellcasting techniques. By incorporating extra components into the spell or by expending spell energy, a caster can increase a

spell's effects without modifying the spell's Spellcraft DC. When multiple spellcasters work together, they can achieve greater results by reducing the casting time, performing Aid Another attempts to assist in the Spellcraft check, donating spell energy to expedite the spell, or even distributing the spell's drain.

Action: Varies by the spell cast. You make the Spellcraft check during the last action of the spell's casting time.

Try Again: Yes, but each failed attempt drains you as if you had successfully cast the spell. See Drain in **Chapter Two: System of Magic** for details.

Identify Spell Effects Check: You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the table below.

Identify Basic Property of Magic Item: This use of the skill reveals the most important magic property of a single magic item. It cannot be used on an artifact.

Identify All Properties of Magic Item: This use of the skill reveals all properties of a single magic item (including command words and charges remaining). If an item has different caster levels for different properties, use the highest caster level. It cannot be used on an artifact.

Action: Varies, as noted above.

Try Again: See above.

Special: A caster's magnitude confers a bonus to Spellcraft checks. Dabblers receive no bonus. Characters with the Student of Magic class feature gain a +2 bonus. First Magnitude

IDENTIFY SPELL EFFECTS

Spellcraft DC	Task
15 + (2 × spell magnitude)	Identify a spell effect being cast. You must see or hear the spell's verbal or somatic components. No action required. No retry.
20 + (2 × spell magnitude)	Identify a spell effect that's already in place and in effect. You must be able to see or detect the effects of the spell effect. No action required. No retry.
20 + (2 × spell magnitude)	Identify materials created or shaped by magic, such as noting that a stone wall is the result of an <i>Earth Lore</i> spell effect. No action required. No retry.
20 + (2 × spell magnitude)	Decipher a written spell (such as a scroll) without using a <i>Language Lore</i> spell effect. One try per day. Requires 1 round.
20 + (1/5 item's Spellcraft DC)	Identify basic property of a lesser magic item. Requires 1 round. No retry.
25 + (2 × spell magnitude)	After rolling a saving throw against a spell effect targeted on you, determine what that spell effect was. No action required. No retry.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.
30 + (1/5 item's Spellcraft DC)	Identify basic property of a minor magic item. Requires 1 round. No retry.
40 + (1/5 item's Spellcraft DC)	Identify basic property of a moderate magic item. Requires 1 round. No retry.
	Identify all properties of a lesser magic item. Requires 1 minute. No retry.
50 + (1/5 item's Spellcraft DC)	Identify basic property of major magic item. Requires 1 round. No retry.
	Identify all properties of minor magic item. Requires 1 minute. No retry.
60 + (1/5 item's Spellcraft DC)	Identify all properties of moderate magic item. Requires 1 minute. No retry.
70 + (1/5 item's Spellcraft DC)	Identify all properties of major magic item. Requires 1 minute. No retry.

spellcasters receive a +4 insight bonus to Spellcraft checks, Second Magnitude spellcasters receive a +8 insight bonus on Spellcraft checks, Third Magnitude spellcasters receive a +16 insight bonus on Spellcraft checks, and Fourth Magnitude spellcasters receive a +32 insight bonus on Spellcraft checks.

If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

Armor is uncomfortable and interferes with the casting spell effects. Spellcraft checks are subject to double the normal armor check penalty and encumbrance penalty (see **Chapter Seven: Equipment** and **Chapter Nine: Adventuring** in the *PHB* for details); for instance, full plate incurs a -12 penalty

on Spellcraft checks instead of -6. If you have the Armored Caster feat you only suffer the encumbrance and normal armor check penalties to Spellcraft checks.

Synergy: If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Detect Magic checks, and a +2 bonus on Use Magic Device checks related to least and minor magic items.

If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks. If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher written spells without using *Language Lore*.

Restriction: You must have at least 1 point of spell energy to use this skill.

FEATS

True Sorcery uses most of the standard d20 System fantasy rules feats, however certain feats (like Combat Casting and Spell Focus) work differently. There is also a new category of feat: magic feats, a set of feats that deal specifically with this magic system. Most of them can only be taken by characters with access to some magnitude of magic, although the Dabbler feat is an exception (and it itself grants access to some other magic feats).

Unless this system is used alongside the standard d20 System magic rules, any metamagic or creation feats from the *PHB* that aren't found on **Table 1-3: New Feats** are not used in *True Sorcery*.

The following new feats are presented in alphabetical order.

ALIGNED INFUSION

(MAGIC)

You can infuse certain energy types into spells so that they have greater effects against creatures of a particular alignment.

Benefit: The Aligned Infusion feat functions like a special type of augmentation, so you can apply it to nearly any spell effect you cast. You can alter the spell so it affects only targets of a particular alignment: chaotic, evil, good, or lawful. You can increase the Spellcraft DC by +20 more to affect a second alignment. Obvious uses of this feat include damaging spell effects, but it can also apply to spell resistance, bonuses to AC, and so on.

Special: The selected alignment type may only be those opposite your alignment; e.g., if you're a lawful good spellcaster, you can only use this feat against chaotic or evil targets.

ARCHMAGE

(EPIC, MAGIC)

You are one of the most powerful magic-wielders on the planet.

Prerequisites: Knowledge (arcana) 30 ranks, Fourth Magnitude.

Benefit: When determining the Spellcraft DC, you treat the

base DC as 0. In addition, you gain a +10 bonus to Intimidate checks and +4 points of spell energy.

ARMORED CASTER

(MAGIC)

You are skilled at casting spells while wearing armor.

Benefit: When wearing armor, you only apply the armor check penalty to your Spellcraft checks.

Normal: When wearing armor, you apply double the armor check penalty to your Spellcraft checks.

ARTIFICER

(MAGIC)

You can imbue items with magical energy, allowing them to replicate spell effects.

Prerequisites: Intelligence 13, Craft (any one) 4 ranks.

Benefit: You can create least magic items. See **Chapter Four: Magic Items** for details.

Special: You may select this feat multiple times. Each time, you may create a more powerful magic item, in this order after least: lesser, minor, moderate, and major.

COMBAT CASTING

(MAGIC)

You are adept at casting spells in combat.

Benefit: If you are attacked and take damage while casting a spell effect, you may add your caster level to the Concentration check. If you fail the Concentration check, the Spellcraft check DC to cast the spell increases by +4 as normal.

Special: This feat replaces the Combat Casting feat described in the *PHB*.

DABBLER

(MAGIC)

You know a little magic.

Prerequisite: Cha 13.

TABLE 1-3: NEW FEATS

Magic Feats	Prerequisite
Aligned Infusion	—
Archmage	Knowledge (arcana) 30 ranks, Fourth Magnitude
Armored Caster	—
Artificer 1	Int 13, Craft 4 ranks
Combat Casting	—
Dabbler	Cha 13
Defy Time	First Magnitude
Rapid Recovery	Con 13, First Magnitude
Reckless Caster	Con 13
Siphon Magic 1	Cha 17, First Magnitude
Spell Energy Reservoir 1	1 spell energy
Spell Focus 1	—
Greater Spell Focus 1	Spell Focus
Spell Penetration	—
Greater Spell Penetration	Spell Penetration
Talent 1	—
Talent Focus 1	Talent

1 You may select this feat multiple times. See description for details.

Benefit: You gain an amount of spell energy equal to your Constitution bonus (minimum of 1 point of spell energy).

Special: In order to cast spells using Spellcraft, you must have at least 1 point in your spell pool.

DEFY TIME

(MAGIC)

You can slow, halt, or reverse the effects of time on your body.

Prerequisite: First Magnitude.

Benefit: Upon selecting this feat, you no longer age like other people. The effects of this feat depend on your magnitude.

First Magnitude: For the purpose of determining the negative effects of aging, add twice your Constitution score to each age category. This benefit applies to all future aging and does not affect years already aged.

Second Magnitude: As First Magnitude, but you no longer take ability score penalties for aging and you cannot be magically aged. Any penalties you may have already incurred remain in place. Bonuses accrue. You still die when your modified time is up.

Third Magnitude: As First and Second Magnitude, but you only age one physical year for every two that pass.

Fourth Magnitude: You cease physical aging. You continue to gain the benefits to your Intelligence, Wisdom, and Charisma scores as time passes.

Note: Defy Time's effects apply only to the physical detriments of aging: the slow loss of Strength, Dexterity, and Constitution. The benefits of aging (increases to Intelligence, Wisdom, and Charisma) occur at the normal pace. If your Constitution is permanently changed, the effects of Defy Time have to be recalibrated.

For example, Amber, a 25-year-old, First Magnitude, human spellcaster with Defy Time and a Constitution of 10, adds 20 years to each age category. When she reaches 35 years old (normally Middle Age), she gains the benefits of those years of experience (+1 to Int, Wis, and Cha), but she doesn't suffer the penalties (-1 to Str, Dex, and Con) until she reaches 35 + (10 x 2), or 55 years of age — by which time Amber already qualified as Old for the purposes of gaining another +1 to Int, Wis, and Cha two years before, at age 53.

But with her new Constitution of 9, the bonus Amber adds to each age category is only 18 years. Thus Middle Age for physical effects becomes 35 + (9 x 2), or 53 years of age, and Old becomes 53 + 18, or 71 years of age (by which time she'll already be Venerable for the purposes of gaining another Int, Wis, and Cha bonus).

Special: While ordinarily the effects of this feat are permanent, certain conditions can temporarily strip you of this feat's benefits. You lose the benefits of Defy Time if you are at 0 spell energy and prevented from recovering more, such as being in a dead magic area or being Named. If so, you begin aging normally from that point forward until you regain at least 1 point of spell energy.



GREATER SPELL FOCUS

(MAGIC)

One of your spells is exceptionally potent.

Prerequisite: Spell Focus.

Benefit: Choose a spell to which you have already applied the Spell Focus feat. This spell is harder to resist. You gain a +2 bonus to Spellcraft checks made to cast effects of this spell, and add +1 to the Difficulty Class for all saving throws against spell effects from the spell you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell to which you have already applied the Spell Focus feat.

GREATER SPELL PENETRATION

(MAGIC)

Your spells are exceptionally potent against spell resistance.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

RAPID RECOVERY

(MAGIC)

You regain spell energy quickly.

Prerequisite: Con 13, First Magnitude.

Benefit: Each day, you replenish your spell energy pool by an amount equal to 1 + your magnitude. Thus, a First Magnitude spellcaster regains 2 points, a Second regains 3 points, etc.

Normal: Your spell energy pool replenishes at a rate of 1 point per day.

RECKLESS CASTER

(MAGIC)

At risk to your health, you can cast spells with greater effects.

Prerequisite: Con 13.

Benefit: With this feat, you may add a spell effect's drain to your Spellcraft check, but only if you do not apply spell energy to the drain and you take the full drain as nonlethal damage. Alternatively, you may add triple the drain to your Spellcraft as long as you do not expend spell energy and you take the drain as lethal damage.

SIPHON MAGIC

(MAGIC)

You have the ability to steal spell energy from another spellcaster.

Prerequisite: Cha 17, First Magnitude.

Benefit: You may make a special touch attack to steal another character's spell energy. If you succeed at the attack, you and the opposing spellcaster must make opposed Charisma checks. If you win, you take 1 point of spell energy from the opposing spellcaster. If you fail, you take 1d6 points of nonlethal damage per magnitude of the subject. You may only use this feat against spellcasters who have more total spell energy than you.

Special: You may take this feat more than once. Each time, it increases the amount of spell energy you siphon from your target by 1.



SPELL ENERGY RESERVOIR

(MAGIC)

Your pool of spell energy is expanded.

Prerequisite: 1 point of spell energy.

Benefit: You permanently increase your pool of spell energy by 1 point.

Special: You may take this feat multiple times; the effects stack.

SPELL FOCUS

(MAGIC)

One spell you know is harder to resist.

Benefit: Choose a spell you know. You add a +1 bonus to Spellcraft checks made to cast effects from the selected spell and gain a +1 bonus to the Difficulty Class for all saving throws against spell effects from the spell selected.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

SPELL PENETRATION

(MAGIC)

Your spells are potent against spell resistance.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

TALENT

(MAGIC)

You have learned a new spell.

Prerequisite: Dabbler feat or Student of Magic class feature.

Benefit: Select a spell of a type appropriate to your magnitude. You may now use Spellcraft to achieve any of the spell's listed effects.

Special: You may take this feat multiple times. Each time you take this feat, select a new spell.

TALENT FOCUS

(MAGIC)

You have mastered a spell.

Prerequisite: Talent.

Benefit: Select a spell you know. You gain a +5 bonus to all Spellcraft checks made to cast its effects.

Special: You may take this feat multiple times. Each time you may select the same spell (its effects stack but each time the bonus is reduced by 1, such that the second instance provides a +4, the third +3, the fourth +2, and the fifth and all further instances +1) or a new spell (granting the standard +5 bonus).



CHAPTER TWO: SYSTEM OF MAGIC

In *True Sorcery*, magic is something wild, chaotic; lacking the rigid framework of arcane, divine, or psionic types of

magic found in other d20 System games; bound only by the imagination of those with the skill to manipulate it.

ESSENTIAL CONCEPTS

Whereas spells are short-term or instantaneous effects in the *PHB*, a spell under the *True Sorcery* rules is instead a category of different effects. In *True Sorcery*, *fireball* isn't a spell but rather an effect of the *Create Energy (fire)* spell. Schools aren't used in this system.

Each spell includes a single base effect. You can modify that effect through a series of augmentations. Augmentations can change duration, range, potency, and a number of other interesting features of the spell effect. However, the more you augment, the harder it is to cast the effect. Each effect carries a price, called drain, a variable amount of nonlethal damage that increases depending on the number of augmentations you apply. You have a magical buffer, spell energy, which grows each time you select the Spell Energy Reservoir feat and when your magnitude increases.

Effects do not require preparation, prayer, meditation, or any other type of planning. You can attempt to cast any effect for any spell you know, whenever you like.

CASTING SPELL EFFECTS

All spellcasters cast spell effects the same way. When casting a spell effect, follow these steps.

Step 1 Choose a spell and determine the desired effect.

Step 2 Determine the spell effect's DC including all augmentations (see **Augmentations** on page 23 and individual spell descriptions).

Step 3 Determine casting time, which is done by subtracting your ranks in Spellcraft and the magnitude bonus from the modified Spellcraft DC of the effect and consulting **Table 2-3: Casting Times** (see page 20 for details).

Step 4 Cast the spell effect by spending the indicated number of actions.

Step 5 Roll a Spellcraft skill check against the spell effect's DC. If you succeed, proceed to Step 6. If you fail, skip Step 6 and proceed to Step 7.

Step 6 Resolve spell's effect and proceed to Step 7.

Step 7 Roll the spell's drain and deduct your current spell energy from the total (minimum of 1). Take the remaining drain as nonlethal damage (see **Drain** and **Spell Energy** on page 18).

CHOOSE THE SPELL

Every time you take the Talent feat, you may select a new spell. You're then able to cast *any* of that spell's effects as often as you like up to the limits of your physical health (assuming you have the necessary components to cast the spell; see **Components** on page 21 for details).

PREPARATION

At your option, you may prepare one or more spell effects ahead of time to cast more quickly later. To prepare a spell effect in advance, you must spend the appropriate number of actions casting, except for the very last action. Thereafter,



the effect is stored in your mind, and you may complete the effect by spending 1 standard action to finish the casting. Preparing spell effects ahead of time necessarily prevents you from casting them as quickened actions.

Storing spell effects is not foolproof. For as long as you store the effect, you must consciously keep the spell effect in mind. If you lose consciousness, you lose all of the stored effects. You may store a maximum number of effects equal to your Intelligence bonus. If you don't have an Intelligence bonus, you cannot prepare spells ahead of time.

SPELL ENERGY

To cast a spell or use magic skills, you must have spell energy, initially gained through the Dabbler feat or the Student of Magic class feature. Every time you take the Spell Energy Reservoir feat or your magnitude increases, you add points to your spell energy pool. In order to cast a spell, you must have at least 1 point of spell energy. If you reduce your spell energy to 0, you may not cast any spells until you regain at least 1 point of energy.

You may spend points of spell energy from your pool to enhance your spell effects. By expending 1 point of spell energy, you may add +10 to your Spellcraft check, but you take additional drain as shown on **Table 2-1: Spell Energy Expenditures and Results**. See **Drain**, following.

Spent spell energy returns at a rate of 1 point per day.

Your magnitude limits the amount of spell energy you can use to enhance the casting of your effects. As indicated on **Table 2-1: Spell Energy Expenditures and Results**, you must have at least the Student of Magic class feature to use spell energy to boost effects.

DRAIN

All spells require some personal energy to use and so any spell effect cast at the base levels deals 1d8 points of nonlethal damage called drain.

Spell energy's primary purpose is to reduce the amount of drain suffered as a result of casting spells. In this way, your spell energy pool works like damage reduction. The drain of a spell is reduced by an amount equal to your available spell energy. Thus, if you have 5 points of spell energy and cast a spell with 6 drain, you only take 1 point of nonlethal damage (6 drain minus 5 spell energy = 1 drain or 1 point of nonlethal damage). Spell energy can reduce drain to 1, but not below 1, so you had had 6 points of spell energy in the example, you *still* would have taken 1 point of nonlethal drain.

Augmented effects (see **Augmentations** on page 23) applied to create different or more powerful spell effects increase the drain. To determine the amount of additional drain a spell's augmented effects deals, divide the total modified Spellcraft DC by 5 and round down. This value is added to the base spell effect's drain.

IMPORTANT

The *True Sorcery* system is difficult for inexperienced players, and at higher levels, the complexity increases.

With flexible magic comes great rewards, but for the unprepared, these options can become overwhelming. As a player, try building different effects for the spells your character knows. Once you've established the spell DC for a desired effect, it's easy to modify range or potency as the situation demands. Keep these spell effects on index cards or on the back of your character sheet to expedite play.

Also, these are not your standard d20 System magic rules. While you'll be able to lob fireballs, summon fiendish ravens, or surround yourself with a wall of force like you can in regular play, you'll find yourself able to do much more than that, with spells as flexible as your imagination.

VARIANT: CASTING BUFFER

The balancing factor for spellcasting in this system is that it drains personal energy to use. However, this need not be the only way to limit a spellcaster. One possibility is a Casting Buffer. A Casting Buffer is an abstract representation of how much magic a spellcaster can manipulate at a time. All characters begin play with a Casting Buffer equal to their Constitution modifier. Every level taken in the spellcaster class adds 1d8 points to the Casting Buffer. Whenever a spellcaster casts a spell effect, instead of the drain dealing nonlethal damage, it instead deducts from her Casting Buffer. When the Casting Buffer falls to half, the spellcaster is fatigued for 1 hour. If reduced to 0, she is exhausted for 1 hour and then fatigued for 1 hour. The Casting Buffer is replenished at 1 point per hour per character level.

If you use the spellcaster in this sourcebook as a replacement for the sorcerer, it's recommended that you use this variant.

So, a spell effect whose DC is increased to 56 by augmentation deals 1d8 + 11 points of nonlethal damage (56 divided by 5 and rounded down equals 11).

MAGNITUDE

Spellcasters measure their power in magnitudes, ranked from Zero (for Dabblers and Students of Magic) through Third. There is a Fourth, but only the most powerful mages ever reach the Fourth Magnitude.

Magnitude has several effects on a spellcaster's ability to manipulate magic.

Spell Selection: Spells require a certain magnitude as a prerequisite.

Bonus to Spellcraft checks: Magnitude awards an insight bonus to Spellcraft checks.

Modifies Casting Time: Magnitude modifies the casting time for spell effects.

Maximum Spell Energy Expenditures: A spellcaster's magnitude limits the amount of spell energy she can expend each round.

TABLE 2-2: EFFECTS OF MAGNITUDE

Magnitude	Bonus to Spellcraft	Max Spell Energy Expenditure
Dabbler	+0	0
Student of Magic	+2	1
First Magnitude	+4	2
Second Magnitude	+8	3
Third Magnitude	+16	4
Fourth Magnitude	+32	Any

CASTING TIME

In *True Sorcery*, spells usually have a much longer casting time than spells in other games.

To determine the casting time of a particular spell effect, subtract your Spellcraft modifier from the spell effect's DC and then consult **Table 2-3: Casting Times**.

You need not spend consecutive actions when casting a spell; you can intersperse other actions, such as moving or attacking with a weapon, while casting. However, you're limited in the

TABLE 2-1: SPELL ENERGY EXPENDITURES AND RESULTS

Spell Energy Expended	Bonus to Spellcraft	Additional Drain	Magnitude Required
0	—	—	Dabbler
1	+10	+1d8	Student of Magic
2	+20	+2d8	First Magnitude
3	+30	+3d8	Second Magnitude
4	+40	+4d8	Third Magnitude
5	+50	+5d8	Fourth Magnitude
+1	+10	+1d8	Fourth Magnitude

TABLE 2-3: CASTING TIMES

Spellcraft DC minus Spellcraft modifier	Casting Time
0 or less	1 swift action*
1-5	1 standard action
6-10	2 standard actions
11-15	3 standard actions
16-20	5 standard actions
21-30	10 standard actions
31-40	1 minute
41-50	2 minutes
51-60	3 minutes
61-70	5 minutes
71-80	10 minutes
81-90	20 minutes
91-100	1 hour
+10	+1 hour

*See the **Swift and Immediate Actions** sidebar on page 11 for details. For the purposes of spellcasting, two standard actions equal one full-round action.

total number of actions you may intersperse into a casting. The number equals your magnitude (Dabblers and Students count as 0): You can skip this number of actions, consecutively or not, during the casting of the spell. If you exceed this limit, you must succeed on a Concentration check every round against a DC of 10 + 5 for every action skipped beyond the normal limits. On a failed check, you lose concentration on the spell you're casting, take the spell's drain, and must begin casting anew.

*For example, Stacee plays Fetch, a Second Magnitude spellcaster with a Concentration +18 and Spellcraft +28. She begins casting a powerful Create Fire effect with a Spellcraft DC of 56 (she'll be spending some spell energy to make this happen). Looking at **Table 2-3: Casting Times**, she sees it'll take 6 standard actions to cast the spell effect (56 - 28 = 28 which requires 6 actions). As she's Second Magnitude, she can skip a total of 2 actions during the casting of the effect. She spends all of round 1 casting as a full-round action leaving 4 actions to go. The guards spill into the room, so she moves (1 action), and resumes casting*

(leaving 3 to go). A guard charges her, swings and misses. Fetch lashes out with her kukri and hits, but can't spend the round casting, so she opts to take a 5-foot step instead and has now skipped a total of 3 actions casting. To keep casting the spell effect, Stacee needs to succeed on a DC 15 Concentration check; with Concentration +18 she can't fail this first check, but if she skips more actions this will start to get tricky.

If a spell's casting time is measured in increments greater than rounds, you must commit yourself fully to casting the effect or the spell effect automatically fails, dealing the spell's normal drain.

TAKING EXTRA TIME

Although the casting times for spells are already significant, you may wish to take more time to cast an effect to ensure it goes off without a hitch. Taking longer to cast a spell effect confers a bonus to your Spellcraft check that depends on your magnitude. Where **Table 2-4: Taking Extra Time** indicates a "degree," you increase the unit of time from action to rounds to minutes to 10-minute intervals, to hours, to days, and so on. Thus a spell effect that ordinarily requires 4 actions to cast would require 4 full round actions to cast by increasing the degree one step, 4 minutes for two steps, 40 minutes for three steps, and 4 hours for four steps.

THE SPELLCRAFT CHECK

Like any skill check, you roll 1d20 + modifiers against the modified spell DC. Also like an ordinary skill check, if you're not rushed, endangered, or otherwise threatened, you may take 10 on your skill check. Instead of spending 20 times as long to take 20 on your roll, see **Taking Extra Time** above, which in itself can be combined with taking 10.

Critical Success: As an optional rule, the GM can rule that any roll of a natural 20 grants you a second roll, the result of which is then added to the first.

CASTER LEVEL

Your caster level affects the Difficulty Class needed to resist the spell effects you cast. The DC equals 10 + one-half your spellcaster class level + your Charisma modifier.

SPELL FAILURE

If you ever try to cast a spell effect in conditions where the characteristics of the spell cannot be made to conform (e.g.,

TABLE 2-4: TAKING EXTRA TIME

Extra Time Taken	Spell Magnitude					
	Dabbler	Student	First	Second	Third	Fourth
One degree longer	+0	+2	+4	+8	+16	+32
Two degrees longer	+0	+6	+12	+24	+48	+96
Three degrees longer	+0	+14	+28	+56	+112	+224
Four degrees longer	+0	+30	+60	+120	+240	+480

Note: You derive no additional benefit from taking more actions to cast a spell effect



casting a spell that ordinarily affects only humanoids at a monstrous humanoid), the casting fails and the spell effect is wasted. Spell effects also fail if your concentration is broken or if you fail your Spellcraft skill check. Whenever a spell effect fails, you take the drain as normal.

RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell effect entails.

SPELL FORMAT

All spell descriptions in the successive pages use the following format. This format sometimes differs from that in the *PHB*.

NAME

The first line of every spell description gives the name by which the spell is generally known.

DESCRIPTION

This line describes the general features of the spell's base effect.

PREREQUISITES

This line lists all the prerequisites to cast the spell. All spells require at least the Dabbling feat or Student of Magic class feature to cast and some spells may have other requirements.

BASE DC

This is the base Spellcraft DC to cast the spell at its minimum effect. The base DC depends on the required magnitude as follows:

Magnitude Required	Base Casting DC
Dabbling	5
Student	10
First	15
Second	20
Third	25
Fourth	30

COMPONENTS

All spells require at least one external component: a magical incantation, a series of gestures with the hands, physical movement like dancing, and so on. Components can also include fetishes or even XP expenditure. A spell's components are listed under this line of its description. You may add additional components to reduce a spell's casting time and Spellcraft DC; see page 26 for further information.

VERBAL COMPONENT

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. You may not use a verbal component anytime you are gagged or otherwise



silenced. If deafened, you have a 20% chance of spoiling any spell effect requiring a verbal component you try to cast.

SOMATIC COMPONENT

A somatic component is a measured and precise movement of the hands, feet, or body. Some somatic components are a series of physical movements, while others may be intricate dances. If you're restrained in any way, you can't use a spell requiring a somatic component.

FOCUS COMPONENT

A focus is an object you use to channel your spells. It is not consumed when you cast the spell and you can use it repeatedly. Focuses are often of a negligible price (unless otherwise listed in the spell's description). Assume when you take the Talent feat you also gain the necessary focus unless it has a listed cost. If you lose this focus, you must fashion a new one. Creating a new focus is easy (costing 100 gp/required magnitude, with a minimum cost of 100 gp), but it must be keyed. To key a focus, simply expend a point of spell energy. Thereafter, the focus is permanently keyed.

EXPENDABLE COMPONENT

You can use certain expendable materials to help focus your concentration on producing desired spell effects. Just about any material can work, so long as you and the GM agree on its symbolic relevance; for instance, a spell that improves your ability to jump might incorporate a living frog, but if no frog can be found, a dead grasshopper can be just as effective. As opposed to focus components, the materials of expendable components usually have negligible costs.

As part of the casting, the expendable component is rendered somehow unusable: the grasshopper's body turns to dust, a rose blossom loses its petals, *etc.* If the destruction would be out of proportion to the desired spell effect (*e.g.*, turning a huge bell used as a component for a simple alarm effect into a puddle of melted bronze) then the GM should forbid the use of this component.

The expendable component bonus to the Spellcraft check depends on the spell's minimum magnitude requirement, as follows:

Minimum Magnitude	Circumstance Bonus
Dabbler	+1
Student of Magic	+2
First Magnitude	+3
Second Magnitude	+4
Third Magnitude	+5
Fourth Magnitude	+6

XP COST (XP)

Some spell effects entail an experience point cost. No spell can restore the XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast the spell effect unless you have enough XP to spare. However, you may, on gaining enough XP to attain a new level, use those XP for casting a spell rather than advancing a level. You expend the XP when you cast the spell, whether or not the casting succeeds.

For NPC spellcasters, assume they are midway between level advances for dealing with XP components.

RANGE

A spell effect's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. See **Augmentations** on page 23 for details on range.

AIMING

You determine whom the spell effect affects or from where it originates, depending on the spell effect. This entry defines the spell effect's target (or targets), its effect, or its area, as appropriate. See **Augmentations** for details on effects. The standard rules governing the target (or targets) and the rest function as per the *PHB*.

DURATION

A spell's duration entry tells you how long the magical energy of the spell effect lasts. The standard rules governing the types of duration function as per the *PHB*.

SAVING THROW

Usually a harmful spell effect allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work. The DC to save against any spell effect equals 10 + half

TRUE NAMES AS COMPONENTS

In a campaign using true names (see **Appendix II: True Names**), you can embed your true name into the verbal component of a spell effect to achieve greater results, but at some risk.

EDGES

If you acquire something of an opponent spellcaster (e.g., a fingernail, a hair, or piece of flesh), you can cast spells against her with a slight advantage. This is called having an edge, and it only works against a character that has spell energy. You can incorporate this sample as a special component and add the subject's level to your Spellcraft check, but only for one effect specifically targeting the subject.

For example, Stacee plays Allure, a 5th-level spellcaster. In the last combat, one of her comrades managed to cut off an enemy spellcaster's (14th level) finger. She can use the finger as a component, gaining a +14 bonus to the Spellcraft checks for effects used against that particular spellcaster.

the character's caster level + the caster's Charisma modifier. Except for how the DC for a spell effect is determined, saving throws function exactly as they do in the *PHB*.

SPELL RESISTANCE

Spell resistance is a special defensive ability. If a creature resists your spell effect with spell resistance, you must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell effect to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check. Spell resistance works in the same way as it does under the standard d20 System magic rules.

BASE EFFECT

This portion of a spell description details what the spell does and how it works without modifications. If one of the previous entries in the description included "see text," this is where the explanation is found.

AUGMENTATION

This section demonstrates ways to augment spells in special ways, listing any special means for augmenting a spell effect and what augmentations are available from those described below. You automatically know how to use these additional functions when you gain the spell through the Talent feat.

SPECIAL SPELL EFFECTS

This entry describes uses of spell effects that can be somewhat different from the standard uses of a spell. Some are more powerful than the standard uses, and only come into play for spellcasters of Fourth Magnitude. If the spell description doesn't mention a special spell effect, the spell does not have one.

CONTINUOUS EFFECTS

By selecting a spell with a Talent feat, you may gain additional bonuses to skills, saving throws, or some other aspect of your person. This section details the ongoing bonuses derived from taking the spell.

SYNERGY

Certain types of skills improve your mastery over the spell. In general, having 5 or more ranks in one skill gives you a +2

bonus on Spellcraft skill checks to cast spell effects of this spell, as noted here.

SAMPLE SPELL EFFECTS

One or more examples of spell effects that can be built from the spell's base effects and augmentations are given in this entry. Many of these demonstrate how to duplicate standard *PHB* spells with *True Sorcery*, but you're certainly not limited to using these effects.

AUGMENTATIONS

Spells in this system represent alterations to or departures from reality. The further from the accepted rules of reality, the harder it is to generate the spell's effects. However, unlike other systems, under the *True Sorcery* rules you have full control over your spells, molding magical energies to conform to your wishes. You can alter spell effects' damage, range, duration, and several other factors providing an enormous array of possibilities for magical spells.

Each spell includes a listing of which augmentations are available from which you can create your spell effects. In some cases, spells include specific augmentations applicable only to those spells. Each augmentation increases the Spellcraft DC required to successfully cast the spell effect; hence, too many modifications may make the spell impossible to cast. On the other hand, these augmentations allow mighty spellcasters to create powerful spell effects capable of shattering armies, changing the weather over an entire region, or calling the foulest forces from the depths of Hell.

Augmenting spells increases the drain. To determine total drain, divide the total Spellcraft DC by 5. Add the result to the 1d8 drain roll.

Augmentations fall into five categories. First is damage, allowing you to increase the base damage for spell effects dealing hit point damage or ability damage. Second, is area of effect and targets, which you use to expand the effects of a spell. Third is range, whereby you augment the effective distance of a spell effect. Duration is fourth, allowing you to extend the effects of a spell. Finally, components is fifth, letting you reduce the Spellcraft DC by adding additional requirements to cast the spell. Specific details are as follows.

DAMAGE

You can modify an effect's damage in many ways. Use the following augmentations to modify a spell effects damage.

HIT POINT DAMAGE

Augmentation	DC Modifier	Example
Increase die type	+5	Increase the damage die from 1d4 to 1d6 (max 1d12)
Add damage die	+5	Increase the damage dice from 1d4 to 2d4

OTHER VARIABLES

Augmentation	DC Modifier	Effect
Empower the spell effect	+20	All variable, numeric effects increase by one-half
Maximize the spell effect	+40	All variable, numeric effects are maximized
Effect deals nonlethal damage	+10	Convert 1d4 points of damage to 1d4 points of nonlethal damage
Effect deals lethal damage	+20	Convert 1d4 points of nonlethal damage to 1d4 points of lethal damage



For example, take *Create Energy (fire)*. The base effect is 1d4 points of fire damage with a base Spellcraft DC of 15. You can increase the die type to 1d6 by increasing the DC to 20, to 1d8 by increasing the DC to 25, 1d10 by increasing the DC to 30, and finally 1d12 by increasing the DC to 35. In addition, you can add extra dice, so 2d12 would have a DC 40, 3d12 DC 45, 4d12 DC 50, and so on. Alternatively, you can increase the base damage to 2d4 for a DC 20, 3d4 for a DC 25, etc.

AREA OF EFFECT AND TARGETS

You can change a spell's effect from target to an area, add additional targets to the first, or modify an effect's area. Use the following augmentations to increase the area or target of a spell.

Augmentation	DC Modifier
Add one target	+4
Change target to area (5 ft.)	+4
Add one 5-ft. square	+2
Change from target to any area 1	+5
Change from ray to any area 1	+5
Add area to ranged 2	+4
Change from any area to ray	-2
Change from any area to any area	+4
Burst/Spread area of effect per 5-ft. radius	+5
Cloud area of effect per 5 ft. radius or height	+6
Cone area of effect per 10 ft.	+6
Cylinder per 5 ft. radius or height	+8
Emanation per 5-ft. radius	+2
Line of effect per 10 ft.	+5
Per 5-ft. square 3	+2
Direct the spell within range 4	+20

- The spell automatically has the base area of the type selected: 5-ft.-radius burst or spread, a 5 ft.-radius cloud, etc.
- The spell's area takes effect at any point you can see and within range.
- Each target square must be adjacent to at least one other target square.
- This augmentation allows you to redirect a spell with a duration to affect new targets by changing the targeting location.

For example, *Afflict* has a base target of "creature touched," with a base Spellcraft DC 5. You can touch two targets by increasing the DC to 9. Alternatively, you could change the effect from touch to a 10-foot line of effect at a DC of 14 (+4 to change from target to area, +5 for line of effect per 10 feet). Or you could affect four 5-foot squares at a DC of 17 (+4 to change from target to area, +8 for four 5-foot squares). If the spell effect has already been changed to line

of effect, the effect can be moved from target to target within range (DC 35) — but only if the duration is extended beyond the base 1 round (see **Duration**).

RANGE

Most base spell effects express range as personal, touch, or in feet. Use the following augmentations to extend the range of a spell.

Augmentation	DC Modifier
Change from personal to touch	+10
Change from touch to ranged *	+4
Change from ranged to touch	-4
Per 10 ft.	+1
Per 50 ft.	+5
Per 100 ft.	+10
Increase to line of sight	+80

*Usually this modification takes the form of a ray (base range of 10 feet).

For example, Augment has a base Spellcraft DC of 20, and a range of touch. If you increase the range to a ray with the base 10-foot range, the DC increases to 24. For every additional 10 feet, the Spellcraft DC increases by +1, so for a 100-foot ray, the total DC is 33.

DURATION

Most spell effects have an instantaneous or 1-round duration. You may increase the duration of spells from 1 round to 1 minute, 1 day or longer.

Augmentation	DC Modifier
Change from instantaneous to 1 round	+20 ¹
Per additional round	+1
Change from round to minute	+9
Per additional minute	+1
Change from minute to hour	+20
Per additional hour	+2
Change from hour to day	+50
Per additional day	+5 + 1 spell energy ²
Contingent	+50% final DC + 1 spell energy ³

1 If you augment a damage-dealing spell effect to increase the duration from instantaneous to a duration of 1 round or longer, the damaging force is fixed and deals damage each round to creatures and objects in the area of effect.

2 It costs 1 point of spell energy per day.

3 The spell effect takes effect when an established condition is met. The contingency lasts 1 day until discharged.

OPTION: FIELDS

A GM can decide that certain locations in the game world affect magic in unusual ways, applying any of the following traits to specific sites or even entire worlds in accordance with the nature of their campaigns.

A magical field changes how magic works within it. Some locations may contain multiple fields, with one field inside another, or alongside another field. These are exceptions to the natural order of things. Because this can have major, unanticipated effects on spellcasters, adventurers using magic items, monsters with spell-like abilities and so on, GMs should use magical fields sparingly.

DEAD FIELDS

Dead fields are areas with no magic at all. You may not cast spell effects while in the field. Spell effects cast from outside end as soon as they come into contact with the field.

ENHANCING FIELDS

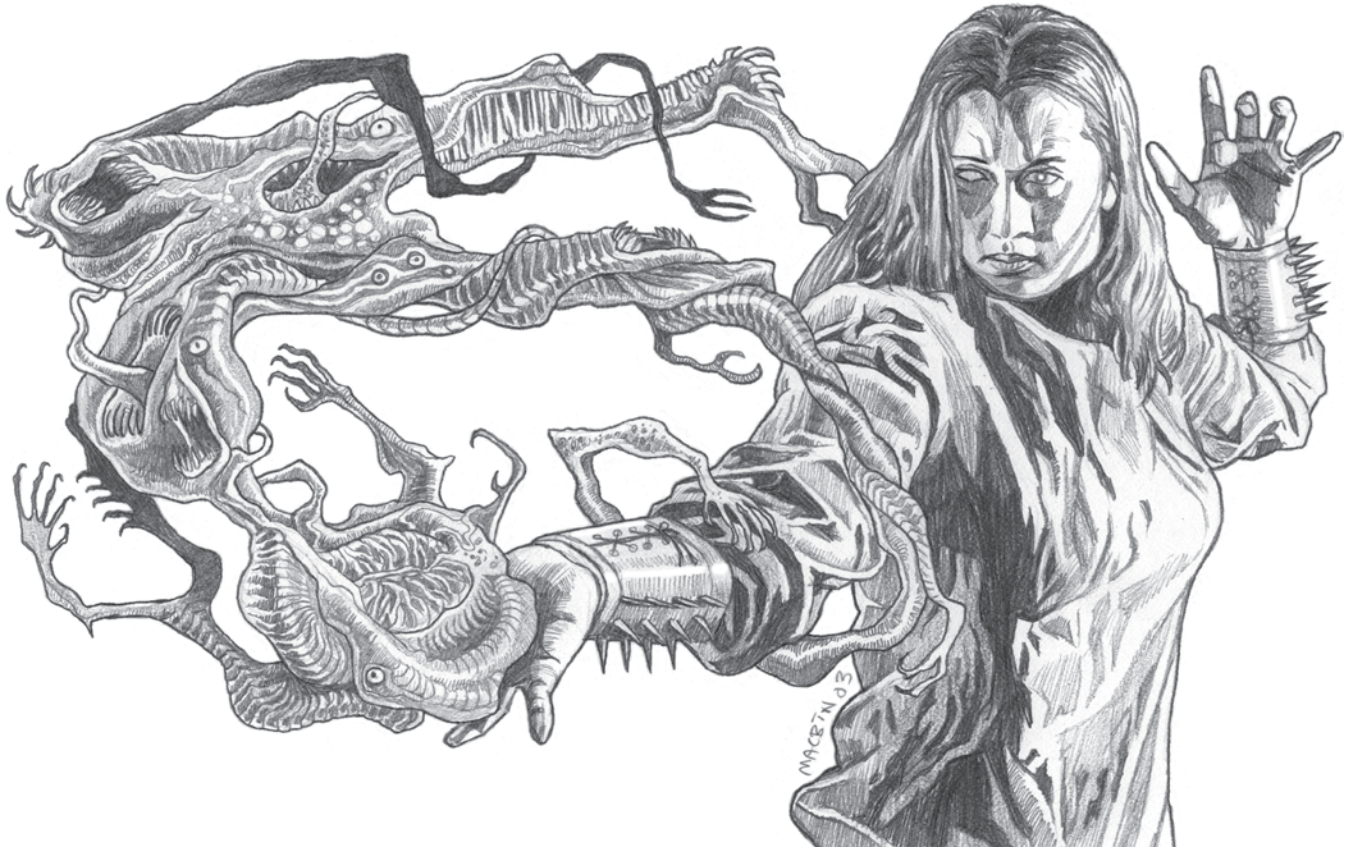
Within an enhancing field, spells are easier to cast. Decrease the base Spellcraft DC by -10. In addition, a spell effect's duration, damage, and area all increase by +50% of their normal values. Finally, your spell energy can reduce drain to 0, but not below 0.

