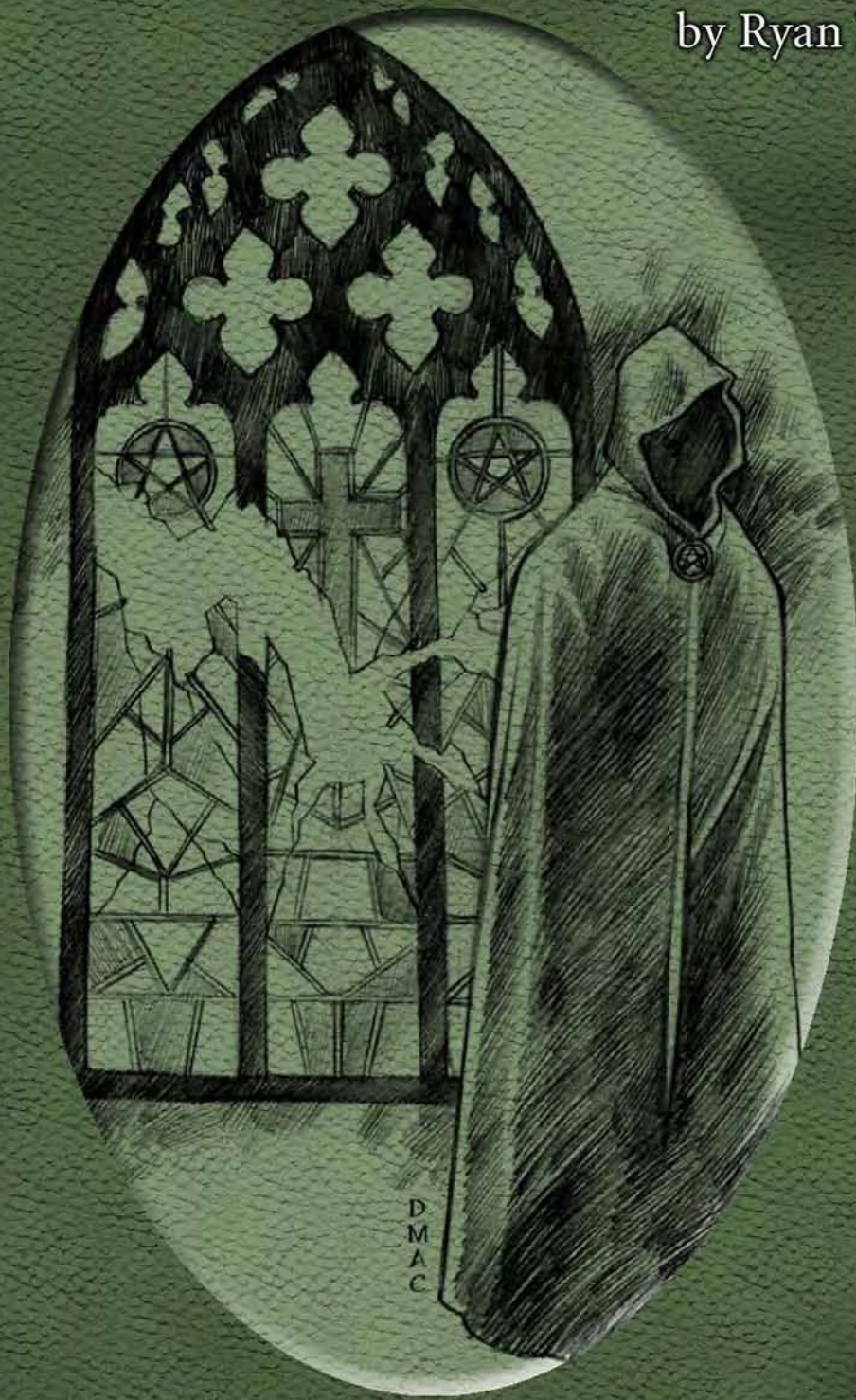


Elements of Magic

Lycerian Arcana

by Ryan Nock



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Requires the use of a Roleplaying Game Core Book
published by Wizards of the Coast, Inc.





Elements of Magic Lyceian Arcana



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Author

Ryan Nock

Editor

Jason Strickling

Cover Design

M. Jason Parent

Interior Art

Darren Calvert
David Hendee
Jessica L. Jones
Todd Schumacher

Layout and Typesetting

Eric Life-Putnam

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*I encourage all readers to visit the E.N. Publishing forum
on the EN World messageboards to contribute
to the EOM rules and community. — Ryan*

Everything in this book other than the cover, the contents page, illustrations,
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E.N.PUBLISHING
1646 Ridge Road
Vankleek Hill, ON
Canada K0B 1R0

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Lyceian Arcana

Introduction

In the myriad fantasy tales that draw on classic roleplaying styles, one often encounters mages who possess numerous minor magical powers. Surely, the ability to hurl goutts of flame, heal a wound, or create a shield against arrows is impressive to a commoner, but the true magic of myths and legends, the type of magic that endures for millennia in the collective imagination of civilizations, goes far beyond these simple utilitarian displays of power.

The revised *Elements of Magic* has already presented the basis of a new system of spellcasting, designed to encourage greater variety in the magic of roleplaying adventures, in hopes of adding spice and novelty to the stories and worlds of these games. But indeed, those pages only contained the basics. The sphere of sorcery and spellcraft is too great to be described in only one book, and so now, to cover the vast array of magic's possibilities, we present *Lyceian Arcana*.

Historically, the Greek thinker Aristotle taught philosophy and science at his school, a converted gymnasium called the Lyceum, located near a temple to Lycian Apollo, a god who was renowned for his great knowledge and wisdom. Aristotle would stroll along the Lyceum's covered walkways, lecturing to his students as he walked, teaching logic, rhetoric, ethics, and metaphysics. Indeed, many believe that it was at the Lyceum that the foundation for all Western learning was laid.

In the spirit of that prominent school, *Lyceian Arcana* meanders through worlds' worth of different types of magic, providing information on many diverse topics as if it were itself an academy of sorcerous learning. Particularly, however, this school holds the secret of true magic, spells and rituals whose history and legends resonate with a great power. Enjoy your stay at the Lyceum, and let us encourage you to sample magical knowledge from many sources. And, if you use the knowledge here to discover your own new magic, perhaps you can return some day, and share your wisdom.

Revised Knowledge

Knowledge is continually being revised and clarified, and such is the case even for magical lore. You will need *Elements of Magic – Revised Edition* to make full use of the material in this book, as much of the original *Elements of Magic* was changed for balance and ease of play. If you don't already have the update, visit the E.N. Publishing website and download the rules sampler, or purchase the revised edition at appropriate vendors.

Layout

Look here to find out where the different lectures are offered.

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

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

Chapter Seven: Spell Mastery explains the new rules for acquiring unique and powerful spells, plus collects all the feats detailed elsewhere in the book. Finally, this section will include rules for some of the most bizarre and mystical types of magic.

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

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

Appendix Two: Rule Updates details changes in the spellcasting rules from *Elements of Magic – Revised Edition*.



Though *Elements of Magic* provides you with the rules you need to create a wide diversity of spellcasting characters, it is in large part up to you to decide how their magic fit into your game and your world. This chapter presents advice for creating a unique brand of magic for your game world or your character.

Other Useful Resources

There are many other published products that can add to your gaming experience, working well in tandem with *Elements of Magic*. E.N.Publishing has released several products that may supplement your experience with *Elements of Magic*. *Wild Spellcraft* is a toolkit for making magic less stable and safe, and its rules will be briefly revisited in *Lyceian Arcana*. *Four-Color to Fantasy*, a superhero supplement, provides rules that can represent permanent magical abilities of the sort often seen in myth and fantasy fiction: the first time your party's barbarian rips a tree out of the ground and uses it as a club, you'll realize that magic isn't just for spellcasters.

Spellcraft and Worldcraft

This next section focuses more on the needs of game masters, while more player-oriented concerns will come toward the end of this chapter.

As game master, when you're creating a world that uses these rules, or adapting the *Elements of Magic* rules to an existing world, there are two major factors you need to consider. First, how do the powers of magic in this world differ from the default assumptions of the existing rules; and second, what sorts of magical traditions exist that you should design and show to your players. Once you've answered the first question, you should have an easy time answering the other, but the feel of magic in your world can be a very complicated issue.

Consistency

Does everyone use the same type of magic? Look at our own world, and compare how differently magic is viewed in the modern world, in Greek myths, in Christian theology, and in Norse legends. And that's just in Europe. If you want to create a modernized feel for your game, you can simply let everyone have access to whatever magic they want. Characters will bring along traces of their homelands' heritage, but all of them will feel that they're part of just one large culture. On the other hand, it is often too much work to create distinctive magic feels for every county and town, often with little payoff.

Developing magical traditions is the key method of making different types of magic distinct, but if you plan to have dozens of different traditions, you might want to start general, focusing on two or three of the most prominent groups first, and making the other traditions subsets of those. The variety of possible traditions is enormous, but usually three large types of magic is more than enough—elemental, life & death, and illusion & knowledge; or nature, miracles, and science—perhaps with a few regional differences if you want to go into great detail.

Power Level

How strong is magic? Do kings go to war over a single wand of curing, or do housewives summon gelatinous cubes to dissolve their family's waste materials? The default assumption of the core rules and of this system is that highly powerful magic is possible, but that it is not prevalent enough to affect low-level adventures. If taken to a logical route of exploitation, this level of magic makes a medieval-esque setting drastically different, with the power of armies being far less important than the power of elite heroes. Of course, the affairs of nations and armies probably don't matter if you plan to keep your

Illustration by Darren Calvert

game personal in scope instead of epic, but you should consider the effects magic has on your world.

There are several easy ways to keep the power of magic seem low without much in the way of house ruling. The simplest option is to just set a level limit on spellcasters, and say that no one can get a caster level above the limit. Alternately, you could turn all spellcasting classes into prestige classes, meaning that magic is not available until 6th level or higher, or raise the casting time of all spells to one minute, and disallowing signature spells.

The spell lists most likely to disrupt a “traditional” fantasy world are Create, Heal, and Transform, plus Move Space. You could set a barrier to these spell lists, either making them unavailable, limiting them to a maximum of 5 MP, or possibly increasing the cost of all such spells by 10 MP or more.

Source

Where does magic come from? Does everyone know where magic comes from? Do gods walk the world and demons teach sorcery in diabolic churches, so everyone has proof of magic’s source? Or do people only have beliefs, not proof? Does nature exude magical power, or can spells only be cast by sucking the life out of plants and animals? Do ghosts let the common men tap into the power of the great beyond, or was a god’s avatar buried under the earth, filling every living creature with a spark of the divine creative power?

Magic can have many sources, or no source at all. Where it comes from can certainly affect how it is viewed, since most people would be wary of accepting healing given as a gift by demons.

Reliability

How reliable is magic? Is magic a tool that can be used at will, or more of a partner that must be coddled and coerced into doing your will? Do the poorly trained sometimes mess up their spells and create magical mishaps, or will arcane energy respond to anyone who has the faintest idea of what they’re doing? If magic sometimes backfires, perhaps from misuse, or perhaps because its source is spiteful, magic suddenly seems more dangerous and sexy, like playing with fire.

Putting It Together

Once you have some clear thoughts of what magic is, who uses it, and what it does, how does it fit into your game? If you want heroic fantasy, having magic only be available by maiming yourself as a sacrifice to dark powers may disrupt the tone you desire, but if in a gritty game, spells create rainbow butterflies when they’re disrupted, it can be just as detrimental to crafting the type of world, and the type of game, that you desire.

Familiar Magic

Though the possibilities of magic are truly limitless, a few types of magic are most commonly presented in myths and fantasy storytelling. You are encouraged to experiment with *Elements of Magic* to create your own style of magic; this book, *Lyceian Arcana*, contains many sample worldviews, but it can help to see how these rules handle familiar, existing magic systems.

Vancian Magic

The default magic system of Fantasy d20 is loosely drawn from the works of author Jack Vance, among others. Vance’s stories were notable for featuring high-powered magic with dramatic names. Nearly every spell would be named after the wizard who created it, a



Illustration by J.L. Jones

technique which is still visible in some spells of the core rules.

Vancian magic gives the arts of spellcraft a feeling of history, the sense that many other spellcasters have come before you, leaving the world riddled with dweomers such as *Rodinn's Rhyming Doom* and *Meece's Cartomantic Flourish*, just to name a few from *Wild Spellcraft*. Instead of having stale names such as *fireball*, magic in the Vancian vein might be host to *Kreshtal's Rain of Fire*, certainly a much more evocative name. Mages might be famous for their signature spells even if they themselves didn't do much noteworthy.

Vancian magic also suggests a good deal of civilization, if magic is widely-known enough to be named and catalogued. Or at least such civilization may have existed in the past, while now mages scour the world for ancient spellbooks. An excellent example of a setting that uses Vancian magic in this way is *Talislanta*, currently published by Morrigan Press, in which a great magical disaster millennia ago destroyed ancient and powerful arcanopolises, so that the current excavations of their ruins have led to a magical renaissance. Magical scholars discuss the works of Koraq and Callisto as European scholars would discuss the knowledge of Aristotle and Euclid.

If you want to use Vancian magic in your campaign, players are encouraged to keep one or two signature spells throughout their careers, spells they can be famous for. Their spellcasting characters can develop reputations for their magical style as much as for their heroic deeds. You as game master may want to develop several historically famous spellcasters whom current mages can emulate.

You could choose to limit spellcasters to only using signature spells, perhaps granting the Arcane Student feat for free to all spellcasters, but this of course removes much of the flexibility inherent to this system, which results in weaker spellcasters. Alternately, you could simply say that from a storytelling standpoint, everything is a signature spell that someone wrote long ago. Mages won't need to carry along spellbooks, because the assumption is that they have studied magic so thoroughly that they can cast any of hundreds of distinctive spells. Two *Move Air* spells will use the same mechanics, but one might be *Vidania's Lightstep*, while the other is *Tierodunne's Majestic Leap*.