IMPEDING FIELDS

These fields retard spellcasting, increasing the Spellcraft DC by +10. In addition, a spell effect's duration, damage, and area of effect are reduced to half their normal values. Finally, halve your effective spell energy pool for the purposes of reducing drain.

UNSTABLE FIELDS

An unstable field causes spells to function in radically different ways. Any spell used in an unstable field has a chance to go awry. The DC to cast spells normally in an unstable field increases by +10. A failed check (but still enough to succeed under normal circumstances) indicates something strange happens. Roll 1d%: On a roll of 01-33, nothing happens, the spell fails, and you take normal drain; on a roll of 34-66, you cast the spell, but it is as if you had cast it in an Impeding Field; on a roll of 67-00, you cast the spell, but as if you had cast it in an Enhancing Field.



increases to 25. To hold a target for a day, the DC increases to 95 plus 1 point of spell energy.

REFRESHING EXISTING SPELLS

If you successfully cast an effect with a duration of 1 day or more, you can spend an additional point of spell energy before the effect runs out to extend the duration for one additional increment (e.g., a spell with a 1-day duration could be extended by 1 day per point of spell energy spent, while one with a 1-week duration could be extended by 1 week per point of spell energy). This allows you to maintain several spell effects at once, although you're reduced in power.

EXTRA COMPONENTS

Spellcasters speak strange arcane languages, wave wands, dance or perform other physical gestures all in the effort to produce a magical effect. These are called spell components. All spells require at least one component for the base effect.

You may add additional components to help cast a spell, gaining a bonus to Spellcraft checks. You may only have one of each type of component: one verbal, one somatic, one fetish, one expendable, and one XP.

Additional Components	Bonus to Spellcraft check
Add verbal or somatic component	+5 each
Add focus component	+10
Add expendable component	*
Per 200 XP spent (max 6,000)	+5**

*See **Expendable Components** on page 22

**XP spent in this way cannot reduce your level. If it would, you cannot spend the XP. For NPC spellcasters, assume the character is halfway to the next level; thus, a 3rd-level spellcaster would have 4,500 XP, of which 1,500 XP could be used in casting spells.

SUBTRACTING COMPONENTS

Although all spells include components, you may remove one or more components from a spell. Each component removed increases the Spellcraft DC by +10 regardless of the component removed. You can never remove an XP component from a spell effect, although you can add one (see **Extra Components** above).

Subtracting Components	DC Modifier
Subtract one component	+10
Subtract two components	+18
Subtract three components	+26

Note: Subtracting components reduces the Spellcraft DC, while adding extra components gives a bonus to the caster's Spellcraft check.

AUGMENTATIONS EXAMPLE

Jess has the Protection spell (see page 74) and it has a base Spellcraft DC of 15. Normally, the spell has an effect of granting a +1 insight bonus to AC, but Jess wants to protect her allies as well.

She starts by changing the effect from target to area (+4 to the Spellcraft DC), and expands the area to a 15-foot radius (+5 per 5 feet, or a total of +15 to the DC), because she wants all allies within the area to benefit.

Next, she extends the duration to 5 rounds (+4 DC).

Turning to the actual effect, she increases the insight bonus to +3 (+15 DC), an augmentation that's listed in the spell description.

Summing the modifiers, the total is a DC of 53. This is rather high, so she adds somatic (+5), focus (+10), and expendable (+3, as Protection is a First Magnitude spell) components to the casting, giving her a +18 bonus on her Spellcraft check, but not reducing the DC itself.

To determine drain, she divides the total DC by 5. Her augmented Protection spell effect deals 1d8+10 drain.

Augmentations	DC
Base DC	15
Change to area	+5
Emanation 15 ft.	+6
Duration 5 rounds	+4
+3 insight bonus	+20
<i>Total DC</i>	50

OTHER REDUCTIONS

In addition to adding components to a spell effect, you can derive benefits from other environmental effects, such as magic fields or simply working with other casters.

COOPERATIVE MAGIC

Multiple spellcasters can work together to cooperatively cast a spell. Low-level spellcasters of the same magnitude who work together are more likely to achieve the required Spellcraft DC than are low-level spellcasters going it alone.

To do so, select one of your number as the leader of the group, typically the character with the highest Spellcraft skill modifier.

Each additional caster must know the spell to be cast, and succeed on a Spellcraft skill check against one-half the desired spell effect's DC. Supporting spellcasters may use additional components to aid in their checks. Every supporting mage who succeeds adds her magnitude bonus to the primary caster's Spellcraft check. Each spellcaster must devote the same number of total rounds to the casting of the spell. When spellcasters of different magnitudes cast spells together, there are slightly different effects as described under **Proximity Magic**.

PROXIMITY MAGIC

When spellcasters of different magnitudes cast spells near one another, the powerful spellcasters helps those of a lesser magnitude reach new spellcasting heights. When a spellcaster of a lower magnitude stands in a square adjacent to one of a higher magnitude, the lower-level spellcaster gains a bonus to Spellcraft checks as indicated on **Table 2-5: Proximity Magic Modifiers**. You cannot derive a benefit from casting spells in proximity to an enemy spellcaster, only from allies. Proximity magic does not allow you to cast spell effects of spells you do not know. Spellcasters benefiting from proximity magic still suffer drain as normal.

Difference in Magnitude	Example	Bonus to Spellcraft
One step	A Dabbler adjacent to a First Magnitude spellcaster	+2
Two steps	A Student adjacent to a Second Magnitude spellcaster	+4
Three steps	A First Magnitude adjacent to a Fourth Magnitude spellcaster	+8
Four steps	A Dabbler adjacent to a Fourth Magnitude spellcaster	+16

BLENDING SPELL EFFECTS

While the options contained within each spell enable you to construct a variety of effects to suit a particular situation, you can also merge one or more spells you know to create more effects. You could, for instance, blend the effects of *Create Energy (acid)* with *Air Lore* to blow droplets of flesh-eating acid into the faces of your foes. Or you might use *Force* and *Create Energy (fire)* to create an invisible shield that explodes with fire on your command.

Blending spells is, in many ways, like casting two or more spells at once. In effect, you tie a second (or third or fourth) spell effect on the first, creating some new and potent effect but increasing the final spell effect's Spellcraft DC.

To blend two or more spells, follow these steps.

STEP ONE: DETERMINE SPELLS TO BLEND

You may blend any number of spells you know. The spell with the highest prerequisite is considered the base spell; all other spells added to the base spell essentially piggyback off the first spell. The unmodified Spellcraft DC to cast a blended spell equals the DC of the base spell + 2 per additional spell you intend to add.

For example, Kim plays a combat wizard and wants to create a fireball that not only burns her foes but also instills terror in those burned.



Kim blends Create Energy (fire) with Fear. Both spells are First Magnitude, so each (before augmentation) requires a DC 15 Spellcraft check to cast. To cast both spells before augmentation, the blended spell has an unmodified DC of 17 (15 + 2 for the second spell). If Kim wanted to blend a third First Magnitude spell, the unmodified DC would be 19 (15 + 2 for the second + 2 for the third).

STEP TWO:

DETERMINE BASE EFFECTS

Determine the range, duration, area, damage (if applicable) of the base spell, increasing the DC as normal.

Kim adds augmentations to Create Energy (fire) first. She decides to produce a fireball effect. She gives the spell a maximum range of 50 feet (increasing the DC by +4), and has the ball explode at any point within range in a 20-foot-radius burst (DC +15). She has the fireball deal 6d6 points of damage (DC +5 to increase from d4 to d6, +25 for 5 extra dice). The total increase to the Spellcraft DC is +49.

STEP THREE:

DETERMINE BLENDED EFFECTS

Match all range and area parameters of the spell effects to be blended to those of the base spell. However, increases to the Spellcraft DC are one-half of normal (minimum of +1 to DC). Then apply any other augmentations desired, but don't halve these DC increases.

Kim needs to match the Fear effect range and area augmentations to the Create Energy (fire) effect, but these augmentations only increase the DC by half as much. The range component increases the DC by +2 (+4 divided by 2), the burst radius (which requires changing the effect from a target to an area) increases the DC by +9 (+4 for target to base 5-ft.-radius area, +15 for an additional 15-ft. burst radius, equals +19 and divided by 9). Kim decides to use the base effect of the Fear spell, so she doesn't need to make any more augmentations. She needs to add +11 to the Spellcraft DC.

STEP FOUR:

DETERMINE DC, ADD COMPONENTS, DETERMINE CASTING TIME

Sum all DC modifiers, add components, and determine casting time as normal.

To cast the blended spell, Kim starts with the unmodified DC of 20, adds the sum of the augmentations to the base spell (+49), and then adds the augmentations of the blended spell (+11), for a total DC of 80. Then she determines casting time as normal and decides whether she will add components to improve her Spellcraft check.

STEP FIVE:

CAST AND RESOLVE THE SPELL EFFECT

Cast the spell by making a Spellcraft check against the final DC and resolve all effects as normal.



CHAPTER THREE: SPELLS & EFFECTS

This chapter presents a comprehensive selection of spells and their effects. You must take the Talent feat in order to learn a spell. For each instance, you may choose to learn any spell from your own magnitude listing or those lower.

CONTINUOUS EFFECTS

Many of the spells have both an immediate and obvious effect (e.g., the creation of a globe of light with the casting of *Light Lore*) and a more subtle continuous effect (usually a bonus to a skill check; +3 to Spot checks in the case of *Light Lore*) separated from the primary spell effect description in the following lists by a semi-colon.

DABBLER

Af ict. You can bestow curses with effects that range from penalties on saving throws to loss of eyesight; +3 bonus to Intimidate checks.

Beast Lore. You gain an affinity with animals, allowing you to detect them, speak with them, and see through their eyes; +3 bonus to Handle Animal checks.

Charm. You can change how a person or animal responds to you, making you appear in a more favorable light; +3 bonus to Diplomacy checks.

Enchant. You can manipulate people's minds, making them less alert, sleepy, or unable to act; +3 bonus to Diplomacy checks.

Figment. You can create illusions; +3 bonus to Bluff checks.

Foresee. You can bestow flashes of insight that reveal the future; +3 bonus to Spot checks.

Language Lore. You can read and write magical script, understand foreign languages, and modify written text; +3 bonus to Decipher Script checks.

Light Lore. You can create and control light and darkness; +3 bonus to Spot checks.

Protection. You can surround yourself with a protective aura, improving your armor class and your ability to withstand heat or cold; +3 bonus to Resistance checks.

Sense. You can heighten your senses; +2 bonus to Search and Spot checks.

Sound Lore. You can send and receive messages over distances, or mask or eliminate sounds; +3 bonus to Move Silently checks.

Spirit Lore. You can communicate with the dead; +3 bonus to Gather Information checks.

Summon. You can summon and command monsters from other planes.

STUDENT OF MAGIC

Dispel. You can end spell effects and cast counterspells; +3 bonus to Knowledge (arcana) checks.

Force. You can create invisible forces to protect you or smite your enemies; +3 bonus to Resistance checks.

Light Lore. You can create and control light and darkness; +3 bonus to Spot checks.

Lock. You can magically lock a portal; +3 bonus to Open Locks checks.

Prophecy. You can contact higher powers to receive useful information; +2 to Knowledge (the planes) checks.

FIRST MAGNITUDE

Air Lore. You can control wind, breathe without air, or even become air-like in form; +3 bonus to Jump checks.

Beguile. You can disrupt the thoughts of another, calming emotions or causing confusion; +3 bonus to Bluff checks.



Create Energy. You can create acid, cold, electricity, fire, or sonic energy.

Earth Lore. You can control earth and stone, changing its shape or consistency, causing cave-ins or even earthquakes; +3 bonus to Craft (stoneworking) checks.

Enhance Object. You can repair damaged objects, improve objects' characteristics, and purify or improve food or drink; +3 bonus to all Craft checks.

Fatigue. You can sap an individual's stamina or spell energy, and even add his energy to your own; +3 bonus to Escape Artist checks.

Fear. You can inspire terror in your enemies; +3 bonus to Intimidate checks.

Fire Lore. You can control fire, changing its burn rate, or enhancing its effects; +3 bonus to Resistance checks.

Flight. You can levitate or fly; +3 bonus to Climb checks.

Healing Lore. You can magically diagnose and repair ailments and injuries; +3 bonus to Heal checks.

Hold. You can paralyze opponents; +3 bonus to Command checks.

Pattern. You can create patterns of light to entrance, blind, or knock out your enemies; +3 bonus to Prestidigitation checks.

Plant Lore. You can speak with plants, and cause them to move under your control; +3 bonus to Survival checks.

Resolve. You can remove a magical effect affecting a person, object, or area; +1 bonus to Will saves.

Reveal. You can see or hear sights or sounds (including those that are hidden or disguised) at a distant; +3 bonus to Detect Magic checks.

Shapeshift. You can change your appearance or form, or that of another; +3 bonus to Disguise checks.

Telekinesis. You can move objects and creatures without touching them; +3 bonus to Jump checks.

Telepathy. You can sense or invade the thoughts of others; +3 bonus to Sense Motive checks.

Teleport. You can transport an object or yourself a short distance.

Wards. You can protect yourself from harmful energy, weapons, and creatures, or trap an extraplanar creature within a magical barrier; +1 deflection bonus to AC.

Water Lore. You can produce water, raise clouds of vapor, control the movement of liquids, move on the surface of liquids, and breathe while underwater; +3 bonus to Survival checks.

SECOND MAGNITUDE

Animate Objects. You can grant an inanimate object the semblance of life; +3 bonus to Sleight of Hand checks.

Compel. You can force others to act as you wish; +3 bonus to Intimidate checks.

Create Undead. You can create or control undead; +4 bonus to saves made to resist negative levels.

Enhance Person. You can improve a target's natural talents; +1 bonus to Initiative checks.

Obscure. You can make yourself harder (or even impossible) to see, either normally or through magical scrying; +3 bonus to Hide checks.

Ref ect. You can create a protective boundary capable of deflecting magical attacks, even reflecting them back at the caster; +3 bonus to Resistance checks.

NEW SPELLS

The majority of all spells from the *PHB* can be duplicated using the *True Sorcery* system, but occasionally you're going to come across a spell that apparently can't be. In some cases you just have to look at the spell in a different way; e.g., there's no spell labeled *Control Weather* here, but the effects that make up that spell can be found: *Air Lore* to increase wind speed, *Water Lore* to cause precipitation, *Create Energy (electricity)* to cause lighting, etc.

In other cases, the GM can easily extrapolate from other spells to handle a missing spell, but she should keep a couple points of design philosophy in mind while she does so. Take, for example, cold spells like *Ray of Frost*, *Cone of Cold*, *Ice Storm* and *Freezing Sphere*. It wouldn't be too difficult to create a *Cold Lore* spell, but the GM should keep in mind that every new spell introduced into the *True Sorcery* spell lists forces a difficult choice on a spellcaster: With the number of spells a spellcaster can know limited by the number of times she takes the Talent feat, is a *Cold Lore* spell going to be useful enough for a spellcaster to select over some other spell? Can the desired effect be created with an existing spell? In the case of a *Cold Lore* spell, note that *Create Energy (Cold)* achieves the desired effect for nearly all cold spells. Ice storm is somewhat unique in that it has effects that fall outside of the range, but nothing that couldn't be created by blending *Create Energy (Cold)* with *Force*.

Vermin Lore. You can summon, command, and even communicate with insects; +3 bonus to Knowledge (nature) checks.

THIRD MAGNITUDE

Banish. You can force an extraplanar outsider to return to its native plane; +3 bonus to Detect Magic checks.

Create Matter. You can make something from nothing; +3 bonus to all Craft checks.

Destroy. You can destroy matter, energy fields, and force effects; +3 bonus to Disable Device checks.

Life. You can restore life to the dead; +3 bonus to Heal checks.

Planewalker. You can make yourself ethereal, blink between planes, or transport yourself or other creatures to another plane; +3 bonus to Knowledge (the planes) checks.

Slay. You can kill with a word; +3 bonus to Intimidate checks.

Time Lore. You can speed, slow, stop, or reverse time; +1 bonus to Initiative checks.

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

AFFLICT

You can bestow curses.

Prerequisite: Dabbler—base DC 5.

Component: Verbal; **Range:** Touch; **Target:** Living creature touched; **Duration:** 1 round (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You afflict a target you touch with a mild curse, imposing a -1 morale penalty on attack rolls, checks, and saving throws for the duration of the effect. Upon casting the effect, you are charged with the ability to curse until you successfully touch a target or until the duration expires.

AUGMENTED EFFECTS

You can apply the following augmentations to *Afflict*: Area/Target, Components, Duration, Range.

You may expand the effects of *Afflict* to apply the penalty to caster level checks or spell resistance, which increases the base Spellcraft DC by +5. Alternatively, you can substitute a penalty to caster level checks or spell resistance by eliminating one of the spell's base effects (the penalty to attack rolls, checks, or saving throws). And for each additional -1 penalty assessed on either the target's attack rolls, checks, saving throws,

caster level, or spell resistance increase the base Spellcraft DC by +5.

For example, you could add a -1 penalty to spell resistance but drop the penalty to saving throws (+5 DC for the spell resistance penalty, offset by dropping the saving throw penalty), then increase the penalty on attack rolls, checks and spell resistance to -2 (+5 DC each, for a total of +15 DC), with a net +15 Spellcraft DC bonus.

By increasing the Spellcraft DC by +10, you can afflict one of the target's senses: sight, smell, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense selected does not function for the spell's duration, with all attendant penalties applicable for losing the specified sense. By increasing the Spellcraft DC by +30, you can give a target a disease (see **Disease** in the *DMG*). The saving throw changes to Fortitude in this case.

You can also impose a -1 penalty on one of a target's ability scores by increasing the Spellcraft DC by +15. For each additional -1 penalty to that ability score, increase the DC by an additional +10; to cause a -1 penalty to two *different* ability scores requires +15 DC each. You cannot reduce any of the target's ability scores below 1.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Intimidate checks.

SYNERGY

If you have 5 ranks of Heal, you gain a +2 bonus to Spellcraft checks made to cast *Afflict* spell effects.

SAMPLE SPELL EFFECTS

MILD CURSE

Spellcraft: DC 10; **Component:** V; **Range:** Touch; **Target:** Living creature touched; **Duration:** 6 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

A foul black energy coalesces about your hand. You afflict a creature you touch with a mild curse, imposing a -1 morale penalty on attack rolls, checks, and saves.

Math: DC 5 base, +5 rounds (+5).

FLING CURSE

Spellcraft: DC 15; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 30 ft.; **Effect:** Ray; **Duration:** 5 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

A beam of swirling black energy leaps from your outstretched finger. A target struck by this ray that fails its save takes a -1 morale penalty on attack rolls, checks, and saves.

Math: DC 5 base, +4 rounds (+4), touch to ray (+4), +20 ft. (+2).

AURA OF DOOM

Spellcraft: DC 25; **Component:** V; **Range:** Personal; **Area:** 10-ft.-radius emanation; **Duration:** 6 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

Tendrils of inky darkness swirl about you. All creatures within the area take a -2 morale penalty on attack rolls and a -1 penalty to all checks and saves.

Math: DC 5 base, +5 rounds (+5), target to area (+5), +5 ft. radius (+5), additional -1 penalty to attack (+5).

BLINDING RAYS

Spellcraft: DC 30; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 20 ft.; **Effect:** 2 rays; **Duration:** 7 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

From the palm of your hand burst beams of bright, scintillating light. Targets struck by these rays are blinded and take a -1 morale penalty on attack rolls, checks, and saves for the duration of the effect.

Math: DC 5 base, +6 rounds (+6), touch to ray (+4), +10 ft. (+1), extra target (+4), blindness (+10).

CLOUD OF PESTILENCE

Spellcraft: DC 50; **Components:** V, S, F (adds +10 to Spellcraft check); **Range:** Personal; **Area:** Cloud spreads in a 10-ft. radius, 10 ft. high; **Duration:** 4 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You exhale a cloud of brown mist that reeks of death. All living creatures within the cloud (except you) must succeed on a Fortitude save or contract a disease of your choosing.

Math: DC 5 base, select one disease (+30), +3 rounds (+3), cloud 10 ft. radius/height (+12).

AIR LORE

You can invoke a light breeze.

Prerequisite: First Magnitude—base DC 15.

Component: Somatic; **Range:** 10 ft.; **Effect:** Line-shaped gust of moderate wind; **Duration:** 1 round; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

BASE EFFECT

This spell creates a blast of air (up to 20 mph) originating from you and affecting all creatures in its path. The force of the winds has a 50% chance of extinguishing candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to flicker and has a 25% chance to extinguish those lights.

In addition to the effects noted, *Air Lore* can do anything a sudden blast of wind would be expected to do: create a spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, rock a small boat, or blow gases or vapors to the edge of its range.

AUGMENTED EFFECTS

You can apply the following augmentations to *Air Lore*: Area/Target, Components, Duration, Range.

You can increase the potency of the winds created through *Air Lore*. For each increase of wind force, you increase the DC by +5. Wind force has effects as follows.

Strong Wind: Gust automatically extinguishes unprotected flames (candles, torches, and the like). Strong winds impose a -2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly, with a 50% chance of being extinguished. Ranged weapon attacks and Listen checks are at a -4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

You cannot move a creature beyond the limit of the spell effect's range, although you may increase the spell's range as normal.

Alternatively, by increasing the Spellcraft DC by +50, you can create a tornado with *Air Lore*. All flames within 150 feet of the tornado are automatically extinguished and all ranged attacks (even with siege weapons) are impossible. Listen checks automatically fail.

Select a square within range (as determined by the spell effect's augmentations). All characters within 30 feet (or more, if augmented) of that square must succeed on a Fortitude save against the spell's DC or be sucked inside the tornado. Any who come in contact with the tornado (either through being sucked inside or entering the selected square) are picked up and whirled around for 1d10 rounds (extending the duration further increases the DC by +1 per additional round), taking 6d6 points of damage per round until they are violently expelled (falling damage may apply).

While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round) for 1d10 rounds (or until the augmented spell effect ends). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Large or smaller creatures in the area of tornado-strength winds are blown away. Huge creatures are knocked down, and Gargantuan and Colossal creatures are checked.

If you increase the Spellcraft DC by +10, you can sustain yourself without an outside supply of air. The spell's base range changes to personal and target becomes "you."

By increasing the DC by +30, you and your gear can become living air: insubstantial, misty, and translucent. Your material armor (including natural armor) becomes worthless, although your size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. You gain damage reduction 10/magic and become immune to poison and critical hits. You can't attack or cast spells with verbal, somatic, material, or focus components while in this form. You also cannot use supernatural abilities.

As living air, you can't run but you can fly at a speed of 10 feet (perfect maneuverability). You can increase this speed by 10 feet per +1 increase to the DC. You can be blown away by the wind unless your flying speed is its equal (a speed of 10 feet is about 1 mile per hour) or you increase the Spellcraft DC by +10 to ignore the wind.

You can pass through any small opening, but cannot enter water or other liquid. You can't manipulate objects or activate items, even those transformed into air with you. Continuously active items remain active, although in some cases their effects may be moot. The spell's base range changes to personal and target becomes "you."

Creatures with the air subtype are immune to *Air Lore* spell effects.



CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Jump checks.

SYNERGY

If you have 5 or more ranks in Knowledge (nature), you gain a +2 bonus on Spellcraft checks to cast *Air Lore* spell effects.

SAMPLE SPELL EFFECTS

GUST

Spellcraft: DC 20; **Component:** S; **Range:** 10 ft.; **Effect:** Line-shaped gust of moderate wind; **Duration:** 1 round; **Saving T row:** Fortitude negates; **Spell Resistance:** Yes.

With a complex gesture, you create a brief blast of air. This spell creates a blast of air (up to 30 mph) originating from you and affecting all creatures in its path. The force of the wind automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those

of lanterns, to flicker and has a 25% chance to extinguish those lights.

In addition to the effects noted, *gust* can do anything a sudden blast of wind would be expected to do: create a spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, rock a small boat, or blow gases or vapors to the edge of its range.

Gust imposes a -2 penalty on ranged attack rolls and on Listen checks.

Math: DC 15 base, strong (+5).

SUSTAINED GUST

Spellcraft: DC 25; **Component:** S; **Range:** 30 ft.; **Effect:** Line-shaped gust of moderate wind; **Duration:** 4 rounds; **Saving T row:** Fortitude negates; **Spell Resistance:** Yes.

With a complex gesture, you create a brief blast of air. This spell functions as *gust*, but the blast of air last longer and extends further.

Wind Force	Wind Speed	Ranged Attacks Normal/ Siege Weapons ¹	Creature Size ²	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	-2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	
Severe	31–50 mph	-4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

1 The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

2 Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

Math: DC 15 base, strong (+5), +3 rounds (+3), +20 ft. (+2).

ESCHEW AIR

Spellcraft: DC 54; **Components:** S, F (adds +5 to Spellcraft check); **Range:** Personal; **Target:** You; **Duration:** 1 hour; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

Your chest heaves and trembles and then stops altogether as you sustain yourself with magical air for the duration of the effect.

Math: DC 15 base, special (+10), round to minute (+9), minute to hour (+20).

RAGING WIND

Spellcraft: DC 75; **Components:** V, S, F (adds +10 to Spellcraft check); **Range:** 60 ft.; **Effect:** Whirling tornado; **Duration:** 5 + 1d10 rounds; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

With a loud voice, you call upon the spirits of the winds, invoking them to terrible acts of violence. And in response, the wind accelerates forming a cone of pure destruction -- you create a tornado. All flames within 150 feet are automatically extinguished and all ranged attacks (even with siege weapons) are impossible. Listen checks automatically fail.

Select a square within range. All characters within 30 feet of that square must succeed on a Fortitude save against DC 75 or be sucked inside the tornado. Any who come in contact with the tornado (either through being sucked inside or entering the selected square) are picked up and whirled around for the spell's duration, taking 6d6 points of damage per round until they are violently expelled (falling damage may apply).

While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round) for the spell's duration. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Large or smaller creatures in the area of tornado-strength winds are blown away. Huge creatures are knocked down, and Gargantuan and Colossal creatures are checked.

Math: DC 15 base, tornado (+50), +5 rounds (+5), +50 ft. (+5).

ANIMATE OBJECTS

You can grant mobility to an inanimate object.

Prerequisite: Second Magnitude—base DC 20.

Component: Somatic; **Range:** 10 ft.; **Target:** Object or 5 cubic feet of matter; **Duration:** 1 round (D); **Saving Throw:** None (Will negates, see text); **Spell Resistance:** No.

BASE EFFECT

You imbue an unattended inanimate object with mobility and a semblance of life (although not actual life). The animated



object (which cannot be larger than Tiny-sized; see **Animated Object** in the *MM* for details), attacks whomever or whatever you initially designate. The animated object can be of any nonmagical material. You can also animate part of a larger mass of raw matter, such as a volume of water in the ocean, part of a stony wall, or a quantity of earth, as long as the volume of material does not exceed 5 cubic feet.

AUGMENTED EFFECTS

You can apply the following augmentations to *Animate Objects*: Area/Target, Components, Duration, Range.

You can animate additional matter by increasing the Spellcraft DC by +2 for every additional 5 cubic feet of material up to 1,000 cubic feet. For every 100 cubic feet beyond 1,000, increase the Spellcraft DC by +5.

As you animate more matter, you must also increase the Spellcraft DC for the matter's new size. Each size category above Tiny increases the Spellcraft DC by +10, which is in addition to the cubic foot increase.

You can also increase an animated object's Hit Dice depending on its size. The DC increase is +5 per Hit Die added.

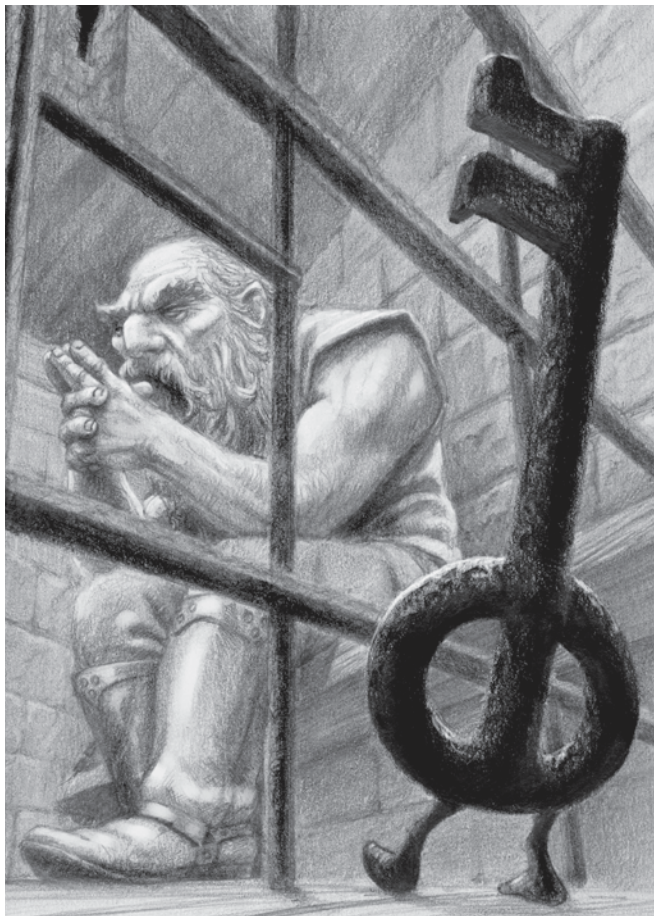
Max Area (cu. ft.)	Size	Base HD	Max HD	DC to Increase HD
15	Tiny or smaller	½ HD	1 HD	+5 to 1HD
65	Small	1 HD	2 HD	+5 to 2 HD
125	Medium	2 HD	4 HD	+10 per HD above 2
1,000.	Large	4 HD	8 HD	+10 per HD above 4
3,375	Huge	8 HD	16 HD	+10 per HD above 8
8,000	Garg.	16 HD	32 HD	+20 per HD above 16
27,000+	Colossal	32 HD	64 HD	+20 per HD above 32

For example, Rachel decides to animate a boulder about 3 feet by 3 feet by 3 feet, or 27 cubic feet. This is too big for a Tiny animated object, so it increases the size to Small. To increase the area of the selected object, Rachel has to increase the DC by +20 (+5 for each extra 5 cubic feet). Plus, because she increased the size, she must increase the DC by an additional +10. So to animate the rock for 1 round, she must succeed on a DC 50 Spellcraft check. She can augment the duration of this spell effect as normal.

To determine statistics for animated objects, see the entry in the MM.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Sleight of Hand checks.



SYNERGY

If you have 5 or more ranks in Knowledge (architecture and engineering), you gain a +2 bonus to Spellcraft checks to cast *Animate Objects* spell effects.

SAMPLE SPELL EFFECTS

ANIMATE TINY OBJECT

Spellcraft: DC 30; **Component:** S; **Range:** 10 ft.; **Target:** Object or 5 cubic feet of matter; **Duration:** 6 rounds (D); **Saving T row:** None (Will negates, see text); **Spell Resistance:** No.

Through an arcane gesture, you cause an inanimate object to spring to life. You animate a Tiny object.

TINY ANIMATED OBJECT

CR 1/2

N Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Spot -5, Listen -5

AC 14, touch 14, flat-footed 12

hp 5 (1 HD); **Hardness** varies

Fort +0, **Ref** +2, **Will** -5

Spd 40 ft. (8 squares)

Melee slam +1 (1d3-1)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -9

Abilities Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1

SQ construct traits

Math: DC 20 base, +5 rounds (+5), 1 HD (+5).

ANIMATE SMALL OBJECT

Spellcraft: DC 60; **Components:** V, S, F (add +10 to Spellcraft checks); **Range:** 10 ft.; **Target:** Object or 65 cubic feet of matter; **Duration:** 6 rounds (D); **Saving T row:** None (Will negates, see text); **Spell Resistance:** No.

Through an arcane gesture, you cause an inanimate object to spring to life. You animate a Small object.

SMALL ANIMATED OBJECT

CR 1

N Small construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Spot -5, Listen -5

AC 14, touch 12, flat-footed 13

hp 11 (2 HD); **Hardness** varies

Fort +0, **Ref** +1, **Will** -5

Spd 30 ft. (6 squares)

Melee slam +2 (1d4)

Base Atk +1; **Grp** -3

Abilities Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1

Math: DC 20 base, +5 rounds (+5), +50 cu. ft. (+20), Small (+10), 2 HD (+5).

ANIMATE MEDIUM OBJECT

Spellcraft: DC 103; **Components:** V, S, F (adds +10 to Spellcraft checks); **Range:** 10 ft.; **Target:** Object or 125 cubic

feet of matter; **Duration:** 6 rounds (D); **Saving T row:** None (Will negates, see text); **Spell Resistance:** No.

Through an arcane gesture, you cause an inanimate object to spring to life. You animate a Medium object.

MEDIUM ANIMATED OBJECT

CR 2

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Spot -5, Listen -5

AC 14, touch 10, flat-footed 14

hp 22 (4 HD); **Hardness** varies

Fort +0, **Ref** +0, **Will** -5

Spd 30 ft. (6 squares)

Melee slam +3 (1d6+1)

Base Atk +2; **Grp** +3

Abilities Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1

Math: DC 20 base, +5 rounds (+5), +120 cu. ft. (+48), Medium (+10), 4 HD (+20).

BANISH

You can force an extraplanar outsider to return to its native plane.

Prerequisite: Third Magnitude—base DC 25.

Components: Verbal, Somatic; **Range:** Touch; **Target:** Extraplanar creature touched; **Duration:** Instantaneous; **Saving T row:** Will negates (see text); **Spell Resistance:** Yes.

BASE EFFECT

You can banish up to 4 HD of extraplanar outsiders to their home planes. An extraplanar creature leaves your plane if it fails a special Will save (DC = spell's save DC - outsider's HD + your caster level). If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

AUGMENTED EFFECTS

You can apply the following augmentations to *Banish*: Area/Target, Components, Range.

For each additional 2 HD of extraplanar creatures banished, increase the Spellcraft DC by +5. To specify a type of creature other than outsider to be banished, increase the Spellcraft DC by +20, although the creature must still have the extraplanar subtype.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Detect Magic checks.

SYNERGY

If you have 5 or more ranks in Knowledge (the planes), you gain a +2 bonus on Spellcraft checks to cast *Banish* spell effects.

SAMPLE SPELL EFFECTS

DISMISSING TOUCH

Spellcraft: DC 29; **Components:** V, S; **Range:** Touch; **Target:** Extraplanar creature touched; **Duration:** Instantaneous; **Saving T row:** Will negates (see text); **Spell Resistance:** Yes.

Upon completing the arcane words, your hand glows with a pulsing white light. Make a touch attack against a target outsider. If you hit and the outsider has 8 or less Hit Dice, it must immediately succeed on a special Will save (DC = spell's save DC - outsider's HD + your caster level), or be whisked away to its native plane. There's a 20% chance of actually sending the subject to a plane other than its own.

Math: DC 25 base, 8 HD (+4).

RAY OF DISMISSAL

Spellcraft: DC 38; **Components:** V, S; **Range:** 60 ft.; **Effect:** Ray; **Duration:** Instantaneous; **Saving T row:** Will negates (see text); **Spell Resistance:** Yes.

Once you speak the proper intonations, a beam of shimmering white light bursts from your fingertip. Make a ranged touch attack against a target outsider. If you hit and the outsider has 8 or less Hit Dice, it must immediately succeed on a special Will save (DC = spell's save DC - outsider's HD + your caster level), or be whisked away to its native plane. There's a 20% chance of actually sending the subject to a plane other than its own.

Math: DC 25 base, touch to ray (+4), +50 ft. (+5), 8 HD (+4).

BURST OF BANISHMENT

Spellcraft: DC 145; **Components:** V, S, F (adds +5 to Spellcraft check); **Range:** Personal; **Effect:** 50-ft.-radius burst; **Duration:** Instantaneous; **Saving T row:** Will negates (see text); **Spell Resistance:** Yes.

You hold aloft a glimmering gemstone, speaking the words of power to send back the enemy to where it belongs. When you finish, beams of light spread out in all directions from your body. You force up to 30 HD of outsiders within range to make special Will saves (DC = spell's save DC - outsider's HD + your caster level). Those who fail are whisked away to their native planes. There's a 20% chance of actually sending the subject to a plane other than its own.

Math: DC 25 base, touch to area (+5), +50-ft.-radius burst (+50), +24 HD (+65).

BEAST LORE

You can detect the presence of animals.

Prerequisite: Dabbler—base DC 5.

Component: Verbal; **Range:** 10 ft.; **Area:** Cone-shaped emanation; **Duration:** 1 round (D); **Saving T row:** None; **Spell Resistance:** No.

BASE EFFECT

You can detect the presence or absence of a particular animal (e.g., your warhorse) or type of animal (e.g., any horse) in a cone emanating out from you in whatever direction you face. You must think of a kind of animal when using *Beast Lore*. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

AUGMENTED EFFECTS

You can apply the following augmentations to *Beast Lore*: Area/Target, Components, Duration, Range.

If you extend the duration of the spell effect, you can turn to detect an animal in a new area or change the type of animal you can detect each round. The amount of information revealed depends on how long you concentrate in a particular area or focus on a specific kind of animal.

2nd Round: Number of individuals of the specified kind in the area, and the condition (see below) of the healthiest specimen.

3rd Round: The condition and location of each individual present. If an animal is outside your line of sight, then you discern its direction but not its exact location.

Condition: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

By increasing the Spellcraft DC by +10, you gain the ability to speak with animals. You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell effect doesn't make them any more friendly or cooperative than usual. Furthermore, wary and cunning animals are likely to be terse and evasive, while stupid ones make inane comments. With this effect, you may modify their attitudes with a successful Diplomacy check. If an animal is friendly toward you, it might do some favor or service for you.

SPECIAL SPELL EFFECT

Beast Lore includes a special spell effect available to casters of the Fourth Magnitude.

Watchers: **Base DC:** 88; **Base Drain:** 1d8+14; **Components:** Verbal, Somatic; **Range:** 1 mile; **Effect:** Two or more watchers; **Duration:** 1 hour/caster level; **Saving Throw:** None; **Spell Resistance:** No.

You summon a number of watchers (bats, ravens, or rats) equal to 1d12 + your caster level. These creatures move out, scout around, and return as you direct them when casting the spell. Each creature can see 120 feet in all directions.

Each animal has the standard traits and abilities associated with its kind (see the *MM* for details). It has a Spot modifier equal to your caster level but is otherwise subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings.

When you create the watchers, you specify instructions you want them to follow in a command of no more than 25 words.

In order to report their findings, the watchers must return to your hand. Each replays in your mind all it has seen during its existence. It takes a watcher 1 round to replay 1 hour of recorded images. After relaying its findings, a watcher scampers off, reverting to normal.

If a watcher ever gets more than 1 mile away from you, it instantly reverts to normal. However, your link with the watcher is such that you won't know if the link was destroyed because the animal wandered out of range or because of some other event.

The watchers serve you for up to 1 hour per caster level or until they return to you, at which point they revert to normal animals.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Handle Animal checks.

SYNERGY

If you have 5 or more ranks in Handle Animal, you gain a +2 bonus to Spellcraft checks to cast *Beast Lore* spell effects.

SAMPLE SPELL EFFECTS

SENSE ANIMALS

Spellcraft: DC 14; **Component:** V; **Range:** 60 ft.; **Area:** Cone-shaped emanation; **Duration:** 3 rounds; **Saving Throw:** None; **Spell Resistance:** No.

Upon uttering a few syllables of power, you cast your senses outward to sense the presence or absence of animals. You detect the presence or absence of a particular animal (e.g., your warhorse) or type of animal (e.g., any horse) in a cone emanating out from you in whatever direction you face. You must think of a kind of animal. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

Each round you can turn to detect an animal in a new area or change the type of animal you can detect each round. The amount of information revealed depends on how long you concentrate in a particular area or focus on a specific kind of animal.

2nd Round: Number of individuals of the specified kind in the area, and the condition (see page 38) of the healthiest specimen.

3rd Round: The condition and location of each individual present. If an animal is outside your line of sight, then you discern its direction but not its exact location.

Math: DC 5 base, +50 ft. (+5), +4 rounds (+4).

SPEAK WITH ANIMALS

Spellcraft: DC 29; **Component:** V; **Range:** 60 ft.; **Area:** Cone-shaped emanation; **Duration:** 1 minute (D); **Saving T row:** None; **Spell Resistance:** No.

After speaking an arcane phrase, the chattering noise of the local wildlife becomes understandable and clear. You find that you can also repeat these noises and communicate with these creatures.

You are able to ask questions of and receive answers from animals, although the spell effect doesn't make them any more friendly or cooperative than usual. Furthermore, wary and cunning animals are likely to be terse and evasive, while stupid ones make inane comments. With this effect, you may modify their attitudes with a successful Diplomacy check. If an animal is friendly toward you, it might do some favor or service for you.