This style of magic also makes it easy to introduce rare and powerful spells, ones that work better than they should for the level that they are. You won't want to make such spells common, but they can make an interesting adventure hook, such as if a dozen adventuring groups are all trying to find *Chana's Book of Charms*, a book that is supposedly so powerful that reciting a single line from it would give you control of everyone who hears you.

If any form of magic fits the poetry analogy from the introduction, Vancian magic probably does it best. Mages are artists, learning from each other and creating their own masterpieces, with some exceptionally gifted out of them being known to all.

Arcane and Divine

Another aspect of magic used in the d20 core rules, the idea that there is godly and un-godly magic, is at least as old as the middle ages in Christian Europe. Some magic comes from sorcerers, witches, and others who consort with devils, while true divine magic comes in the form of miracles, prayers, and faith. Divine magic is more subtle than the forces of the arcane, easier to ignore if you are an unbeliever, but so widely accepted that a mage would be foolish to challenge its power.

Setting up a division of magic into arcane and divine, or indeed any division, encourages cultures to polarize toward one type of magic, praising it while condemning the other. This can lead to interesting dilemmas, since arcane mages—the ones likely to suffer from a lynch mob—are usually better suited to handling the dangers of an adventuring life. Miracles of healing, forgiveness, and providing food are vitally important to the normal man, but less useful to someone hunting goblins.

Divisions of magic such as this only really work well if each side has both advantages and drawbacks. In the core rules, divine spellcasters have all the healing and most of the defensive and foresight powers, while arcane spellcasters have offensive and utility spells. It could as easily be Elvish high sorcery (creating elemental energy and force effects) opposed to human shamanism (affecting animals, people, and spirits), or the form-altering powers of gnomish trickster priests (with many spells that alter or distort reality) versus the very tangible, down-to-earth creation magic of dwarven stoneshapers.

It can be a mild challenge to use this sort of magic without presenting one type as evil and the other as good. If you want a campaign full of witch hunts and secretive sorcerers placing curses on the unsuspecting commoners, it can be useful to set up a division of this variety. On the one hand, it creates the possibility of misunderstood heroes dabbling in dark powers for the sake of good; but with a slightly different presentation, the same type of magical division can lead to a very black and white type of morality, where the bad guys always dress in black robes and use only magic that involves killing, summoning evil spirits, and controlling the dead. This second type of clear-cut morality can work well in high fantasy heroic adventuring, but if you want to keep a nice grey area of ambiguity, you'll want to avoid presenting all spellcasters of one type as bad guys.

The division between the two groups can be in the

types of spells available, the specific elements they use, or the types of creatures they can affect. To emulate the core rules' division of arcane and divine, arcane Mages cannot use Heal spells lists and have to pay 4 extra MP for Divination spells, while divine Mageknights cannot use Illusion spell lists and have to pay 2 extra MP for Dispel Magic, Evoke, and Move spells.

Rune Magic

Runes each have a distinct meaning and power, and rune mages usually keep a bag of wooden or stone pieces on which they carve or paint the appropriate runes they are trained in using. Casting a spell in rune magic requires the mage to draw out whatever runes he intends to combine for his spell, and thus it is well-suited to being used with *Elements of Magic* with almost no changes.

Most runes also have a meaning as a word as well as a type of spell, and thus powerful mages may have names that contain runes they use often. Runes tie language in closely with magic, making magic a vital force of its own, rather than just a tool to be used. Settings with runic magic often have a primitive, or even primal feel to them, charged with mythic meaning.

Think at least briefly on what the different runes mean, and how that relates to the world's society and culture. If there is no magic rune for charming someone, perhaps the culture will not value peace because it is not a thought commonly evoked. You might even want to draw your own runes, which might resemble actual Norse runes, Egyptian hieroglyphs, or Japanese kanji.

Powers of the Mind

If you use magic to represent what is commonly known now as psychic powers, you will actually significantly change some of the basic assumptions of d20 fantasy magic. Psychic powers seldom create bursts of flame or summon demons, so you'll want to remove the Summon spell lists, and all Evoke spell lists except perhaps Life and Death. You'll also want to consider whether the Create, Illusion, and Transform lists are available, perhaps making all Illusions exist just in the mind, and limiting Transform to only [Creature] lists, not [Element]. Of course, if your world has a different idea of what psionics is, perhaps blasts of energy are appropriate.

Consider how people will live differently if they know mages can read their minds or control their actions. In normal fantasy, fireballs and summoned undead will tend to get more attention, letting telepaths work secretly more easily, but if psychic powers are the only ones available, they will be noticed. Are you willing or prepared to run a game where heroes use other people as tools? Make sure you and your players understand each others' stances on the morality of this very personal type of magic.

Integrating Elements of Magic

It can be difficult to integrate these rules into an existing game. Do you convert all characters to a new system, or do you just start introducing a few mages from this system and a few new flexible spells to pique your players' interest? Converting characters can be rather difficult, and the higher level you are, the less involved characters will be in this system. Players generally will either tend toward emulating what they had before, or they'll pick spell lists with several levels of hindsight, instead of developing organically as characters would do in a normal campaign.

We generally advise not bothering to convert fully unless you plan to level up 4 or 5 more times with the current characters (possibly less, if your group advances slowly compared to core rulebook defaults). If you're nearing the end of a game, characters won't have as much time to grow into their powers, so many of the nuances of the system will be lost. The optimal course is to have bought this book just as you were starting to plan an entirely new world and game, so you can figure out how different rules sources fit together before jumping into the game. Since that could easily not be the case, consider the following.

Core Competition

Will you be keeping the core spellcasting classes, having them exist simultaneously with *Elements of Magic* mages? This can provide some interesting flavor, but there is one clear area of difficulty – magic items. If you're not the sort to worry strictly about costs of items, but just on their flavor and appropriateness, then the slight discrepancies between core and *Elements* magic items won't concern you. However, there are some noteworthy differences, if for nothing else than you can create magic items that grant +12 bonuses to stats, or that magic swords waver between being cheaper and more expensive, depending on the specific powers.

You could simply rule that *Elements* mages can only create Charged Items, and that other sorts are not available. This certainly makes conversion easier, since you won't be tempted to figure out exactly how to stat out the paladin's holy avenger (Infuse Force 5/Create Good 1/Gen 1, with an unlimited use signature spell of Dispel Magic 5/Gen 2, and an accessory item that provides Abjure Force 8/Gen 1, total worth approximately. 200,000gp in EOM, as opposed to 125,000gp for the core rules item). Or you could simply accept the slight discrepancies in price to create but use the same market price for everything.

One of our foremost goals was to make sure the *Elements of Magic* spell system balanced its greater flexibility with less raw power, so equivalently designed characters from this system and the core rules should

have the same general power level, with different specific areas in which they excel. If you want to use the classes together, your main concern should be what actual difference exists between the different classes. Do people care what the difference is between a mage and a sorcerer, or is it even noteworthy?

Rough Edges

If you do decide to cut the game down to use just *Elements of Magic* classes for spellcasters, but to keep barbarians, fighters, monks, and rogues, you'll have to decide whether to convert minor things like the monk's spell-like abilities, and whether you want to try to directly emulate clerics, druids, and bards with this system, or if you'd rather make up new archetypes. Perhaps the rough-edged edges among classes are prestige classes, of which there are many, and which are designed to mostly fit with core classes. On the up side, the *Elements* system ought to be diverse enough to keep players from immediately clambering for a specialist prestige class, but if they do eventually start to look for equivalents to thaumaturgists and horizon walkers, their options will be somewhat limited. Feel free to create your own prestige classes, and some may be presented in future products.

Third Party Products

Other d20 publishers might, for some reason, not be publishing *Elements*-compatible products. Depending on how much you use new rules directly versus simply mining books for ideas, this might be another incentive to add the *Elements* system in as an extra component, instead of trying to swap out the entire ruleset.

Character Creation

When you create your character, think about how you will stand out from every other spellcaster that you've seen or played. What does magic mean to you? Why do you use magic? How is your magic different from that of others, and how do you interact with other types of spellcasters? How did you learn your magic, and how are you continuing to expand your knowledge?

What do you want to use your magic for? Do you want to physically empower yourself and your allies in combat? Outwit foes with illusions and charms? Be the master of secrets with Divination and Scry? Wield great powers of destruction? Have the freedom to go anywhere and see anything? Your desires as a player should direct you as you choose spell lists and abilities for your character. Don't just pick spell lists because they seem most versatile; be willing to cater to your desires, and trust your game master to provide ways for you to take advantage of your powers.

Optional Rule: Magic Sources

The default *Elements of Magic* rules assume that magic-using characters always have access to their magic except in areas of anti-magic. For greater flavour, however, each character can choose a "Magic Source," basically determining where it is his magic comes from. Does he channel magic directly from the divine, borrow magic from devils, or tap magic from the lands he has visited? Without access to this source, the mage has less power than usual, but can still use magic.

Benefits

A mage without access to his source of power has his MP Limit reduced by 2. If this would reduce the limit to below 0, the character cannot use magic. If the source of the power is completely destroyed or nullified, the character is unable to use magic until he finds a new source, or restores the original. In exchange for this limitation, the mage gains a bonus feat appropriate to his tradition. Other mild cosmetic effects might affect the mage as well. If the magic source is such that it will very rarely if ever be unavailable, the game master is justified in denying a bonus feat.

Some examples are included here. Many of the feats mentioned are detailed in Chapter Six.

Priest of a war god. In a place sanctified by an opposing deity, the priest's MP Limit is reduced by 2. The priest gains Blessed Strength as a bonus feat.

Bargained with a devil for power. In a holy site, the diabolist's MP Limit is reduced by 2. The mage gains Infernal Pact as a bonus feat.

Draws mana from lands he has visited. Normally, the mage's MP Limit is reduced by 2, but if he spends a full round concentrating to access the power of lands he has visited, he functions at normal power for 9 rounds. The mage gains Geomancer as a bonus feat.

Stores magic in talismans. If the mage cannot touch his talismans as he casts, his MP Limit is reduced by 2. If he does not have the talismans, he cannot use magic at all. The mage gains Extra Signature Spells as a bonus feat, since the spells are stored in his talismans.

Taps the elemental plane of water through an ancestral ring. Without the ring, the mage cannot use water spells at all, and his MP Limit for non-water spells is reduced by 2. The mage cannot cast fire spells while wearing the ring, but he gains Extra Magic Points as a bonus feat, though the bonus MP can only be spent on Water spell lists.

Sculpts chaos. The mage gains Sculptor of Chaos as a bonus feat. If she does not use the feat to draw magic from around her, her MP Limit is reduced by 2.

Fifty Character Ideas

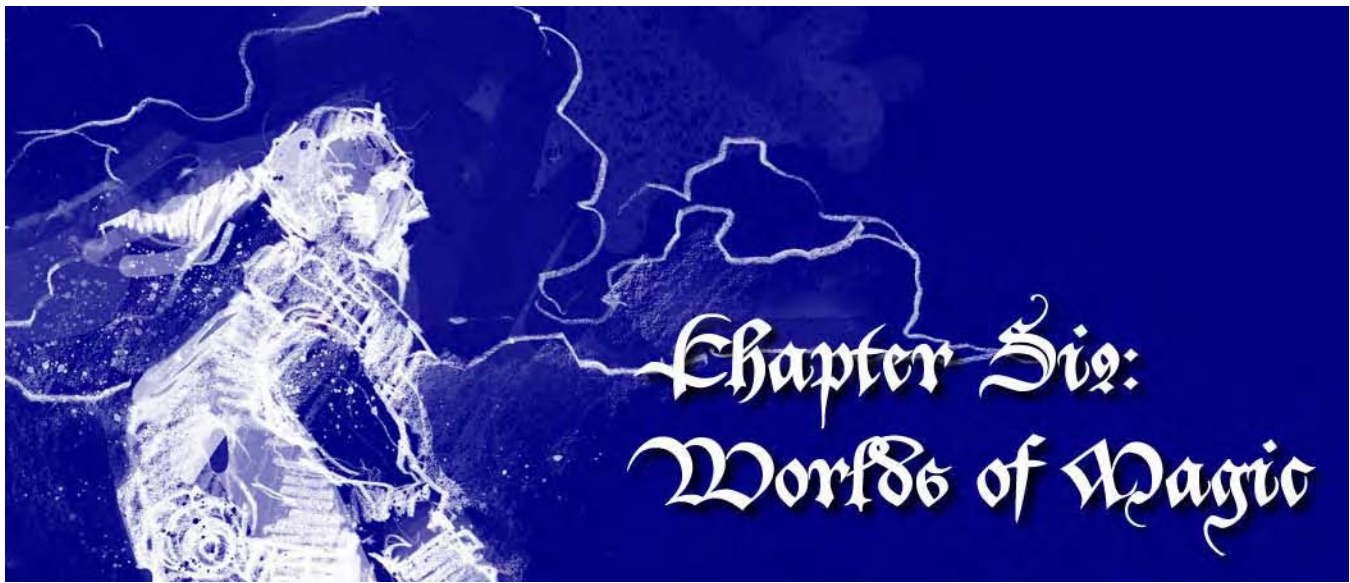
To help you think about some of these questions, we present fifty brief character ideas, one of which might pique your interest, or even lead you down paths we could never have predicted. Some of the characters described below have powers inappropriate for low-level characters, but the game master might be flexible with higher-level characters, emulating the more exotic powers below with Permanent Spells, or with the abilities of the Anima class, presented in Chapter Six.