Math: DC 5 base, +50 feet (+5), round to minute (+9), speak (+10).

BEGUILE [MIND-AFFECTING]

You can disrupt the thoughts and actions of another.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** Touch; **Target:** Living creature touched; **Duration:** 1 round; **Saving T row:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You cause the target to become *confused*, making it unable to determine independently what it will do. Roll on the following table at the beginning of the subject's next turn round to see what it does in that round.

1d10	Behavior
1	Attack you with melee or ranged weapons (or close with you if attack is not possible).
2	Act normally.
3-4	Do nothing but babble incoherently.
5-6	Flee from you at top possible speed.
7-10	Attack nearest creature.



A *confused* creature that cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* creature that is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. *Note:* A *confused* creature won't make attacks of opportunity against any creature that it isn't already devoted to attacking, either because of its most recent action or because it has just been attacked.

AUGMENTED EFFECTS

You can apply the following augmentations to *Beguile*: Area/Target, Components, Duration, Range.

By increasing the Spellcraft DC by +20, you can choose the target's behavior (from those listed above) for 1 round. If you extend the duration of the spell, you must increase the DC by +20 for every round you wish to determine its actions.

Alternatively, by increasing the DC +10, by you can calm the emotions of the target, reducing strong emotions (both positive, such as joy, and negative, such as anger) to a neutral state. The target cannot take violent actions (although it can defend herself) or do anything destructive, but any aggressive action against or damage dealt to it immediately breaks the spell.

This spell automatically suppresses (but does not dispel) any magical morale bonuses, as well as negating a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the *confused* condition from all

targets. While the spell effect lasts, a suppressed spell or effect has no effect. When the spell effect ends, the original spell or effect takes hold of the target again, provided that its duration has not expired in the meantime.

If this spell effect is augmented to cover more than one target creature, attacking any one breaks the spell on all of them.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Bluff checks.

SYNERGY

If you have 5 or more ranks in Bluff, you gain a +2 bonus on Spellcraft checks to cast *Beguile* spell effects.

SAMPLE SPELL EFFECTS

RAY OF CONFUSION

Spellcraft: DC 28; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 60 ft.; **Effect:** Ray; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

A beam of multicolored light springs forth from your outstretched hand. A target struck by this ray and that fails its saving throw becomes *confused*, unable to determine independently what it will do from round to round. Roll on the *Beguile* table on page 39 at the beginning of the subject's next turn round to see what it does that round.

A *confused* creature that cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* creature that is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes. *Note:* A *confused* creature won't make attacks of opportunity against any creature that it isn't already devoted to attacking, either because of its most recent action or because it has just been attacked.

Math: DC 15 base, change touch to ranged (+4), +50 ft. (+5), +4 rounds (+4).

IMPROVED RAY OF CONFUSION

Spellcraft: DC 48; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 60 ft.; **Effect:** Ray; **Duration:** 7 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

A beam of multicolored light springs forth from your outstretched hand and lances toward your target. This spell effect functions as *ray of confusion*, except that you determine the target's first action from the possible actions listed under the *Beguile* table.

Math: DC 15 base, touch to ranged (+4), +50 ft. (+5), +4 rounds (+4), determine 1 round (+20).

CALM EMOTIONS

Spellcraft: DC 58; **Components:** V; **Range:** 20 ft.; **Area:** 20-ft.-radius emanation centered on you; **Duration:** 1 minute; **Saving T row:** Will negates; **Spell Resistance:** Yes.

With a word, the air becomes laden with a sense of calm, soothing emotions. All creatures in the area who fail their saves, reduce their emotions to a neutral state. The targets cannot take violent actions (although they can defend themselves) or do anything destructive, but any aggressive action against or damage dealt to them immediately breaks the spell effect.

Math: DC 15 base, touch to ranged (+4), ray to area (+5), +15 ft. radius (+15), round to minute (+9), calm (+10).

CHARM [MIND-AFFECTING]

You can improve another's attitude toward you.

Prerequisite: Dabbler—base DC 5.

Component: Verbal; **Range:** 10 ft.; **Target:** One humanoid creature; **Duration:** 1 round; **Saving T row:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

This spell makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to *control* the charmed creature as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it would not ordinarily do. You may not retry this roll. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. You must speak the creature's language to communicate your commands, or else be good at pantomiming.

AUGMENTED EFFECTS

You can apply the following augmentations to *Charm*: Area/Target, Components, Duration, Range.

If you change touch to range, the spell effect does not take the form of a ray, but rather targets one creature within the new range.

You may extend your *Charm* effect to include animals by increasing the Spellcraft DC by +5. To affect creatures of any type, increase the Spellcraft DC by +35.

To improve the target's attitude to helpful, increase the Spellcraft DC by +20; to fanatic (see sidebar), increase the DC by +50.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Diplomacy checks.

SYNERGY

If you have 5 or more ranks in Bluff, you gain a +2 bonus on Spellcraft checks to cast *Charm* spell effects.

SAMPLE SPELL EFFECTS

CHARM PERSON

Spellcraft: DC 14; **Component:** V; **Range:** Touch; **Target:** One humanoid creature; **Duration:** 1 minute; **Saving T row:** Will negates; **Spell Resistance:** Yes.

Your touch engenders friendly feelings. A target creature you touch and who fails the save has her attitude changed to Friendly.

Math: DC 5 base, round to minute (+9).

CHARM ANIMAL

Spellcraft: DC 20; **Component:** V; **Range:** 30 ft.; **Target:** One animal within 30 ft.; **Duration:** 1 minute; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You evoke feelings of friendship within a target animal. A target animal within range becomes Friendly.

Math: DC 5 base, round to minute (+9), touch to ranged (+4), +20 ft. (+2).

BURST OF FRIENDSHIP

Spellcraft: DC 38; **Component:** V; **Range:** 20 ft.; **Effect:** 20-ft.-radius burst centered on you; **Duration:** 1 minute; **Saving T row:** Will negates; **Spell Resistance:** Yes.

Those near you perceive you as a trusted friend and ally. As *charm person*, but it affects all humanoids within range.

Math: DC 5 base, round to minute (+9), touch to ranged (+4), ray to area (+5), +15 ft. (+15).

THRALL

Spellcraft: DC 84; **Component:** V; **Range:** Touch; **Target:** One humanoid creature; **Duration:** 1 hour; **Saving T row:** Will negates; **Spell Resistance:** Yes.

Your touch fills a creature with a mad passion to serve you. A target creature you touch and who fails the save has her attitude changed to Fanatic.



Math: DC 5 base, round to minute (+9), minute to hour (+20), Fanatic (+50).

COMPEL [MIND-AFFECTING]

You can force another to act as you wish.

Prerequisite: Second Magnitude—base DC 20.

Component: Verbal; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round; **Saving T row:** Will negates; **Spell Resistance:** Yes.

FANATIC ATTITUDE

In addition to the obvious effects, any NPC whose attitude is fanatic gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a –1 penalty to AC whenever fighting for you or your cause. This attitude remains for 1 day plus 1 day per point of your Charisma bonus, at which point the NPC's attitude reverts to its original attitude (or indifferent, if no attitude was specified).

Treat the fanatic attitude as a mind-affecting enchantment effect for purposes of immunity, save bonuses, or being detected by the Sense Motive skill. Since it is nonmagical, it can't be dispelled; however, any effect suppressing or countering mind-affecting effects affect it normally.

A fanatic NPC's attitude can't be further adjusted by the use of skills.

BASE EFFECT

You compel a target to follow a course of activity. At the basic level of effect, you must word instructions in such a manner as to make the activity sound reasonable. Asking the creature to do an obviously harmful act automatically negates the effect. You must speak the creature's language to communicate your commands, or else be good at pantomiming.

AUGMENTED EFFECTS

You can apply the following augmentations to *Compel*: Area/Target, Components, Duration, Range.

If you augment the range of this spell, it does not take the effect of a ray. Instead, it affects one target creature within range.

To compel a creature to follow an outright unreasonable course of action, increase the Spellcraft DC by +20. The compelled course of activity can continue for the entire duration. If the compelled activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Intimidate checks.



SYNERGY

If you have 5 or more ranks in Diplomacy, you gain a +2 bonus on Spellcraft checks to cast *Compel* spell effects.

SAMPLE SPELL EFFECTS

COMPELLING TOUCH

Spellcraft: DC 24; **Component:** V; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

Your touch makes your suggestions seem reasonable. You compel a target to follow a suggested course of action. At the basic level of effect, you must word instructions in such a manner as to make the activity sound reasonable. Asking the creature to do an obviously harmful act automatically negates the effect. You must speak the creature's language to communicate your commands, or else be good at pantomiming.

Math: DC 20 base, +4 rounds (+4).

DOMINATE

Spellcraft: DC 69; **Component:** V; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You compel a target to follow any suggested course of action, even ones that seem unreasonable. Otherwise this spell effect functions as *compelling touch*.

Math: DC 20 base, round to minute (+9), minute to hour (+20), unreasonable (+20).

CREATE ENERGY

You can create acid, cold, electricity, fire, or sonic energy.

Prerequisite: First Magnitude—base DC 15.

Components: Verbal, Somatic; **Range:** 10 ft.; **Area:** 5-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes.

BASE EFFECT

You may select this spell multiple times. Each time you select *Create Energy*, choose a new energy type from the following list: acid, cold, electricity, fire, or sonic -- you can create energy of this type.

You point your finger and determine the range (distance and height) at which the created energy is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts on a material body or solid barrier prior to attaining the prescribed range, blossoms into the created energy at that point -- an early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

All creatures in the area of the detonation take 1d4 points of damage. Unattended objects caught in the area of the created energy take damage as normal for the energy: fire ignites combustibles, cold freezes liquids, sonic can shatter fine or delicate items and so on.

Note: If you create an energy type, the created energy vanishes at the end of the spell effect's duration. Incidental effects, such as fires started from *Create Energy (fire)* or (*electricity*), or billowing smoke from *Create Energy (acid)*, (*fire*), or (*electricity*), do not vanish at the end of the duration.

AUGMENTED EFFECTS

You can apply the following augmentations to *Create Energy*: Area/Target, Components, Damage, Range.

If you know more than one version of this spell, you can combine energy types by increasing the Spellcraft DC by +10, allowing the spell to deal an additional 1d4 points of damage. Thus, if you know *Create Fire* and *Create Electricity*, you could create a basic effect dealing 1d4 fire and 1d4 electricity damage.

CONTINUOUS EFFECTS

You derive no additional benefit by selecting this spell.

SYNERGY

If you have 5 or more ranks in Knowledge (arcana), you gain a +2 bonus on Spellcraft checks to cast *Create Energy* spell effects.

SAMPLE SPELL EFFECTS

The type of energy created by these spells depends on the which *Create Energy* you have selected. For example, if you had selected cold, then *energy touch* would be *cold touch* and deal cold damage.

ENERGY TOUCH

Spellcraft: DC 20; **Components:** V, S; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving T row:** Reflex half; **Spell Resistance:** Yes.

Your hand flares with pulsing energy. A creature you touch takes 2d6 points of energy damage.

Math: DC 15 base, ranged to touch (-5), d4 to d6 (+5), +1d6 (+5).

ENERGY RAY

Spellcraft: DC 33; **Components:** V, S; **Range:** 60 ft.; **Effect:** Ray; **Duration:** Instantaneous; **Saving T row:** Reflex half; **Spell Resistance:** Yes.

A beam of pure energy erupts from your outstretched hand. You must succeed on a ranged touch attack. If you hit, the target takes 3d6 points of energy damage.

Math: DC 15 base, area to ray (-2), +50 ft. (+5), d4 to d6 (+5), +2d6 (+10).

ENERGY BALL

Spellcraft: DC 60; **Components:** V, S; **Range:** 60 ft.; **Area:** 20-ft.-radius burst; **Duration:** Instantaneous; **Saving T row:** Reflex half; **Spell Resistance:** Yes.

A pea-sized ball of energy launches from your outstretched finger and detonates where you direct it, creating a burst of energy dealing 5d6 points of energy damage to all targets in the area.

Math: DC 15 base, +50 ft. (+5), +15-ft. burst (+15), d4 to d6 (+5), +4d6 (+20).

ENERGY CONE

Spellcraft: DC 56; **Components:** V, S; **Range:** 30 ft.; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving T row:** Reflex half; **Spell Resistance:** Yes.

Swirling energy fans out from your hands, creating a cone of energy that deals 7d6 points of energy damage to all targets within the area.

Math: DC 15 base, burst to cone (+4), +20 ft. (+2), d4 to d6 (+5), +6d6 (+30).

HELLBALL

Spellcraft: DC 289; **Components:** V, S, F (adds +5 to Spellcraft check); **Range:** 400 ft.; **Area:** 60-ft.-radius burst; **Duration:** Instantaneous; **Saving T row:** Reflex half; **Spell Resistance:** Yes.

With an earsplitting boom, a massive ball of swirling energy leaps from your hands, streaking hundreds of feet to a target you designate, where it explodes in hellish fury. All targets in the area of the *hellball's* detonation take 300 points of damage (25d12 maximized).

Math: DC 15 base, d4 to d6 (+5), d6 to d8 (+5), d6 to d10 (+5), d10 to d12 (+5), +24 dice (+120), +390 ft. (+39), +55-ft. burst (+55), maximized (+40).

CREATE MATTER

You can make something from nothing.

Prerequisite: Third Magnitude—base DC 25.

Components: Verbal, Somatic; **Range:** 0 ft.; **Effect:** Up to 5 cubic feet of nonliving, nonmagical matter; **Duration:** Instantaneous; **Saving T row:** None; **Spell Resistance:** No.

BASE EFFECT

You create a "block" of nonmagical, unattended object of nonliving matter up to 125 cubic feet (5 ft. × 5 ft. × 5 ft.) in volume. You may shape this as you like. You must succeed at an appropriate skill check to make a complex item. You can create matter ranging in hardness and rarity from water to wood.

AUGMENTED EFFECTS

You can apply the following augmentations to *Create Matter*: Area/Target, Components, Range.

For each additional block (125 cubic feet) of matter created, increase the Spellcraft DC by +2. You can also conjure different types of materials. For stone, crystal, or base metals increase the DC by +25.

Create Matter may also be used to create expensive materials, although in much smaller quantities. For precious metals, increase the DC by +30, for gems +50, and for rare metals (including adamantine, alchemical silver, and mithral) increase the DC by +80, but in all cases, reduce the amount created to 1 cubic foot. Each additional cubic foot increases the Spellcraft DC by +10. Finally, the duration changes from instantaneous to 1 minute and it may be augmented as normal.

In theory, you can create just about any material with this spell, from silk to feathers. In some cases, you can create special materials such as webbing.

Doing so increases the base DC by +10, but also increases the base area to one 10-foot square. Each additional 10-foot square increases the DC by +10. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become entangled among the gluey fibers. Attacking a creature in a web won't cause you to become entangled.

A creature in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, although moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength or Escape Artist check), a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a web spell effect are flammable. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Craft checks.

SYNERGY

If you have 5 or more ranks in Craft, you gain a +2 bonus on Spellcraft checks to cast *Create Matter* spell effects to create objects associated with your craft.

SAMPLE SPELL EFFECTS

STONE PILLAR

Spellcraft: DC 65; **Components:** V, S; **Range:** 60 ft.; **Effect:** 30-ft.-tall column of stone; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

A pillar of stone appears in a square you designate. It has AC 3, hardness 8, and 900 hit points.

Math: DC 25 base, +50 ft. (+5), +5 blocks (+10), stone (+25).

WALL OF WOOD

Spellcraft: DC 57; **Components:** V, S; **Range:** 20 ft.; **Effect:** 50 ft. x 40 ft. x 1 ft. wall of wood (S); **Duration:** 1 minute; **Saving Throw:** None; **Spell Resistance:** No.

You create a wooden wall that's 1 foot thick, 50 feet long, and 40 feet high. It has an AC 0, hardness 5, and 120 hit points.

Math: DC 25 base, range +20 ft. (+2), +15 blocks (+30).

WEBS

Spellcraft: DC 60; **Components:** V, S; **Range:** 50 ft.; **Area:** Three 10-ft. squares (S); **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** No.

You create a dense patch of webbing. You must anchor the masses to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within *webs* become entangled among the gluey fibers. Attacking a creature in a web won't cause you to become entangled.

A creature in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is entangled, but not prevented from moving, although moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose by spending 1 round and making a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either by making the initial Reflex save or a later Strength or Escape Artist check), a creature remains entangled, but may move through the web very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *webs* spell are flammable. Any fire can set the webs alight and burn away 5 square feet in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Math: DC 25 base, +50 ft. (+5), webs (+10), two 10-ft. squares (+20).

RUBBLE

Spellcraft: DC 73; **Components:** V, S; **Range:** 50 ft.; **Effect:** 100 5-ft. squares of difficult terrain (S); **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

You fill a 500-square-foot area with dense rubble. The area is considered difficult terrain.

Math: DC 25 base, +50 ft. (+5), +9 blocks (+18), stone (+25).

CREATE UNDEAD

You can restore dead remains to a semblance of life.

Prerequisite: Second Magnitude—base DC 20.

Components: Verbal, Somatic, Expendable; **Range:** Touch; **Target:** One corpse; **Duration:** 1 minute; **Saving Throw:** None; **Spell Resistance:** No.

BASE EFFECT

With this spell, you turn bones into a skeleton or a cadaver into a zombie. The undead creature can follow you, or it can remain in an area and attack any creature (or just a specific kind of creature you specify) entering the place. It remains animated until it's destroyed. (A destroyed undead creature can't be animated again.)

The undead creature you create remains under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead does not count toward the limit.

AUGMENTED EFFECTS

You can apply the following augmentations to *Create Undead*: Duration, Range, Targets.

If you augment the range, this spell affects a target cadaver or pile of bones within range, with no ranged touch attack needed.

You can also use *Create Undead* to create more powerful undead. Greater undead increase the Spellcraft DC as follows.

Undead	Spellcraft DC
Ghoul	+10
Ghast or Wight	+20
Mummy	+30
Mohrg	+40
Shadow	+50
Wraith	+60
Spectre	+80
Devourer	+100

Regardless of the type of undead you create, you can't create more HD of undead than twice your caster level with a single casting of the *Create Undead* spell.

You can also use this spell to take control over an undead creature. Instead of creating undead, you can cast this spell effect on an existing undead creature as a melee touch attack (although you can augment the spell effect as normal).



Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. A nonintelligent undead creature gets no saving throw against this spell effect.

When you control a mindless being, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead creature (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic; the undead creature must be able to hear you.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +4 bonus to saving throws made to remove negative levels.

SYNERGY

If you have 5 ranks of Knowledge (religion), you gain a +2 bonus to Spellcraft checks made to cast *Create Undead* spell effects.

SAMPLE SPELL EFFECTS

BONES AND FLESH

Spellcraft: DC 25; **Components:** V, S, E; **Range:** 10 ft.; **Target:** One corpse; **Duration:** 2 minutes; **Saving Throw:** None; **Spell Resistance:** No.

You snap a small bone and speak an incantation, causing a pile of rotten flesh or bones stirs to life at your command. You animate one target corpse within range to become a skeleton or zombie.

Expendable Component: Small bone.

Math: DC 20 base, touch to ranged (+4), +1 minute (+1).

BURST OF UNDEATH

Spellcraft: DC 59; **Components:** V, S, E; **Range:** 60 ft.; **Area:** 20-ft.-radius burst; **Duration:** 1 minute; **Saving Throw:** None; **Spell Resistance:** No.

You crush dried bones and speak an incantation. When complete, a spirit of ghostly energy emerges from the bone dust and wails as it reaches the destination you indicate within range. A number of corpses within the area rise up as newly created ghouls. The total HD of the undead created cannot exceed twice your caster level.

Expendable Component: Dried bones.

Math: DC 20 base, touch to ranged (+4), +50 ft. (+5), ranged to area (+5), +15-ft. burst (+15), ghoul (+10).

CALL WRAITH

Spellcraft: DC 100; **Components:** V, S, E; **Range:** Touch; **Target:** One corpse; **Duration:** 1 hour; **Saving Throw:** None; **Spell Resistance:** No.

You rub greasy ash on a skull and intone dark words of power, causing a black essence to suffuse the cadaver. When the spell is complete, a wraith emerges from the flesh and bone. With this spell effect, you create a wraith.

Expendable Component: Ashes of cremated body.

Math: DC 20 base, wraith (+60), minute to hour (+20).

DESTROY

You can destroy matter.

Prerequisite: Third Magnitude—base DC 25.

Components: Verbal, Somatic; **Range:** Touch; **Target:** One creature or object touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

BASE EFFECT

You deal 1 point of ability drain to a target creature or object touched. The damage is of no particular type or energy. If you

select Constitution and the target is reduced to 0 Constitution, it is utterly destroyed, leaving behind only a trace of fine dust.

Destroy can be used to instantly destroy nonliving matter. Up to a 10-foot cube of nonliving matter is affected, so *destroy* destroys only part of any very large object or structure touched.

Destroy affects even magical matter, energy fields, and force effects; such effects are automatically destroyed. *Wards* may also be destroyed, although you must succeed at an opposed caster level check against the other spellcaster to bring down a *Wards* spell effect.

AUGMENTED EFFECTS

You can apply the following augmentations to *Destroy*: Area/Target, Components, Range.

You can increase the amount of nonliving matter affected by another 10-foot cube for every +15 to the Spellcraft DC.

You can augment the ability damage dealt by this effect as follows:

Augmentation	DC Modifier	Example
Add additional +1d4 damage	+8	Increase from 1 to 1d4+1
Add additional +1d6 damage	+12	Increase from 1 to 1d6+1
Add additional +1d8 damage	+16	Increase from 1 to 1d8+1
Add additional +1d10 damage	+20	Increase from 1 to 1d10+1

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Disable Device checks.

SYNERGY

If you have 5 or more ranks in Disable Device, you gain a +2 bonus on Spellcraft checks to cast *Destroy* spell effects.

SAMPLE SPELL EFFECTS

INJURE

Spellcraft: DC 33; **Components:** V, S; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

Your touch feeds on life. If you successfully touch a target creature, you deal 1d4+1 points of Constitution drain.

Math: DC 25 base, +1d4 (+8).

ERODE

Spellcraft: DC 55; **Components:** V, S; **Range:** Touch; **Target:** Object touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

You instantly destroy up to three 10-ft. cubes worth of matter.

Math: DC 25 base, add two 10-ft. cubes (+30).

SLAY THE MASSES

Spellcraft: DC 106; **Components:** V, S; **Range:** 10 ft.; **Area:** 30-ft.-radius burst; **Duration:** Instantaneous; **Saving T row:** Fortitude negates; **Spell Resistance:** Yes.

You speak the words of undoing, releasing a blast of negative energy. All creatures in the area who fail their save take 3d8+1 points of Constitution drain.

Math: DC 25 base, touch to ranged (+4), ranged to burst (+4), +25 ft. (+25), +3d8 (+48).

DISPEL

You can counter spell effects.

Prerequisite: Student of Magic—base DC 10.

Component: Verbal; **Range:** 10 ft.; **Target:** One creature, object, or spell; **Duration:** Instantaneous; **Saving T row:** None; **Spell Resistance:** No.

BASE EFFECT

Use this spell to end ongoing spells (or at least their effects) that have been cast on a creature, object, or area, or to temporarily suppress the magical abilities of a magic item. A dispelled spell effect ends as if its duration had expired. *Dispel* can defeat the most powerful spell effect in place. *Dispel* can dispel the ongoing effects of supernatural abilities as well as spell effects, and it affects spell-like effects just as it affects spell effects.

You make a dispel check against the spell effect or against each ongoing spell effect currently in effect on the object or creature. A dispel check is 1d20+1 against a DC of 11 + the target effect's caster level.

If targeting an object or creature that is under the effects of an ongoing spell effect, make a dispel check to end the spell effect affecting the object or creature.

If the object targeted is a magic item, make a dispel check against half the Spellcraft DC to create the item. If successful, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface is temporarily closed. A magic item's physical properties are unchanged.

AUGMENTED EFFECTS

You can apply the following augmentations to *Dispel*: Area/Target, Components, Range.

For each additional +1 on the dispel check, increase the Spellcraft DC by +2. In addition, for each additional spell effect to be dispelled, increase the Spellcraft DC by +10.

SPECIAL SPELL EFFECTS

You can also use *Dispel* as a counterspell. You must ready this action by spending 1 point of spell energy. Until you



cease to ready the counterspell, whenever a target spellcaster performs the very last action in casting the spell effect, both you and the spellcaster make opposed Spellcraft checks. If the opposing caster wins, the spell effect occurs as normal. If you win, however, the opposing spell effect fizzles, and both casters take the spell effect's drain. You must be able to speak to use this special action.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Knowledge (arcana) checks.

SYNERGY

If you have 5 or more ranks in Knowledge (arcana), you gain a +2 bonus on Spellcraft checks to cast *Dispel* spell effects.

SAMPLE SPELL EFFECTS

DISPEL MINOR EFFECT

Spellcraft: DC 24; **Component:** V; **Range:** 50 ft.; **Target:** One creature, object, or spell; **Duration:** Instantaneous; **Saving T row:** None; **Spell Resistance:** No.

You negate a minor spell effect. To do so, roll 1d20+6 against a DC 11 + the effect's caster level. If you succeed, the effect ends.

Math: DC 10 base, +40 ft. (+4), +5 dispel check (+10).

DISPEL MODERATE EFFECT

Spellcraft: DC 34; **Component:** V; **Range:** 50 ft.; **Target:** One creature, object, or spell; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

You negate a moderate spell effect. To do so, roll 1d20+11 against a DC 11 + the effect's caster level. If you succeed, the effect ends.

Math: DC 10 base, +40 ft. (+4), +10 dispel check (+20).

DISPEL MAJOR EFFECT

Spellcraft: DC 60; **Component:** V; **Range:** 110 ft.; **Target:** One creature, object, or spell; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

You negate a major spell effect. To do so, roll 1d20+21 against a DC 11 + the effect's caster level. If you succeed, the effect ends.

Math: DC 10 base, +100 ft. (+10), +20 dispel check (+40).

EARTH LORE

You can soften earth and stone.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** Touch; **Area:** 5-ft. square area; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

BASE EFFECT

This spell effect causes all natural, undressed earth or stone in the spell effect's area to soften: wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay easily moldable or chopped. You affect a 5-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. You cannot affect magical, enchanted, dressed, or worked stone.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds. A creature that succeeds on its save can move through the mud at half speed, but it cannot run or charge. A creature that fails its save sinks until hip- or chest-deep, suffers a -2 penalty on attack rolls and AC, and has its move reduced to 5 feet. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures tall enough to walk on the bottom can wade through the area at a speed of 5 feet.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and cannot run or charge over the surface. Stone softened into clay doesn't hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

AUGMENTED EFFECTS

You can apply the following augmentations to *Earth Lore*: Area/Target, Components, Duration, Range.

If you increase the area, and target a cavern ceiling, you can cause a moderate collapse or landslide as the loosened material

peels away from the face of the roof and falls. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, the basic effects of *Earth Lore* usually only damage the structure, not destroy it.

If you increase the Spellcraft DC by +20, you can change uncut or unworked rock into an equal volume of mud. The depth of the mud created cannot exceed 10 feet. If cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area or half damage to those who succeed on Reflex saves. Those in the mud then must make a separate Reflex save to determine how the mud affects their movements (as above). You may turn an equal area of mud back to soft sandstone for the same DC increase.

By increasing the DC by +5, you can form an existing volume of earth or clay into any shape that suits your purpose. While it is possible to make crude coffers, doors, pots, and so forth, fine detail is not possible unless you succeed on an appropriate Craft skill check (e.g., potter, sculptor). There is a 30% chance that any shape including moving parts simply does not work. An additional +10 DC increase allows you to shape stone in the same way.

You can increase the Spellcraft DC by +30 to cause the affected area to shape itself into long, sharp points that blend into the background, impeding progress and dealing damage to any moving through the area. Any creature moving on foot into or through the spell effect's area moves at half speed, and each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *Healing Lore* spell effect. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Treat such injuries as caltrop wounds for the purposes of Resistance checks.

By increasing the Spellcraft DC by +50, you can move dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography. The spell cannot be used for tunneling. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

By increasing the DC by +100, you cause an intense but highly localized tremor to rip the ground. The shock knocks

creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round (unless the duration is augmented), during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a DC 25 Concentration check or the Spellcraft DC of any spell effects she casts increase by +4. The earthquake affects all terrain, vegetation, structures, and creatures in the area.

The specific effect of this augmentation depends on the nature of the terrain where it is cast.

- *Cave, Cavern, or Tunnel:* The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Reflex DC 15 halves) and pinning that creature beneath the rubble (see below). If cast on the roof of a very large cavern, it could also endanger those outside the actual area but below the falling debris.
- *Cliffs:* Cause a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).
- *Open Ground:* Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.
- *Structure:* Any structure standing on open ground takes 100 points of damage: enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 halves) and is pinned beneath the rubble (see below).
- *River, Lake, or Marsh:* Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand (see above for movement rules). At the end of the spell effect's duration, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the muck. The mud's affects on movement are the same as for rock transformed into mud as described above.
- *Pinned Beneath Rubble:* Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

If you increase the Spellcraft DC by +10, you can move over any type of solid terrain without leaving any signs of your passage that can be detected without the use of magic.

By increasing the DC by +20, you gain the ability to merge with a block of stone large enough to accommodate your body in all three dimensions. For every additional +10 added to the DC you can carry up to 100 lb. of nonliving equipment that will meld with you into the rock. Any time before the duration expires, you can step out of the stone through the surface that you entered, but if the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are expelled and take 5d6 points of damage.

While in the stone, you remain aware of the passage of time and can cast spells on yourself. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you.

Minor physical damage to the stone (scratching, chipping, etc.) doesn't harm you. If someone uses an *Earth Lore* spell effect to drastically change the shape of the stone, you suffer 3d6 points of nonlethal damage. Destroying enough of the stone that you no longer fit within it expels you and deals you 5d6 points of damage. The stone's complete destruction (including turning it into mud) expels you, and kills you instantly unless you make a DC 18 Fortitude save.

No *Earth Lore* spell effects affect creatures with the earth subtype.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Craft (stone-working) checks.



SYNERGY

If you have 5 or more ranks in Knowledge (geography), you gain a +2 bonus on Spellcraft checks to cast *Earth Lore* spell effects.

SAMPLE SPELL EFFECTS

SOFTEN EARTH AND STONE

Spellcraft: DC 21; **Component:** V; **Range:** Touch; **Area:** Four 5-ft. contiguous squares; **Duration:** Instantaneous; **Saving T row:** None; **Spell Resistance:** No.

You cause a patch of natural, undressed earth or stone in the spell effect's area to soften: wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay easily moldable or chopped. You affect a 20-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. You cannot affect magical, enchanted, dressed, or worked stone.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds. A creature that succeeds on its save can move through the mud at half speed, but it cannot run or charge. A creature that fails its save sinks until hip- or chest-deep, suffers a -2 penalty on attack rolls and AC, and has its move reduced to 5 feet. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures tall enough to

walk on the bottom can wade through the area at a speed of 5 feet.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and cannot run or charge over the surface. Stone softened into clay doesn't hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

Math: DC 15 base, +3 5-ft. squares (+6).

TRANSMUTE ROCK TO MUD

Spellcraft: DC 67; **Component:** V; **Range:** 110 ft.; **Area:** Ten 5-ft. contiguous squares; **Duration:** Instantaneous; **Saving T row:** Reflex half; **Spell Resistance:** No.

You change uncut or unworked rock into an equal volume of mud. The depth of the mud created cannot exceed 10 feet. If cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area or half damage to those who succeed on Reflex saves. Those in the mud then must make a separate Reflex save to determine how the mud affects their movements (as *soften earth and stone*). You may turn an equal area of mud back to soft sandstone for the same DC increase.



Math: DC 15 base, rock to mud (+20), touch to ranged (+4), +100 ft. (+10), +9 5-ft. squares (+18).

STONE SPIKES

Spellcraft: DC 77; **Component:** V; **Range:** 110 ft.; **Area:** Ten 5-ft. contiguous squares; **Duration:** Instantaneous; **Saving T row:** Reflex negates (see text); **Spell Resistance:** No.

You cause the affected area to shape itself into long, sharp points that blend into the background, impeding progress and dealing damage to any moving through the area. Any creature moving on foot into or through the spell effect's area moves at half speed, and each creature moving through the area takes 1d8 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a *Healing Lore* spell effect. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Treat such injuries as caltrop wounds for the purposes of Resistance checks.

Math: DC 15 base, spikes (+30), touch to ranged (+4), +100 ft. (+10), +9 5-ft. squares (+18).

ENCHANT

You can manipulate a person's mind.

Prerequisite: Dabblers—base DC 5.

Component: Verbal; **Range:** Touch; **Target:** One living creature; **Duration:** 1 round; **Saving T row:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You may affect one 1-HD living creature touched. If the creature fails a Will save, it takes a -2 penalty on Listen and Spot checks and a -1 penalty on Will saves against sleep effects while so affected.

AUGMENTED EFFECTS

You can apply the following augmentations to *Enchant*: Area/Target, Components, Duration, Range.

If you augment the range, you affect a target creature with range rather than creating a ray effect.

You may increase the HD you can affect by increasing the Spellcraft DC by +5 for every Hit Die above 1.

By increasing the DC by +5 you can put a humanoid or animal with 1 HD to sleep for 1 round. For every additional HD of creature to be put to sleep, increase the Spellcraft DC by an additional +5. You can extend the duration of the sleep effect as normal. A target put to sleep in this way can be awoken by being slapped or being dealt at least 1 point of damage. Otherwise, the subject is helpless until the effect ends.

You can increase the DC by +10 to cloud the mind of a 1 HD humanoid or animal so it can take no actions for the duration (though it is not considered helpless). You may increase the number of Hit Dice you can affect by increasing the Spellcraft DC by +5 per additional Hit Die.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Diplomacy checks.

SYNERGY

If you have 5 or more ranks in Bluff, you gain a +2 bonus on Spellcraft checks to cast *Enchant* spell effects.

SAMPLE SPELL EFFECTS

RELAX

Spellcraft: DC 19; **Component:** V; **Range:** Touch; **Target:** One living creature; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You may affect one 3-HD living creature touched. If the creature fails a Will save, it takes a -2 penalty on Listen and Spot checks and a -1 penalty on Will saves against sleep effects while so affected.

Math: DC 5 base, +2 HD (+10), +4 rounds (+4).

SLEEP

Spellcraft: DC 24; **Component:** V; **Range:** Touch; **Target:** One living creature; **Duration:** 1 minute; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You force a creature (with no more than 3 HD) you touch to fall asleep. A target put to sleep in this way can be awoken by being slapped or being dealt at least 1 point of damage. Otherwise, the subject is helpless until the effect ends.

Math: DC 5 base, +2 HD (+10), round to minute (+9).

CLOUD MIND

Spellcraft: DC 51; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 40 ft.; **Effect:** Ray; **Duration:** Instantaneous; **Saving T row:** Will negates; **Spell Resistance:** Yes.

A beam of soft, rose light fires from your outstretched finger. If a humanoid or animal with 6 Hit Dice or less is struck by the ray and fails its save, it can take no action for 5 rounds, although it is not considered helpless.

Math: DC 5 base, cloud mind (+10), +5 HD (+25), +4 rounds (+4), touch to ranged (+4), +30 feet (+3).

ENHANCE OBJECT

You can repair a damaged object.

Prerequisite: First Magnitude—base DC 15.

Components: Verbal, Somatic; **Range:** Touch; **Target:** Object touched; **Duration:** 1 round; **Saving T row:** None; **Spell Resistance:** No.

BASE EFFECT

You can completely repair a broken or damaged object made of any substance, even one with multiple breaks, to be as strong as new. You can repair a magic item, but the item's magical abilities are not restored.

The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor can it restore missing parts.

The spell cannot affect creatures, but if used on constructs, *Enhance Object* temporarily heals 1 hit point of damage. If the construct has been utterly destroyed, *Enhance Object* cannot repair it.

AUGMENTED EFFECTS

You can apply the following augmentations to *Enhance Object*: Area/Target, Components, Duration, Range.

If you increase the Spellcraft DC by +20, you can change the duration to instantaneous, making repairs to broken items or constructs permanent. You can apply this special augmentation when repairing items.

Increasing the Spellcraft DC by +5 allows you to improve an object's quality, making it effectively a masterwork item. You can apply this spell effect to any item capable of gaining a masterwork quality, including weapons, suits of armor, tools, and so on. A masterwork weapon has a +1 enhancement bonus to attack rolls. Masterwork armor or shields lessen the armor's armor check penalty by 1. A masterwork tool grants a +2 circumstance bonus to associated checks. Improving the quality of objects without an associated skill check, such as food, paper, or ink, may or may not provide additional benefits at the GM's discretion.

When using *Enhance Object* on a masterwork or magical weapon, you can increase the enhancement bonus to attack rolls by an additional +1 for every +5 you add to the Spellcraft DC. You can increase the weapon damage rolls as well: Each +1 enhancement bonus applied to the weapon's damage rolls increases the Spellcraft DC by +10. When enhancing a weapon in this way, the enhancement bonus to weapon damage rolls cannot exceed the enhancement bonus to attack rolls.

You can alter the critical threat range of a masterwork or magical weapon, increasing the threat range by 1 (whereby a weapon that threatens a critical on a 20 could be altered to threaten on a 19 by one augmentation). Each time you do so, increase the Spellcraft DC by +10. The effects of the increase do not stack with the benefits of the Improved Critical feat.

When using *Enhance Object* on masterwork or magical armor, you can further reduce the armor check penalty of armor by an additional -1 for every +10 you add to the Spellcraft DC. And you can apply a +1 enhancement bonus to the armor bonus granted by the armor by adding an additional +10 to the Spellcraft DC per point of enhancement.

When using *Enhance Object* on other masterwork or magical equipment, you can increase the circumstance bonus granted

by the spell effect by an additional +1 for every +5 you add to the Spellcraft DC.

You can also use *Enhance Object* spells effects to improve or purify food and drink. Increasing the DC by +5 allows you to enhance the appearance, flavor, texture, and odor of food and drink, changing a poor-quality meal into common food, common food into good, and good food into excellent. This isn't merely an illusion making you think the food is better; the substance of the food and drink is actually improved for the duration of the spell.

You can improve the same food more than one step (at +5 DC each time), so adding +15 to the DC could make boiled porridge into braised partridge. You can affect enough food and drink for one person; for each additional person's meal you want to affect, add +5 to the total Spellcraft DC, so long as all the food and drink is enhanced at the same time, in the same place, and to the same degree.

To remove poison, rot, or other contaminations from food and drink, increase the DC by +5. Again, you can affect enough food and drink for one person; for each additional person's meal you want to affect, add +5 to the total Spellcraft DC, so long as all the food and drink is purified at the same time and in the same place. This spell effect doesn't affect magical potions or the like.

When using this spell to improve the quality of food, the food remains changed for the duration. Once the duration expires, the substances are restored. As such, a caster could use *Enhance Object* to mask a poison or conceal rotten food, but an hour later, the substance regains its toxicity. You can make the change in quality permanent by increasing the duration from 1 round to instantaneous and by increasing the Spellcraft DC by +10.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Craft checks.

SYNERGY

If you have 5 or more ranks in a particular Craft, you gain a +2 bonus to Spellcraft checks made to cast *Enhance Object* spells affecting materials and objects involved in your Craft.

SAMPLE SPELL EFFECTS

REPAIR

Spellcraft: DC 35; **Components:** V, S; **Range:** Touch; **Target:** Object touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

You can completely and permanently repair a broken or damaged object made of any substance, even one with multiple breaks, to be as strong as new. You can repair a magic item, but the item's magical abilities are not restored. This is still subject to the spell's normal restrictions.

Math: DC 15 base, round to instantaneous (+20).

MAKER'S MARK

Spellcraft: DC 29; **Components:** V, S; **Range:** Touch; **Target:** Object touched; **Duration:** 1 minute; **Saving Throw:** None; **Spell Resistance:** No.

You improve the quality of an object you touch, effectively making it a masterwork item.

Math: DC 15 base, round to minute (+9), masterwork (+5).

MAGIC WEAPON

Spellcraft: DC 34; **Components:** V, S; **Range:** Touch; **Target:** Object touched; **Duration:** 5 rounds; **Saving Throw:** None; **Spell Resistance:** No.

You take an ordinary weapon and imbue it with magical energy, making it into a +1 weapon. If you use this spell effect on a masterwork weapon, the duration extends by an additional 5 rounds.

Math: DC 15 base, [masterwork (+5), +1 damage (+10), +4 rounds (+4)] or [+1 damage (+10), +9 rounds (+9)].

KEEN WEAPON

Spellcraft: DC 59; **Components:** V, S; **Range:** Touch; **Target:** Object touched; **Duration:** 1 minute; **Saving Throw:** None; **Spell Resistance:** No.