1. A performer whose real spells emulate those of stage magicians.
2. A witch who calls evil spirits to curse and transform her foes.
3. An oracle who can learn and know anything, or conceal knowledge from others.
4. A humble healing priest who subdues his foes by paralyzing them with the overwhelming holy power of forgiveness.
5. A nature priest who spends as much time in the forms of animals as he does in his own.
6. A primitive shaman who believes he is protecting his tribe from evil spirits by commanding the destructive elements of nature – storms, fire, and wind.
7. A young girl blessed by the fey with the abilities to make herself invisible, intangible, and irresistible.
8. A wild man raised by wolves, whose magic powers stem from the belief that he is an invincible wild beast.
9. A telepath from a metropolitan seaport, who uses her subtle power to prevent the common injustices of hate and violence.
10. A demented telepath, shunned and abused as a child, who takes his revenge by killing those he hates and doing his best to assume their role in society, losing sense of who he himself is.
11. A princess who was kidnapped by evil cultists who tried to control her and use her against the kingdom, but who overcame them, learned from them, and now fights them.
12. A human who is the “familiar” of a dragon, and has powers granted by his master.
13. An author who writes books of different worlds, then can recreate aspects of the stories he writes.
14. A song mage from an island culture, learning the power of wind, tide, and surf.
15. An elderly scholar, trying to dabble in every type of magic before he dies.
16. A sorceress who once accidentally summoned a bit of a god, and now sometimes acts as the god’s emissary without knowing it.
17. A sickly, jealous man who seeks to control the powers of life and death.
18. An elvish botanist who sees in the long lifespan of trees an even better route to immortality than his elvish blood, so he emulates trees.
19. A gypsy fortune teller, who focuses her magic through her deck of cards.
20. A travelling boy trying to bond with the magical beasts of different lands, so he can summon them as defenders, fulfilling a myth of his people.
21. One of five women born under the influence of the different planets, their power related to the progress of celestial bodies through the sky.
22. A dark elf from the land below, whose first, revelatory arrival on the surface world was during a roaring thunderstorm.
23. A member of a four-tiered elemental order, travelling the world to reinforce the world’s connection to the elemental planes.
24. A shadow mage who uses his flexible magical skills to create spells that are dark, cruel reflections of his foes.
25. A daughter of stonemasons, whose spells are defensive and stone-related.
26. A halfling pony-riding nomad who befriends the animals of the plains and can sense whatever happens anywhere in his homeland.
27. A duelist who charges his blade with magical energy, but goes to great lengths to hide his magical powers.
28. A self-conscious sorceress who compensates by learning the most destructive spells possible.
29. A travelling minstrel who calls upon the power of ancient heroes, and the charm of legendary diplomats.
30. An alcoholic priest who uses magic to make others happy and forgetful.
31. A berserker who takes on leonine aspects in his rages.
32. A pious warrior who dabbles in healing magic to protect her allies.
33. A racist orc who studies how to turn the magic of the elves against them.
34. A disgruntled farmer who can speak with spirits, and ends up bonding with an elvish ghost that teaches him druidic magic.
35. The recipient of a hideous experiment that combined her body with that of a displacer beast, making her a premier assassin.
36. A sinister warrior trained in antimagic tactics so he can murder members of a powerful mage order.



Illustration by David Hendee

37. A superstitious tattooed man who never casts spells, but just prays for lucky favours.
38. A charming enchanter who runs a small duchy.
39. A charlatan who swindles people from village to village, summoning monsters to scare villagers, then fighting the monsters off.
40. A magical diplomat, who studies spellcraft just so he can defend himself from charms, and so he can communicate more effectively.
41. A shapeshifting monk who can hear the echoes of the souls of man and beast.
42. A mother who learns magical arts of theft so she can send her son to wizard's school.
43. A strong but unskilled man who uses fear magic to assure his reputation as a powerful warrior.
44. A gnomish mage who collects trinkets from every other mage he meets, tapping a bit of their energy instead of using his own power.
45. A mind-reading midwife who becomes an adventurer after her employer tries to use her powers to harm others.
46. A buckle-bound sorcerer who thinks he is descended from dragons, and seeks to return to his ancestors' form.
47. A stingy merchant who employs adventurers to bring him antiquities, while he accompanies them and uses his magic to ensure his comfort.
48. A beautiful spy who seduces with magic those she needs information from.
49. A rich elvish landowner who loves his employees so much he keeps them working for him unto death.
50. A married couple who have a magical link, allowing one to teleport to the other in times of danger.



Countless magical traditions exist across the infinite worlds. Presented in this chapter are twelve such traditions, with guidelines for integrating them into your campaign. Look to this chapter for advice on creating your own magical traditions, whether you want a single unifying style of magic in your world, or dozens of distinct traditions in different cultures.

Several of the traditions in this chapter were inspired by the ideas and game worlds of gamers on the ENWorld messageboards.

Dreamers of the Inner Path

While most mages attempt to control the powers of the world around them, some seek to control their own inner power. Those who dream the inner path seldom gather into schools or monasteries, though they may seek wise teachers to help them see deeper into themselves. Highly insular, dreamers of the inner path perfect powers of the mind and soul, and may easily become obsessed with the dreamworld at the expense of the real.

Availability: Any mage may attempt to find herself in the realms of dream, and each who does follows a slightly different path. Those few teachers of this path require little of their pupils other than the desire to understand themselves, and the ability to fall asleep in uncomfortable locations.

Thematic Elements: Dreams and nightmares fill the magic of those who follow the inner path. Any physical manifestations in their spells are highly personal, drawn from their own fears and desires, typically possessing an ethereal appearance. Many dreamers carry circles woven and crossed with thin threads – dreamcatchers to filter out harmful forces in their sleep. The greatest fear of any dreamer of the inner path is that her magic may take on a life of its own, manifesting as a monster of dreams, such

as the trillith detailed below.

Spell Lists: Any Charm, any Compel, any Create, particularly Create Space to conjure demiplanes, any Illusion, Summon Aberration.

Miscellaneous: Dreamers of the inner path usually have little in the way of worldly possessions, preferring permanent spells to magic items. In general, they do not trust the physical.

The spell lists suggested above form the core of dream-based magic, but are by no means the limit of what magic dreamers may practice. The magic of a dreamer is influenced by his personality, but is most strongly rooted in whatever thoughts the dreamer represses. A dreamer who fears violence may have taught herself a few Abjure spells, but her greatest power will lie in evocations, though she hates to admit it.

Psionic Mage [Tradition]

You can hold a reserve of psychic energy to enhance your spells.

Benefit: As a full-round action that provokes an attack of opportunity, you may make a Concentration check (DC 20) to gain psionic focus. When you are psionically focused, you may expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15.

You can also expend your psionic focus to cast a spell without verbal or somatic components, without increasing its MP cost.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep.

Illustration by David Hendee

Dreamers of the Inner Path in Your Game

Particularly in a modern setting, the Dreamers make an excellent choice if you desire only a single magical tradition. Dream magic can still be personalized to each character, and it can be safe or dangerous depending on the discipline of the user. Dream magic is certainly different enough to support a setting on its own.