You improve an ordinary weapon so that it has improved capability to defeat your foes. The weapon has a +1 bonus to attacks and damage. In addition, the critical threat range is increased by +2; so if the weapon threatens on a 20, it now threatens on an 18–20. If this spell effect is cast on a masterwork weapon, the bonus to attack rolls increases to +2.

Math: DC 15 base, round to minute (+9), [masterwork (+5) or +1 attack (+5)], +1 damage (+10), +2 crit range (+20).

ENHANCE PERSON

You can improve a target's natural talents.

Prerequisite: Second Magnitude—base DC 20.

Component: Verbal; **Range:** Touch; **Target:** One humanoid touched; **Duration:** 1 round; **Saving Throw:** Fort negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

Enhance Person confers one of the following benefits:

- +2 enhancement bonus to one of the target's ability scores (the target must have an ability score for this spell effect to work).
- +1 competence bonus to any skill (including an untrained skill).
- +1 enhancement bonus to the target's natural armor bonus.
- +1 competence bonus to the target's attack rolls.
- +2 enhancement bonus to a saving throw.
- +5 foot enhancement bonus to the target's base land speed.
- The addition of 1 temporary hit point.

**AUGMENTED EFFECTS**

You can apply the following augmentations to *Enhance Person*: Area/Target, Components, Duration, Range.

You can apply more than one effect granted by this spell. Each instance increases the Spellcraft DC by +10.

You can increase the bonus of the ability score benefit by increasing the DC by +20 for each additional +2 bonus increment.

You can increase the skill bonus by increasing the DC by +2 for each additional +1 bonus increment. You can apply the effects of this spell to an additional skill by increasing the Spellcraft DC by +10; further augmentation is priced separately.

You can increase the attack roll bonus by increasing the DC by +10 for each additional +1 bonus to attack rolls.

You can increase the natural armor bonus by increasing the DC by +10 for each additional +1 bonus to natural armor.

You can increase the bonus of the saving throw benefit by increasing the DC by +10 for each additional +1 bonus to the selected saving throw. In addition, you may affect more than one save with *Enhance Person* by purchasing each additional type as an additional effect as described above and then increasing each separately.

You can increase the bonus to a target's speed by an additional +5 feet for every +5 you add to the Spellcraft DC.

You can add an additional temporary hit point for each +3 increase to the Spellcraft DC.

Finally, you can add other creature types *Enhance Person* can affect. To add animals, fey, giants, and monstrous humanoids, increase the DC by +5. To add aberrations, magical beasts, plants, and vermin, increase the DC by +10. To add constructs, dragons, elementals, oozes, outsiders, and undead, increase the DC by +15. To affect any creature, increase the DC by +25.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +1 bonus to Initiative checks.

SYNERGY

If you have 5 or more ranks in Resistance, you gain a +2 bonus on Spellcraft checks to cast *Enhance Person* spell effects.

SAMPLE SPELL EFFECTS

SENTRY'S EYES

Spellcraft: DC 39; **Component:** V; **Range:** Touch; **Target:** One humanoid touched; **Duration:** 1 minute; **Saving T row:** Fort negates (harmless); **Spell Resistance:** Yes (harmless).

A subject you touch gains a +6 bonus to Spot checks

Math: DC 20 base, round to minute (+9), +5 to skill (+10).

BULL'S STRENGTH

Spellcraft: DC 57; **Component:** V; **Range:** Touch; **Target:** One humanoid touched; **Duration:** 5 minutes; **Saving T row:** Fort negates (harmless); **Spell Resistance:** Yes (harmless).

A subject you touch gains a +4 enhancement bonus to her Strength score.

Math: DC 20 base, round to minute (+9), +4 minutes (+8), +4 enhancement (+20).

FLEET FEET

Spellcraft: DC 54; **Component:** V; **Range:** Touch; **Target:** One humanoid touched; **Duration:** 1 minute; **Saving T row:** Fort negates (harmless); **Spell Resistance:** Yes (harmless).

A subject you touch increases one mode of movement by +30 feet.

Math: DC 20 base, round to minute (+9), +25 ft. (+25).

FALSE LIFE

Spellcraft: DC 56; **Component:** V; **Range:** Touch; **Target:** One humanoid touched; **Duration:** 1 minute; **Saving T row:** Fort negates (harmless); **Spell Resistance:** Yes (harmless).

A subject you touch gains 10 temporary hit points.

Math: DC 20 base, +9 hit points (+27), round to minute (+9).

FATIGUE

You can sap a target's stamina.

Prerequisite: First Magnitude—base DC 15.

Components: Verbal, Somatic; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

BASE EFFECT

Your touch tires a target. The subject is immediately fatigued for the spell effect's duration. This spell has no effect on a creature that is already fatigued. Unlike normal fatigue, the effect ends as soon as the spell's duration expires. Multiple uses of this spell stack, with a second casting and a failed save resulting in two fatigued conditions (exhausted).

AUGMENTED EFFECTS

You can apply the following augmentations to *Fatigue*: Area/Target, Components, Duration, Range.

If you increase the Spellcraft DC by +15, you can invigorate yourself with the stamina drained from the subject. Casting the spell once removes a fatigue condition from you (turning exhausted into fatigued, or fatigued into a fully rested condition) for the duration of the spell; casting it a second time removes a second fatigue condition.

Against a spellcaster, you can increase the Spellcraft DC by +20 to drain the target of 1 point of spell energy. For each additional +20 to the DC, you can drain an additional point. You can add this drained spell energy to your own spell energy pool by adding +10 to the Spellcraft DC per point to be added. If you apply this augmentation, the duration changes to instantaneous.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Intimidate checks.

SYNERGY

If you have 5 or more ranks in Heal, you gain a +2 bonus on Spellcraft checks to cast *Fatigue* spell effects.

SAMPLE SPELL EFFECTS

TOUCH OF FATIGUE

Spellcraft: DC 24; **Components:** V, S; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Fortitude negates; **Spell Resistance:** Yes.

A creature you touch becomes fatigued.

Math: DC 15 base, round to minute (+9).

WAVES OF FATIGUE

Spellcraft: DC 47; **Components:** V, S; **Range:** 20 ft.; **Target:** 20-ft.-radius emanation centered on you; **Duration:** 1 minute; **Saving T row:** Fortitude negates; **Spell Resistance:** Yes.

You emanate waves of strength sapping power. All creatures in the area that fail their save are fatigued for as long as they remain in the area.

Math: DC 15 base, round to minute (+9), touch to ranged (+4), ray to emanation (+4), +15 ft. (+15).

DRAIN ENERGY

Spellcraft: DC 24; **Components:** V, S; **Range:** 60 ft.; **Target:** One creature with spell energy; **Duration:** 1 round; **Saving T row:** Fortitude negates; **Spell Resistance:** Yes.

You siphon spell energy from an enemy spellcaster. A target that fails its save loses 1 point of spell energy and you gain 1 spell energy at the same time. Lost spell energy returns at the normal rate. This spell has no effect on targets that do not have spell energy.

Math: DC 15 base, touch to ranged (+4), +50 ft. (+5).

FEAR

You can inspire terror in an enemy.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** 10 ft.; **Target:** One living creature; **Duration:** 1 round; **Saving T row:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

This spell effect fills a single subject with a feeling of horrible dread that causes it to become shaken.

AUGMENTED EFFECTS

You can apply the following augmentations to *Fear*: Area/Target, Components, Duration, Range.

You can increase the level of fear in the target to frightened by increasing the Spellcraft DC by +15, or panicked by increasing the Spellcraft DC by +30.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Intimidate checks.

SYNERGY

If you have a taint score (see **Appendix One: Taint**) of 5 or higher, you gain a +2 bonus on Spellcraft checks to cast *Fear* spell effects.

SAMPLE SPELL EFFECTS

FEAR

Spellcraft: DC 21; **Component:** V; **Range:** 30 ft.; **Target:** One living creature; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You cause a single target within range to become shaken.

Math: DC 15 base, +20 ft. (+2), +4 rounds (+4).



DREAD

Spellcraft: DC 27; **Component:** V; **Range:** 0 ft.; **Area:** 20-ft.-radius burst; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You cause up to four creatures within 20 feet of you to become shaken for 5 rounds.

Math: DC 15 base, centered on you (-4), three extra targets (+12), +4 rounds (+4).

TERROR

Spellcraft: DC 30; **Component:** V; **Range:** Touch; **Target:** One living creature touched; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You cause a single target within range to become frightened.

Math: DC 15 base, ranged to touch (-4), +4 rounds (+4), frightened (+15).

UNNERVE

Spellcraft: DC 43; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 40 ft.; **Area:** 20-ft.-radius burst; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You lob a ball of ghostly material that detonates in an area within range. All creatures in a 20-foot-radius burst who fail their saves become shaken for 5 rounds.

Math: DC 15 base, range +40 ft. (+4), target to area (+5), +15-ft. radius (+15), +4 rounds (+4).



HORROR

Spellcraft: DC 51; **Component:** V; **Range:** 30 ft.; **Target:** One living creature; **Duration:** 5 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You cause a single target within range to become panicked.

Math: DC 15 base, +20 ft. (+2), +4 rounds (+4), frightened (+30).

FIGMENT

You can create a visual illusion.

Prerequisite: Dabblers—base DC 5.

Component: Verbal; **Range:** 10 ft.; **Effect:** Visual figment that cannot extend beyond one 10-ft. cube; **Duration:** 1 round; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No.

BASE EFFECT

Figment creates the visual illusion of an object, creature, or force, as visualized by the caster. You can move the image within

the limits of the size of the effect by concentrating; the image is otherwise stationary. The image disappears if struck by an opponent unless you cause the illusion to react appropriately.

AUGMENTED EFFECTS

You can apply the following augmentations to *Figment*: Area/Target, Components, Duration, Range.

For an illusion including audible, olfactory, tactile, taste, and/or thermal aspects, increase the Spellcraft DC by +5 per extra aspect. Even realistic tactile and thermal illusions cannot deal damage, however.

For each additional image created, increase the Spellcraft DC by +2.

You can use *Figment* to create duplicates of yourself that

For an illusion following a script you determine, increase the Spellcraft DC by +18. The figment follows the script without you having to concentrate on it. The illusion can include intelligible speech if desired.

For an illusion that makes any area appear to be something other than it is, increase the Spellcraft DC by +24. Additional components, such as sounds, can be added as noted above.

If you increase the Spellcraft DC by +5, you can wrap a creature or object within an illusion making the target (including clothing, armor, weapons, and equipment) look different. You can make her seem 1 foot shorter or taller, thin, fat, or in between. You cannot change the target's apparent type; otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or make the subject look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter how the subject and her equipment is perceived by other senses, although audible, olfactory, tactile, taste, and/or thermal aspects can be added to the disguise at a cost of +5 DC per extra aspect. The subject of this spell effect gains a +4 bonus to Disguise checks, and you can improve the illusion, increasing the bonus to Disguise by +1 for every +4 by which you increase the Spellcraft DC.

You can also use *Figment* to change someone's appearance into something monstrous and terrifying, gaining a +1 circumstance bonus to Intimidate checks by increasing the Spellcraft DC by +7. Each additional +1 circumstance bonus above +1 increases the Spellcraft DC by +5.

If you increase the DC by +7, you can wrap the subject in a chameleon-like effect, offering a +1 circumstance bonus to Hide checks. Those affected by this augmentation do not need cover or concealment to make Hide checks. For each additional +1 circumstance bonus above +1, increase the Spellcraft DC by +2.

SPECIAL EFFECTS

MIRROR IMAGE

Spellcraft: DC 32; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You create an illusory duplicate of yourself, making it difficult for enemies to know which target to attack. The figment stays near you and disappears when struck.

After being created, the figment moves away from you, remaining within 5 feet of you (or another *mirror image*; additional images can be created at the same time at a cost of +2 to the DC per image). You can move into and through a *mirror image*.

When you and the *mirror image* separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast a spell when you cast a spell, drink a potion when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by an *energy ball* spell effect).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Bluff checks.

SYNERGY

If you have 5 or more ranks in Prestidigitation, you gain a +2 bonus on Spellcraft checks to cast *Figment* spell effects.

If you establish a telepathic link with a subject using *Telepathy*, the subject receives a -4 penalty on Will saves against any *Figment* spell effects you cast on her.

SAMPLE SPELL EFFECTS

SILENT IMAGE

Spellcraft: DC 18; **Component:** V; **Range:** 50 ft.; **Effect:** Visual figment that cannot extend beyond one 10-ft. cube; **Duration:** 1 minute; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No.

You create the visual illusion of an object, creature, or force. You can move the image within the limits of the size of the effect by concentrating; the image is otherwise stationary. The image disappears if struck by an opponent unless you cause the illusion to react appropriately.

Math: DC 5 base, +40 ft. (+4), round to minute (+9).

MINOR IMAGE

Spellcraft: DC 23; **Component:** V; **Range:** 50 ft.; **Effect:** Visual figment that cannot extend beyond one 10-ft. cube; **Duration:** 1 minute; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No.

As *silent image*, but the illusion has a sound aspect.

Math: DC 5 base, +40 ft. (+4), round to minute (+9), audible (+5).

MAJOR IMAGE

Spellcraft: DC 33; **Component:** V; **Range:** 50 ft.; **Effect:** Visual figment that cannot extend beyond one 10-ft. cube; **Duration:** 1 minute; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No.

As *silent image*, but the illusion has sound, smell, and thermal aspects.

Math: DC 5 base, +40 ft. (+4), round to minute (+9), audible (+5), olfactory (+5), thermal (+5).

CHAMELEON

Spellcraft: DC 37; **Component:** V; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** No.

You create an illusion that alters your appearance so that you match your surroundings. You may make hide checks in plain sight. Gain a +21 bonus to Hide checks for the duration of this effect.

Math: DC 5 base, range to touch (-4), chameleon (+7), +10 Hide (+20), round to minute (+9).

PROGRAMMED IMAGE

Spellcraft: DC 51; **Component:** V; **Range:** 50 ft.; **Effect:** Visual figment that cannot extend beyond one 10-ft. cube; **Duration:** 1 minute; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No.

As *silent image*, but the illusion has sound, smell, and thermal aspects and it follows predetermined actions.

Math: DC 5 base, +40 ft. (+4), round to minute (+9), audible (+5), olfactory (+5), thermal (+5), script (+18).

FIRE LORE

You can control the burn rate of a fire.

Prerequisite: First Magnitude—base DC 15.

Component: Somatic; **Range:** 10 ft.; **Target:** One fire source, up to a 5-ft. cube; **Duration:** Instantaneous; **Saving Throw:** See text; **Spell Resistance:** Yes and no, see text.

BASE EFFECT

You may cause a fire to be extinguished or reduced to embers, or to flare up and expand to twice its size. You can cause a fire source to burst in a bright flash. If creatures adjacent to the

fire source fail a Fortitude save, they are dazzled for 1 round. Sightless creatures are immune to this effect.

AUGMENTED EFFECTS

You can apply the following augmentations to *Fire Lore*: Area/Target, Components, Range.

You can expand the area of the target fire by an additional 5-ft. cube by increasing the Spellcraft DC by +6.

You can expand the intensity of the flash effects of *Fire Lore* by increasing the Spellcraft DC by +10. All adjacent sighted creatures become blinded for 1d4 rounds unless they succeed on a Fortitude save.

By increasing the Spellcraft DC by +15, you can create writhing streams of billowing smoke instead. The smoke spreads 5 feet in all directions and lasts for 1 round. All creatures within the cloud that fail a Fortitude save take -4 penalties to Strength and Dexterity that continue for 1 round after they leave. You may augment the duration and area of the cloud as normal.

No *Fire Lore* spell effects affect creatures with the fire subtype.



CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Resistance checks.

SYNERGY

If you have the *Create Energy (fire)* spell, you gain a +2 bonus on Spellcraft checks to cast *Fire Lore* spell effects.

SAMPLE SPELL EFFECTS

QUENCH

Spellcraft: DC 19; **Component:** S; **Range:** 50 ft.; **Target:** One fire source, up to a 5-ft. cube; **Duration:** Instantaneous; **Saving T row:** None; **Spell Resistance:** No.

You extinguish one fire source within range.

Math: DC 15 base, +40 ft. (+4).

BLINDING BURST

Spellcraft: DC 29; **Component:** S; **Range:** 50 ft.; **Target:** One fire source, up to a 5-ft. cube; **Duration:** Instantaneous; **Saving T row:** Fortitude negates; **Spell Resistance:** No.

You cause a fire to explode in a shower of bright sparks. All adjacent creatures who fail their saving throws become blinded for 1d4 rounds.

Math: DC 15 base, +40 ft. (+4), blindness (+10).

CINDER CLOUD

Spellcraft: DC 50; **Component:** S; **Range:** 50 ft.; **Target:** One fire source, up to a 5-ft. cube; **Duration:** 5 rounds; **Saving T row:** Fortitude negates; **Spell Resistance:** Yes.

You cause a fire to emit writhing streams of billowing smoke. The smoke spreads 10 feet in all directions and lasts for 5 rounds. All creatures within the cloud that fail the save take -4 penalties to Strength and Dexterity that continue for as long as they remain in the cloud and for 1 round after they leave.

Math: DC 15 base, +40 ft. (+4), smoke (+15), +4 rounds (+4), +10-ft.-radius cloud (+12).

FLIGHT

You can levitate yourself.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You can move yourself up and down as you wish, up to 20 vertical feet in a single round. You cannot move horizontally, but you could clamber along the face of a cliff or push against a ceiling to move laterally (at half base land speed). While so suspended, your first attack has a -1 penalty on attack rolls,

the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows you to begin again at -1.

AUGMENTED EFFECTS

You can apply the following augmentations to *Flight*: Area/Target, Components, Duration, Range.

By increasing the Spellcraft DC by +30 you can fly at a speed of 60 feet (or 40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load). You can ascend at half speed and descend at double speed, and your maneuverability is good. Using this effect requires only as much concentration as walking, so you can attack or cast spells normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load, plus any armor you wear.

You are continuously aware of the remaining duration of the spell effect. As the moment approaches when you must descend or risk having the spell duration expire while you're still aloft, you feel a strong (but not overwhelming) urge to land.

You can cause another person to levitate upwards without control by increasing the Spellcraft DC by +25. The target moves upwards 10 feet each round until she encounters a barrier (e.g., a ceiling) or the duration expires, at which point she falls downward, taking 1d6 hit points of damage per 10 feet fallen (maximum 20d6) when she hits the ground. Increasing the duration of this spell effect raises the DC by +10 per round. *Doubling* the Spellcraft DC lets you accelerate your target upwards, causing her to take damage when she hits the ceiling exactly as if she'd fallen downward the same distance; when the duration expires, she then falls down to impact the ground.

The spell effect's target can attempt a Reflex save to try grab onto tree branches, heavy furniture, or other objects or obstacles in order to prevent herself from being levitated. Flying or levitating creatures can negate this spell effect.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Climb checks.

SYNERGY

If you have 5 ranks of Jump, you gain a +2 bonus to Spellcraft checks made to cast *Flight* spell effects.

SAMPLE SPELL EFFECTS

LEVITATION

Spellcraft: DC 24; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You move yourself up and down as you wish, up to 20 vertical feet in a single round. You cannot move horizontally, but you could clamber along the face of a cliff or push against a ceiling to move laterally (at half base land speed). While so suspended, your first attack has a -1 penalty on attack rolls, the second

-2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows you to begin again at -1.

Math: DC 15 base, round to minute (+9).

FLY

Spellcraft: DC 44; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 hour; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You gain a fly speed of 60 feet (or 40 feet if wearing medium or heavy armor, or if carrying a medium or heavy load). You can ascend at half speed and descend at double speed, and your maneuverability is good. Flying requires only as much concentration as walking, so you can attack or cast spells normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load, plus any armor you wear.

You are continuously aware of the remaining duration of the spell effect. As the moment approaches when you must descend or risk having the spell duration expire while you're still aloft, you feel a strong (but not overwhelming) urge to land.

Math: DC 15 base, round to minute (+9), minute to hour (+20).

FORCE

You can create an invisible force.

Prerequisite: Student of Magic—base DC 10.

Component: Verbal; **Range:** Personal or 10 ft.; **Target/Effect:** You or create a force hammer; **Duration:** 1 round or instantaneous (hammer); **Saving Throw:** Will negates (harmless) (shield only); **Spell Resistance:** Yes.

BASE EFFECT

You can create an invisible, shield-sized, mobile disk of force that hovers in front of you. The disk provides a +2 deflection bonus to AC. This bonus even applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Alternatively, you can create a hammer (or other weapon) of force you can then use as a ranged weapon with a base range of 10 feet. You must succeed on a ranged touch attack to hit the target. If you succeed, you deal 1d4 points of nonlethal damage.

AUGMENTED EFFECTS

You can apply the following augmentations to *Force*: Area/Target, Components, Damage, Duration, Range.

For every Spellcraft DC increase of +7, you increase the deflection bonus by +1.

By increasing the Spellcraft DC by +30, the shield becomes a wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including *dispel magic*. However, *Destroy* immediately eliminates it, as does a

rod of cancellation or a *sphere of annihilation*. Breath weapons and spell effects cannot pass through the wall in either direction, although *Teleport* effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force. You can form the wall into a flat, vertical plane whose area is up to one 10-foot square (you can increase the area by an additional 10-foot square by increasing the Spellcraft DC by 8). The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

If you change the effect of the weapon of force to a 5-ft. radius burst (+5 DC), you do not need to roll to hit. Targets halve damage on a successful Reflex save.

CONTINUOUS EFFECTS

There are no continuous effects for selecting the *Force* spell.

SYNERGY

If you have the *Telekinesis* spell, you gain a +2 bonus on Spellcraft checks to cast *Force* spell effects.

SAMPLE SPELL EFFECTS

SHIELD

Spellcraft: DC 19; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You create an invisible, shield-sized, mobile disk of force that hovers in front of you. The disk provides a +2 deflection bonus to AC. This bonus even applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Math: DC 10 base, round to minute (+9).

GREATER SHIELD

Spellcraft: DC 40; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

As *shield*, but +5 deflection bonus to AC.

Math: DC 10 base, round to minute (+9), +3 deflection (+21).

FORCE HAMMER

Spellcraft: DC 14; **Component:** V; **Range:** 50 ft.; **Effect:** Creates a force hammer; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes.

You create a hammer of force. It can be used as a ranged weapon with a base range of 10 feet. You must succeed on a ranged touch attack to hit the target. If you succeed, you deal 1d4 points of nonlethal damage.

Math: DC 10 base, +40 ft. (+4).

DEADLY FORCE HAMMER

Spellcraft: DC 49; **Component:** V; **Range:** 50 ft.; **Effect:** Create a force hammer; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** Yes.

As *force hammer*, but targets struck take 4d4 points of damage.

Math: DC 10 base, +40 ft. (+4), nonlethal to lethal (+20), +3d4 (+15).

FORCE BURST

Spellcraft: DC 58; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 100 ft.; **Effect:** 20-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Spell Resistance:** Yes.

You create a ball of invisible force that detonates at a point you indicate within range of the spell. All creatures in the area of the burst take 4d4 points of nonlethal damage.

Math: DC 10 base, +90 ft. (+9), area to ranged (+4), burst effect (+5), +15 ft. (+15), +3d4 (+15).

FORESEE

You can bestow a flash of insight that reveals the future.

Prerequisite: Dabbler—base DC 5.

Component: Somatic; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

Foresee allows a touched creature to gain a flash of insight into the future. The subject of the effect gains a +1 competence bonus on any of the following: a single attack roll, saving throw, or skill check. The subject must choose to use the bonus before making the roll to which it applies.

AUGMENTED EFFECTS

You can apply the following augmentations to *Foresee*: Area/Target, Components, Duration, Range.

You can augment the effects of *Foresee* by an additional +1 competence bonus by the Spellcraft DC by an additional +2 for every extra point.

You can have the bonus apply to more than one roll (such as attack roll and saving throw) by increasing the Spellcraft DC by +5.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Spot checks.

SYNERGY

If you have *Reveal*, you gain a +2 bonus on Spellcraft checks to cast *Foresee* spell effects.

SAMPLE SPELL EFFECTS

COMBAT PREMONITION

Spellcraft: DC 16; **Component:** S; **Range:** Touch; **Area:** Creature touched; **Duration:** 1 minute or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

A creature you touch gains a flash of insight about some future event. The subject gains a +2 competence bonus to a single saving throw. She must declare use of *combat premonition* prior to making the roll.

Math: DC 5 base, round to minute (+9), +1 bonus (+2).

UNERRING STRIKE

Spellcraft: DC 49; **Component:** S; **Range:** Touch; **Area:** Creature touched; **Duration:** 5 rounds or until discharged; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

A creature you touch gains a flash of insight about some future event. The subject gains a +20 competence bonus to a single attack roll. She must declare use of *unerring strike* prior to making the roll.

Math: DC 5 base, +20 (+40), +4 rounds (+4).

HEALING LORE

You can repair injuries.

Prerequisite: First Magnitude—base DC 15.

Component: Somatic; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

You lay hands upon a target creature and use magic to repair injuries. You convert 1 point of lethal damage to the same amount of nonlethal damage. This effect does not set broken bones, restore lost limbs, or remove poison or disease. If you touch an undead creature, you deal 1 point of lethal damage instead.

Option: For less lethal games, the GM can allow *Healing Lore* to be used to heal lethal damage rather than convert it.

AUGMENTED EFFECTS

You can apply the following augmentations to *Healing Lore*: Area/Target, Components, Damage (Special, see following), Range.

You can use *Healing Lore* to diagnose a subject's physical condition by increasing the Spellcraft DC by +10. This spell effect reveals the subject's mental state (e.g., nauseated, panicked, stunned, confused), her physical state (wounded and to what extent, disabled, staggered, unconscious, dying), and any physical afflictions she's suffering (e.g., poison or disease). It doesn't reveal magical afflictions (e.g., curses).



To augment the *Healing Lore* spell effects, use the following Spellcraft DC modifiers.

Augmentation	DC Modifier	Example
Increase to d3	+5	Increase from 1 point to 1d3 points
Increase die type	+5	Increase the cure die from 1d3 to 1d4
Per additional die	+5	Increase the cure die from 1d3 to 2d3

Increasing the Spellcraft DC by +30 allows you to remove either any poisons or any diseases from the target.

A more common use of *Healing Lore* is cosmetic maintenance. By increasing the DC by +5, you can remove any common physical ailments, such as a rotten tooth, an ingrown toenail, a hangnail, acne, minor cuts, abrasions, bruises (none of which are actual damage), and so on.

SPECIAL SPELL EFFECTS

You can use *Healing Lore* to stabilize a dying character. You do not convert any damage to nonlethal damage; you merely halt her progress toward death for 1 round. You can extend

the number of rounds normally. Stabilizing for 1 round does not increase the Spellcraft DC, but extending it does.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Heal checks.

SYNERGY

If you have 5 or more ranks in Heal, you gain a +2 bonus on Spellcraft checks to cast *Healing Lore* spell effects.

SAMPLE SPELL EFFECTS

DIAGNOSE

Spellcraft: DC 25; **Component:** S; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless).

You can diagnose a subject's physical condition, revealing the subject's mental state (e.g., nauseated, panicked, stunned, confused), her physical state (wounded and to what extent, disabled, staggered, unconscious, dying), and any physical afflictions she's suffering (e.g., poison or disease). You can't detect magical afflictions (e.g., curses).

Math: DC 15 base, diagnose (+10).

CONVERT LIGHT WOUNDS

Spellcraft: DC 35; **Component:** S; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless).

You lay hands upon a target creature and use magic to repair injuries. You convert 1d8 points of lethal damage to the same



amount of nonlethal damage. This effect does not set broken bones, restore lost limbs, or remove poison or disease. If you touch an undead creature, you deal 1d8 points of lethal damage instead.

Math: DC 15 base, 1 to 1d3 (+5), d3 to d8 (+15).

HEAL

Spellcraft: DC 75; **Component:** S; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will half (harmless); **Spell Resistance:** Yes (harmless).

As *convert light wounds*, but you convert 9d8 points of lethal damage to nonlethal damage.

Math: DC 15 base, 1 to 1d3 (+5), d3 to d8 (+15), +8 dice (+40).

HOLD

You can stop a target in its tracks.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** Touch; **Target:** Humanoid creature touched; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You paralyze a subject, freezing it into place. It is aware and breathes normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity.

AUGMENTED EFFECTS

You can apply the following augmentations to *Hold*: Area/Target, Components, Duration, Range.

Changing the range from touch to ranged does not create a ray affect. Instead, you affect one creature within range.

To expand the type of targets to include animals, increase the Spellcraft DC by +5. For each additional type of creature (magical beast, ooze, and so on), increase the Spellcraft DC by +10.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Intimidate checks.

SYNERGY

If you have the *Telepathy* spell, you gain a +2 bonus on Spellcraft checks to cast *Hold* spell effects.

SAMPLE SPELL EFFECTS

HOLD PERSON

Spellcraft: DC 27; **Component:** V; **Range:** 50 ft.; **Target:** One humanoid creature; **Duration:** 5 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You paralyze a subject, freezing it into place. It is aware and breathes normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity.

Math: DC 15 base, touch to ranged (+4), +40 ft. (+4), +4 rounds (+4).

HOLD ANIMAL

Spellcraft: DC 27; **Component:** V; **Range:** 50 ft.; **Target:** One animal; **Duration:** 5 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

As *hold person*, but it affects animals instead of humanoids.

Math: DC 15 base, touch to ranged (+4), +40 ft. (+4), +4 rounds (+4), animals (+5), not humanoids (-5).

LANGUAGE LORE

You can read magical writing.

Prerequisite: Dabbler—base DC 5.

Components: Verbal, Somatic; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** None; **Spell Resistance:** No.

BASE EFFECT

You can decipher magical inscriptions on books, scrolls, weapons, and the like written in magical script. This deciphering doesn't normally invoke any magic contained in the writing, except in the case of certain magical traps. Once this spell effect is cast and you have read the writing, you are thereafter able to read that particular text without having to recast this spell. You can read one page (250 words) per minute.

AUGMENTED EFFECTS

You can apply the following augmentations to *Language Lore*: Area/Target, Components, Duration, Range.

If you increase the Spellcraft DC by +5, you can write text in magical script that can't be deciphered except by use of the *Language Lore* base effect; you need no magical assistance to read anything you've written using this spell effect. Increase the DC by +10 for each page of text (enough for one magic scroll, or 250 words of prose) beyond the first written in a single sitting. If you interrupt your writing for more than a few moments (the difference between pausing to compose your thoughts and pausing to cook and eat your dinner), you must cast the spell affect anew in order to continue writing.

Note: Magic scrolls don't have to be written in magical script—and if the scrolls are intended for the use of non-spellcasters (lesser items, as opposed to least items; see **Chapter Four: Magic Items**), they *shouldn't* be written in magical script.

For a DC increase of +15, you can write in an illusory script that appears to be some form of unknown foreign or magical writing. Only the person designated by you at the time of the casting is able to read the writing; you can designate additional persons by increasing the Spellcraft DC by +4 per additional reader. If a *Dispel* spell effect is successfully used on the illusory script, the text is erased.

At the cost of a +10 increase in the Spellcraft DC, you can alter the contents of a written page so that they appear to be something entirely different. You are able to switch the page's appearance between its disguised original contents and its altered appearance by speaking a special word. A DC 10 Detect Magic check reveals dim magic on the page but doesn't reveal its true contents. Dispelling or erasing the altered contents also erases the underlying text. Casting a DC 40 *Sense* spell effect on the page reveals the underlying text.

By increasing the Spellcraft DC by +15, you can use *Language Lore* to invisibly record a written message on an object or creature. The length of written text is limited to what can be contained (as text of a readable size) on the surface of the target. The message becomes visible the next time a specified event occurs within 10 feet of the object or creature. Any visual or audible trigger can be designated for the spell effect, but the spell reacts to what *appears* to be the case. Disguises can fool it. Magical darkness or invisibility can defeat a visual trigger. Magical silence defeats auditory triggers. The spell effect cannot distinguish such things as alignment, level, or class.

You can inscribe your personal rune or mark (no more than six characters, taking up no more than 1 square foot) on any substance without harm to the material by increasing the Spellcraft DC by +5. The writing can be visible or invisible. If an invisible mark is made, it is detectable on a DC 10 Detect Magic check or can be made visible at the command of the mark's maker. The mark cannot be removed by nonmagical means. If the spell effect is used on a living being, normal wear gradually causes the mark to fade in about a month. If you use *Teleport* to fetch an object with your magical mark on it, you receive a +10 bonus to your Spellcraft check.

By increasing the Spellcraft DC by +10, you can understand the spoken words of creatures or read otherwise incomprehensible written messages (although not illusory script or magically hidden text). In either case, you must touch the creature or the writing. This spell effect doesn't enable you to speak or write the language. It does not decipher codes or reveal messages concealed in otherwise normal text.

In order to be able to speak or write (as well as read and understand) any spoken or written nonmagical language, you must increase the *Language Lore* Spellcraft DC by +20.

You can erase a page of magical or mundane writing by increasing the Spellcraft DC by +5. Nonmagical writing is automatically erased if you touch it and no one else is holding it; otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must

succeed on a caster level check (1d20 + caster level) against DC 15, with a natural 1 or 2 always a failure on this check. If you fail to erase magically trapped writings, you activate the trap instead.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Decipher Script checks.

SYNERGY

If you have can speak five or more languages, you gain a +2 bonus to Spellcraft checks made to cast *Language Lore* spell effects.

SAMPLE SPELL EFFECTS

READ MAGIC

Spellcraft DC: 5; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving T row:** None; **Spell Resistance:** No.

You can decipher magical inscriptions on books, scrolls, weapons, and the like written in magical script. This deciphering doesn't normally invoke any magic contained in the writing, except in the case of certain magical traps. Once this spell effect is cast and you have read the writing, you are thereafter able to read that particular text without having



to recast this spell. You can read one page (250 words) per minute.

If you encounter a *glyph of fire blasting* (see page 98) or other magical glyph while *read magic* is in effect on you, you must succeed on a DC 13 Spellcraft check to identify (but not disarm) the glyph.

Math: DC 5 base.

WRITE MAGIC

Spellcraft DC: 10; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving T row:** None; **Spell Resistance:** No.

You can write text in magical script that can't be deciphered except by use of *read magic*; you need no magical assistance to read anything you've written using this spell effect. Increase the DC by +10 for each page of text (enough for one magic scroll, or 250 words of prose) beyond the first written in a single sitting. If you interrupt your writing for more than a few moments (the difference between pausing to compose your thoughts and pausing to cook and eat your dinner), you must cast the spell affect anew in order to continue writing.

Math: DC 5 base, write (+5).

SECRET MESSAGE

Spellcraft DC: 40; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 1 hour; **Saving T row:** None; **Spell Resistance:** No.

You write in an illusory script that appears to be some form of unknown foreign or magical writing. Only the person designated by you at the time of the casting is able to read the writing. If a *Dispel* spell effect is successfully used on the illusory script, the text is erased.

Math: DC 5 base, illusory script (+15), minute to hour (+20).

LIFE

You can restore life to the dead.

Prerequisite: Third Magnitude—base DC 25.

Components: Verbal, Somatic, 500 XP; **Range:** Touch; **Target:** Corpse touched; **Duration:** Instantaneous; **Saving T row:** Fortitude negates (harmless); **Spell Resistance:** No.

BASE EFFECT

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; a subject who wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses 1 level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is

1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level, Hit Dice, or Constitution loss cannot be repaired by any means. A character who died loses all spell energy upon being raised.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell effect closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age. If *Life* is cast on an undead creature, it is destroyed if it fails its save.

AUGMENTED EFFECTS

You can apply the following augmentations to *Life*: Components, Range.

You can raise a corpse that has been dead longer than a day by increasing the Spellcraft DC by +5 for every day beyond the first.

By increasing the Spellcraft DC by +50, you need not have the entire corpse to restore the dead to life. By increasing the Spellcraft DC by +150, you immediately restored the creature to life and to full hit points, vigor, and health, with no loss of level, Hit Dice, Constitution, or spell energy.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Heal checks.

SYNERGY

If you have 5 ranks of Heal, you gain a +2 bonus to Spellcraft checks made to cast *Life* spell effects.

SAMPLE SPELL EFFECTS

RAISE DEAD

Spellcraft: DC 30; **Components:** V, S, XP; **Range:** Touch; **Target:** Corpse touched; **Duration:** Instantaneous; **Saving T row:** Fortitude negates (harmless); **Spell Resistance:** No

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than two days. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; a subject who wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses 1 level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is

1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level, Hit Dice, or Constitution loss cannot be repaired by any means. A character who died loses all spell energy upon being raised.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell effect closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age. If *raise dead* is cast on an undead creature, it is destroyed if it fails its save.

XP Component: 500.

Math: DC 25 base, +1 day (+5).

RESURRECTION

Spellcraft: DC 80; **Components:** V, S, XP; **Range:** Touch; **Target:** Corpse touched; **Duration:** Instantaneous; **Saving T row:** Fortitude negates (harmless); **Spell Resistance:** No.

As *raise dead*, but you do not need the entire corpse.

XP Component: 500.

Math: DC 25 base, incomplete corpse (+50), +1 day (+5).

LIGHT LORE

Prerequisite: Dabbler—base DC 5.

Component: Verbal; **Range:** 10 ft. or touch; **Effect:** One light; **Duration:** 1 minute (D); **Saving T row:** None; **Spell Resistance:** No.

BASE EFFECT

You create a single floating globe of light that sheds light equal to candlelight. The light can move within a 5-ft. radius of you, following your spoken commands.

Alternatively, you may cast the light effect onto an object. The object must be unattended at the time of casting. If this is used, there is no Spellcraft DC modifier, but the range is touch.

AUGMENTED EFFECTS

You can apply the following augmentations to *Light Lore*: Area/Target, Components, Duration, Range.

You can increase the number of lights by one for every +2 to the Spellcraft DC.



If you increase the Spellcraft DC by +5, you can have the light move up to 10 feet beyond the initial area, plus 10 feet for every additional +1 to the Spellcraft DC.

You may increase the light's intensity by increasing the DC by the indicated amount. You can focus the light into a cone or beam. If so, use the focused DCs.

The light you create can also deal damage if you intensify it. By increasing the Spellcraft DC by +20, you focus the light into a thin beam of super-hot energy that you may fire as a ray with a range of 10 feet. The duration changes to instantaneous. On a successful hit, you deal 1d4 points of fire damage (Fortitude halves). For every additional +15 to the Spellcraft DC, you may fire another ray. You may augment this damage as normal.

If you increase the DC by +10, you can make the generated light dazzling, causing all creatures in the area who fail a Fortitude save to take a -1 penalty to attack rolls, and to Search and Spot checks. You can make the light blinding for

1 round by increasing the DC by +30. You may increase the duration as normal.

If you have *Figment*, you can also change the shape of the lights into ribbons, blocks, or even crude objects at no increase to the Spellcraft DC.

By increasing the DC by +15, you can *remove* all light from a 5-ft.-diameter area, creating magical darkness that can't be brightened by torches and lanterns, nor by any *Light Lore* effects that have a lower Spellcraft DC. All creatures in the darkness gain concealment (20% miss chance), even against creatures that can normally see in such conditions (such as those with darkvision or low-light vision).

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Spot checks.

SYNERGY

If you have 5 or more ranks in Prestidigitation, you gain a +2 bonus on Spellcraft checks to cast *Light Lore* spell effects.

SAMPLE SPELL EFFECTS

LIGHT

Spellcraft: DC 19; **Component:** V; **Range:** 10 ft. or touch; **Effect:** One light; **Duration:** 10 minutes (D); **Saving T row:** None; **Spell Resistance:** No.

You create a floating globe of light that sheds light equal to unfocused lamplight. The light can move within a 5-ft. radius of you, following your spoken commands.

Alternatively, you may cast the light effect onto an object. The object must be unattended at the time of casting. If this is used, there is no Spellcraft DC modifier, but the range is touch.

Math: DC 5 base, +9 minutes (+9), unfocused lamplight (+5).

DARKNESS

Spellcraft: DC 25; **Component:** V; **Range:** 40 ft.; **Area:** 5 5-ft. squares; **Duration:** 10 minutes (D); **Saving T row:** None; **Spell Resistance:** No.

You plunge an area (or areas) into darkness. All creatures in the area gain concealment (20% miss chance), even against those with low-light vision and darkvision.

Math: DC 5 base, +9 minutes (+9), +30 feet (+3), +4 5-ft. squares (+8).

Intensity	Unfocused			Focused		
	Bright	Dim	DC Modifier	Bright	Dim	DC Modifier
Candlelight	n/a	5 ft.	—	—	10-ft.-cone	+5
Lamplight	15 ft.	30 ft.	+5	30-ft.-cone	60-ft.-cone	+10
Torchlight	20 ft.	40 ft.	+10	40-ft.-cone	80-ft.-cone	+15
Lantern light	30 ft.	60 ft.	+15	60-ft.-cone	120-ft.-cone	+30
Daylight	60 ft.	120 ft.	+30	120-ft.-cone	240-ft.-cone	+50

DAYLIGHT

Spellcraft: DC 44; **Component:** V; **Range:** 10 ft. or touch; **Effect:** One light; **Duration:** 10 minutes (D); **Saving T row:** None; **Spell Resistance:** No.

You create a single floating globe of light that sheds light equal to unfocused daylight. The light can move within a 5-ft. radius of you, following your spoken commands.

Alternatively, you may cast the light effect onto an object. The object must be unattended at the time of casting. If this is used, there is no Spellcraft DC modifier, but the range is touch.

Math: DC 5 base, +9 minutes (+9), daylight (+30).

SCORCHING RAY

Spellcraft: DC 44; **Component:** V; **Range:** 50 ft.; **Effect:** Ray; **Duration:** Instantaneous; **Saving T row:** Fortitude half; **Spell Resistance:** No.

You fire a beam of concentrated light. If you succeed on a ranged touch attack, you deal 3d6 points of fire damage.

Math: DC 5 base, ray (+20), +40 ft. (+4), increase to d6 (+5), +2d6 (+10).

LIGHT GLOBES

Spellcraft: DC 39; **Component:** V; **Range:** 100 ft.; **Effect:** Five lights; **Duration:** 10 minutes (D); **Saving T row:** None; **Spell Resistance:** No.

You create five floating globes of light that shed light equal to unfocused torchlight. The lights appear where you indicate within range. You can adjust their positions at will anytime within the duration out to a range of 30 feet.

Math: DC 5 base, +9 minutes (+9), four extra lights (+8), unfocused torch light (+5), +90 ft. (+9), move +30 ft. (+7).

LOCK

You can magically lock a portal.

Prerequisite: Student of Magic—base DC 10.

Component: Verbal; **Range:** Touch; **Target:** Object touched; **Duration:** 1 round; **Saving T row:** None; **Spell Resistance:** No.

BASE EFFECT

You can seal a door, window, box lid, or other portal, closing it and locking it as if by a mechanical lock. You can open and close the portal yourself any number of times (before the duration expires) without dispelling the magic. If someone tries to break the seal, add +1 to the normal DC for forcing open the portal.

AUGMENTED EFFECTS

You can apply the following augmentations to *Lock*: Components, Duration.

You can designate others who are able to open and close the portal as easily as you do, at a cost of a +4 increase to the Spellcraft DC per person designated.

You can increase the bonus to the DC for forcing attempts to force the portal by +1 for every +2 increase in the Spellcraft DC.

Alternatively, you can use *Lock* to open jammed or locked portals (or other *locks*) by increasing the DC by +10. *Lock* cannot remove obstacles such as a huge boulder blocking a cave entrance or a portcullis held in place merely by its weight, nor can it reveal or disarm traps (although it does activate those triggered by the opening of locks). For each additional lock you want to open (including multiple locks on a single door), you must increase the DC by another +4, but you can open a maximum of two locks per round, meaning you may have to extend the spell effect's duration to affect a large number of locks, especially if you have to spend some time moving between locks.

If you open a mundane lock, it doesn't relock itself after the spell effect's duration expires, but if you use *Lock* to open a portal sealed with a *Lock* spell effect, the original spell effect reasserts itself (both closing and locking the portal) when the opening spell effect's duration expires if there's still time left in the sealing spell effect's duration. A successful *Dispel* spell effect will eliminate a *Lock* spell effect.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Open Locks checks.

SYNERGY

If you have 5 or more ranks in Disable Device, you gain a +2 bonus on Spellcraft checks to cast *Lock* spell effects.

SAMPLE SPELL EFFECTS**KNOCK**

Spellcraft: DC 20; **Component:** V; **Range:** Touch; **Area:** Object touched; **Duration:** 1 round; **Saving T row:** None; **Spell Resistance:** No.

With a touch, you unlock a portal or free a stuck portal.

Math: DC 10 base, unlock (+10).

HOLD PORTAL

Spellcraft: DC 30; **Components:** V; **Range:** Touch; **Area:** Object Touched; **Duration:** 6 minutes; **Saving T row:** None; **Spell Resistance:** No.

You seal a door, window, box lid, or other portal, closing it and locking it as if by a mechanical lock. You can open and close the portal yourself any number of times (before the duration expires) without dispelling the magic. If someone tries to break the seal, add +4 to the normal DC for forcing open the portal.

Math: DC 10 base, round to minute (+9), +5 minutes (+5), +3 force DC (+6).

OBSCURE

You can make yourself harder to see and strike.

Prerequisite: Second Magnitude—base DC 20.

Component: Somatic; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

Because of your blurry, insubstantial appearance, attacks against you have a 10% miss chance for the duration of the effect.

AUGMENTED EFFECTS

You can apply the following augmentations to *Obscure*: Area/Target, Components, Duration, Range.

You can increase the miss chance by +10% (to a maximum of 50% for total invisibility) for every +10 you add to the Spellcraft DC.

To make yourself undetectable to magical scrying attempts (e.g., from a *Reveal* spell effect), increase the Spellcraft DC by +15. To protect yourself from spell effects trying to determine facts about you (e.g., the thought-detecting effect of *Telepathy*), increase the Spellcraft DC by +20.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Hide checks. This bonus stacks with the bonus for complete invisibility.

SYNERGY

If you have 5 or more ranks in Hide, you gain a +2 bonus on Spellcraft checks to cast *Obscure* spell effects.

SAMPLE SPELL EFFECTS

CONCEALMENT

Spellcraft: DC 39; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

Your appearance become blurry and insubstantial, gaining concealment (20% miss chance).

Math: DC 20 base, +10% (+10), round to minute (+9).

INVISIBILITY

Spellcraft: DC 69; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You gain total concealment (50% miss chance).

Math: DC 20 base, round to minute (+9), invisible (+40).

SHIELD THOUGHTS

Spellcraft: DC 54; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 6 minutes; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You cannot be affected by spell effects that discern information about you, such as *Telepathy* spell effects.

Math: DC 20 base, round to minute (+9), +5 minutes (+5), negate *Telepathy* (+20).

PATTERN [MIND-AFFECTING]

You can entrance your enemies with shifting light.

Prerequisite: First Magnitude—base DC 15.

Component: Somatic; **Range:** 10 ft.; **Effect:** Cone-shaped burst; **Duration:** 1 round (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You create a cone of shifting, clashing colors springing forth from your hand, causing creatures who can see the effect and who fail their Will save to become either stunned or fascinated (your choice, but the effect must be the same for all creatures in the cone) for the duration of the effect.

AUGMENTED EFFECTS

You can apply the following augmentations to *Pattern*: Area/Target, Components, Range.

You can increase the Spellcraft DC by +20 to blind targets for the duration.

By increasing the DC by +40, you can render subjects unconscious.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Prestidigitation checks.

SYNERGY

If you have *Figment*, you gain a +2 bonus on Spellcraft checks to cast *Pattern* spell effects.

SAMPLE SPELL EFFECTS

COLOR PATTERN

Spellcraft: DC 22; **Component:** S; **Range:** 30 ft.; **Effect:** Cone-shaped burst; **Duration:** 5 rounds (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You create a cone of shifting, clashing colors springing forth from your hand, causing creatures who can see the effect and who fail their Will save to become either stunned or fascinated (your choice, but the effect must be the same for all creatures in the cone) for the duration of the effect.

Math: DC 15 base, +20 ft. (+3), +4 rounds (+4).

BLINDING PATTERN

Spellcraft: DC 42; **Component:** S; **Range:** 30 ft.; **Effect:** Cone-shaped burst; **Duration:** 5 rounds (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

As *color pattern*, but subjects who fail their saves are blinded for the duration of the effect.

Math: DC 15 base, +20 ft. (+3), +4 rounds (+4), blindness (+20).

POTENT PATTERN

Spellcraft: DC 62; **Component:** S; **Range:** 30 ft.; **Effect:** Cone-shaped burst; **Duration:** 5 rounds (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

As *color pattern*, but subjects who fail their saves become unconscious for the duration of the effect.

Math: DC 15 base, +20 ft. (+3), +4 rounds (+4), unconscious (+40).

PLANEWALKER

You can transport yourself to another plane.

Prerequisite: Third Magnitude—base DC 25.

Components: Verbal, Somatic; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You enter the Ethereal Plane for 1 round, effectively making you and your equipment ethereal.

While ethereal, you are invisible, insubstantial, and capable of moving in any direction, even up or down (at half normal speed). Being insubstantial, you can move through solid objects, including living creatures, although other ethereal creatures and ethereal objects are treated as if they were material. While on the Ethereal Plane, you can extend your sight and hearing up to 60 feet into the Material Plane as a free action, but sounds are muted and everything appears gray and ephemeral.

Force and *Protection* spell effects extend onto the Ethereal Plane from the Material Plane, and thus affect you normally. Effects from these spells cast while on the Ethereal Plane don't extend into the Material Plane. You can't attack material creatures, and spell effects you cast affect only other ethereal things.

When the spell effect ends, if you become material while inside a material object, you're shunted to the nearest open space and take 1d6 points of damage per 5 feet that you're moved.

If cast while on the Ethereal Plane, this spell functions in reverse, moving you onto the Material Plane for 1 round.

AUGMENTED EFFECTS

You can apply the following augmentations to *Planewalker* Duration, Components, Range, Targets.

If you increase the Spellcraft DC by +20, you can rapidly move back and forth between the Ethereal and Material Planes, winking in and out of reality like a blink dog.

While blinking, physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal. Attacks capable of striking ethereal creatures have a 20% miss chance. If the attacker can see invisible creatures, the miss chance is also only 20%; an attacker who can both see and strike ethereal creatures has no miss chance. Your own attacks have a 20% miss chance, since you sometimes go ethereal just as you're about to strike. Since you spend about half your time on the Ethereal Plane, you can interact with ethereal creatures roughly the same way you interact with material ones.

Any individually targeted spell effect has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spell effects have a 20% chance of being activated just as you go ethereal.

While blinking, you take only half damage from area attacks but full damage from those that extend onto the Ethereal Plane. You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You can effectively hover in midair, repeatedly flying a very short distance upwards in the Ethereal Plane and then falling the same distance in the Material Plane.

While blinking, you can step through solid objects, but for each 5 feet of solid material you walk through, there's a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6



points of damage per 5 feet moved. You can move at only three-quarters speed.

By increasing the DC by +50, the duration can be changed to instantaneous, thus moving you into the Ethereal Plane indefinitely.

You can increase the DC by +50 to move into the Astral Plane, Plane of Shadow, or some other transitive plane. You can increase the DC by +70 to move into an Elemental Plane, or by +100 to move into an outer plane. See **Chapter Five: Campaigns** in the *DMG* for details on planes and their effects.

If you increase the DC by +10, you can push someone else into the Ethereal Plane, but she receives a Will save to try negate the effect.

If you increase the Spellcraft DC by +125, you can create an interdimensional gate between your plane of existence and a plane you specify, allowing travel between those two planes in either direction by anyone passing through the gate.

The gate is a circular hoop from 5 to 20 feet in diameter (your choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.



The gate has a front and a back: Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. Beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire.

You may hold the gate open for no more than 1 round per caster level, and you must concentrate on doing so, or else the connection is severed. The duration of the gate effect cannot be extended with augmentations.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Knowledge (the planes).

SYNERGY

If you have 5 ranks of Knowledge (the planes), you gain a +2 bonus to Spellcraft checks made to cast *Planewalker* spell effects.

SAMPLE SPELL EFFECTS

ETHEREAL STEP

Spellcraft: DC 30; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 6 rounds; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You become ethereal, entering the Ethereal Plane.

While ethereal, you are invisible, insubstantial, and capable of moving in any direction, even up or down (at half normal speed). Being insubstantial, you can move through solid objects, including living creatures, although other ethereal creatures and ethereal objects are treated as if they were material. While on the Ethereal Plane, you can extend your sight and hearing up to 60 feet into the Material Plane as a free action, but sounds are muted and everything appears gray and ephemeral.

Force and *Protection* spell effects extend onto the Ethereal Plane from the Material Plane, and thus affect you normally. Effects from these spells cast while on the Ethereal Plane don't extend into the Material Plane. You can't attack material creatures, and spell effects you cast affect only other ethereal things.

When the spell effect ends, if you become material while inside a material object, you're shunted to the nearest open space and take 1d6 points of damage per 5 feet that you're moved.

If cast while on the Ethereal Plane, this spell functions in reverse, moving you onto the Material Plane for 1 round.

Math: DC 25 base, +5 rounds (+5).

BLINK

Spellcraft: DC 54; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You can rapidly move back and forth between the Ethereal and Material Planes, winking in and out of reality like a blink dog.

While blinking, physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal. Attacks capable of striking ethereal creatures have a 20% miss chance. If the attacker can see invisible creatures, the miss chance is also only 20%; an attacker who can both see and strike ethereal creatures has no miss chance. Your own attacks have a 20% miss chance, since you sometimes go ethereal just as you're about to strike. Since you spend about half your time on the Ethereal Plane, you can interact with ethereal creatures roughly the same way you interact with material ones.

Any individually targeted spell effect has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spell effects have a 20% chance of being activated just as you go ethereal.

While blinking, you take only half damage from area attacks but full damage from those that extend onto the Ethereal Plane. You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You can effectively hover in midair, repeatedly flying a very short distance upwards in the Ethereal Plane and then falling the same distance in the Material Plane.

While blinking, you can step through solid objects, but for each 5 feet of solid material you walk through, there's a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet moved. You can move at only three-quarters speed.

Math: DC 25 base, blink (+20), round to minute (+9).

ETHEREAL TRAVEL

Spellcraft: DC 75; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving T row:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

As *ethereal step*, but you are in the Ethereal Plane indefinitely.

Math: DC 25 base, instantaneous (+50).

PLANT LORE

You can cause plants to move.

Prerequisite: First Magnitude—base DC 15.

Component: Somatic; **Range:** 10 ft.; **Area:** Plants in a 10-ft.-radius spread; **Duration:** 1 round; **Saving T row:** Reflex partial; **Spell Resistance:** No.

BASE EFFECT

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter

the area, holding them fast and causing them to become entangled. A creature that succeeds on a Reflex save is not entangled but can only move at half its normal speed through the area. An entangled creature can break free and move at half speed by using a full-round action to make a DC 10 Strength check or a DC 10 Escape Artist check.

Naturally, this spell automatically fails if cast in an area devoid of plants.

AUGMENTED EFFECTS

You can apply the following augmentations to *Plant Lore*: Area/Target, Components, Duration, Range.

If you increase the duration, each round on your turn (without needing to be commanded), the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

You can increase the Strength check DC or Escape Artist DC by +5 for every +10 you add to the Spellcraft DC.

If you increase the Spellcraft DC by +10, the plants also deal 1d2 points of nonlethal damage each round the targets are entangled.

You can designate persons who can stand in or pass through the area without being targeted by the entangling plants, at a cost of +4 to the Spellcraft DC for each person so designated.

By increasing the DC by +5, you can form an existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail is not possible unless you succeed on an appropriate Craft skill check (e.g., woodworker). There is a 30% chance that any shape including moving parts simply does not work.

If you increase the Spellcraft DC by +10, you gain the ability to comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell effect doesn't make plant creatures any more friendly or cooperative than usual. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. With this effect, you may modify their attitudes with a successful Diplomacy check. If a plant creature is friendly toward you, it might do some favor or service for you.

This last augmentation changes the spells range to personal, replaces area with Target: You.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Survival checks.

SYNERGY

If you have 5 or more ranks in Knowledge (nature), you gain a +2 bonus on Spellcraft checks to cast *Plant Lore* spell effects.

SAMPLE SPELL EFFECTS

WRITHING WEEDS

Spellcraft: DC 24; **Component:** S; **Range:** 30 ft.; **Area:** Plants in a 15-ft.-radius spread; **Duration:** 5 rounds; **Saving T row:** Reflex partial; **Spell Resistance:** No.

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. A creature that succeeds on a Reflex save is not entangled but can only move at half its normal speed through the area. An entangled creature can break free and move at half speed by using a full-round action to make a DC 10 Strength check or a DC 10 Escape Artist check.

Each round on your turn (without needing to be commanded), the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

Naturally, this spell automatically fails if cast in an area devoid of plants.

Math: DC 15 base, +4 rounds (+4), +20 ft. (+2), +5-ft. radius (+5).



SPEAK WITH PLANTS

Spellcraft: DC 29; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 6 minutes; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You can comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell effect doesn't make plant creatures any more friendly or cooperative than usual. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. With this effect, you may modify their attitudes with a successful Diplomacy check. If a plant creature is friendly toward you, it might do some favor or service for you.

Math: DC 15 base, round to minute (+9), +5 minutes (+5).

ENTANGLE

Spellcraft: DC 53; **Component:** S; **Range:** 50 ft.; **Area:** Plants in a 20-ft.-radius spread; **Duration:** 5 rounds; **Saving T row:** Reflex partial; **Spell Resistance:** No.

A more powerful version of *writhing weeds*, but with a longer range, a larger area of effect, and an entangled creature can break free and move at half speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check.

Math: DC 15 base, +4 rounds (+4), +40 ft. (+4), +10-ft. radius (+10), +10 DC (+20).

PROPHECY

You can contact higher powers to gain advice.

Prerequisite: Student of Magic—base DC 10.

Component: Focus; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving T row:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

Prophecy tells you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success.

If the effect succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).

- Nothing (for actions that don't have especially good or bad results).

If the spell effect fails, you get the “nothing” result, and have no way to tell whether it was the consequence of a failed or successful *Prophecy* effect.

Prophecy can see into the future only about half an hour, so nothing that might happen after that affects the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *Prophecy* spell effects cast by you about the same topic use the same dice result as the first casting.

AUGMENTED EFFECTS

You can apply the following augmentations to *Prophecy*: Components.

You can improve the accuracy of the base effects by increasing the Spellcraft DC by +2 for every +1% increase (to a maximum of 90%). You can extend *Prophecy*'s range into the future by another half-hour for every +10 you add to the Spellcraft DC.

By increasing the DC by +20, you may instead contact a god or its agent and ask a question that can be answered by a simple “yes” or “no.” Each additional question after the first increases the Spellcraft DC by +20. The answers given are correct within the limits of the entity's knowledge. “Unclear” is a legitimate answer, because a powerful being of the Outer Planes isn't necessarily omniscient. The entity contacted structures its answers to further its own purposes. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. If you lag, discuss the answers, or go off to do anything else, the spell effect ends.

By increasing the DC by +50, you can send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with “yes,” “no,” “maybe,” “never,” “irrelevant,” or some other one-word answer.)



You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. Every additional +25 added to the DC allows you to ask another question beyond the first (effectively extending the spell effect's duration).

Contact with minds far removed from your home plane increases the probability that you incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01–34 (01–68)	35–62 (69–75)	63–83 (76–98)	84–100 (99–100)
Positive/Negative Energy Plane	DC 8/1 week	01–39	40–65	66–86	87–100
Astral Plane	DC 9/1 week	01–44	45–67	68–88	89–100
Outer Plane, demigod	DC 10/2 weeks	01–49	50–70	71–91	92–100
Outer Plane, lesser god	DC 12/3 weeks	01–60	61–75	76–95	96–100
Outer Plane, intermediate god	DC 14/4 weeks	01–73	74–81	82–98	99–100
Outer Plane, greater god	DC 16/5 weeks	01–88	89–90	91–99	100

On rare occasions, this effect may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against the listed DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

Results of a Successful Contact: The GM rolls a d% for the result shown on the table:

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity wants to lie but doesn't actually know the answer, so it makes one up.

By increasing the Spellcraft DC by +60, you can sense the correct direction that will lead you on the shortest, most direct physical route to a specified destination on the same plane as you are at the time of casting. The spell effect's duration may expire before you reach the destination.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +2 bonus to Knowledge (the planes) checks.

SYNERGY

If you have 5 ranks of Knowledge (the planes), you gain a +2 bonus to Spellcraft checks made to cast *Prophecy* spell effects.

SAMPLE SPELL EFFECTS

AUGUR

Spellcraft: DC 20; **Component:** F; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving T row:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

Augur tells you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 75%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success.

If the effect succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell effect fails, you get the “nothing” result, and have no way to tell whether it was the consequence of a failed or successful *augur* effect.

Augur can see into the future only about half an hour, so nothing that might happen after that affects the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *augur* spell effects cast by you about the same topic use the same dice result as the first casting.

Math: DC 10 base, +5% (+10).

COMMUNE

Spellcraft: DC 50; **Component:** F; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving T row:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You contact a god or its agent and ask two questions that can be answered by a simple “yes” or “no.” The answers given are correct within the limits of the entity's knowledge. “Unclear” is a legitimate answer, because a powerful being of the Outer Planes isn't necessarily omniscient.

The entity contacted structures its answers to further its own purposes. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. If you lag, discuss the answers, or go off to do anything else, the spell effect ends.

Math: DC 10 base, contact god (+20), extra question (+20).

PROTECTION

You can surround yourself with a protective aura.

Prerequisite: Dabblers—base DC 5.

Component: Somatic; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving T row:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

Protection creates a protective aura around you, granting a +1 insight bonus to your Armor Class.

AUGMENTED EFFECTS

You can apply the following augmentations to *Protection*: Area/Target, Components, Duration, Range.

For each additional point of insight bonus to your AC, increase the Spellcraft DC by +5.

By increasing the Spellcraft DC by +5, you can withstand the effects of heat as hot as 140 degrees Fahrenheit or cold as chill as -50 degrees without having to make Fortitude saves. This doesn't provide any protection against direct fire or cold damage.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Resistance checks.

SYNERGY

If you have 5 or more ranks in Resistance, you gain a +2 bonus to Spellcraft checks made to cast *Protection* spell effects.

SAMPLE SPELL EFFECTS

ANTICIPATE ATTACK

Spellcraft: DC 15; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 6 rounds; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You gain a +2 insight bonus to your Armor Class.

Math: DC 5 base, +1 insight (+5), +5 rounds (+5).

GREATER SHIELD

Spellcraft: DC 38; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 5 minutes; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You gain a +5 insight bonus to your Armor Class.

Math: DC 5 base, +4 insight (+20), round to minute (+9), +4 minutes (+4).

REFLECT

You can deflect magical attacks.

Prerequisite: Second Magnitude—base DC 20.

Component: Somatic; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

If targeted by a spell or effect or in the area of spell or effect, you and the opposing caster must make opposed caster level checks. If you succeed, you block the spell from affecting you, although it may affect others in the area as normal. If your opponent succeeds, the spell affects you normally.

AUGMENTED EFFECTS

You can apply the following augmentations to *Reflect*: Area/Target, Components, Duration, Range.

You gain a +1 to your check for every +5 you add to the Spellcraft DC.

If you increase the Spellcraft DC by +50, you can reflect spells targeting you back at the caster, although a single reflection expends the spell effect's protection. For each additional spell you block or reflect, increase the Spellcraft DC by another +10. An opposed caster level check is required when *Reflect* is used against another spell. If the enemy spellcaster gets her spell through by winning the caster level check, *Reflect* is not expended, just momentarily suppressed for that caster.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Resistance checks.

SYNERGY

If you have *Wards*, you gain a +2 bonus on Spellcraft checks to cast *Reflect* spell effects.

SAMPLE SPELL EFFECTS

DEFY MAGIC

Spellcraft: DC 59; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 1 hour; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

If you are the target of a spell or magical effect or in the area, you and the caster must make opposed caster level checks (you gain a +2 to your roll). If you succeed, you block the spell from affecting you, although it may affect others in the area as normal. If your opponent succeeds, the spell affects you normally.

Math: DC 20 base, round to minute (+9), minute to hour (+20), +2 to check (+10).

REFLECT SPELL

Spellcraft: DC 99; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

As *defy magic*, but with a shorter duration, a +4 bonus to your caster level check, and if you block the spell effect, it rebounds and hits the caster.

Math: DC 20 base, round to minute (+9), reflect (+50), +4 to check (+20).



RESOLVE

You can remove a magical effect affecting a creature.

Prerequisite: First Magnitude—base DC 15.

Component: Focus; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

You remove a –1 penalty imposed by magic on a skill, ability score, attack roll, check, or saving throw. If the target has a higher penalty, you reduce it by 1.

AUGMENTED EFFECTS

You can apply the following augmentations to *Resolve*: Area/Target, Components, Range.

For every additional +10 to the Spellcraft DC, you can remove an additional –1 penalty.

You can also reduce or remove fear conditions by increasing the DC by +10 for each step reduced (such as from panicked to frightened, or frightened to shaken, or shaken to no fear condition).

For an increase of +8, you can suppress a curse for 1 day. By increasing the Spellcraft DC by +20, you can permanently remove any curses affecting the touched creature.



For an increase of +10, you permanently remove 1 point of taint (see **Appendix One: Taint**). For every +10 to the Spellcraft DC, you can remove an additional point of taint.

For an increase of +20, you can restore senses removed by magic, but only by magic.

You can further empower this spell effect by increasing the DC by +30 to immediately remove any mind-affecting effects such as those created by *Charm*, all penalties imposed by *Afflict*, and any fear conditions.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Will saves.

SYNERGY

If you have 5 or more ranks in Resistance, you gain a +2 bonus on Spellcraft checks to cast *Resolve* spell effects.

SAMPLE SPELL EFFECTS

NEGATE AFFLICTION

Spellcraft: DC 25; **Component:** F; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless).

From a creature you touch, you remove up to a –2 penalty to a skill, ability score, attack roll, check, or saving throw that was imposed by magic.

Math: DC 15 base, remove –2 (+10).

REMOVE CURSE

Spellcraft: DC 35; **Component:** F; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless).

You remove curses from a creature you touch.

Math: DC 15 base, curse (+20).

CALM

Spellcraft: DC 35; **Component:** F; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless).

You reduce the intensity of a fear effect affecting a creature you touch. You reduce panicked to shaken, or remove the frightened or shaken conditions altogether.

Math: DC 15 base, two-steps (+20).

REVEAL

You can see distant locations or hear distant sounds.

Prerequisite: First Magnitude—base DC 15.

Component: Focus; **Range:** 5 ft.; **Effect:** Magical sensor; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You can see some distant location or hear the sounds at some distant location almost as if you were there. You must decide at the time of casting the effect whether you can see or hear. The spell effect creates a fixed invisible sensor over the top of the target that can be dispelled. Lead sheeting or magical protection blocks the spell, and you sense that the spell is blocked.

AUGMENTED EFFECTS

You can apply the following augmentations to *Reveal*: Components, Duration, Area/Effect (see text), Range (see text).

You can expand the area of the sensor reveal by augmenting the Area through normal means.

It's easier to extend the range of reveal. You can increase the range to 1 mile by increasing the Spellcraft DC by +20. Each additional mile beyond the first increases the DC by +5. To extend the range so that it crosses planar barriers, you must increase the DC by +50 for transitive planes, +70 for inner planes, and +100 for outer planes.

To both hear and see, increase the Spellcraft DC by +10. If you prefer to create a mobile sensor (speed 120 feet) you control, increase the Spellcraft DC by +15. To allow magically enhanced senses to work through *Reveal*, increase the Spellcraft DC by +20.

To cast any spell effect from the sensor whose range is touch or greater, increase the Spellcraft DC by +30; however, you must maintain a line of effect between yourself and the sensor at all times. If the line of effect is obstructed, the spell ends. To free yourself of the line of effect restriction for casting spells through the sensor, multiply the Spellcraft DC by $\times 3$.

If you increase the Spellcraft DC by +35, the sensor can see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under *Obscure* effects, see invisible creatures or objects, see through illusions, and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet.

By increasing the Spellcraft DC by +30, you may look in on the location of a specific creature, instead of a specific location. In order to do this, you must possess a personal item of the individual (one you've had for at least a week) or possess an edge (see **Edges**, page 23).

Note: A magical sensor can be detected with a successful DC 25 Detect Magic check.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Detect Magic checks.

SYNERGY

If you have *Sense*, you gain a +2 bonus on Spellcraft checks to cast *Reveal* spell effects.

SAMPLE SPELL EFFECTS

PEEK

Spellcraft: DC 33; **Component:** F; **Range:** 55 ft.; **Effect:** Magical sensor; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You create a magical sensor anywhere within range. You can see everything that occurs within a 10-foot radius of the sensor.

Math: DC 15 base, +50 ft. (+5), +4 rounds (+4), 5-ft. square to 5-ft. radius (+4), +5-ft. radius (+5).

EAVESDROP

Spellcraft: DC 33; **Component:** F; **Range:** 55 ft.; **Effect:** Magical sensor; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

As *peek*, but you hear instead of see.

Math: DC 15 base, +50 ft. (+5), +4 rounds (+4), 5-ft. square to 5-ft. radius (+4), +5-ft. radius (+5).

SCRY

Spellcraft: DC 78; **Component:** F; **Range:** 1 mile; **Effect:** Magical sensor; **Duration:** 1 minute; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You create a magical sensor anywhere within range. You can see and hear everything that occurs within a 10-foot radius of the sensor. You may also move the sensor anywhere within range while the spell effect remains active. The sensor has a speed of 120 feet.

Math: DC 15 base, +1 mile (+20), round to minute (+9), 5-ft. square to 5-ft. radius (+4), +5-ft. radius (+5), add hear (+10), mobile sensor (+15).

SENSE

You can heighten your senses.

Prerequisite: Dabbler—base DC 5.

Component: Focus; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving T row:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

You gain a +1 bonus to Listen and Spot checks.

AUGMENTED EFFECTS

You can apply the following augmentations to *Sense*: Area/Target, Components, Duration, Range.

You can increase the bonus to Listen and Spot checks by increasing the Spellcraft DC by +2 for each additional +1 bonus. By increasing the Spellcraft DC by +15, the bonus also applies to Search checks.

By increasing the Spellcraft DC by +5, you instead determine the direction of north from your current position. This is



effective in any environment in which “north” exists, but it may not work in extraplanar settings.

Alternatively, if you increase the Spellcraft DC by +5, you can see twice as far as a normal human in situations of low or dim lighting. For example, torch light confers a bright area of 20 feet, and a shadowy area of 40 feet. While under the effects of this spell, the bright area, for you, extends to 40 feet, and the shadowy area to 80 feet. If you increase the DC by +15, you can see 60 feet even in total nonmagical darkness, albeit in black and white.

Sense can also allow you to see magical auras within 120 feet. The effect is similar to that of the Detect Magic skill, but you do not have to concentrate and you discern aura location and power more quickly. By increasing the Spellcraft DC by +20, you know the location and power of all magical auras within your sight. An aura’s power depends on the item or spell effect’s caster level, as noted in the description of the Detect Magic skill description (see page 8). If the items or creatures bearing the auras are in line of sight, you can make Detect Magic skill checks to determine the spell involved in each. Make one check per aura (DC 15 + one-half caster level). If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine how much available spell energy she has remaining.

By increasing the Spellcraft DC by +20, you can use *Sense* to detect secret doors, compartments, caches, simple pits, deadfalls, and snares, as well as mechanical traps constructed of natural materials. Typically, *Sense* only reveals passages, doors, or other openings specifically designed to escape detection. It also detects natural hazards like quicksand, deadfalls, and sinkholes. *Sense* reveals the presence or absence of such hazards or concealed spaces.

If you extend the duration of this augmented effect, you can learn more information, depending on how long the spell effect lasts.

- **2nd Round:** Number of secret doors and the location of each and number of hazards and the location of each. If a secret door or hazard is outside your line of sight, then you discern its direction but not its exact location.
- **Each Additional Round:** The mechanism or trigger for one particular secret portal or hazard closely examined by you. Each round, you can turn to detect secret doors, snares, pits, and other hazards in a new area. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

You can use *Sense* to pierce illusions and see things as they really are by increasing the Spellcraft DC by +30. You can see through normal and magical darkness, see the exact locations of creatures or objects under *Obscure* effects, see invisible creatures or objects, see through illusions, and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet.

You can set up a warning system that alerts you if Tiny or larger creatures come within a 5-foot-radius of you. At the time of casting, you can exempt certain individuals or types of creatures from the spell's effects. The warning takes the form of a sharp mental "ping," sufficient to wake you up, but not enough to disrupt your concentration, that indicates the direction of the intrusion but no other details. This increases the Spellcraft DC by +5.

To set up a warning system that alerts you if magic is used in that same area, or if attempts to scry you from a distance or to use sensing magic are directed at you, increases the DC by +30. If you increase the DC by +50, the warnings can give you a visual image of the spy and an accurate sense of her direction and distance from you, but only if you succeed at an opposed caster level check (1d20 + caster level).

By increasing the DC by +50, you can determine the proximity of a particular object. You must think of either a general type of object (e.g., a staircase) or a specific example of an object (e.g., your own missing money pouch) during the casting. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +2 bonus to Search and Spot checks. These bonuses stack with the effects of the spell.

SYNERGY

If you have 5 or more ranks in Spot, you gain a +2 bonus on Spellcraft checks to cast *Sense* spell effects.

SAMPLE SPELL EFFECTS

KNOW DIRECTION

Spellcraft: DC 10; **Component:** F; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You know which direction is north.

Math: DC 5 base, direction (+5).

HEIGHTENED SENSES

Spellcraft: DC 18; **Component:** F; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You gain a +3 bonus to Listen and Spot checks.

Math: DC 5 base, round to minute (+9), +2 bonus (+4).

LOW-LIGHT VISION

Spellcraft: DC 19; **Component:** F; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You see twice as far as a normal human in situations of low or dim lighting.

Math: DC 5 base, low-light (+5), round to minute (+9).

LOCATE OBJECT

Spellcraft: DC 73; **Component:** F; **Range:** Personal; **Target:** You; **Duration:** 10 minutes; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You determine the proximity of a particular object. You must think of either a general type of object (e.g., a staircase) or a specific example of an object (e.g., your own missing money pouch) during the casting. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

Math: DC 5 base, detect object (+50), round to minute (+9), +9 minutes (+9).

SHAPESHIFT

You can change your appearance or form.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** Personal; **Target:** You; **Duration:** 1 round (D); **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

You assume the form of a creature of the same type, subtype (if any), and size category as your normal form. You cannot take the form of any creature with a template, even if that template does not change the creature type or subtype. The maximum HD of an assumed form is equal to your caster level to a maximum of 5 HD at 5th level.

You retain your own ability scores. Your class, level, hit points, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form except for those requiring a body part the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels (e.g., those derived from age or group affiliation).

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement), natural armor bonus, natural weapons (such as claws and bite), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number



of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, or scent.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form.

You can freely designate the new form's individual physical qualities (such as hair color, hair texture, skin color, height, weight, and gender) within the normal ranges for a creature of that kind. You are effectively disguised as an average member of the new form's race. If you use this spell effect to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and cannot wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

If slain, you revert to your original form, although you remain dead.

AUGMENTED EFFECTS

You can apply the following augmentations to *Shapeshift*: Area/Target, Components, Duration, Range.

If you increase the duration of the spell effect, you can change forms once per round. Changing back to your own form doesn't prematurely end the spell effect.

To increase the maximum HD, increase the Spellcraft DC by +3 per Hit Die above 5th. You cannot exceed your caster level.

You can expand the types of creatures to which you can transform. The type of the new form determines the Spellcraft DC modifier as follows. You cannot assume a form with the incorporeal subtype, a form with the undead template, or any form that is ordinarily not living, such as a construct.

Type	Spellcraft DC Modifier
Aberration	+25
Animal	+10
Dragon	+30
Fey	+20
Giant	+15
Humanoid	+10
Magical Beast	+25
Monstrous Humanoid	+15
Ooze	+30
Plant	+30
Vermin	+25

You are still limited to 5 HD unless you increase the Spellcraft DC by an additional +5 per Hit Die to a maximum of your caster level. You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form but do not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Increasing the Spellcraft DC by +10 allows you to shapeshift other willing creatures you touch. You control the initial changes to the subject's form within the same guidelines as above. If you want to make further changes later, you must touch the subject again. Incorporeal or gaseous creatures are immune to being shapeshifted. A creature with the shapechanger subtype can revert to its natural form as a standard action.

Increasing the Spellcraft DC by +50, you may change your form into nonliving matter, such as a construct, a creature with the undead template, or even an object, such as a statue. Conversely, for the same increase to the Spellcraft DC, you can transform one type of nonliving matter to other matter, changing a statue to flesh, iron to gold, and so on.

Size	AC/Attack Modifier	Grapple Modifier	Hide Mod.	Space	Reach	Str Mod*	DexMod	Con Mod
Fine	+8	-16	+16	1/2 ft.	0 ft.	-10	+8	-2
Diminutive	+4	-12	+12	1 ft.	0 ft.	-10	+6	-2
Tiny	+2	-8	+8	2-1/2 ft.	0 ft.	-8	+4	-2
Small	+1	-4	+4	5 ft.	5 ft.	-4	+2	-2
Medium	+0	+0	+0	5 ft.	5 ft.	+0	+0	+0
Large	-1	+4	-4	10 ft.	10 ft.	+8	-2	+4
Huge	-2	+8	-8	15 ft.	15 ft.	+16	-4	+8
Gargantuan	-4	+12	-12	20 ft.	20 ft.	+24	-4	+12
Colossal	-8	+16	-16	30 ft.	30 ft.	+32	-4	+16

*Minimum of 1.

You can also change your size, expanding to unbelievable size, or shrinking nearly out of sight. Use the following guidelines for determining the Spellcraft DC modifiers and the effects of changing your size. If you augment the range from personal to any other range, this spell effect only works on humanoids, although you can add additional types by increasing the DC as if you were attempting to change your shape into another type of creature. For instance, you could enlarge magical beasts by increasing the DC by +25.

Size Change	Spellcraft DC Modifier	Example
One step	+10	Medium to Large
Two steps	+20	Tiny to Medium
Three steps	+40	Medium to Diminutive
Four steps	+80	Tiny to Huge

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Disguise checks. This stacks with the +10 bonus *Shapeshift* grants if used to create a disguise.

SYNERGY

If you have 5 or more ranks in Disguise, you gain a +2 bonus on Spellcraft checks to cast *Shapeshift* spell effects.

SAMPLE SPELL EFFECTS

GIANTSHAPE

Spellcraft: DC 39; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

As base *Shapeshift* spell effect, except you can change into any humanoid or giant shape.

Math: DC 15 base, round to minute (+9), giant (+15).

PROTEUS

Spellcraft: DC 44; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 hour (D); **Saving Throw:** Will negates

(harmless); **Spell Resistance:** Yes (harmless).

As base *Shapeshift* spell effect, except for the extended duration, which allows you to change formed up to once per round.

Math: DC 15 base, round to minute (+9), minute to hour (+20).

ENLARGE PERSON

Spellcraft: DC 39; **Component:** V; **Range:** Touch; **Target:** Creature touched; **Duration:** 5 rounds; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

A humanoid creature you touch grows one size (such as Small to Medium or Medium to Large).

Math: DC 15 base, personal to touch (+10), plus one size step (+10), +4 rounds (+4).

SHRINK PERSON

Spellcraft: DC 49; **Component:** V; **Range:** Touch; **Target:** Creature touched; **Duration:** 5 rounds; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

A humanoid creature you touch shrinks two sizes (such as Medium to Tiny or Large to Small).

Math: DC 15 base, personal to touch (+10), minus two size steps (+20), +4 rounds (+4).

SLAY

You can kill with a word.

Prerequisite: Third Magnitude—base DC 25.

Component: Verbal; **Range:** 10 ft.; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes.

BASE EFFECT

Slay instantly kills the target creature. You kill any creature with up to 1 HD. The subject is entitled to a Fortitude saving

throw to survive. If the save is successful, it instead takes 1d6 points of damage. Creatures with more HD than the effect allows take no damage from this spell.

AUGMENTED EFFECTS

You can apply the following augmentations to *Slay: Area/Target*, Components, Damage, Range.

For every additional HD you affect, increase the Spellcraft DC by +2. You can increase the damage from a successful saving throw through normal means.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Intimidate checks.

SYNERGY

If you have 5 or more ranks in Heal, you gain a +2 bonus on Spellcraft checks to cast *Slay* spell effects.

SAMPLE SPELL EFFECTS

KILL

Spellcraft: DC 45; **Component:** V; **Range:** 50 ft.; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes.

You instantly slay one creature within range that has 4 HD or less. On a successful save, that creature takes 3d6 points of damage.

Math: DC 25 base, +40 ft. (+4), +3 HD (+6), +2d6 (+10).

EXTERMINATE

Spellcraft: DC 46; **Component:** V; **Range:** 30 ft.; **Area:** 10-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes.

You instantly slay all creatures with 6 Hit Dice or less in a 10-foot-radius burst. Those that succeed on their saves take 1d6 points of damage.

Math: DC 25 base, +20 ft. (+2), change target to area (+4), +5-ft. radius (+5), +5 HD (+10).

FINAL WORD

Spellcraft: DC 147; **Component:** V; **Range:** 50 ft.; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes.