As part of a setting with multiple magical traditions, dream magic can function like psionics does to core rule magic, possessing an otherworldly strangeness because it is not connected to the realms of deities and dimensions. Or perhaps dream magic could be the basis of all magic, existing since before the mortal races learned to control its power. Because of the personal nature of this magic, it could show up in any culture, even as a secondary focus for a character with another primary magical tradition.

Player characters who dream the inner path have a good reason to go adventuring as they seek to control their inner selves while keeping away from those they might accidentally harm when they do lose control.

You can qualify for psionic feats as if your magic points were power points.

Optional Rule: Traumatic Magic

Some spellcasters cannot control their magic, particularly when they are under great stress. Whenever the spellcaster takes damage or is affected by a Charm spell that creates a moderate or strong emotion (other than calm and sleep), she must succeed a Will save (DC 10 + damage dealt or DC equal to the spell's DC). If she fails, in her next round she can only take a move action under her own free will. At the end of her action, she casts a spell of the game master's choice, using the spell lists she knows, with an MP Limit increased by 1 to 4, depending on how strong the game master gauges the trauma was. The spell is always of the highest MP the mage can cast, and should be appropriate to the situation.

The most common form of Traumatic Magic is lashing back with an Evoke spell when wounded, but a mage that is made exultant with charmed happiness may cast a beneficial spell on everyone around her, and one who is frightened might try to cast a spell to turn herself into stone so no one can harm her.

A mage afflicted with Traumatic Magic may voluntarily choose to fail her saving throw when injury or

emotion stirs her. She may then make a second Will save against the same DC with a -5 penalty, and if she succeeds that she may actively control her erratic magic, taking advantage of the increased MP Limit and creating a spell from the spell lists she knows that she may cast as a standard action.

Sample Creature

Trillith, Lesser

Large Aberration (Incorporeal)

Hit Dice: 7d8+14 (45 hp)

Initiative: +0

Speed: Fly 40 ft. (perfect)

Armor Class: 16 (-1 size, +7 deflection) touch 16, flat-footed 16

Base Attack/Grapple: +5/+16

Attack: Incorporeal slam +5 melee (1d6+10), or slam +12 melee (1d6+10)

Full Attack: Incorporeal slam +5 melee (1d6+10), or slam +12 melee (1d6+10)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spellcasting

Special Qualities: Damage reduction 10/special, darkvision 60 ft., spell resistance 20, telepathy 100 ft., blindsight 60 ft., song weakness

Saves: Fort +4, Ref +2, Will +9

Abilities: Str 24*, Dex 10, Con 14, Int 10, Wis 14, Cha 24

Skills: Concentration +12, Sense Motive +5, any one of Bluff, Diplomacy, or Intimidate +17

Feats: Iron Will, Psionic Mage, Skill Focus (Sense Motive)

Environment: Any

Organization: Solitary or torment (1 greater trillith, 2-5 intermediate trillith, and 5-12 lesser trillith)

Challenge Rating: 7

Treasure: None

Alignment: Often neutral evil

Advancement: 8-12 HD (lesser), 13+ HD become intermediate or greater trillith

Level Adjustment: —

* The Strength score listed for the trillith applies only when the trillith is manifested in corporeal form.

A trillith is the creation of a psychic creature's nightmare, becoming an independent creature at the end of the dream. Each trillith is influenced by the nature of the dream that gave birth to it, so no two are alike. A trillith's abilities tend to be related to a specific concept, such as Deception or Perversion, or to a specific fear, Being Buried Alive, or Being Devoured By Hunger, and they use these as their names. The strength of a trillith depends on

the intensity of the dream it was born from and the power of the dreamer who dreamed it.

A trillith's natural state is incorporeal, though it projects a visible psychic image appropriate to its nature. It can harm creatures with psionic attacks, and may choose to possess matter to manifest a body so it can attack physically. A trillith can animate any manner of inanimate objects to be its physical body, which is approximately the same size as its incorporeal body. Trillith are generally wary of taking physical form, however, because if their physical bodies are destroyed, they are slain as well.

Whenever a trillith manifests its abilities, the nearby air feels heavy and wet, the side effects of a psychic undertow.

Combat

Lesser trillith are incapable of dealing damage with their psychic powers, so they prefer to weaken foes with magical attacks against their minds. When a foe is incapacitated, the trillith will assume physical form to deliver a killing blow.

Spellcasting: A lesser trillith knows Charm and Compel spell lists for Aberration, Dragon, Elemental, Fey, Giant, Humanoid, Magical Beast, and Monstrous Humanoid. It also knows Evoke Life and Transform Life, plus any one non-Evoke spell list appropriate to its nature. It can cast spells using those spell lists as a standard action, with a caster level and MP Limit of 7. The save DC against these spells is $10 + \frac{1}{2}$ the spell's MP cost + the trillith's Charisma.

A lesser trillith that casts a spell cannot cast another spell in the next round, as it must reestablish its psionic focus. It typically spends these interim rounds maneuvering and speaking with its foes.

Manifest (Su): As a full-round action, a lesser trillith may assume physical form by placing its spirit within some sort of solid matter that is approximately large size, and is not firmly attached to a larger object. While in physical form, the trillith typically has a land speed of 40 ft. If the trillith animates a dead creature, it gains any natural movement abilities that creature had.

The trillith loses its deflection bonus to AC, but gains a natural armor bonus of at least +4, possibly higher depending on the nature of its form. Additionally, the trillith may gain a gore attack that does 1d8+10 damage.

The trillith can return to incorporeal form as a full-round action.

Blindsight (Su): The trillith's blindsight ability only allows it to see creatures with an Intelligence score of 3 or higher, and only those that can dream.

Damage Reduction: A trillith is vulnerable to materials that are opposed to its essence, so a trillith that is the

incarnation of Fury might only take normal damage from weapons used while fighting defensively, the incarnation of Indomitability might only take normal damage from weapons made of bone or wood (once-living things that have succumbed), and the incarnation of Seeing Others Suffer In Your Place might only take normal damage from weapons that have harmed their wielder.

Song Weakness: A rare song created by a group of underground fey has the power to force trillith into solid form. Only those who speak Sylvan and know the Compel Aberration spell list can learn the song of the fey. When a creature sings the song of the fey, it makes a Perform check, and all trillith who hear the song must succeed a Will save (DC equal to the Perform check's result) or else they are compelled to manifest to corporeal form on their next action. They cannot become incorporeal again for as long as they hear the song. If the trillith succeeds its Will save, it cannot be affected by that creature's song again for a day.

Skills: A trillith can take 10 on Concentration checks to become psionically focused.

Culture: Trillith are most common underground. Some scholars theorize a great slumbering creature is constantly creating new trillith from its dreams, but it is quite possible that trillith are simply drawn to dark places.