You instantly slay one creature within range with 20 or less HD. If it succeeds on its save, it takes 20d8 points of damage,

Math: DC 25 base, +19 HD (+18), +40 ft. (+4), d6 to d8 (+5), +19d8 (+95).

SOUND LORE

You can send and receive messages at a distance.

Prerequisite: Dabblers—base DC 5.

Components: Verbal, Somatic; **Range:** 10 ft.; **Target:** One creature; **Duration:** 1 round; **Saving Throw:** None; **Spell Resistance:** No.

BASE EFFECT

You can whisper a message and receive a whispered reply without being overheard. You point your finger at the creature you want to receive the message and then whisper your message. Assuming the message isn't blocked (magical silence, 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it), the target creature hears the message and (if there's sufficient time) can whisper a reply that you hear.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell effect's range.

The spell doesn't transcend language barriers.

AUGMENTED EFFECTS

You can apply the following augmentations to *Sound Lore*: Area/Target, Components, Duration, Range.

If you increase the Spellcraft DC by +50, you can whisper your message to (and receive a response from) a target creature with which you are familiar, without regard to distance or line of effect. An additional DC increase of +25 allows your message to reach the recipient across planar barriers. Or you can deliver your message to a target *area* (for a DC increase of +15), with the whispered words heard by anyone standing in a 10-ft. radius of the target location; if there's no one in the area, the message is whispered to the empty air. Anyone receiving the message can whisper a reply that you will hear, so long as both message and reply fit within the spell effect's duration.

By increasing the DC by +5, you can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else within a 10-foot radius. Anyone who hears the sound and rolls a successful Will save recognizes it as illusory (but still hears it).

Increasing the DC by +15 allows you to dictate a message to an object or creature, and have that message be repeated from that object or creature (but in your voice) the next time a specified event occurs within the spell effect's 10-ft. range. Even if the message consists of the verbal component of a spell effect or the command word of a magic item, the message cannot cause magical effects.

Any visual or audible trigger can be designated for the spell effect, but the spell reacts to what *appears* to be the case. Disguises can fool it. Magical darkness or invisibility can defeat a visual trigger. Magical silence defeats auditory triggers. The spell effect cannot distinguish such things as alignment, level, or class.

You can use *Sound Lore* to mask the sounds of movement, conferring a +1 bonus to Move Silently checks by increasing

the Spellcraft DC by +15. For each additional +1 bonus, increase the DC by an additional +2. To plunge a 5-foot square area into silence, increase the DC by +30. You can increase the area normally.

If you increase the DC by +20, you can surround yourself with a 5-foot-radius emanation of silence, such that those within the emanation can converse normally, yet no one outside can hear your voices (a successful Spot check to read lips can reveal what's said inside the area) or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the area immediately becomes subject to the spell effect, and those who leave are no longer affected.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Move Silently checks. This stacks with the effects of the spell.

SYNERGY

If you have 5 or more ranks in Ghost Sound, you gain a +2 bonus on Spellcraft checks to cast *Sound Lore* spell effects.

SAMPLE SPELL EFFECTS

MESSAGE

Spellcraft: DC 14; **Components:** V, S; **Range:** 100 ft.; **Target:** One creature; **Duration:** 1 round; **Saving T row:** None; **Spell Resistance:** No.

You can whisper a message and receive a whispered reply without being overheard. You point your finger at the creature you want to receive the message and then whisper your message. Assuming the message isn't blocked (magical silence, 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it), the target creature hears the message and (if there's sufficient time) can whisper a reply that you hear.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell effect's range.

Math: DC 5 base, +90 ft. (+9).

GREATER MESSAGE

Spellcraft: DC 29; **Components:** V, S; **Range:** 100 ft.; **Area:** All creatures in a 10-ft.-radius; **Duration:** 1 round; **Saving T row:** None; **Spell Resistance:** No.

As *message*, except that all creatures in the area hear the message.

Math: DC 5 base, +90 ft. (+9), special area (+15).

SPIRIT LORE

You can communicate with the dead.

Prerequisite: Dabblers—base DC 5.



Component: Focus; **Range:** 5 ft.; **Target:** One dead creature; **Duration:** 1 round; **Saving T row:** Will negates (see text); **Spell Resistance:** No.

BASE EFFECT

You grant the semblance of intellect to a corpse and can ask it a question that can be answered by “yes,” “no,” or other brief responses. The corpse always answers honestly; in cases where a one-word answer would be misleading, a short phrase (five words or less) may be given as an answer instead. “Unclear” and “I don’t know” are legitimate answers, because the dead are not omniscient. You must ask the question within 1 round of casting, otherwise the effect is wasted. The corpse gets a Will save to resist the spell effect as if it were alive.

If the corpse has been subject to *Spirit Lore* within the past week, the new spell effect fails. You can cast this spell effect on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give a partial answer or partially correct answer, but it must at least have a mouth in order to speak at all.

This spell effect does not let you actually speak to the person (whose soul has departed). Instead, the partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive, including the languages it spoke (if any). The corpse cannot learn new information. Indeed, it cannot even remember being questioned.

AUGMENTED EFFECTS

You can apply the following augmentations to *Spirit Lore*: Area/Target, Components, Duration, Range.

You may ask additional questions. Each question beyond the first increases the Spellcraft DC by +10. If a question is asked a second time with subtle differences, the answer is likely to be repetitive. If you lag, discuss the answers, or go off to do anything else, the spell effect ends.

By increasing the Spellcraft DC by +50 you can contact the spirits of the dead, not their bodies. While the responses elicited by the base *Spirit Lore* effect are always honest, the spirits contacted in this manner are able to structure their answers to further their own purposes and to suit their own personalities; the answers they give are true, but not necessarily the whole truth.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Gather Information checks.

SYNERGY

If you have 5 or more ranks in Knowledge (religion), you gain a +2 bonus on Spellcraft checks to cast *Spirit Lore* spell effects.

SAMPLE SPELL EFFECTS

QUERY CORPSE

Spellcraft: DC 15; **Component:** F; **Range:** 5 ft.; **Target:** One corpse; **Duration:** 2 rounds; **Saving Throw:** Will negates (see spell); **Spell Resistance:** No.

As base *Spirit Lore* effect, except you can ask two questions.

Math: DC 5 base, extra question (+10).

CONTACT SPIRIT

Spellcraft: DC 65; **Component:** F; **Range:** 5 ft.; **Target:** One corpse; **Duration:** 2 rounds; **Saving Throw:** Will negates (see spell); **Spell Resistance:** No.

As base *Spirit Lore* effect, but you contact the spirits of the dead. You may ask two questions. While the responses elicited by *contact spirit* are always honest, the spirits contacted in this manner are able to structure their answers to further their own purposes and to suit their own personalities; the answers they give are true, but not necessarily the whole truth.

Math: DC 5 base, extra question (+10), spirit (+50).

SUMMON

You can temporarily summon a monster from another plane.

Prerequisite: Dabbler—base DC 5.

Component: Verbal; **Range:** 10 ft.; **Effect:** One summoned creature; **Duration:** 1 round; **Saving Throw:** None and Will negates (see text); **Spell Resistance:** No.

BASE EFFECT

You summon a creature from some other plane of existence. You may select any creature with the extraplanar subtype whose CR is less than 1. The summoned creature attacks the nearest living target, which could be you or your allies. The summoned creature has no saving throw against the initial summons, nor can spell resistance prevent it from being summoned.

AUGMENTED EFFECTS

You can apply the following augmentations to *Summon*: Components, Duration, Range.

You may summon more powerful creatures, increasing the DC by +5 for a CR 1 creature, and +5 for each point of CR above 1.

You may summon additional creatures, increasing the Spellcraft DC by +10 per additional creature.

By increasing the DC by +30, you can increase the duration of the spell to instantaneous, although if the creature has its own means of returning to its native plane, it can depart at any time.

Summoning a specific named creature (e.g., a bearded devil named Haarkon, a sentinel at the gate of the pit fiend Tanatzu's infernal citadel, as opposed to some random bearded devil) increases the Spellcraft DC by +10 and allows the targeted creature a saving throw (Will negates) against the summons. Expending 1,000 XP allows you to draw the named creature to you without a saving throw, even if it is unwilling.

If you increase the Spellcraft DC by +5/CR, the summoned creature follows your spoken command at the time of summoning unless it succeeds on a Will save. You can control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its Hit Dice do not exceed twice your caster level.

A controlled creature can be commanded to perform either immediate tasks (e.g., fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level) or contractual service. Those ordered to perform immediate tasks return to their native planes when the task is accomplished or the spell effect's duration expires, whichever comes first.

If you choose to exact a longer or more involved form of service from a summoned creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. As a guideline, a task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called; a task taking up to 1 hour per caster level requires a payment of 500 gp per HD; and a long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Particularly



arduous or hazardous tasks may require further negotiation, in the form of opposed Charisma checks with the GM modifying the creature's check based on the nature of the service and rewards. If you roll a 1 on the Charisma check, the creature is freed from the spell.

Immediately upon completion of the service (and a clever creature can subvert some instructions), the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter may result in you being subjected to service by the creature or by its liege and master—or the creature or its kin might decide to kill you.

Deities and unique beings are immune to *Summon* effects, although they may (for their own reasons) voluntarily answer a summons.

CONTINUOUS EFFECTS

There are no continuous effects for selecting the *Summon* spell.

SYNERGY

If you have 5 ranks of Knowledge (the planes), you gain a +2 bonus to Spellcraft checks made to cast *Summon* spell effects.

SAMPLE SPELL EFFECTS

SUMMON MONSTER

Spellcraft: DC 19; **Component:** V; **Range:** 10 ft.; **Effect:** One summoned creature; **Duration:** 1 minute; **Saving T row:** None; **Spell Resistance:** No.

You summon an extraplanar creature whose CR cannot exceed 1. It does not obey your commands and may act freely.

Math: DC 5 base, round to minute (+9), CR 1 (+5).

IMPROVED SUMMON MONSTER

Spellcraft: DC 34; **Component:** V; **Range:** 10 ft.; **Effect:** One summoned creature; **Duration:** 1 minute; **Saving T row:** None; **Spell Resistance:** No.

As *summon monster*, but up to CR 4.

Math: DC 5 base, round to minute (+9), CR 4 (+20).

CALL MONSTER

Spellcraft: DC 55; **Component:** V; **Range:** 10 ft.; **Effect:** One summoned creature; **Duration:** Instantaneous; **Saving T row:** None and Will (negates); **Spell Resistance:** No.

You call an extraplanar creature whose CR cannot exceed 4. It may act freely when it appears.

Math: DC 5 base, CR 4 (+20), permanent (+30).



TELEKINESIS

You can move an object without touching it.

Prerequisite: First Magnitude—base DC 15.

Component: Somatic; **Range:** 10 ft.; **Target:** One nonmagical object weighing up to 5 lb.; **Duration:** 1 round; **Saving Throw:** None; **Spell Resistance:** No.

BASE EFFECT

You point your finger at an object and cause it to lift and move. As a move action, you can propel the object as far as 10 feet in any direction, although the spell effect ends if the object ever moves beyond the listed range, either through your actions or the actions of someone else. If you cease concentration for any reason, the object falls or stops.

You can telekinetically manipulate an object as if you were holding it with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, although delicate activities like that require Intelligence checks.

A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

AUGMENTED EFFECTS

You can apply the following augmentations to *Telekinesis*: Area/Target, Components, Duration, Range.

You can increase the weight you can affect by increasing the Spellcraft DC as follows.

Mass	Spellcraft DC Modifier
5 lb or less	—
6–25 lb.	+5
26–100 lb.	+10
101–200 lb.	+15
201–300 lb.	+20
301–500 lb.	+30
501–1,000 lb.	+50
+1,000 lb.	+20

By increasing the Spellcraft DC by +15, once per round, you can use *Telekinesis* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity. Use your caster level in place of your base attack bonus (for disarm and grapple), and your Charisma modifier in place of your Strength or Dexterity modifier. A failed attempt does not allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but spell resistance applies normally.

By increasing the Spellcraft DC by +25, you can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on an attack roll (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Charisma modifier. Weapons deal standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense, or sharp objects).

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a creature is hurled against a solid surface, it takes damage for every 10 feet of movement as if it fell the same distance (1d6 points per 10 feet). If a creature is hurled into another creature, each creature takes half the damage.

You can use *Telekinesis* to slow a fall. The range changes to personal and target becomes you. For every +2 you add to the Spellcraft DC, you can ignore 10 feet of a fall. If you increase the Spellcraft DC enough to handle your entire weight, you can fly, albeit with poor maneuverability (the *Flight* spell provides good maneuverability).

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Jump checks.

SYNERGY

If you have 5 or more ranks in Concentration, you gain a +2 bonus on Spellcraft checks to cast *Telekinesis* spell effects.

SAMPLE SPELL EFFECTS

MOVE OBJECT

Spellcraft: DC 38; **Component:** S; **Range:** 100 ft.; **Target:** One nonmagical object weighing up to 100 lb.; **Duration:** 5 rounds; **Saving Throw:** None; **Spell Resistance:** No.

You point your finger at an object and cause it to lift and move. As a move action, you can propel the object as far as 10 feet in any direction, although the spell effect ends if the object ever moves beyond the listed range, either through your actions or the actions of someone else. If you cease concentration for any reason, the object falls or stops.

You can telekinetically manipulate an object as if you were holding it with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, although delicate activities like that require Intelligence checks.

A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

Math: DC 15 base, +90 ft. (+9), up to 100 lb. (+10), +4 rounds (+4).

SLOW FALL

Spellcraft: DC 33; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You ignore up to 100 feet of falling damage.

Math: DC 15 base, +90 ft. (+18).

TELEPATHY [MIND-AFFECTING]

You can sense the thoughts of another.

Prerequisite: Second Magnitude—base DC 20.

Component: Somatic; **Range:** 10 ft.; **Target:** One creature within range; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You sense the presence or absence of thoughts from one conscious creature with an Intelligence score of 1 or higher. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

AUGMENTED EFFECTS

You can apply the following augmentations to *Telepathy*: Area/Target, Components, Duration, Range.

If you extend the duration, on each round you can turn to detect thoughts in a new area.

By increasing the Spellcraft DC by +5, you can identify the number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

By increasing the Spellcraft DC by +10, you sense the surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast the spell again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

By increasing the Spellcraft DC by +20, you instead forge a telepathic bond with a willing creature with which you are familiar, or one you can see directly or through magical means. This enables you and the target to converse with each other. The subject recognizes you if it knows you. It can answer in like manner immediately, although it does not have to.

You can also forge a communal bond between multiple creatures. For each additional willing creature contacted beyond the first, increase the Spellcraft DC by +5. No special influence is established because of the bond, only the power to communicate at a distance.

You can also use *Telepathy* to form an invasive connection with an unwilling humanoid creature by increasing the DC by +20. You must succeed on a special opposed roll (1d20 + your Spellcraft skill modifier + your Intelligence modifier) opposed by the subject's roll (1d20 + the subject's Hit Dice + the subject's Charisma modifier). You may add +1 to your roll for every +5 you add to the Spellcraft DC. Once the invasive bond is established, you learn everything the subject knows, thereafter gaining a +1 insight bonus to all attack rolls and weapon damage rolls against the subject. In addition, you gain a +1 insight bonus to your Armor Class from attacks made by the subject. If you fail, you read surface thoughts as normal. If you fail by 5 or more, you learn nothing and take twice the normal spell effect's drain as the effect fails.

Using *Telepathy* in this way is dangerous to the subject of your scrutiny. The target must attempt a Will save against a DC of 10 + half your caster level + your Cha modifier. If the subject succeeds, she is merely exhausted. If she fails the save, she takes 1d3 points of Intelligence, Wisdom, and Charisma damage and is exhausted. If she rolls a natural 1 on the save, she takes the damage as nonlethal damage instead.

Alternatively, by increasing the Spellcraft DC by +40, you can forge an invasive bond (as above) in order to send nightmarish visions into the subject's sleeping mind. If the subject fails a Will save, the nightmares prevent her from having a restful sleep, resulting in her awakening in the morning fatigued, and without having regained any hit points she may previously have lost. If the subject isn't sleeping at the time the bond is forged, you must extend the duration by expending 1 point of spell energy (minimum 1).

per hour you must maintain the spell effect waiting, or the spell effect dissipates. Creatures that don't sleep or dream are immune to this spell effect.

By increasing the Spellcraft DC by +60, you can forge an invasive bond (as above) to control the actions of a subject. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

A subject forced to take actions against its nature receives a Will save with a +2 bonus, in an attempt to break the bond. Obviously self-destructive orders are not carried out.

Once you have given the subject a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping and eating). Because of this limited range of activity, a Sense Motive check against DC 15 can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your instructions or giving the creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, although it cannot communicate with you. You cannot actually see through the subject's eyes, so it is not as good as being there yourself, but you still get a good idea of what is going on.

If you do not spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

SPECIAL SPELL EFFECT

The *Telepathy* spell includes a special spell effect available to casters of the Fourth Magnitude.

Modify Memory: **Base DC:** 98; **Base Drain:** 1d8+20; **Components:** Verbal, Somatic; **Range:** 10 feet; **Target:** One living creature; **Duration:** Permanent; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You reach into the subject's mind and modify as many as five minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *Charm* or *Compel* effects.
- Allow the subject to recall with perfect clarity an event it actually experienced.

- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

If the subject fails to save, you proceed with the spell by spending a period of time equal to the amount of memory time you want to modify (up to five minutes) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell effect is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

If you first make an invasive connection with the subject's mind (see **Augmented Effects** above), the subject receives a -4 penalty on its Will save.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Sense Motive checks.

SYNERGY

If you have 5 or more ranks in Sense Motive, you gain a +2 bonus on Spellcraft checks to cast *Telepathy* spell effects.

If you establish a telepathic link with a subject, she receives a -4 penalty on Will saves against any *Figment* spell effects you cast on her.

SAMPLE SPELL EFFECTS

READ THOUGHTS

Spellcraft: DC 34; **Component:** S; **Range:** 10 ft.; **Target:** One creature within range; **Duration:** 5 rounds; **Saving T row:** Will negates; **Spell Resistance:** Yes.

You sense the presence or absence of thoughts from one conscious creature with an Intelligence score of 1 or higher. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it. You may discern the subject's surface thoughts. A target's Will save prevents you from reading its thoughts, and you must cast the spell again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Math: DC 20 base, +4 rounds (+4), surface thoughts (+10).

TELEPATHIC BOND

Spellcraft: DC 67; **Component:** S; **Range:** 100 ft.; **Target:** One creature within range; **Duration:** 10 minutes; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).



You forge a telepathic bond with a willing creature with which you are familiar, or one you can see directly or through magical means. This enables you and the target to converse with each other. The subject recognizes you if it knows you. It can answer in like manner immediately, although it does not have to.

Math: DC 20 base, round to minute (+9), 9 minutes (+9), telepathic bond (+20), +90 ft. (+9).

TELEPATHIC PARASITE

Spellcraft: DC 65; **Component:** S; **Range:** Touch; **Target:** One humanoid creature; **Duration:** 1 hour; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You form an invasive connection with an unwilling humanoid creature. You must succeed on a special opposed roll (1d20 + your Spellcraft skill modifier + your Intelligence modifier) opposed by the subject's roll (1d20 + the subject's Hit Dice + the subject's Charisma modifier). Once the invasive bond is established, you learn everything the subject knows, thereafter gaining a +1 insight bonus to all attack rolls and weapon damage rolls against the subject. In addition, you gain a +1 insight bonus to your Armor Class from attacks made by the subject.

If you fail, you can read surface thoughts as *read thoughts*. If you fail by 5 or more, you learn nothing and take twice the normal spell effect's drain as the effect fails.

Using *telepathic parasite* is dangerous to the subject of your scrutiny. The target must attempt a Will save against a DC of

10 + half your caster level + your Cha modifier. If the subject succeeds, she is merely exhausted. If she fails the save, she takes 1d3 points of Intelligence, Wisdom, and Charisma damage and is exhausted. If she rolls a natural 1 on the save, she takes the damage as drain instead.

Math: DC 20 base, ranged to touch (-4), round to minute (+9), minute to hour (+20), invasive bond (+20).

TELEPORT

You can transport an object a short distance.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** Touch (see text); **Target:** Object touched; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You teleport an object (up to 5 pounds) you touch to another spot within 10 feet.

AUGMENTED EFFECTS

You can apply the following augmentations to *Teleport*: Range.

You can extend the range of teleportation (*i.e.*, affecting objects you aren't touching) by normal means. Increasing the distance an object is teleported increases the Spellcraft DC by +1 per 10 additional feet.

You can also increase the weight of the object by increasing the Spellcraft DC as shown on the table below.

Alternatively, you may transfer yourself from your current location to any other spot within 10 feet to which you have line of sight. Doing so increases the Spellcraft DC by +20. You can bring along possessions as well as indicated on the following table.

Teleporting a person or other creature who isn't touching you increases the Spellcraft DC by +45 plus the amount shown on the table.

Weight (Object or Other Creature)	Weight (Possessions)	DC
up to 10 lb.	up to 20 lb.	+2
11-20 lb.	21-40 lb.	+4
21-40 lb.	41-80 lb.	+6
41-80 lb.	81-160 lb.	+8
81-160 lb.	161-320 lb.	+10
161-320 lb.	321-640 lb.	+15
+100 lb.	+200 lb.	+5

Movement caused by the use of *Teleport* does not provoke attacks of opportunity.

If you attempt to transfer yourself, an object, or another person to a location occupied by a solid body or a location you can't see, the spell effect simply fails to function. You can teleport anywhere outside of line of sight by increasing the DC by +30.

CONTINUOUS EFFECTS

By selecting this spell, you gain no additional benefit.

SYNERGY

If you have 5 ranks of Knowledge (the planes), you gain a +2 bonus to Spellcraft checks made to cast *Teleport* spell effects.

SAMPLE SPELL EFFECTS

TELEPORT OBJECT

Spellcraft: DC 32; **Component:** V; **Range:** Touch (see text); **Target:** Object touched; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You teleport an object (up to 80 pounds) you touch to another spot within 100 feet.

Math: DC 15 base, 90 ft. (+9), 80 lb. (+8).

TELEPORT

Spellcraft: DC 61; **Component:** V; **Range:** Touch (see text); **Target:** Object touched; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You transfer yourself and up to 80 pounds of goods from your current location to any other spot within 210 feet to which you have line of sight.

Math: DC 15 base, self (+20), +200 ft. (+20), 80 lb. possessions (+6).

TIME LORE

You can manipulate time.

Prerequisite: Third Magnitude—base DC 25.

Components: Verbal, Somatic; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You can hasten or slow a subject. A hastened subject, when making a full attack action, may make one extra attack with any weapon it is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hastened creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hastened creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

A slowed creature moves and attacks at a drastically reduced rate. A slowed creature can take only a single move action or standard action each turn, but not both, nor may it take full-round actions. Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple hastening or slowing effects don't stack.

AUGMENTED EFFECTS

You can apply the following augmentations to *Time Lore*: Area/Target, Components, Duration, Range.

By increasing the DC by +50, you may place a subject into a state of suspended animation. The duration changes to 1 day. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *Dispel* or a *Resolve* spell effect), or until the duration expires.

You can also use *Time Lore* to transport yourself to a radically different time stream; this increases the Spellcraft DC by +60. If you move into a slower time stream for 5 rounds,

time ceases to flow, and your condition becomes fixed—no force or effect can harm you until the duration expires. If you move into a faster time stream, you speed up so greatly that all other creatures seem frozen, although they are actually still moving at their normal speeds. You are free to act for 5 rounds of apparent time. Fire, cold, poison gas, and similar effects can still harm you. While in the fast time stream, other creatures are invulnerable to your attacks and spells; however, you can create spell effects and leave them to take effect when you reenter normal time. Transportation into a different time stream cannot be made permanent, nor can the duration of 5 rounds be extended.

SPECIAL SPELL EFFECT

Time Lore includes a special spell effect available to casters of the Fourth Magnitude.

Relive Time: **Base DC**: 115; **Base Drain**: 1d8+23; **Components**: Verbal, Somatic, 1,000 XP; **Range**: Personal; **Target**: You; **Duration**: 1 round/caster level; **Saving T row**: Will negates (harmless); **Spell Resistance**: Yes (harmless).

You can return yourself to a moment in your past and relive those events, possibly choosing to change your actions from those that you took the first time you lived the events. If you change an action in the past, other past events can also change as a result; *e.g.*, if you decide to attack the orc leader this time instead of the orc adept you targeted the first time you lived through a combat, it leaves the adept free to cast spells to harm you or your allies, to cast spells to aid his leader or other warriors, or to flee, intending to return with reinforcements -- all reactions that may make the situation worse than if you hadn't changed the past.

By increasing the Spellcraft DC by +10 and the XP cost by 1,000, you can cast this spell effect on another person. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. The target is in full control of her actions as she relives time, and she's under no compulsion to change past events.

At the base Spellcraft DC you are able to travel back in time as far as 1 round per caster level, but you can extend this temporal range by augmenting the duration.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +1 bonus to Initiative checks.

SYNERGY

If you have the Defy Time feat, you gain a +2 bonus to Spellcraft checks to cast *Time Lore* effects.

SAMPLE SPELL EFFECTS

HASTE

Spellcraft: DC 34; **Components**: V, S; **Range**: Touch; **Target**: Creature touched; **Duration**: 1 minute; **Saving T row**: Will negates; **Spell Resistance**: Yes.



As base *Time Lore* hasten effect, except as above.

Math: DC 25 base, round to minute (+9).

SLOW

Spellcraft: DC 42; **Components**: V, S; **Range**: 50 ft.; **Effect**: Ray; **Duration**: 1 minute; **Saving T row**: Will negates; **Spell Resistance**: Yes.

As base *Time Lore* slow effect, except as above.

Math: DC 25 base, round to minute (+9), touch to ranged (+4), +40 ft. (+4).

SUSPEND ANIMATION

Spellcraft: DC 75; **Components**: V, S; **Range**: Touch; **Target**: Creature touched; **Duration**: 1 day; **Saving T row**: Will negates; **Spell Resistance**: Yes.

You place a subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *Dispel* or a *Resolve* spell effect), or until the duration expires.

Math: DC 25 base, suspend animation (+50).

VERMIN LORE

You can command insects to do your bidding.

Prerequisite: Second Magnitude—base DC 20.



Component: Verbal; **Range:** 10 ft.; **Target:** One swarm; **Duration:** 1 round; **Saving Throw:** None; **Spell Resistance:** No.

BASE EFFECT

You can take control over an existing swarm of insects (see the *MM* for details on swarms). You direct it with simple spoken commands such as “Attack,” or “Run.” The swarm obeys even suicidal commands for the duration of the effect.

AUGMENTED EFFECTS

You can apply the following augmentations to *Vermin Lore*: Area/Target, Components, Duration, Range.

If you increase the Spellcraft DC by +10, you establish a mental link with the swarm. The swarm can be directed by silent mental command as long as it remains in range. You need not see the swarm to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the swarm with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally could not do. Changing your instructions or giving a swarm a new command is a move action.

If there is no vermin swarm within range, you can summon a swarm: a +10 increase to the Spellcraft DC summons

a swarm of spiders, +20 a swarm of locusts, and +30 a centipede swarm. You may summon the swarm so that it shares the area of other creatures. The swarm attacks all other creatures within its area; if no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can.

For each additional +10 to the Spellcraft DC, you may summon another swarm of the same type. The additional swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area) and all must be within the spell effect’s range.

You have the same amount of control as per the base effect, but you cannot direct the swarm to one target instead of another or control its direction of travel unless you increase the DC +20. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

By increasing the Spellcraft DC by +10, you gain the ability to comprehend and communicate with insects, including both mindless normal vermin (individually and in swarms) and magical insects with some level of Intelligence (such as hellwasps); insect-like creatures not specifically identified as insects or vermin (e.g., spider-eaters) are immune to this spell effect. You are able to ask questions of and receive answers from insects. A mindless insect’s sense of its surroundings is limited, so it won’t be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell effect doesn’t make insects any more friendly or cooperative than usual. Furthermore, wary and intelligent insects are likely to be terse and evasive, while mindless ones may make inane comments. With this effect, you may modify their attitudes with a successful Diplomacy check. If an intelligent insect is friendly toward you, it might do some favor or service for you.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Knowledge (nature) checks.

SYNERGY

If you have 5 or more ranks in Knowledge (nature), you gain a +2 bonus on Spellcraft checks to cast *Vermin Lore* spell effects.

SAMPLE SPELL EFFECTS

COMMAND SWARM

Spellcraft: DC 29; **Component:** V; **Range:** 50 ft.; **Target:** One swarm; **Duration:** 6 rounds; **Saving Throw:** None; **Spell Resistance:** No.

You can take control over an existing swarm of insects (see the *MM* for details on swarms). You direct it with simple spoken commands such as “Attack,” or “Run.” The swarm obeys even suicidal commands for the duration of the effect.

Math: DC 20 base, +40 ft. (+4), +5 rounds (+5).

SUMMON SPIDER SWARM

Spellcraft: DC 43; **Component:** V; **Range:** 50 ft.; **Effect:** Summon one spider swarm; **Duration:** 1 minute; **Saving T row:** None; **Spell Resistance:** No.

You summon a swarm of spiders. You may summon the swarm so that it shares the area of other creatures. The swarm attacks all other creatures within its area; if no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can.

Math: DC 20 base, summon spiders (+10), +40 ft. (+4), round to minute (+9).

WARDS

You can create magical defenses.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving T row:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

You create an invisible barrier to protect against harmful energy. When you cast this effect, choose one energy type from the following: acid, cold, electricity, fire, or sonic. You gain resistance 5 to that energy for the duration of the effect. Each round, the effect absorbs the first 5 points of damage you would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects your equipment as well.

AUGMENTED EFFECTS

You can apply the following augmentations to *Wards*: Area/Target, Components, Duration, Range.

You can increase your level of protection by an additional 1 point for each +1 increase to the Spellcraft DC. You can gain an additional energy type (base 5) by increasing the Spellcraft DC by +5, however, you must pay the Spellcraft DC increase for increasing the protection against the secondary energy source separately.

You can substitute protection from one weapon type (bludgeoning, piercing, or slashing) for protection from one energy type by increasing the Spellcraft DC by +20. The effect absorbs the first 5 points of damage you would otherwise take from that source for the duration of the effect. You may add protection from additional types of weapons by increasing the Spellcraft DC by +10 for each type added. For each additional point of protection, increase the Spellcraft DC by +2.

If you increase the Spellcraft DC by +10, you can prevent creatures with 1 or fewer Hit Die from physically touching you. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching you. The creatures’ actions are not otherwise restricted; they can fight other creatures, and can cast spells and attack you with ranged weapons. The protection ends if you make an attack against or intentionally touch a blocked creature. Spell resistance can allow a creature to overcome this protection and touch you. You can increase the Hit Dice of creatures affected by increasing the Spellcraft DC by +2 for each additional Hit Die.

Alternatively, you can use *Wards* to keep certain types or subtypes of creature from contacting you. A +10 increase in Spellcraft DC will exclude all creatures of one subtype, regardless of Hit Dice; a +20 increase will exclude all creatures of a type.

By increasing the Spellcraft DC by +25, you can turn the ward inward, creating a trap to contain a specific extraplanar creature (either a named individual, or a creature of a specified type) identified in advance. To create the trap, you must draw a magic circle around the creature, which requires 10 minutes and the inscription of words of power using blood, powdered silver and iron, and a number of other ingredients (which counts as an expendable materials component, but doesn’t give you a bonus to your Spellcraft check). At the end of the inscription, the GM rolls your Spellcraft check in secret against a DC of 20 + the Hit Dice of the creature you intend to trap to determine if the magic circle was correctly formed. You may



pay 1 point of spell energy during the construction of the magic circle to guarantee your success in forming the magic circle. Once the circle is complete, it remains for 24 hours per caster level. During this time, if the magic circle is altered in any way, it is ruined and the trapped creature can leave the circle at will. (Because of the difficulty of drawing the circle with a wary creature already within it, casters usually either incapacitate their targets before beginning the crafting of the magic circle, or draw a vacant circle and then *Summon* the victim to occupy it.)

Once within a properly formed magic circle, the specified creature cannot cross the circle's plane, cannot touch the circle itself, and is effectively contained for as long as you dare keep it there. However, if the creature has spell resistance it may test the circle once per day. You must make a caster level check against the creature's spell resistance. If you succeed, the creature remains imprisoned in the circle for another 24-hour period. If you fail, however, the trapped creature breaks free and can return to its native plane or attack you.

Alternatively, the creature can escape from the trap by successfully pitting its spell resistance against your caster level check or with a successful Charisma check (DC 15 + one-half your caster level + your Cha modifier). It can try either method once per day.

You can also inscribe a spell diagram within the circle to strengthen its effects. Inscribing the additional diagram increases the Spellcraft DC to inscribe the magic circle by +15. If you succeed, attempts made by the trapped creature to break free by using its Charisma check must succeed against a DC equal to 15 + your caster level + your Cha modifier. (This has no effect on escape attempts made using the creature's spell resistance.)

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Resistance checks.

SYNERGY

If you have 5 or more ranks in Resistance, you gain a +2 bonus on Spellcraft checks to cast *Wards* spell effects.

SAMPLE SPELL EFFECTS

RESISTANCE TO ENERGY

Spellcraft: DC 24; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You create an invisible barrier to protect you and your equipment against harmful energy. When you cast this effect, choose one energy type from the following: acid, cold, electricity, fire, or sonic. You gain resistance 5 to that energy for the duration of the effect. Each round, the effect absorbs the first 5 points of damage you would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical.

Math: DC 15 base, round to minute (+9).

PROTECTION FROM ENERGY

Spellcraft: DC 39; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

As *resistance to energy*, but you gain resistance 20 to one energy type.

Math: DC 15 base, round to minute (+9), +15 resistance (+15).

TOUGH HIDE

Spellcraft: DC 54; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

Your skin thickens, and you gain damage reduction 10/slashing or piercing.

Math: DC 15 base, slashing (+20), +5 protection (+10), round to minute (+9).

WATER LORE

You can squeeze water from the air.

Prerequisite: First Magnitude—base DC 15.

Component: Verbal; **Range:** 10 ft.; **Effect:** 1 gallon of water; **Duration:** Instantaneous (or 1 round for all augmented effects); **Saving Throw:** None; **Spell Resistance:** No.

BASE EFFECT

You draw wholesome, drinkable water, just like clean rainwater, from the atmosphere. You cannot create water within a creature; you may create it in a container or over a large area, creating rain, if desired.

Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons.

AUGMENTED EFFECTS

You can apply the following augmentations to *Water Lore*: Area/Target, Components, Range.

You can create additional gallons of water at a rate of 1 gallon for every +2 added to the Spellcraft DC.

You can cause the water created to form a misty vapor in a 5-foot radius centered on you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A light wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *Create Energy (fire)* effect burns away the fog in the explosive or fiery spell's area. This effect does not function underwater. This effect increases the spell effect's Spellcraft DC by +5. You can expand the area from personal to a cloud through the normal rules for augmentation.

You can cause water or similar liquid to reduce its depth by as much as 2 feet per Spellcraft DC increase of +10 (to a minimum depth of 1 inch). The water lowers within a square depression whose sides are up to caster level \times 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water-based creatures, this spell acts as the slowing effect of a *Time Lore* spell (Will negates). The spell has no effect on other creatures.

You can cause water or similar liquid to rise in height, just as above. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

If you increase the Spellcraft DC by +5, you can breathe water (but not other liquids) freely.

By increasing the DC by +10, you can walk, run, charge, or otherwise move across the surface of any liquid as if it were firm ground. You can walk across a still pool of acid without taking damage, but if you walk on, say, burning oil you still take damage from the heat that radiates from the fire. If you cast this spell effect while partially or wholly submerged in a liquid, you are borne toward the surface at 60 feet per round until you can stand on it. The range changes to personal and effect changes to Target: You.

No *Water Lore* spell effects affect creatures with the water subtype.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Survival checks.

SYNERGY

If you have 5 or more ranks in Knowledge (nature), you gain a +2 bonus on Spellcraft checks to cast *Water Lore* spell effects.

SAMPLE SPELL EFFECTS

CREATE WATER

Spellcraft: DC 15; **Component:** V; **Range:** 10 ft.; **Effect:** 1 gallon of water; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No.

You draw wholesome, drinkable water, just like clean rainwater, from the atmosphere around you. You cannot create water within a creature; you may create it in a container or over a large area, creating rain, if desired.

A gallon of water weighs about 8 pounds and occupies about 1/8 cubic foot of space.

Math: DC 15 base.



OBSCURING MIST

Spellcraft: DC 29; **Component:** V; **Range:** 10 ft.; **Area:** 10-ft.-radius emanation; **Duration:** 5 rounds; **Saving Throw:** None; **Spell Resistance:** No.

You can create water in the form of a misty vapor in a 10-foot radius centered on you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A light wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *Create Energy (fire)* effect burns away the fog in the explosive or fiery spell's area. This effect does not function underwater.

Math: DC 15 base, +5-ft. radius (+5), mist (+5), +4 rounds (+4).

WATER WALK

Spellcraft: DC 34; **Component:** V; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You may walk, run, charge, or otherwise move across the surface of any liquid as if it were firm ground. You can walk across a still pool of acid without taking damage, but if you walk on, say, burning oil you still take damage from the heat that radiates from the fire. If you cast *water walk* while partially or wholly submerged in a liquid, you are borne toward the surface at 60 feet per round until you can stand on it.

Math: DC 15 base, water walk (+10), round to minute (+9).



CHAPTER FOUR: MAGIC ITEMS

Making magic items is a little different using the *True Sorcery* system. While +1 longswords can certainly exist, as can *amulets of natural armor*, *wands of fireball* and any other of the magic items found in the *DMG*, the way you make them in this system is necessarily different from the normal methods for manufacturing magic items.

MAKING MAGIC ITEMS

To make a magic item, you must have the Artificer feat (described in **Chapter One: The Spellcaster**). It enables you to bind a spell effect into an object such as a weapon, armor, potion, scroll, and so on. Unlike the normal rules for building magic items, *True Sorcery* does not draw hard distinctions between types of magic items; rather, all magic items, regardless of whether it is a scroll or a sword, store a spell effect. The difference between magic items is in their number of uses and the means of activation.

When you create a magic item, you cast the spell effect into the item and use spell energy to embed the effect. The type and potency of the magic item depends on how much spell energy and personal energy you sacrifice. Most magic items use spell energy as fuel to function. An adventurer who finds a dusty scroll in an ancient vault and learns that it holds a

powerful spell effect can't make use of it unless she has the appropriate energy required to cast the spell effect. Other magic items may be specially crafted so anyone can use them, even those who have no magical ability whatsoever, relying instead on speaking a command word or even simply wearing the object.

Crafting a magic item requires the very best materials; the vessel that is to hold the spell effect must be at least masterwork quality at least. In addition, all magic items have a base price, half of which must be spent on the raw materials, such as fetishes, herbs, inks, and other materials required to hold the spell effect. Finally, magic items require the expenditure of XP to bind the spell and in some cases, even a permanent expenditure of spell energy to hold the most powerful spell effects. (In a campaign using true names, you can bind your true name or the true name of an enemy spellcaster, into a magic item, as described in **Appendix II**.)

The base cost to create any magic item is half the base price in gold, plus the masterwork cost of the item, plus 1/25 the base price in XP. It takes one day to craft a magic item for each 1,000 gp of the base price (minimum one day).

Effect Level equals the total Spellcraft DC to cast the effect, divided by 2.

TYPES OF ITEMS

True Sorcery has five types of magic items.

LEAST ITEMS

These magic items are the equivalent of scrolls, but can take the form of amulets, augury sticks, or even potions.

When creating the item, you make all decisions regarding the spell effect, such as augmentations, range, duration, and blended effects, just as if you were casting the spell yourself. At the end of the construction period, you must make a Spellcraft check to create the item. If you succeed, the spell is imbued. If you fail, you record your result and apply it as a bonus to



another Spellcraft check made on the following day. If you fail by 5 or more, you make no progress and must start anew on the following day.

You can spend spell energy as normal to create these items. If you spend 1 point of spell energy permanently, you don't need to make a Spellcraft check.

Base Price: Effect Level × 50 gp.

USING LEAST ITEMS

To use a least item, you must have the listed spell (*i.e.*, selected the spell when you gained the Talent feat) and be of the required magnitude. Alternatively, you may use the item by succeeding on a Use Magic Device check against the spell effect's DC or by spending 1 point of spell energy per point of difference of magnitude.

Activating this item, regardless of method, is a standard action such as reading the scroll, snapping a clay seal, or shattering a glass vial. Once the item is used or attempted to be used, it is spent. There's usually a way to tell if a least item has been used (the inked words disappear from a scroll, the gold coating on an amulet flakes off to reveal the baked clay beneath, *etc.*), but you have to be knowledgeable in the workings of that type of item to recognize the sign, succeeding on a DC 20 Knowledge (arcana) check. The check won't reveal what magic the used item once possessed, just the fact that it's a spent least item.