Though many of their ways are unknowable to humans because of their incorporeal nature, the trillith do have one very tangible tradition, the Trillith Masquerade. Whenever a solar eclipse occurs on the surface, all the trillith that are able gather in a grand underground festival, bringing the most elaborate and beautiful physical forms they can find. Some simply wear the skin of weeks-dead creatures, splendid in their decay. Others gather bits of gems and metal into their bodies, and come as something like living sculptures. The purpose of the masquerade is to assume a physical form that is entirely distinct from the trillith's aspect name. Because trillith are so innately tied to the dream that gave birth to them, it is a great challenge for them to have other roles. The masquerade is the closest thing to a religious ritual trillith are known to have.

Sample Spell

Dreamdeath

Transform Space 10/Gen 2

Total MP: 12

Range: Medium (150 ft.)

Duration: One minute

Saving Throw: Fortitude negates

You bind an incorporeal creature to tangible form. If the creature fails its Fortitude save, it loses its incorporeality. See the Transform spell for details of how

becoming corporeal affects a creature. *Costs:* 8 MP manifest, 2 MP force change, 2 MP range.

* Note, this spell's cost is determined using the errata for the Transform spell list, presented in Appendix Two.

Elemental Guardians

The Elemental Guardians believe that in ancient times the world was nearly torn apart by the opposition of the cardinal elemental forces – air, earth, fire, and water. The Geomancer, a mythic spellcaster, bound the four forces together, then created two orders of elementalists who would be the caretakers of the world. Every year, each order meets and performs a ritual to keep the world in balance, though none now truly know if the ritual has any purpose other than as a metaphor.

Availability: Each of the two orders has one primary guardian for each of the four elements, and each guardian trains one or two apprentices. If multiple mages seek the same position in an order, magical combat decides the winner. No mages are allowed to become full elemental guardians until they undertake a pilgrimage to at least eight sites of magical power related to their element.

Any race or tradition may join the elemental guardians. They are a prestigious organization that one must strive to join. Characters seldom begin as elemental guardians, even as apprentices.

Thematic Elements: Each elemental guardian wears a ring, specially crafted to channel magical energy from the sites of power visited on the guardian's pilgrimage. Apprentices also wear rings, though they are merely decorative until the pilgrimage. Elemental guardians tend to be refined and well-dressed, as their position is well-respected. When they cast spells, they hold forth their hands, displaying their rings.

An elemental guardian tends to be accompanied by manifestations of the appropriate element, all of which is orderly and controlled, tending to defy the normal movement of the element. A water elemental guardian might gain a halo of water globules while casting spells, and the voice of an air elemental would always sound clearly over the din of a crowded room.

Elemental guardians are not mere elementalists. They do not simply use elemental magic, they are masters of it. An elemental guardian is never content to simply create a fire to burn someone; he shapes the fire into a visually impressive form. An earth elemental guardian would not just crush a man with an avalanche; she would conjure a ring of stone pillars to press inward from all sides. Their use of magic is never primal, and their mandate is always control.

Spell Lists: Each elemental guardian chooses one of the four primary elements – air, earth, fire, or water. He must never learn any spell lists of elements that oppose

Elemental Guardians in Your Game

As presented here, the Elemental Guardians are a prestigious organization that mages with a particular interest may aspire to join, regardless of what other traditions they may belong to. They are well-known, but because their numbers are so small they retain an air of mystery. Few are willing to oppose an elemental guardian, because who knows what disaster might befall the world if they do not perform their duties?

If you wish to use elemental guardians as a primary magical tradition, there would likely be versions devoted to other elements as well. Each mage would specialize in a few related elements, with the strongest conclaves consisting of mages with diverse specialties.

his chosen element.

Miscellaneous: Elemental guardians are well-travelled, and thus most have many ranks in the Scry skill. Most also have the Elemental Disciple and Geomancer feats.

Elemental guardians who are not wearing their ring cannot cast spells of their chosen element, and have their caster level reduced by 2 for all other spells. However, while wearing their ring they gain bonus MP equal to their caster level, which can only be spent on spell lists that use their chosen element.

Elemental Disciple [Tradition]

You are connected with energy of your chosen element, and can feel its presence.

Prerequisite: Spellcraft 5 ranks, must know six spell lists of a single element, and none of any elements that oppose it.

Benefit: Choose an element with which you qualified for this feat. You automatically know when there is any magic within 60 ft. that uses your chosen element. You are aware of how many spells use that element, where they are, and how much MP they use of your chosen element. An Illusion Death spell of 1 MP or more can conceal this magic and make you unable to sense it with this feat.

Special: You can take this feat multiple times. Each time you take it, you must choose a new element that fulfills the prerequisites.

Elemental Guardian [Tradition]

You control the flow of a particular elemental energy

Prerequisite: Dispel Magic 10 ranks, Spellcraft 15 ranks, must know six spell lists of a single element, six spell lists of elements friendly to that element, and none of any elements that oppose it, Elemental Disciple.

Benefit: As a reaction you can choose to ignore any spell effects that target you if they are from a spell list of your chosen element. You can ignore Evoke side effects of that element as well, but you cannot ignore created objects this way. Thus an air mage could ignore damage from an Evoke Air spell, and the wind created as a side effect, but wind from a Create Air spell could still buffet him.

You can also use the following enhancement for Dispel Magic.

Seal Energy (10 MP). Affected creatures must make a caster level check (DC 10 + your ranks in Dispel Magic + your Charisma modifier) or else be unable to use spell enhancements of the element with which you qualified for this feat. If the creature attempts to use such spell enhancements and fails the caster level check, its MP is wasted with no effect. It must make a separate check for each spell it casts.

Special: You can take this feat multiple times. Each time you take it, you must choose a new element that fulfills the prerequisites.

Geomancer [Tradition]

You tap the magic of distant lands to power your spells.

Prerequisite: Concentration and Scry 4 ranks, caster level 1.

Benefit: If you spend 8 hours in a ritual, you can bond to a location, which may be as large as a few miles across. You can bond to no more locations than your caster level.

As a full round action, you may choose an amount of MP no greater than the number of locations are you bonded to, then make a Scry check (DC 20 + amount of MP tapped). At the beginning of your next turn, you gain the chosen amount of MP. If for some reason you do not spend the MP by the end of your turn, the MP leaves you, and you take 1 point of damage for each unspent MP.

If you take damage while trying to tap lands, you must succeed a Concentration check (DC 10 + damage taken + amount of MP tapped), or else, you lose your connection.

You can gain a maximum amount of MP each day equal to twice the number of lands you are bonded to.

Sample Spell

Elemental Pilgrimage

Divination 1/Gen 8

Total MP: 9

Range: Personal

Duration: One day

At any point during the day, you may spend a

standard action to concentrate. Make a Divination check (DC 10), and if you succeed you sense the direction to the nearest significant quantity of elemental energy of your chosen element. If there are multiple sources of that energy within 60 ft., you know how many there are, but you must concentrate for another standard action to learn the specific location of any given one. If you succeed the check by 10 or more, you gain a sense of their locations and intensities.