EXAMPLE ITEMS

Here are some examples of least items.

SCROLL OF THE COLLECTOR

To activate this least item, you must read the scroll (a standard action), including saying the name of a creature with the extraplanar subtype (either the name of a specific individual or that of a creature type) whose CR does not exceed 5, and know the *Summon* spell. When activated, the scroll begins folding itself into a complex shape, at the same time expanding in size. At the end of 1 round, it takes the form of an origami cage large enough to hold the summoned creature that is found to be trapped inside (the creature you named when reading the scroll).

The summoned creature gets no saving throw to avoid being summoned and trapped within the cage. The imprisonment is permanent unless the creature can force its way out or the cage is in any way damaged from the outside; even if the creature has the power of interdimensional travel, it cannot leave the cage. As the cage is only made of velum, it's vulnerable to water damage, and exceptionally susceptible to burning, from the outside. On the inside, it's invulnerable to any attempts the trapped creature makes to damage it, except that once per day the creature can try to shred the cage from within, making a Strength check against a DC of 50.

Unfortunately, as the substance of the cage is rather weak, the DC of the Strength check is reduced by -1 each day.

Effect & Augmentations	DC
Base Effect: Summon creature	5
CR 5	+25
Instantaneous	+30
Specific	+10
Blend: strengthened magic circle	+26
Total DC	96

Magnitude 3rd; Artificer, *Summon, Wards*; Price 2,400 gp; Cost to create: 3 days + DC 96 Spellcraft + 1,200 gp +96 XP.

SEAL OF HEALING

This small clay disk measures two inches in diameter and about a half of an inch thick. Constructed out of fragile clay, the edges are chipped and worn. Painted on one surface is a staff and serpent, symbols of wisdom and healing.

To activate this least item, you must break the seal (a standard action) and know the *Healing Lore* spell. When activated, it converts 3d4 points of lethal damage to nonlethal damage.

Effect & Augmentations	DC
Base Effect: Convert 1 point	15
Increase 1 to 1d3	+5
Increase 1d3 to 1d4	+5
Add two dice	+10
Total DC	35

Magnitude 1st; Artificer, *Healing Lore*; Price 875 gp; Cost to create: 1 day + DC 35 Spellcraft + 437 gp + 5 sp + 35 XP.

TOKEN OF GOOD LUCK

This gold coin is of a curious mint. Both sides feature the same smiling face of a young man. In all other respects, it seems like a normal coin.

To activate this item, you must flip the coin in the air (a standard action) and know the *Enhance Person* spell. When activated, it confers a +2 bonus to Reflex saves for 1 minute.

Effect & Augmentations	DC
Base Effect: +2 to a save	20
Round to minute	+9
Total DC	29

Magnitude 2nd; Artificer, *Enhance Person*; Price 701 gp; Cost to create: 1 day + DC 29 Spellcraft + 350 gp + 28 XP.

LESSER ITEMS

These magic items are the equivalent of potions. Any character can use them.

When creating the item, you make all decisions regarding the spell effect, such as augmentations, range, duration, and blended effects, just as if you were casting the spell yourself. At the end of the construction period, you must make a Spellcraft check and spend 1 point of spell energy (which is not added to the Spellcraft check but affects drain normally) to create the item. If you succeed, the spell is imbued. If you fail, you record your result and apply it as a bonus to another Spellcraft check made on the following day. If you fail by 5 or more, you make no progress and must start anew on the following day.

You can spend spell energy as normal to create these items. If you spend 2 points of spell energy permanently, you don't need to make a Spellcraft check.

Lesser items include magical traps as well. In these instances, you create a trigger, such as a proximity, use, or some other condition, in the place of the normal standard action required for activation. For more information on triggers, see Traps in the *DMG*.

Base Price: Effect Level × 100 gp.

USING LESSER ITEMS

Anyone can use a lesser item. Activating this item, regardless of method, is always a standard action. Once the item is used, it is spent.

EXAMPLE ITEMS

Here are some examples of lesser items.

GLYPH OF FIRE BLASTING

This glyph is not so much an object as it is a protection added to another item. To activate this trap a character must come within 5 feet. When triggered, the trap detonates, dealing 5d8 points of fire damage to all characters within 10 feet.

Effect & Augmentations	DC
Base Effect: 1d4 damage	15
Increase to 1d6	+5
Increase to 1d8	+5
Increase to 5d8	+20
Total DC	45

Magnitude 1st; Artificer, *Create Energy (fire)*; Price 2,250 gp; Cost to create: 3 days + DC 45 Spellcraft + 1,125 gp + 90 XP.

OIL OF WAR

When this oil is applied to a slashing or piercing weapon, or to ammunition (up to 10 arrows or bolts), it grants a +1 bonus to attack rolls made with the weapon and increases the weapon's threat range by +2 for 1 minute. For example, a longsword coated with *oil of war*, increases its threat range from 19–20 to 16–20.

Oil of war is normally found in small metal vials capped with black wax.

Effect & Augmentations	DC
Base Effect: +1 attack rolls	15
Crit range +2	+20
1 minute	+9
<i>Total DC</i>	44

Magnitude 1st; Artificer, *Enhance Object*; Price 2,200 gp; Cost to create: 3 days + DC 44 Spellcraft + 1,100 gp + 88 XP.

PARCHMENT OF PROTECTION

This scrap of parchment contains holy invocations to the gods and words of good fortune. When activated, by hanging the parchment around the neck and reading it, it increases your natural armor bonus to AC by +4 for 10 rounds.

Effect & Augmentations	DC
Base Effect: +1 natural armor	20
Natural armor +3	+30
Round to minute	+9
<i>Total DC</i>	59

Magnitude 2nd; Artificer, *Enhance Person*; Price 2,950 gp; Cost to create: 3 days + DC 59 Spellcraft + 1,475 gp + 118 XP.

TALISMAN OF EYES

This small orb hangs from a silver chain and is covered in gold leaf. When the gold leaf is rubbed off, the orb glows white. You gain a +4 bonus to Listen, Search, and Spot checks for 1 hour.

Effect & Augmentations	DC
Base Effect: +1 Listen and Spot	5
Add Search	+15
Increase by +3	+6
Round to minute	+9
Minute to hour	+20
<i>Total DC</i>	55

Magnitude Dabbler; Artificer, *Sense*; Price 2,750 gp; Cost to create: 3 days + DC 55 Spellcraft + 1,375 gp + 110 XP.

MINOR ITEMS

These magic items are like least items except they have charges. Minor items are usually wands, but can also include rods, staffs, amulets, or even weapons and armor.

When creating the item, you make all decisions regarding the spell effect, such as augmentations, range, duration, and blended effects, just as if you were casting the spell yourself. At the end of the construction period, you must make a Spellcraft check to create the item. If you succeed, the spell is imbued. If you fail, you record your result and apply it as a bonus to another Spellcraft check made on the following day. If you fail by 5 or more, you make no progress and must start anew on



the following day.

You can spend spell energy as normal to create these items. If you spend 3 points of spell energy permanently, you don't need to make a Spellcraft check.

Base Price: Effect Level × 200 gp.

USING MINOR ITEMS

To use a minor item, you must have the listed spell (*i.e.*, selected the spell when you gained the Talent feat) and be of the required magnitude. Alternatively, you may use the item by succeeding on a Use Magic Device check against the spell effect's DC or by spending 1 point of spell energy (per use) per point of difference of magnitude. Activating this item, regardless of method, is a standard action.

Minor items begin with 20 charges. Once all 20 charges are used, the item is spent.

EXAMPLE ITEMS

Here are some examples of minor items.

BOOTS OF QUICK MOVEMENT

This pair of leather boots is of excellent craftsmanship, made of the finest leather. When worn, these boots are comfortable and add a little spring to the step. To activate this item, you must have *Enhance Person* spell and use a standard action to click the heels together. Once activated, you gain a +20 foot enhancement bonus to your speed for 1 hour.

Effect & Augmentations	DC
Base Effect: +5 feet	20
Increase speed by +15 feet	+15
Round to minute	+9
Minute to hour	+20
Total DC	64

Magnitude 2nd; Artificer, *Enhance Person*; Price 6,400 gp; Cost to create: 7 days + DC 64 Spellcraft + 3,200 gp + 256 XP.

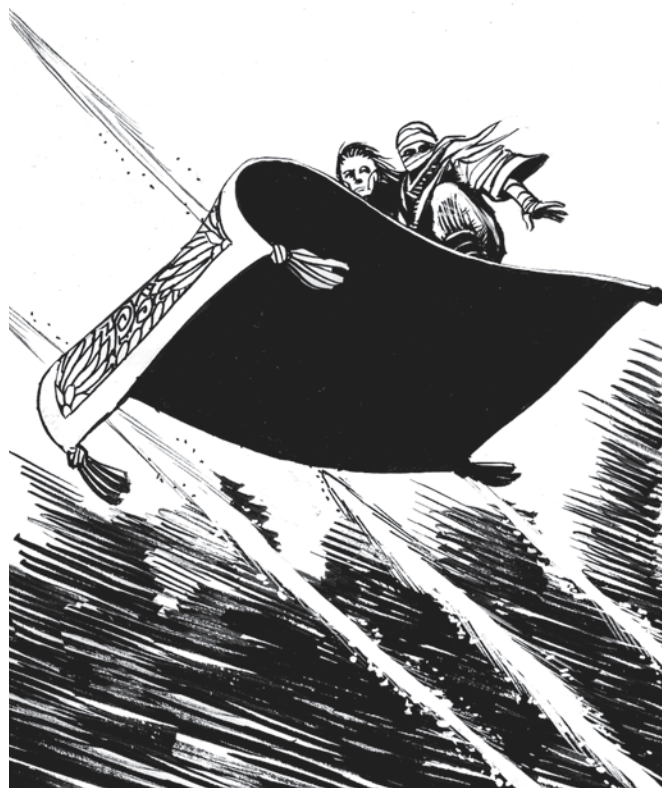
SWORD OF DRAINING

When grasped, the *sword of draining* pulses with dark energy. Glyphs writhe along the length of the blade and the handle always feels cold to the touch.

If you have *Fatigue*, you can activate this item by slapping the blade on a hard surface. On the next attack, the *sword of draining* forces the target to succeed on a Fortitude save (DC 10 + 1/2 the wielder's caster level + the wielder's Charisma modifier) or become fatigued and lose 1 point of spell energy. Spell energy lost in this way returns at the normal rate.

Effect & Augmentations	DC
Base Effect: Fatigue	15
Drain 1 spell energy	20
Total DC	35

Magnitude 1st; Artificer, *Fatigue*; Price 3,815 gp; Cost to create: 4 days + DC 35 Spellcraft + 2,065 gp + 152 XP.



WAND OF ACIDBALLS

This slender wand is slippery to the touch and emits an oddly sour stink. If you have *Create Energy (acid)*, you can activate this item by gripping the wand and making a snapping motion in the air. When activated, the wand produces a ball of acid that detonates up to 110 feet away in a 20-foot radius burst, dealing 10d6 points of damage to all creatures in the area.

Effect & Augmentations	DC
Base Effect: 1d4 acid	15
Increase range to 110 feet	+10
Increase d4 to d6	+5
Increase 1d6 to 10d6	+45
Increase burst from 5 ft. to 20 ft.	+15
Total DC	90

Magnitude 1st; Artificer, *Create Energy (acid)*; Price 9,000 gp; Cost to create: 9 days + DC 90 Spellcraft + 4,500 gp + 360 XP.

MODERATE ITEMS

These potent magic items can be used by anyone who knows the proper command word.

When creating the item, you make all decisions regarding the spell effect, such as augmentations, range, duration, and blended effects, just as if you were casting the spell yourself. At the end of the construction period, you must make a Spellcraft check and spend 3 points of spell energy (which is not added to the Spellcraft check but affects drain normally) to create the item. If you succeed, the spell is imbued. If you fail, you record your result and apply it as a bonus to another Spellcraft check made on the following day. If you fail by 5 or more, you make no progress and must start anew on the following day.

You can spend spell energy as normal to create these items. If you spend 4 points of spell energy permanently, you don't need to make a Spellcraft check.

Base Price: Effect Level × 500 gp.

USING MODERATE ITEMS

Anyone can use a moderate item. Activating this item, regardless of method, is always a standard action.

Like minor items, these items are charged, but have 50 charges instead of 20. If the item creates an effect that requires a saving throw, the save DC equals 10 + 1/2 the wielder's character level + the wielder's Charisma modifier.

EXAMPLE ITEMS

Here are some examples of moderate items.

GEM OF CORPSE DANCING

This black stone is about the size of an egg. A white skull marked with a black rune mars its surface.

When placed in the mouth of a corpse, the *gem of corpse dancing* animates the cadaver as a ghoul under the wielder's command for 1 hour. If the ghoul is slain, it cannot be reanimated, but the gem can be reused in another corpse. The gem doesn't interfere with the ghoul's bite attacks, but a person attacked by the ghoul on a DC 20 Spot check can note its presence; removal of the *gem of corpse dancing* slays the ghoul.

Effect & Augmentations	DC
Base Effect: zombie	20
Ghoul	+10
Total DC	30

Magnitude 2nd; Artificer, *Create Undead*; Price 7,500 gp; Cost to create: 8 days + DC 30 Spellcraft + 3,750 gp + 300 XP.

STAFF OF WINDS

Whorls and images of storms cover this smooth oaken staff. When you grip the staff, you have the sensation of a light breeze moving across your skin.

When activated, you must spin the staff in a circle, thunder rumbles as in the distance and creates a windstorm originating from the end of the staff and extending out to a range of 200 feet for 1 minute.

Effect & Augmentations	DC
Base Effect: blast of air	15
Windstorm	+15
+190 feet	+19
Round to minute	+9
Total DC	58

Magnitude 1st; Artificer, *Air Lore*; Price 14,500 gp; Cost to create: 15 days + DC 58 Spellcraft + 7,250 gp + 580 XP.

MAJOR ITEMS

Like moderate items, anyone can use major items.

When creating the item, you make all decisions regarding the spell effect, such as augmentations, range, duration, and blended effects, just as if you were casting the spell yourself. However, you must be one magnitude higher than what is ordinarily required by the spell. At the end of the construction period, you must make a Spellcraft check and spend 5 points of spell energy (which is not added to the Spellcraft check but affects drain normally) to create the item and 1 point of spell energy permanently to fuel the item. If you succeed, the spell is imbued. If you fail, you record your result and apply it as a bonus to another Spellcraft check made on the following day. If you fail by 5 or more, you make no progress and must start anew on the following day.

You can spend spell energy as normal to create these items. If you spend 5 points of spell energy permanently, you don't need to make a Spellcraft check.

Base Price: Effect Level × 5,000 gp.

USING MAJOR ITEMS

Anyone can use a major item. Generally, you simply wear the object or hold it to gain its benefits; the effects are continuous as soon as they are worn. In some cases, where the object creates a damage effect (such as *Create Energy*) it requires a standard action to activate. For instance, a belt that adds a +10 bonus to Strength simply needs to be worn, just as a sword that has a +5 bonus to attack and damage rolls simply needs to be wielded. However, a wand that fires a cone of ice at targets requires a standard action to use, but anyone can use it.

If the item creates an effect that requires a saving throw, the save DC equals 10 + 1/2 the wielder's character level + the wielder's Charisma modifier.

EXAMPLE ITEMS

Here are some examples of major items.

BELT OF TITAN STRENGTH

This wide belt is made of thick leather and clasps with an ornate adamantine buckle. When you wear it, you gain a +8 enhancement bonus to your Strength score.

Effect & Augmentations	DC
Base Effect: +2 Strength	20
+6 Strength	+60
Total DC	80

Magnitude 3rd; Artificer, *Enhance Person*; Price 200,000 gp; Cost to create: 200 days + DC 80 Spellcraft + 100,000 gp + 8,000 XP + 1 point of spell energy.

CLOAK OF HIDING

When this fine gray cloak is worn, it makes you blurry and insubstantial, providing a 20% miss chance to all attacks made against you.

Effect & Augmentations	DC
Base Effect: 10% miss	20
Increase by 10% miss	+10
Total DC	35

Magnitude 3rd; Artificer, *Obscure*; Price 87,500 gp; Cost to create: 88 days + DC 35 Spellcraft + 43,750 gp + 3,500 XP + 1 point of spell energy.

MODIFYING MAGIC ITEMS

You can modify any of the magic items on these pages simply by changing the parameters of the spell effects used to create them or by changing the multiplier of the effect level.

For instance, to change *boots of quick movement* to make them moderate items, you'd multiply the effect level by 500 instead of 200. The boots effectively do the same thing, but it has 50 charges and can now be used by anyone who knows the command word.



In many *d20 System* campaigns, the only difference between a good spellcaster and an evil one is whether or not she cackles maniacally before casting the same spells in the same way. As

an option, a GM can choose to give evil spellcasters a noticeable consequence for their actions -- and also a way to exploit their amoral methods to gain just a little more power.

TAIN'T

Taint manifests in people who use magic to commit great acts of evil, or is present in objects or places exposed to powerful magic used for evil purposes. Simply casting a spell effect to kill your enemies doesn't cause the manifestation of taint. However, spellcasters who use magic to poison the land (destroying a farmer's crop out of spite) or to slaughter the innocent for the pleasure of the kill are instances of magic used for evil purposes, thereby creating taint either in the caster or area in which the magic was cast.

TAINED SPELLCASTING

The potency of the spell determines the accumulated taint. If you use a spell for a without-question *clearly* depraved act, you risk gaining taint. In such instances, you must make a special Will save against the listed DC (see **Table A1-1: Spells and Taint**) according to the minimum magnitude required to cast the spell. If you fail the Will save, you gain the indicated amount of taint. If you succeed on the saving throw, the taint affects the area or an object, as the GM determines, instead.

SACRIFICING TO GAIN SPELL ENERGY

Human (or dwarf, elf, *etc.*) sacrifice produces a small amount of magical energy some amateur or unskilled spellcasters use to improve their casting abilities. However, with each sacrifice

made, they are at risk of tainting themselves with the dark energies brought forth.

To gain this extra energy, you, or someone working on your behalf and within 5 feet, must kill the victim by making a successful coup de grace attack. When the victim dies, you gain 1 extra point of spell energy through the act. (You should keep a separate tally of spell energy gained in this way.) The stolen energy remains active for a number of rounds equal to the victim's Hit Dice x 4.

If you opt to use this spell energy to empower spells or to reduce drain, you must succeed on a Fortitude save against a DC of 10 + 5 per point of spell energy derived from sacrificed victims you have used in this day. If you fail, you gain 1d4 points of taint.

The sacrifice need not be living, for within every intact corpse (not including undead) there resides a spark of life. Properly released, you can destroy this essence to augment your spell effects. However, this is far more difficult than simply cutting the throat of a living victim. To destroy the spark of the living within the dead, you must succeed on a separate Spellcraft check against a DC as determined by the age of the corpse; see **Table A1-2: Robbing the Dead**. The corpse's age column represents the maximum time for that category. For example, a corpse dead 4 hours uses the 1-day row, and a corpse dead 5 years uses the 10-year row. When the spark of life is removed from a corpse, it crumbles into dust.

You can take essence from a number of corpses equal to your current taint score +1, but robbing the dead (quite naturally) puts you at risk of gaining even more taint. Each time you so violate a corpse, you must succeed on a Fortitude save against a DC 15 +2 per corpse violated. On a failed save, you gain 1 point of taint.

A corpse supplies a flat profane bonus to your next Spellcraft check.

THE EFFECTS OF TAINT

Your taint score applies as a penalty to your Wisdom score. Thus, if you have a 14 Wisdom and acquire a taint score of 4, you have an effective Wisdom of 10. This penalty reflects the taint's impact on your physical and mental health.

If you're tainted, you can experience the Wisdom penalties in a variety of ways, from mild nausea, joint pain, disorientation, rotting flesh, severe skeletal warping, to even irresistible murderous urges. The lists of effects on **Table A1-3: Taint Effects** are categorized according to the severity of your taint. If you lose 25% or more of your Wisdom, you're mildly tainted; if you lose 50% or more of your Wisdom, you're moderately tainted; and if you lose 75% or more of your Wisdom, you're severely tainted. The GM may apply some game related penalties at her discretion.

Gaining taint also has some benefits. If you are mildly tainted, you no longer takes taint damage from spells of the First Magnitude or less. If you're moderately tainted, you're no longer at risk from using Second Magnitude spells for evil purposes, and you take no taint for any spell effect you cast if severely tainted. In addition, you may add your taint score as a bonus to Intimidate checks.

TAINTED PLACES

Some places carry some residual taint from great acts of evil. If you use magic for a wicked end and avoid tainting yourself, or if you commit a terrible evil act in an area, you corrupt the area with taint. The taint pollutes the area for a number of years equal to the taint damage you if of Third Magnitude or less; it's permanent if Fourth Magnitude. Thereafter, the tainted area creates a fear effect for those exploring these areas, as indicated on **Table A1-4: Tainted Places**.

AURA STRENGTH

A tainted place exudes a palpable sense of evil. The potency of the aura determines the effect. Tainted characters are somewhat resistant to the effects of tainted objects or places, ignoring the aura effects for taints less than theirs; for example, if you are moderately tainted, you ignore the effects of faint or mild taints.

FAINT

The place creates uneasy feelings. It is unsettling, but generates no fear effects.

TABLE A1-1: SPELLS AND TAINT

Spell Magnitude	DC*	Taint Gained**
Dabbler	10	1d2
Student of Magic	15	1d3
First Magnitude	20	1d4
Second Magnitude	30	1d6
Third Magnitude	40	1d8
Fourth Magnitude	50	1d10

*Add a number equal to the spell energy expended to cast the spell.

**The character uses the spell energy in her spell energy pool as taint reduction. Thus, a spellcaster with 4 points of spell energy pool who casts a powerful Fourth Magnitude spell effect, gains 1d10-4 points of taint. Spell energy can reduce taint to 0 but not below 0.

TABLE A1-2: ROBBING THE DEAD

Corpse Age	Spellcraft DC	Profane Bonus to your next Spellcraft check
1 day	10	+5
1 week	15	+4
1 month	20	+3
1 year	25	+2
10 years or more	30	+1



TABLE A1-3: TAINT EFFECTS

Roll	Mild
01-10	Occasional nausea or vomiting
11-15	Pain in joints
16-20	Hair goes white
21-30	Mild paranoia
31-40	Disorientation
41-50	Increase aggressiveness
51-55	Mild hallucinations
56-60	Phlegmy, wracking cough
61-70	Eyelid swells, obscuring vision
71-75	Pale, grayish, dead complexion
76-80	Sunken eyes, cracked lips
81-90	Skin seeps greasy, yellowish sweat
91-00	Skin thickens, cracks, and turns leathery

Roll	Moderate
01-05	Bones begin to warp and thicken
06-10	Black, lichen-like growth across skin itches
11-20	Reddened, burn-like sores and scars
21-30	Eye clouds and blood vessels break, obscuring vision
31-40	Lips shrink back to gums
41-50	Gums swell, bleed, and rot
51-55	Bleeding from eyes, nose, mouth, ears, or lips
56-60	Hair falls out
61-65	Uncontrollable seizures that wrack the body with spasms
66-76	Eruption of painful sores
77-87	Sores ooze blood, pus, foul-smelling ooze, spiders or insects, thick pasty substance, maggots, or acidic slime.
88-93	Hears voices of spirits
94-98	Severe paranoia
99-00	Fits of uncontrollable, disturbing laughter or shrieking

MILD

The place has a sinister aura eliciting feelings of darkness and cold. Despite its corrupt aura, it carries no additional effects.

MODERATE

A place with a moderate degree of taint sends thrills of fear through all exposed to it. When you first enter a moderately tainted place, you must succeed on a DC 15 Will save or become shaken for as long as you remain in the place.

Roll	Severe
01-10	Flesh of nose rots away, leaving skull-like openings
11-20	Spine twists, back hunches
21-30	Great swollen growths form on the body
31-40	Lungs eaten away from inside, causing wet, labored, and painful breathing.
41-50	Eye falls out, leaving a gaping socket that glows with an unholy light
51-60	Skin peels off in papery sloughs at the slightest touch, leaving raw red flesh beneath
61-70	Fingers or toes web and fuse
71-80	Irresistible murderous urges
81-90	Reduced to primitive behavior
91-00	Eats inedible or still-living things

STRONG

A strongly tainted locale is terrible in its evil. When you first enter a strongly tainted place, you must succeed on a DC 20 Will save or become frightened for 1d4 minutes. If you succeed, you're shaken for as long as you remain in the place.

SEVERE

A severely tainted locale is so awful in its wickedness it defies human comprehension. When you first enter such a place, you must succeed on a DC 25 Will save or become panicked for 1d4 minutes. If you succeed on the saving throw, you're shaken for as long as you remain in the place and for 1d4 hours afterwards.

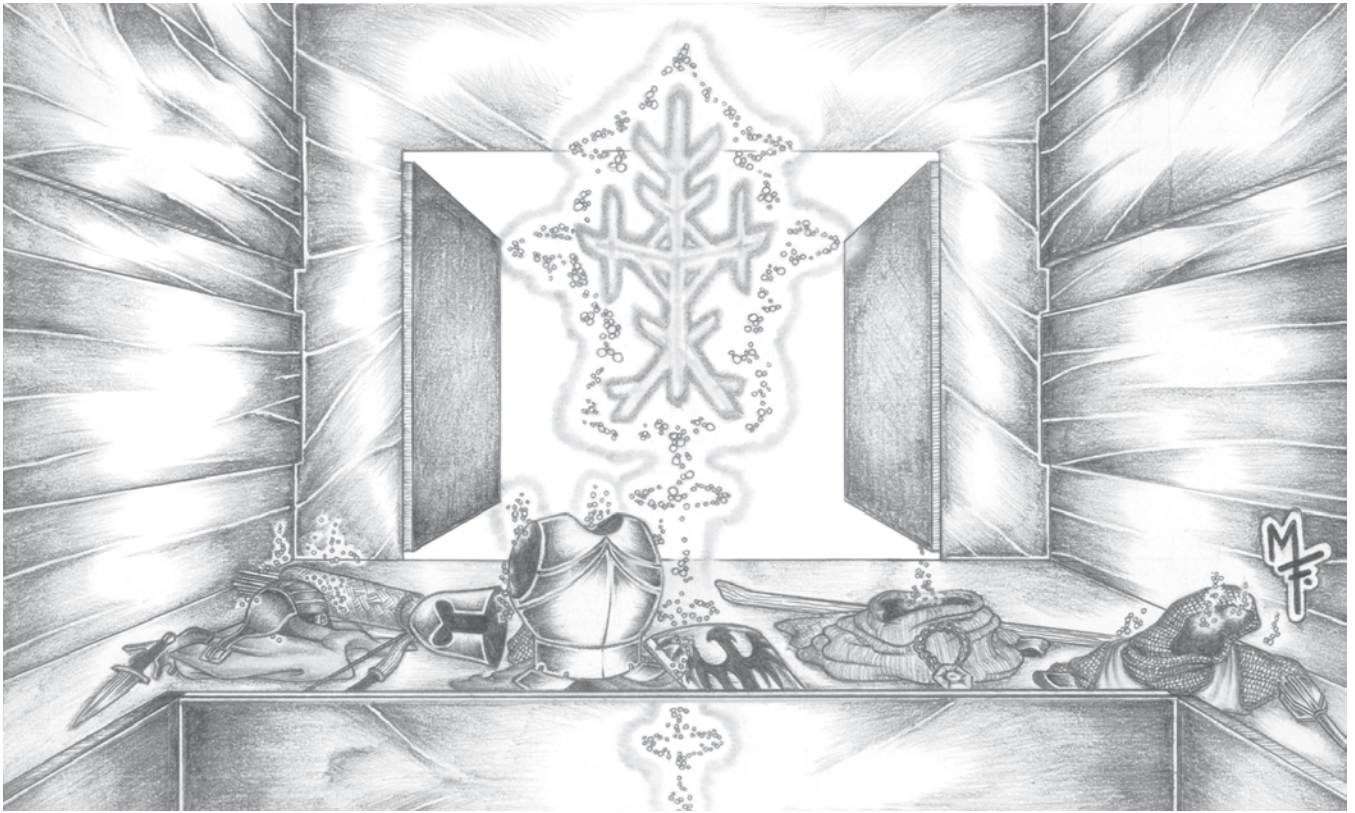
TABLE A1-4: TAINTED PLACES

Magnitude	Aura Strength
Dabbler or Student	Faint
First Magnitude	Mild
Second Magnitude	Moderate
Third Magnitude	Strong
Fourth Magnitude	Severe

TAINTED OBJECTS

A tainted object carries the stain of its user for all time. Such an object houses a fragment of a tainted individual's magic potential, or even the tainted individual spirit (achieved through a variant of the *Banish* spell), and can bestow great power in exchange for great corruption. The degree of the taint gained from the item depends on the taint of the spellcaster who created the object or whom the object houses.

If you are tainted, you may transfer 1 point of taint into an object for every point of permanent expenditure of spell energy. The amount of taint transferred determines the



effective magnitude, as shown on **Table A1-5: Tainted Objects**. If an object is already tainted, you can only transfer additional taint into it if your personal taint score is higher than that of the object.

Depending on the magnitude, the object creates a certain level of taint and bestows a certain amount of additional spell energy, as indicated on **Table A1-5**. Spell energy spent from a tainted object returns at the normal rate, hence the object's value.

If you handle a tainted object, you must attempt a Will save against the listed DC after the listed time spent with the object.

If you fail the save, you take the indicated amount of taint.

The indicated time does not have to be consecutive, thus you can safely carry a tainted object with 2 taint points in it for up to 6 days. But if you ever pick up the object again for another day, you must make the DC 10 Will save or gain the indicated taint, regardless of the time between the initial possession and the recent possession.

Each time increment, you must make another Will save or take additional taint damage. If your magnitude is equal to or greater than that of the tainted object, gain a +2 bonus to these saves.

TABLE A1-5: TAINTED OBJECTS

Taint Points Transferred	Effective Magnitude	Time	Taint DC	Taint	Spell Energy Gained
1	Dabbler	1 month	DC 7	1	—
2	Student	7 days	DC 10	1d3	1
3-4	First Magnitude	3 days	DC 15	1d4	2
5-7	Second Magnitude	1 day	DC 20	1d6	3
8-12	Third Magnitude	1 minute	DC 25	1d8	5
13 or more	Fourth Magnitude	1 round	DC 30	1d10	10



APPENDIX II: TRUE NAMES

The more powerful the spellcaster, the harder she is to kill. Powerful mages slow their aging, cast spell effects with great skill, and can protect themselves with several ongoing spells at a time. Eventually, such characters are nearly invulnerable, capable of surviving dismemberment, decapitation, and so on. Some GMs may decide to add a check against this rampant power: a common vulnerability of all spellcasters—their true names.

When you begin down the road of sorcery, you distance yourself from your roots, developing powers to twist reality to suit your own needs. Your true name tethers you to the rules of reality. If revealed, your true name can strip you of all your power, render you vulnerable to weapons, or even kill you.

IDENTIFYING THE TRUE NAME

Using a spellcaster's true name against her is a complicated process. The first step is to identify the target's true name. Such a process is often difficult, as most spellcasters work to hide their true identities, often moving far from the place of their birth when they discover their magical abilities, consistently using only false names or nicknames, meticulously eradicating their true names from any text, and silencing or killing those who know them. Researching true names is difficult, involving luck in finding the information, and then being able to decipher the text (as authors often hide this information with ciphers).

To find the true name you must succeed on an appropriate Decipher Script check on a body of information containing the name. If the check succeeds, you find a portion or the entire name depending on the source. Additional Decipher Script checks may be required if the name is concealed in code.

You may try to use magic to force another to reveal her true name. No *Charm* spell effect can do this, and the DC of a *Compel* spell effect used in this way is increased by +100. More importantly, if the target of a *Compel* spell effect succeeds on her saving throw, she can attempt an opposed Charisma check with you; if she wins the contest, you are forced to reveal your own true name to the original target. Obviously, this is a risky practice.

EMPOWERING THE TRUE NAME

Once the name is uncovered, you must imbue the name with words of power. This act requires 1 day plus 1 day per magnitude of the subject (Dabblers and Students of Magic count as Magnitude 0). At the end of this time, you must succeed on a special Intelligence check against a base DC of 20 modified as follows.

Condition	DC Modifier
Named target is a Dabbler or Student of Magic	+0
Named target is of the First Magnitude	+5
Named target is of the Second Magnitude	+10
Named target is of the Third Magnitude	+15
Named target is of the Fourth Magnitude	+20
Speaker of the name has 5 or more ranks in Spellcraft	-2
Speaker of the name has 10 or more ranks in Spellcraft	-4

Condition	DC Modifier
Speaker of the name has 15 or more ranks in Spellcraft	-8
Speaker of the name has 20 or more ranks in Spellcraft	-16
Speaker of the name has 5 or more ranks in Decipher Script	-2
Speaker of the name has 10 or more ranks in Decipher Script	-4
Speaker of the name has 15 or more ranks in Decipher Script	-6
Speaker of the name has 20 or more ranks in Decipher Script	-8

Success and failure have variable results based on the degree or success of the check.

Check Result	Consequences
Succeed by 10 or more	Empower full name
Succeed by 5 or more	Empower partial name
Success	Empower fragment of name
Failure	Nothing
Failure by 5 or more	Backlash: speaker takes 1d6 points of nonlethal damage per magnitude of the target (1d3 damage for Dabblers and Students) and must start the process anew at a +5 to the Intelligence check DC per previous failure if using the same source.
Failure by 10 or more	Severe Backlash: speaker takes 1d8 points of damage per magnitude of the target (1d3 damage for Dabblers and Students) and must start anew, at a +10 to the DC per previous failure if using the same source.

CONSEQUENCES OF TRUE NAMING

Depending on the success of empowering the true name, you gain a certain degree of power over the subject.

FRAGMENT

Empowering a true name fragment allows you to affect the spellcaster more easily than before, granting a +1 insight bonus to attack and damage rolls against the spellcaster whose name is uttered in the round in which it's spoken.

If you have the appropriate item creation feat, you can embed a fragment of the name into a weapon. To do so, you must make a Spellcraft check against a DC equal to 10 + the level



TRUE NAMES AS COMPONENTS

You can embed your true name into the verbal component of a spell effect to achieve greater results. This allows you to add your caster level to your Spellcraft check, however, you must succeed on a Fortitude save (DC 10 + one-half your class level) or become fatigued for 1 hour.

Doing so poses a certain risk, because another character can try to pick up the name by succeeding on a Listen check opposed by your caster level check. If the other caster doesn't know (through the Talent feat) the spell you're casting, she suffers a -10 penalty on her Listen check, as she must differentiate between the normal magical words of your spell and the true name you've added.

You can also incorporate the true name of another spellcaster in your spells in order to increase their effectiveness against that spellcaster; see **Consequences of True Naming**.

TRUE NAMES IN MAGIC ITEMS

You can embed your true name into the verbal component of a spell effect used in the creation of a magic item. This allows you to add twice your caster level to your Spellcraft check, however, the spell effect deals twice the normal drain.

Doing so poses a certain risk: another character can try to pick up the name through contact with the item. Momentary contact with an item containing a true name (including being struck by a magic weapon, but not contact with the effects of a magic item, such as a lightning bolt cast from a wand that has a true name embedded in it) allows a DC 20 Detect Magic check to reveal the presence of a true name (but not the name itself). Prolonged contact (either handling the item for at least 1 minute, or actually using the item) reduces the Detect Magic DC to 15.

Once a spellcaster is aware that a true name is embedded in a magic item, she can examine the item (Search check), trying to find the name visibly on the item's surface, usually disguised in decorative filigree or engraving. A Decipher Script check may be needed to separate the name from its surrounding disguise.

You can also incorporate the true name of another spellcaster in a magic weapon (but not other types of magic items) in order to increase its effectiveness against that spellcaster; see **Consequences of True Naming**.

of the spellcaster. If you succeed, the weapon deals 1 point of Constitution damage in addition to the normal damage dealt.

Finally, you can incorporate the fragment into the verbal component of a spell, increasing the casting time by 1 action, but for the named person the save DC increases by +1. If the spell normally functions without a verbal component, you must add it as an extra component, increasing the Spellcraft DC by +5.

PARTIAL

Empowering a partial true name allows you to affect a spellcaster in more significant ways, offering you a +5 insight bonus to attack and damage rolls against the spellcaster for 1 minute.

Alternatively, you can use the partial name to temporarily empty the spellcaster's spell energy pool. Simply hearing her partial true name spoken reduces the spellcaster's current spell energy to 0.

If you have the appropriate item creation feat, you can embed the partial true name into a weapon. To do so, you must make a Spellcraft check against a DC equal to 10 + the level of the spellcaster. If you succeed, the weapon bypasses hit points altogether and deals damage directly to the target's Constitution score.

Finally, you can incorporate the partial true name into the verbal component of a spell, increasing the casting time by 1 action, but increasing the spell effect's save DC by +5 for the named person. If the spell normally functions without a

verbal component, you must add it as an extra component, increasing the Spellcraft DC by +5.

FULL

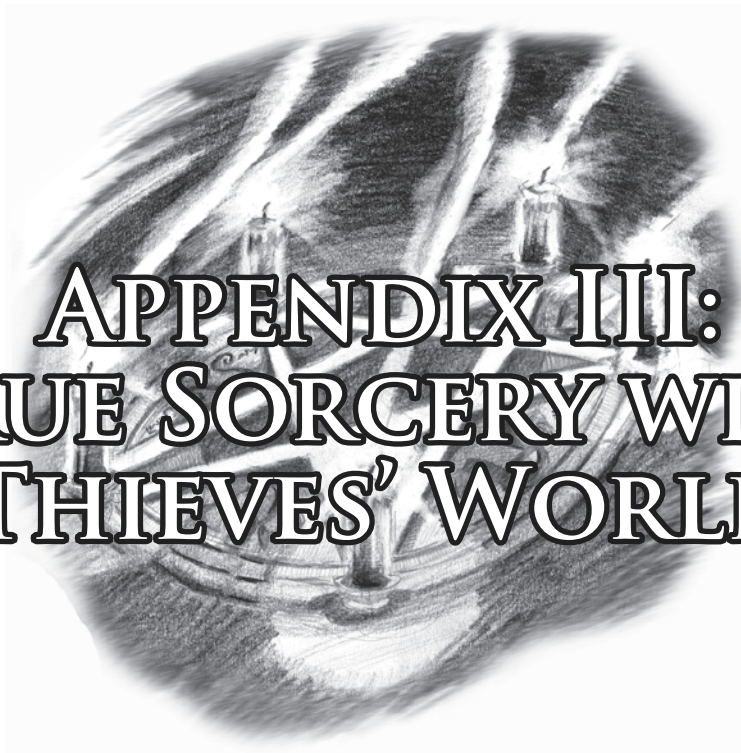
Empowering a full true name grants you complete mastery over the spellcaster, allowing you to permanently empty the target spellcaster's spell energy pool. Simply hearing her full true name spoken permanently removes the spellcaster's spell energy.

Furthermore, all magic wrought by the affected spellcaster (e.g., any ongoing spells or permanent effects) ceases as if it were never cast. If the affected spellcaster has the Defy Time feat, it no longer provides her any benefits.

Although the spellcaster is effectively crippled, she may regain something of her former power if she takes the Siphon Magic feat (see page 15).

If you have the appropriate item creation feat, you can embed the full name into a weapon. To do so, you must make a Spellcraft check against a DC equal to 10 + the level of the spellcaster. If you succeed, the weapon bypasses hit points altogether and deals damage (+2d6 points) directly to the target's Constitution score.

Finally, you can incorporate the partial true name into the verbal component of a spell, increasing the casting time by 1 action, but increasing the spell effect's save DC by +10 for the named person. If the spell normally functions without a verbal component, you must add it as an extra component, increasing the Spellcraft DC by +5.



APPENDIX III: TRUE SORCERY WITH THIEVES' WORLD

The *Thieves' World Player's Manual* presents a complete magic system that emphasizes the role of mana and how it must be drawn and mastered for spells and rituals to take effect. This is designed specifically to fit the feel of adventures in Sanctuary, but while vastly more flexible than the standard slots/spells-

per-day system, it still relies on spell levels, standard casting times, and many other d20 System mechanisms. If you play in *Thieves' World* and would prefer a freeform system, you can easily adapt the rules in *True Sorcery* to work with the concepts established in the sourcebooks.

BASIC MECHANICS

Spellcasters (mage, priests, witches, *et al.*) have one or two casting progressions: spellcasting and ritualcasting. Spellcasting is used to cast spells rapidly with brief effects, while ritualcasting is used to cast spells with longer durations and powerful effects. These progressions are retained for *True Sorcery*. Instead of using Spellcraft to cast spell effects, spellcasters in *Thieves' World* use the value indicated under the particular class descriptions. Those classes who have both progressions may cast effects as spells or as rituals as preferred, while those with one progression must cast effects in only that one manner.

CASTING ABILITY AND SPELL ACQUISITION

Spellcasting character classes are largely unchanged except for how they acquire new spells. Instead of spells Known or Familiar, spellcasters gain Talent as a bonus feat as indicated on **Table A3-1: Spellcasting**. In addition, as the characters advance, their mastery of magic improves as described under the spellcaster base class. Godsworn and initiates are minor spellcasters, while mages, priests, and witches are major casters. For characters with levels in a prestige class that improves spellcasting, simply add those levels to the appropriate class to determine the total number of

Talents the spellcaster gains. Multiclass spellcasters use the highest magnitude from either base class. The bonus gained from increases of magnitude instead applies to the caster's spellcasting and/or ritualcasting bonuses.

For example, Jean has a 5th-level mage with a 16 Intelligence and so counts as a First Magnitude caster granting her a +4 insight bonus to her casting checks. So her spellcasting modifier is +12 (base +5, Int +3, Magnitude +4) and her ritualcasting modifier is +9 (base +2, Int +3, Magnitude +4). In addition, she gains three bonus Talent feats.

Another example is Pat's 5th-level initiate with a 14 Charisma. At 5th level, she counts as a Student of Magic caster gaining a +2 bonus to her spellcasting checks. Her spellcasting modifier is +6 (base +2, Cha +2, Magnitude +2) and she gains two bonus Talent feats.

SPECIFIC CLASS CHANGES

In addition to the progression changes, adjust the classes as described here.

GODSWORN

At 2nd level, the godsworn gains the selected Domain ability, but none of the spells. Instead, she gains Talent as a bonus feat.

TABLE A3-1: SPELLCASTING

Level	—Minor Caster—		—Major Caster—	
	Magnitude	Talents	Magnitude	Talents
1st	Dabbler	1	Student of Magic	1
2nd	—	1	—	1
3rd	—	1	—	2
4th	—	2	—	2
5th	Student of Magic	2	First Magnitude	3
6th	—	2	—	3
7th	—	3	—	4
8th	—	3	—	4
9th	—	3	—	5
10th	First Magnitude	4	Second Magnitude	5
11th	—	4	—	6
12th	—	4	—	6
13th	—	5	—	7
14th	—	5	—	7
15th	Second Magnitude	5	Third Magnitude	8
16th	—	6	—	8
17th	—	6	—	9
18th	—	6	—	9
19th	—	7	—	10
20th	Third Magnitude	7	Fourth Magnitude	10
+1	—	+1 every 4 levels	—	+1 every 3 levels

INITIATE

In lieu of the eclectic sorcery ability gained by initiates at 1st level, she instead gains Talent as a bonus feat. The initiate may still select either her Intelligence or Charisma for her key ability.

MAGE

Replace Metamagic Expert with the following.

Spell-Sculptor (Ex): The mage is adept at devising new spells. She gains a pool of bonus points equal to 2 × her Intelligence bonus. She spend points from her pool to reduce the casting DC by an equal amount. Once she rests for 8 hours, the pool automatically replenishes. This technique may be selected multiple times, each time adding the mage's Intelligence bonus to her spell-sculptor pool.

Replace Specialist Mage with the following.

Specialist Mage (Su): Gain Spell Focus as a bonus feat.

Replace Spell Mastery with the following.

Spell Mastery (Su): Gain Talent Focus as a bonus feat.

PRIEST

At 1st level, the priest gains the selected Domain ability, but none of the spells. Instead, she gains Talent as a bonus feat.

WITCH

Replace Arcane Endurance with the following.

Arcane Endurance (Ex): The witch reduces all drain by -1. This is in addition to her current spell energy pool.

Replace Unique Power with the following.

Unique Power (Su): Gain Talent as a bonus feat.

BLUE STAR ADEPT

Replace Spell Pool's description with the following.

At 3rd level, the Blue Star adept can tap into the collective mind of her order and access additional spell energy. To do so, she must have an attuned focus (see Blue Star Tattoo, *Thieves' World Player's Manual*, page 83). As a swift action, she can expend her focus and gain 1 point of spell energy. At 6th level, she can expend her focus to gain 2 points of spell energy, 3 points at 9th, and 4 points at 12th.

Also, for Insight and Greater Insight, the Blue Star adept gains Spell Focus and Talent Focus respectively.

HAZARD MAGE

For Hazard Powers make the following modifications:

Arcane Reach (Su): The hazard mage may augment the range of a spell by 30 feet for free.

Greater Casting: The hazard mage gains a +10 bonus to spellcasting checks.

Mastery of Shaping: The hazard mage may augment the spell effect to change the area of its effect for free, up to 10 feet per point of her Intelligence bonus. For example, a hazard mage with an 18 Intelligence could create a 40-foot-radius burst without changing the DC.

WAR WITCH

Change all of the following.

Expanded Knowledge (Ex): At each instance, the war witch gains Talent as a bonus feat.

Death's Mistress (Su): The war witch gains a +10 bonus to spellcasting or ritualcasting checks to cast *Create Undead* effects. If selected twice, she can control twice the number of undead and the bonus increases to +15. If selected three times, she can control three times the number of undead and the bonus increases to +20.

Power Casting (Ex): The war witch may voluntarily take 1d6 points of damage to gain a +5 bonus to cast any spell effect.

Summoner: The war witch gains a +10 bonus to spellcasting or ritualcasting checks to cast *Summon* effects. If selected a second time, she may augment the duration for half the cost. And if she selects it a third time, creatures summoned gain a +4 bonus to their Strength and Constitution scores.

SYSTEM CHANGES

As described at great length in the *Thieves' World Player's Manual*, magic is mana based. Characters manipulate mana through prayer, arcane formulae, or drawing into themselves to produce magical effects. To reflect this, *True Sorcery* needs just a few modifications.

MANA

In the normal *True Sorcery* rules, a failed Spellcraft check means the spell effect does not occur. In *Thieves' World*, however, it means the spellcaster simply needs more time and may try again on the following round to pump more mana into the spell effect.

To address this change, the DC becomes a spell effect's mana threshold (MT). Each round, the spellcaster can make a spellcasting check as a standard action (or a ritualcasting check once per minute) and apply the result of the check toward the MT. When the check total equals or exceeds the MT, the spell effect occurs and the caster takes drain as normal (it's recommended that the casting buffer optional rule described on page 19 be used). With this modification, mana levels, as described on page 143 of the *TWPM*, affect casting as normal.

For example, Randy's mage casts *aura of doom* (see page 32) in a field of normal mana. She has a spellcasting modifier of +12. The spell effect's DC is 25, meaning

Randy needs to roll a 13 or higher for the spell to take effect. On her action, she rolls 1d20 and gets a 7, for a total of 19.

She records this result, and next round, she can make the attempt again, but only needing a 6 or better for the spell effect to take effect, and with a spellcasting modifier of +12, the effect happens on that second round.

RITUALCASTING

Ritualcasting represents a greater time investment to produce a more powerful effect. When casting a ritual, a caster treats the spell's base MT (formerly DC) as

0. The MT cost increase of augmentations to increase the effect's duration are halved.

In exchange for these benefits, the caster makes a check once per minute.

Keen weapon cast as a ritual would look like this.

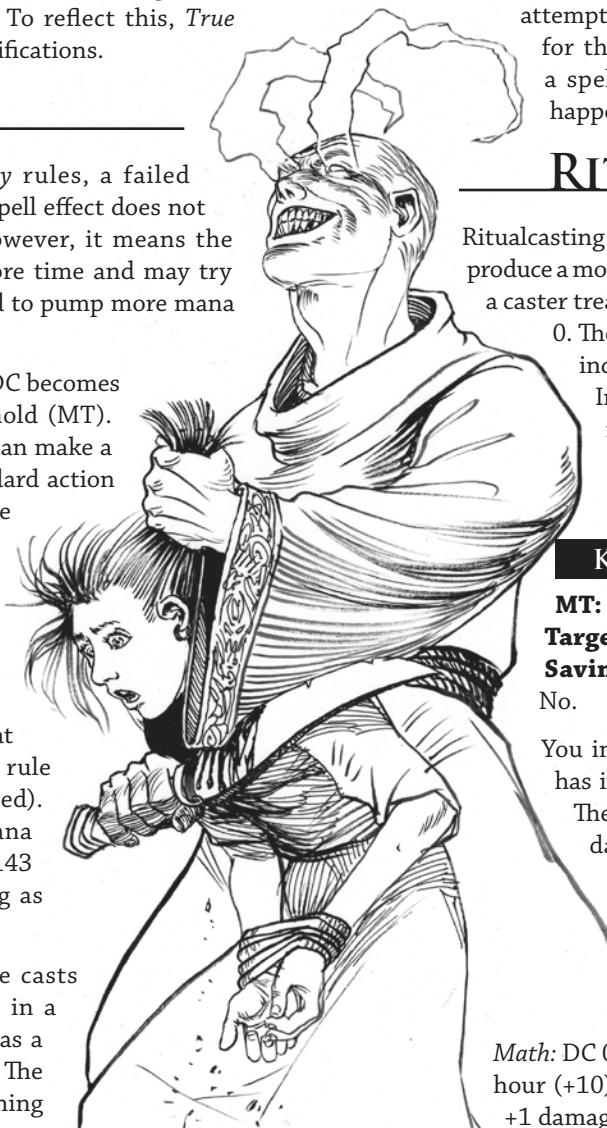
KEEN WEAPON

MT: 49; **Components:** V, S; **Range:** Touch; **Target:** Object touched; **Duration:** 1 hour; **Saving Throw:** None; **Spell Resistance:** No.

You improve an ordinary weapon so that it has improved capability to defeat your foes.

The weapon has a +1 bonus to attacks and damage. In addition, the critical threat range is increased by +2; so if the weapon threatens on a 20, it now threatens on an 18–20. If this spell effect is cast on a masterwork weapon, the bonus to attack rolls increases to +2.

Math: DC 0 base, round to minute (+4), minute to hour (+10), [masterwork (+5) or +1 attack (+5)], +1 damage (+10), +2 crit range (+20).





APPENDIX IV: IRON HEROES

Malhavoc Press's *Iron Heroes* is a variant player's handbook that emphasizes action and adventure, where the heroes' capabilities and powers derive from their mastery of fighting techniques rather than through the acquisition of equipment.

This coupled with the fact that *Iron Heroes* magic is wild and unpredictable, damaging its users as much as it does their opponents, makes *True Sorcery* a perfect fit for this exciting game.

THE ARCANIST

The arcanist commits herself to the study of magic, to unlock its secrets and strive to master them. Such pursuits are often considered foolhardy since the magic, by its nature, demands a high price from those who wield it. Still, the lure of incredible power is great, despite the risks.

Since casting spells is dangerous, most arcanists refrain from using it without great cause. Most see their spells as tools to use when there is no other recourse, no other avenue to circumvent or overcome the problem. Instead, they rely on trickery, misdirection, and their minions to survive.

Intelligence is the most important ability for the arcanist since it is used to cast spells and to determine how hard those spells are to resist. As well, it is an important ability for many of her key skills and feats.

Hit Die: 1d4+2/level

SKILL GROUPS

Arcanists gain access to the Academia, Mysticism, Social, and Theatrics skill groups. Of the new skills described in **Chapter One: The Spellcaster**, Detect Magic, Ghost Sound, Prestidigitation, and Resistance are all in the Mysticism group.

Skill Points at 1st Level: (8 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 8 + Intelligence modifier

CLASS FEATURES

Although the arcanist hesitates to use her spells, they are her principle weapons. In addition to developing a repertoire of spells, she gains a number of special abilities that enable her to keep her enemies at bay.

WEAPON AND ARMOR PROFICIENCY

Arcanists are proficient with all simple weapons, but not with any armor or shields.

SPELL MASTERY

As the arcanist gains levels, she broadens her repertoire of spells and her ability to use those spells.

MAGNITUDE

The more the caster works with magic, the more attuned she becomes, being able to manipulate incredible amounts of mana. Magnitude determines how efficiently an arcanist can translate mana to mana tokens. At 1st level, the arcanist is considered a dabbler in magic, having just enough knowledge and talent to make use of the simplest spells. (Note in *Iron Heroes*, there is no "Student of Magic" category.) At 4th level, the arcanist gains First Magnitude and every four levels thereafter (Second at 8th, Third at 12th, Fourth at 16th, and finally Fifth at 20th) she improves.

TABLE A4-1: ARCANIST CLASS FEATURES AND MASTERY

Class Level	Base Attack Bonus	Base Defense Bonus	Special Abilities	Lore	—Feat Masteries—		
					Tactics	Social	Other
1st	+0	+0	Aspect of power, mana pool	2	1	1	—
2nd	+1	+1	—	2	1	1	—
3rd	+2	+2	Bonus feat	3	2	2	—
4th	+3	+3	—	3	2	2	—
5th	+3	+3	Aspect of power	4	3	3	1
6th	+4	+4	—	4	3	3	1
7th	+5	+5	Bonus feat	5	4	4	2
8th	+6/+1	+6	—	5	4	4	2
9th	+6/+1	+6	Arcane pact	6	5	5	3
10th	+7/+2	+7	—	6	5	5	3
11th	+8/+3	+8	Aspect of power	7	6	6	4
12th	+9/+4	+9	—	7	6	6	4
13th	+9/+4	+9	Bonus feat	8	7	7	5
14th	+10/+5	+10	—	8	7	7	5
15th	+11/+6/+1	+11	Greater aspect of power	9	8	8	6
16th	+12/+7/+2	+12	—	9	8	8	6
17th	+12/+7/+2	+12	Bonus feat	10	9	9	7
18th	+13/+8/+3	+13	—	10	9	9	7
19th	+14/+9/+4	+14	Greater aspect of power	10	9	9	7
20th	+15/+10/+5	+15	Ultimate aspect of power	10	9	9	7

Magnitude	Maximum Mana Pool	Maximum Expenditure	Spellcraft Bonus
Dabbler	Int bonus	1	+2
First Magnitude	2 + Int bonus	2	+4
Second Magnitude	4 + Int bonus	3	+8
Third Magnitude	6 + Int bonus	4	+16
Fourth Magnitude	8 + Int bonus	5	+32
Fifth Magnitude	10 + Int bonus	6	+64

Magnitude determines many of the arcanist's capabilities. It sets her mana pool, defining the maximum amount of mana tokens she can have stored at any one time. It also caps the amount of mana tokens she can spend in a round. And finally, it determines the bonus the caster adds to the Spellcraft check made to cast the spell per mana token spent.

So for example, Michele's playing an 8th-level arcanist with an 18 Intelligence. As she's Second Magnitude, she can store a maximum of 8 mana tokens in her mana pool, she can spend a maximum of 3 tokens in a round, gaining a +8 bonus to her Spellcraft check for each token spent.

TALENT

Starting at 1st level, the arcanist gains the Talent feat as a bonus feat. She gains Talent again at 3rd level, and every two levels thereafter.

TALENT MASTERY

The arcanist grows more accustomed to using spell effects from a particular spell over time. The first spell selected with her Talent feat counts as her primary talent. Whenever she casts spell effects from this spell, she gains the indicated bonus to her Spellcraft checks. The second spell selected with a new Talent feat becomes her secondary talent, the third becomes her tertiary, and all others use the "other talent" bonus.

FEAT MASTERY

Arcanists gain access to the Lore, Tactics, and Social feat categories.

ASPECT OF POWER

As a result of channeling magical energy through their bodies and into the world, arcanists develop a variety of subtle, perhaps unnerving, magical abilities. These aspects of power

TABLE A4-2: SPELL MASTERY

Class Level	Magnitude	Talents	—Talent Mastery—			
			Primary Talent	Secondary Talent	Tertiary Talent	Other Talent
1st	Dabbler	1	+0	+0	+0	+0
2nd	—	1	+1	+0	+0	+0
3rd	—	2	+2	+0	+0	+0
4th	First Magnitude	2	+3	+1	+0	+0
5th	—	3	+3	+2	+0	+0
6th	—	3	+4	+3	+1	+0
7th	—	4	+5	+3	+2	+0
8th	Second Magnitude	4	+6	+4	+3	+1
9th	—	5	+6	+5	+3	+2
10th	—	5	+7	+6	+4	+3
11th	—	6	+8	+6	+5	+3
12th	Third Magnitude	6	+9	+7	+6	+4
13th	—	7	+9	+8	+6	+5
14th	—	7	+10	+9	+7	+6
15th	—	8	+11	+9	+8	+6
16th	Fourth Magnitude	8	+12	+10	+9	+7
17th	—	9	+12	+11	+9	+8
18th	—	9	+13	+12	+10	+9
19th	—	10	+14	+12	+11	+9
20th	Fifth Magnitude	10	+15	+13	+12	+10

reflect the slow alterations to the arcanist's body and soul over a lifetime of dabbling in the arcane arts.

All the aspects of power are supernatural abilities with a caster level equal to the arcanist's character level. Each time an arcanist gains an aspect of power (as indicated on **Table A4-1: Arcanist Class Features and Mastery**), she may select a new ability from any of the following.

An arcanist must have at least 1 mana token in her mana pool to use any aspect of power abilities. Each use costs 1 mana token, though there is no drain. Using an aspect of power is a free action.

Many of these abilities require a Concentration check; some of them generate unfortunate side effects on the roll of a natural 1 on this check, due to the vagaries of arcane power.

DRAIN

All spells require some personal energy to use and so any spell effect cast at the base level deals 1d8 points of nonlethal damage called drain. (It is recommended that you *do not* use the casting buffer option.)

The primary purpose of mana tokens is to reduce the amount of drain suffered from casting spells. In this way, the tokens in your mana pool works like damage reduction. The drain of a spell is reduced by an amount equal to your available mana tokens. Thus, if you have 5 mana tokens and cast a spell with 6 drain, you only take 1 point of nonlethal damage (6 drain minus 5 mana tokens = 1 drain or 1 point of nonlethal damage). Mana tokens can reduce drain to 1, but not below 1, so you had had 6 points of spell energy in the example, you *still* would have taken 1 point of nonlethal drain.

Augmented effects (see **Augmentations** on page 23) applied to create different or more powerful spell effects increase the drain. To determine the amount of additional drain a spell's augmented effects deals, divide the total modified Spellcraft DC by 5 and round down. This value is added to the base spell effect's drain. So, a spell effect whose DC is increased to 56 by augmentation deals 1d8 + 11 points of nonlethal damage (56 divided by 5 and rounded down equals 11).

When you spend man tokens to gain a bonus to your Spellcraft checks, you also open yourself up to even more drain. For every token spent, you increase the drain by +4. So, if you spend 6 points of spell energy to cast a powerful effect (say, DC 128) you automatically take 1d8+49 points of nonlethal damage before deducting an amount equal to the mana tokens in your mana pool.

Bounding Step (Su): The arcanist can soar on the wind created by an air element she has called. She can make a DC 15 Concentration check to pull an air elemental to herself. If she succeeds, she gains a +20 bonus to her next Jump check. On a roll of 1, she immediately falls prone as the elemental's essence washes over her uncontrolled. The arcanist must use this bonus within 1 minute or it is lost.

Daunting Visage (Su): Arcane power surges through the arcanist, causing her to seemingly grow taller and more menacing. As a swift action, the arcanist forces a single target within 30 feet to become shaken for a number of rounds equal to 5 + the arcanist's Intelligence modifier unless he succeeds on a Will save against your Concentration check result. Multiple exposures to daunting visage do not stack.

Eldritch Dart (Su): The arcanist creates one or more bolts of force that strike a foe. The arcanist must succeed on a ranged touch attack to hit her target. This attack has a 50-foot range increment and deals 1d6 points of damage plus damage equal to the arcanist's Intelligence bonus. An arcanist creates enough darts to use one per attack, so an 8th-level arcanist creates two darts if she makes a full attack action. The darts are force effects that disappear at the end of the arcanist's turn.

Master of Heat and Flame (Su): The arcanist can cause fire to spring from her forearm and palm like liquid flame. The flame counts as a melee weapon with which the arcanist is proficient. It deals 1d8 points of damage plus damage equal to the arcanist's Intelligence bonus. The flame can set flammable materials alight, but the arcanist must hold them and concentrate as a full-round action; she cannot set something afire as part of a melee attack.

Activating this ability requires a DC 15 Concentration check. The flame lasts for a number of minutes equal to 5 + the arcanist's Intelligence modifier. If the arcanist rolls a 1, she takes 1d6 points of fire damage instead.

Wound Mending (Su): The arcanist can focus her gaze inward, seeking out injuries that hamper her body. After sleeping for 8 hours, she may attempt a Concentration check to heal a number of points of damage equal to the check result -15. A result of zero or lower means the arcanist heals no damage. If the arcanist rolls a natural 1 on her Concentration check, she takes 1d6 points of damage.

MANA POOL

Arcanists are skilled at drawing to them and holding mana, converting it into mana tokens. The number of mana tokens an arcanist can store is determined by her magnitude. The arcanist can store mana

tokens indefinitely, but once it's spent, it's lost. The arcanist can spend a number of mana tokens (also determined by magnitude) to gain a bonus to her Spellcraft checks. Clearly, the more mana tokens spent, the greater the chance for the spell effect to go off. In exchange for the expenditure, the arcanist takes more drain, weakening herself through the power she uses. Arcanists can regain spent mana tokens as follows:

Action	Tokens Gained
Channel mana	1/standard action
Channel mana	2/full-round action

Outside of combat, an arcanist can meditate for as long as needed to refill her mana pool.

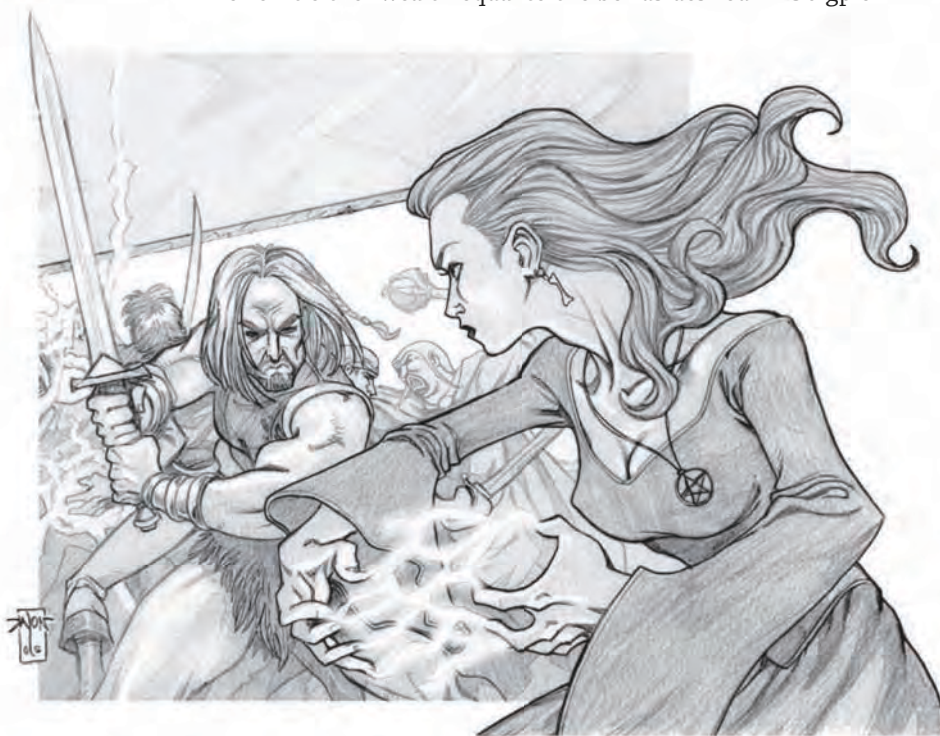
BONUS FEAT

Whenever **Table A4-1: Arcanist Class Features and Mastery** indicates the arcanist gains a bonus feat, she may select any feat for which she qualifies. These bonus feats are in addition to the ones a character gets at every even-numbered level.

ARCANE PACT

The realm from which an arcanist draws her magical energy is rife with strange creatures and bizarre and alien intellects. Generally these beings pay little mind to mortals. Other times, they manifest in the world as demons, elementals, and other outsiders. Once she reaches 9th level, an arcanist's spellcasting sometimes draws these creatures' attention, and she can request aid from the dimensional beings that respond.

To enter a pact, the arcanist must spend 100 gp in materials to create a pentagram, magic circle, or similar boundary to keep the dimensional being at bay, then meditate for 1 hour. When the creature appears at the end of this hour, the arcanist must offer it either wealth equal to the bonus desired \times 250 gp or





the sacrifice of one living, intelligent humanoid. If the arcanist fails to make this offer, she takes double the desired bonus as a penalty to a d20 die roll of the GM's choice. This reflects the creature's vengeance for breaking the bargain.

The arcanist can make a pact once per week, but cannot gain the benefits of more than one pact at a time. The maximum bonus she can gain equals her class level. When she declares her intent to use this bonus, she can spend from +1 to +10 of it on a single roll. Once she's committed to spending these bonus points, she cannot choose to spend more points (or less) after learning whether the roll succeeded or failed.

GREATER ASPECT OF POWER

Each time the arcanist gains this ability (at 15th and 19th level), she can either improve one of her previously selected aspects (as described below) or gain a new aspect of power. Note that the effects of rolling a natural 1 stay the same as described above.

Bounding Step: The Jump check bonus from this ability applies for a number of rounds equal to the arcanist class level.

Daunting Visage: As the base effect, except target creature is frightened instead. Alternatively, the arcanist can use daunting visage to affect all creatures within 30 feet to attempt a Will save against his Concentration check or become shaken. In either case, the effect lasts for a number of rounds equal to 5 + the arcanist's Intelligence modifier.

Eldritch Dart: The arcanist's darts now deal 2d6 points of damage plus damage equal to her Intelligence bonus.

Master of Heat and Flame: The arcanist's fire touch deals 2d8 points of damage plus damage equal to her Intelligence bonus.

Wound Mending: The arcanist can use this ability once per hour.

ULTIMATE ASPECT OF POWER

By 20th level, the arcanist has attained total mastery of the magical arts. All drain taken as the result of casting a spell effect is halved before reducing it by the number of her mana tokens.

SYSTEM CHANGES

When used in *Iron Heroes*, *True Sorcery* works more or less as described in this book. In fact, aside from the arcanist class and the changes to Drain (described under the class), there are just a few changes needed before you get started.

FEATS

In *Iron Heroes*, the Dabbler and Rapid Recovery feats are not used. The Artificer feat is only used if the GM allows magic items in her game. Finally, use these two feats in place of Archmage and Spell Energy Reservoir.

ARCHMAGE

(EPIC, MAGIC)

You are one of the most powerful magic-wielders on the planet.

Prerequisites: Knowledge (arcana) 30 ranks, Fifth Magnitude.

Benefit: When determining the Spellcraft DC, you treat the base DC as 0. In addition, you gain a +10 bonus to Intimidate checks and you need not make Concentration checks to use aspects of power.

INCREASE MANA POOL

(MAGIC)

Prerequisite: Magnitude (Dabbler).

Benefit: Increase the maximum number of mana tokens in your mana pool by 1.

Special: You may take this feat multiple times; the effects stack.



APPENDIX V: TRUE20 SORCERY

The systems in *True Sorcery* can be used in conjunction with Green Ronin's *True20 Adventure Roleplaying* game as a supplement or even a replacement for the supernatural powers detailed in **Chapter Four** of *True20*.

The basic sorcery system works just as described in the preceding chapters, with the following modifications. *True20* Narrators may also wish to consult the **Appendix** of *True20 Adventure Roleplaying* for general guidelines for converting d20 System material for use with *True20*.

SPELLCASTERS

Spellcasters in the *True20 Sorcery* variant belong to the adept role, having the appropriate supernatural feats to use sorcery, starting with Student of Magic. These function essentially the same as the class abilities of the Spellcaster character class.

MAGIC SKILLS

The magic skills in **Chapter One** operate as described. Characters must still have either the Dabbler or Student of Magic feats to place ranks in magic skills, and some require at least 1 point of spell energy to use.

True20 Sorcery makes use of the variant mentioned in **Chapter One**, wherein sorcerers may choose the key ability of Spellcraft, depending on their style of magic. This is the same as choosing the key ability for supernatural powers in *True20*.

Since *True20* doesn't use synergy bonuses, it's up to the Narrator whether or not to apply any such bonuses.

MAGIC FEATS

The following new feats are available in *True20 Sorcery*.

DABBLER

[GENERAL]

Prerequisite: Key ability +1 or better.

You know a bit of magic. You gain spell energy equal to your Constitution score (minimum of 1 point of spell energy), may learn and use supernatural skills, and may use Spellcraft to cast spells.

Note: As a general feat, Dabbler is available to all characters, while Student of Magic is available only to adepts.

FIRST MAGNITUDE

[SUPERNATURAL]

Prerequisites: Student of Magic, adept level 4+.

Your bonus to Spellcraft checks from Student of Magic increases to +4 and you gain 1 point of spell energy.

MAGICAL TALENT

[SUPERNATURAL]

Prerequisite: Dabbler or Student of Magic.

Select a spell of a type appropriate to your magnitude. You may now use Spellcraft to achieve any of the spell's effects. Each time you acquire this feat, choose a new spell.

SECOND MAGNITUDE

[SUPERNATURAL]

Prerequisites: Student of Magic, First Magnitude, adept level 10+.

Your bonus to Spellcraft checks increases to +8 and you gain 2 points of spell energy.

STUDENT OF MAGIC

[SUPERNATURAL]

You gain spell energy equal to your Constitution +1 (minimum of 1 point of spell energy) and may learn and use supernatural skills. In addition, you gain a +2 bonus on Spellcraft checks.

Note: Adepts gain this feat at 1st level.

THIRD MAGNITUDE

[SUPERNATURAL]

Prerequisites: Student of Magic, First Magnitude, Second Magnitude, adept level 16+

Your bonus to Spellcraft checks increases to +16 and you gain 4 points of spell energy.

OTHER MAGIC FEATS

The other magic feats described in **Chapter T ree** are available and operate as described there except as follows:

Artificer: Intelligence +1 prerequisite.

Defy Time: First Magnitude adds (10 + twice Constitution score) to each age category.

Rapid Recovery: Constitution +1 prerequisite.

Reckless Caster: Constitution +1 prerequisite. If you choose to take drain as damage, make a Toughness save vs. Dif culty 15, +1 per die of drain damage. Armor and external Toughness bonuses do not apply to this save.

Siphon Magic: Charisma +3 prerequisite. Damage from a failure is +1 per magnitude of the subject.

SYSTEM CHANGES

The bulk of the systems in the rest of this book work the same in *True20 Sorcery* with the following modifications.

CASTING BUFFER

True20 Sorcery uses the casting buffer variant, wherein spellcasters have a pool of points measuring their spellcasting resources. The casting buffer starts out equal to your Constitution score and each level of adept adds 4 points to it. It is otherwise as described in **Chapter Four**.

COMPONENTS

Focus: The cost Dif culty of a focus component is 9 + required magnitude.

XP: Since there are no XP in *True20* the Narrator must decide if effects with an XP cost are available at all in *True20 Sorcery*. The default assumption is that they are not.

AUGMENTATIONS

Damage: A damage effect starts out at +0 damage bonus and each +1 damage bonus is a +5 Dif culty modifier on the Spellcraft check.

HEALING LORE

This spell works differently in *True20 Sorcery*. The base effect stabilizes a dying character, or eliminates a hurt condition. For +10 Dif culty, Healing Lore grants an immediate recovery check from a wounded condition. For +20 Dif culty, it grants an immediate recovery check from a disabled condition. Each +1 bonus to the subject's recovery check increases the spell's Dif culty by +2 (+10 for a +5 recovery check bonus, for example).

Healing Lore does not cure non-lethal damage conditions. It works on diseases, poisons, and common physical ailments as described.

MAGIC ITEMS

Use the item's effect level (the total Spellcraft DC to cast the effect divided by 2) as the base cost Dif culty, adding +1 for lesser items, +2 for minor items, +4 for moderate, and +6 for major items.



SPELL REFERENCE TABLES

SPELLCASTING STEPS

Step 1 Choose a spell and determine the desired effect.

Step 2 Determine the spell effect's DC including all augmentations (see **Augmentations** on page 23 and individual spell descriptions).

Step 3 Determine casting time, which is done by subtracting your ranks in Spellcraft and the magnitude bonus from the

modified Spellcraft DC of the effect and consulting Table 4-3: Casting Times.

Step 4 Cast the spell effect by spending the indicated number of actions.

Step 5 Roll a Spellcraft skill check against the spell effect's DC. If you succeed, proceed to Step 6. If you fail, skip Step 6 and proceed to Step 7.

Step 6 Resolve spell's effect and proceed to Step 7.

Step 7 Roll the spell's drain and deduct your current spell energy from the total (minimum of 1). Take the remaining drain as nonlethal damage (see **Drain** and **Spell Energy** on page 18).

TABLE 4-1: SPELL ENERGY EXPENDITURES AND RESULTS

Spell Energy Expended	Bonus to Spellcraft	Additional Drain	Magnitude Required
0	—	—	Dabbling
1	+10	+1d8	Student of Magic
2	+20	+2d8	First Magnitude
3	+30	+3d8	Second Magnitude
4	+40	+4d8	Third Magnitude
5	+50	+5d8	Fourth Magnitude
+1	+10	+1d8	Fourth Magnitude

TABLE 4-2: EFFECTS OF MAGNITUDE

Magnitude	Bonus to Spellcraft	Max Spell Energy Expenditure
Dabbling	+0	0
Student of Magic	+2	1
First Magnitude	+4	2
Second Magnitude	+8	3
Third Magnitude	+16	4
Fourth Magnitude	+32	Any

TABLE 4-3: CASTING TIMES

Spellcraft DC minus Spellcraft modifier	Casting Time
0 or less	1 swift action*
1-5	1 standard action
6-10	2 standard actions
11-15	3 standard actions
16-20	5 standard actions
21-30	10 standard actions
31-40	1 minute
41-50	2 minutes
51-60	3 minutes
61-70	5 minutes
71-80	10 minutes
81-90	20 minutes
91-100	1 hour
+10	+1 hour

*See the **Swift and Immediate Actions** sidebar on page 11 for details. For the purposes of spellcasting, two standard actions equal one full-round action.

TABLE 4-4: TAKING EXTRA TIME

Extra Time Taken	Spell Magnitude					
	Dabbling	Student	First	Second	Third	Fourth
One degree longer	+0	+2	+4	+8	+16	+32
Two degrees longer	+0	+6	+12	+24	+48	+96
Three degrees longer	+0	+14	+28	+56	+112	+224
Four degrees longer	+0	+30	+60	+120	+240	+480

BLENDING SPELLS SUMMARY

Step 1 Determine spells to blend.

Step 2 Determine base effects.

Step 3 Determine blended effects.

Step 4 Determine DCs, add components, determine casting time

Step 5 Cast and resolve the spell.

HIT POINT DAMAGE

Augmentation	DC Modifier	Example
Increase die type	+5	Increase the damage die from 1d4 to 1d6 (max 1d12)
Add damage die	+5	Increase the damage dice from 1d4 to 2d4

OTHER VARIABLES

Augmentation	DC Modifier	Effect
Empower the spell effect	+20	All variable, numeric effects increase by one-half
Maximize the spell effect	+40	All variable, numeric effects are maximized
Effect deals nonlethal damage	+10	Convert 1d4 points of damage to 1d4 points of nonlethal damage
Effect deals lethal damage	+20	Convert 1d4 points of nonlethal damage to 1d4 points of lethal damage

AREA OF EFFECT AND TARGETS

Augmentation	DC Modifier
Add one target	+4
Change target to area (5 ft.)	+4
Add one 5-ft. square	+2
Change from target to any area 1	+5
Change from ray to any area 1	+5
Add area to ranged 2	+4
Change from any area to ray	-2
Change from any area to any area	+4
Burst/Spread area of effect per 5-ft. radius	+5
Cloud area of effect per 5 ft. radius or height	+6
Cone area of effect per 10 ft.	+6
Cylinder per 5 ft. radius or height	+8
Emanation per 5-ft. radius	+2
Line of effect per 10 ft.	+5
Per 5-ft. square 3	+2
Direct the spell within range 4	+20

DURATION

Augmentation	DC Modifier
Change from instantaneous to 1 round	+20 ¹
Per additional round	+1
Change from round to minute	+9
Per additional minute	+1
Change from minute to hour	+20
Per additional hour	+2
Change from hour to day	+50
Per additional day	+5 + 1 spell energy ²
Contingent	+50% final DC + 1 spell energy ³

1 If you augment a damage-dealing spell effect to increase the duration from instantaneous to a duration of 1 round or longer, the damaging force is fixed and deals damage each round to creatures and objects in the area of effect.

2 It costs 1 point of spell energy per day.

3 The spell effect takes effect when an established condition is met. The contingency lasts 1 day until discharged.

EXTRA COMPONENTS

Additional Components	Bonus to Spellcraft check
Add verbal or somatic component	+5 each
Add focus component	+10
Add expendable component	*
Per 200 XP spent (max 6,000)	+5**

*See **Expendable Components** on page 22

**XP spent in this way cannot reduce your level. If it would, you cannot spend the XP. For NPC spellcasters, assume the character is halfway to the next level; thus, a 3rd-level spellcaster would have 4,500 XP, of which 1,500 XP could be used in casting spells.

SUBTRACTING COMPONENTS

Subtracting Components	DC Modifier
Subtract one component	+10
Subtract two components	+18
Subtract three components	+26

Note: Subtracting components reduces the Spellcraft DC, while adding extra components gives a bonus to the caster's Spellcraft check.



SPELL BUILD WORKSHEET

Effect Name: _____

Spell: _____

Prerequisite: _____

Saving Throw: _____**DC** _____**Parameter****Base Effect****Augmentation****DC Mod***Damage:* _____*Damage Variables:* _____*Target/Area:* _____*Range:* _____*Duration:* _____*Component:* _____*Special:* _____Effect Summary: _____

Effect Name: _____

Spell: _____

Prerequisite: _____

Saving Throw: _____**DC** _____**Parameter****Base Effect****Augmentation****DC Mod***Damage:* _____*Damage Variables:* _____*Target/Area:* _____*Range:* _____*Duration:* _____*Component:* _____*Special:* _____Effect Summary: _____

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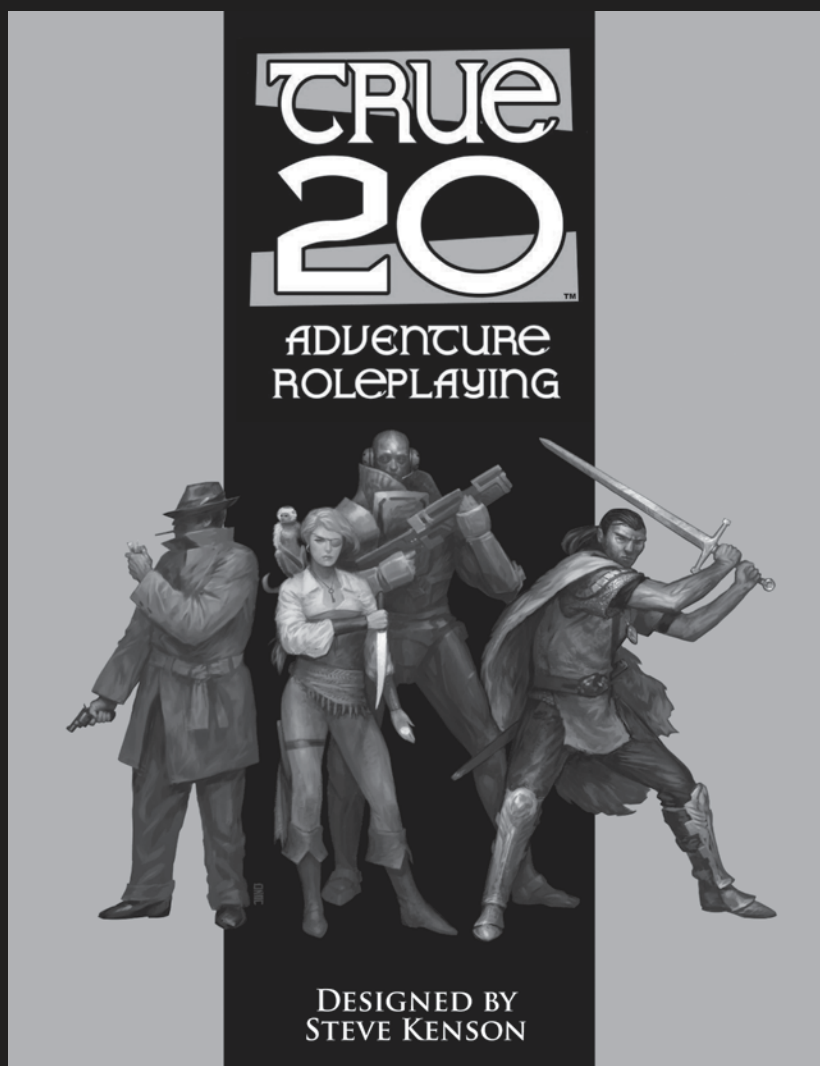
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