This spell is typically learned by apprentices to the Elemental Guardians, who use it to guide them on a wandering pilgrimage to find sites of elemental power, which they are able to draw power from. *Costs:* 1 MP simple douse, 8 MP duration.

Gabal Spellduelists

One of many small schools of spellcraft, the Gabal school emphasizes combat between spellcasters, and trains its students to always consider original tactics. The founder of the school, a long-dead warmage named Gabal, was said to have created such unorthodox spells as fire evocations that dealt more damage depending on how much fire resistance the targets had, and it was he who originated the practice of concealing a mage's hand gestures under heavy robes.

Availability: Teachers of the Gabal school of spelldueling intermittently seek out mildly famous adventuring spellcasters, and occasionally they visit small towns to find mages with cunning minds. The Gabal school is traditionally somewhat racist, refusing to allow non-humans. Gnomes who visit the school are killed as a matter of course.

Thematic Elements: The Gabal school emphasizes evocations as the most direct way to defeat opponents, but though a Gabal mage might use an attack spell every round in a combat, he will almost never use the same element or type of spell. Repetition is the easiest way to be defeated. Additionally, most spellduelists learn advanced antimagic techniques so that they can take down their foes' defenses.

One quirk of the school is the traditional robe, billowing and concealing. A wooden arm, sometimes enchanted to look like the real thing, hangs from one shoulder, while the mage's real arm is concealed entirely under the cloak. Such a cloak grants a +2 bonus to Sleight of Hand checks to hide what spell the mage is casting.

Gabal mages use material components for all their spells, and because many Gabal spellduelists are rich, they often carry additional rare power components. See page 38 for rules on power components. Gabal mages used to keep only a single component pouch, but after the invention of the Rattle Check (see below), most divide their components between several pouches and pockets.

Gabal Spellduelists in Your Game

Gabal Spellduelists could exist as a subset of an existing magical tradition, perhaps among rich nobility who have the time and money to waste learning to fight each other with magic. Or perhaps spelldueling became standard techniques for most magical instructors, so any formally-trained mage would be able to recognize famous tactics and gambits.

Spell Lists: Abjure Force, numerous Evoke, Infuse Death.

Miscellaneous: Spellduelists trained in the Gabal school are always practicing unusual combat tricks. In actual combat they prefer to either strike with surprise, or wait to attack until they know a foe's weaknesses. They eschew Charm, Compel, and Summon spells.

The most famous Gabal Spellduelist was ironically the most opposed to the school's teachings. Diogenes the Cunning, later known as The Great Diogenes, rejected evocations in favor of charm and compulsion spells. He adapted the techniques of Gabal to a more manipulative style of spell dueling, and briefly led his own school, before vanishing mysteriously.

Rules of Spelldueling

Traditionally, you win a duel if you knock your opponent to the ground twice, or if you manage to disrupt three of his spells. No spells are allowed to be cast before the duel starts, nor are magic items allowed, though this can be hard to enforce without a third party to cast *detect magic*. Spells cast in the duel can retrieve items, but otherwise duelists must rely on their own magical skills. Typically, duelists stand thirty feet from the center of a ring that is sixty feet in radius. Within this area, you can move however you like.

At the start of the duel, each opponent may add his ranks in either Bluff or Sense Motive to his initiative check.

Famous Techniques

The Diogenes Maneuver. This tactic was once used by the famous enchanter-illusionist Diogenes. With a cunning *major image*, he was able to conceal his enemy in a cloud of mist while simultaneously sending an illusory copy of her running out of the sixty-foot radius ring. The judges disqualified Diogenes's foe before they realized her flight had only been an illusion. Now most judges are keen to such tactics, and will not make their final decision on disqualification until they have a chance to examine the "loser" for proof of reality.

The Rantle Check. After a famous spell duelist had his

spell components stolen just before a critical duel, he vowed never again to be caught unaware. It is now standard for spellcasters to always check their component pouches before beginning their duel.

Mana Drain [Mage]

You can siphon power from spells you overmaster.

Prerequisites: Dispel Magic 12 ranks.

Benefit: When you successfully overmaster a spell, you may choose to immediately end the spell and gain MP equal to the spell's MP cost, not counting any general enhancements. You can only use this MP for spells that share an action type, element, creature type, or alignment with the overmastered spell. You must spend the MP by the end of your next action, or else the MP fades away and you take damage equal to the amount of unspent MP.

For example, Gabal (human mage 17 with Improved Signature Spell for Evoke Fire) overmasters an enemy's Abjure Fire 8/Gen 3 spell, and siphons off 8 MP. He immediately spends that MP to cast a quickened Evoke Fire 8/Gen 9 spell, searing his enemy before he can get his defenses back up.

Spell Duelist [Tradition]

You have practiced the arts of dueling against other mages.

Benefit: Whenever you cast a spell, you may make a Sleight of Hand check opposed by enemies' Spot checks to conceal what spell you are casting, making it impossible to identify with non-magical uses of the Spellcraft skill. You may also make a Bluff check opposed by enemies' Sense Motive checks to fake that you're casting a spell a moment before you actually do. If you succeed, any enemies that have readied actions to respond to you casting a spell take that action a moment before you actually cast the spell, and damage incurred from their readied actions does not force you to make a Concentration check, since the damage doesn't actually occur while you're casting your spell.

You gain a +2 bonus to Bluff, Sense Movie, Sleight of Hand, and Spot checks in the above situations.

Sample Spell

Shearing Flames

Dispel Magic 2/Evoke Fire 8/Gen 2

Total MP: 12

Range: Touch

Area: 20-ft. radius

Duration: One minute

Saving Throw: None

You charge a rock or other small object with this spell, then hurl that object. The spell anchors to whatever

it strikes, and extends in a 20-ft. radius. Everything in the area of effect ignites, even if normally it is nonflammable. Also, the area is blanketed with two targeted antimagic effects, one for Abjure Fire, the other for Abjure Force. Ongoing magical effects of those types must succeed a caster level check (DC 11 + your ranks in Dispel Magic) or be suppressed while in the area of effect.

Optimally, a mage with many ranks in Dispel Magic uses this spell after several rounds of Evoke Fire spells. *Costs:* 2 MP two targeted antimagic, 8 MP extreme fire side effect, 2 MP area.

Gatekeepers of Aeriechellaak

The great aerie city of Aeriechellaak is home to a race of avian humanoids, the Aechan, who feel a compulsion to collect things, similar to a nest-building instinct. Throughout the city are hundreds of libraries of different sizes, collections of books rare and inane. The most precious books are defended by the Gatekeepers, Aechan mages who believe that fiction is as magical as any sort of sorcery. To the Gatekeepers, the text on a page reflects another world, and their magic manipulates words and meaning in a way they find intuitive, but which baffles most normal humanoids.

Availability: The magic of the gatekeepers requires a different way of viewing objects and images, so few non-Aechan can learn more than the rudiments. A few mages who have already travelled the planes find it easier, and one notable man with severe head trauma seemed to have no trouble at all.

The primary barrier to learning gatekeeping magic is that knowledge of it is divided among hundreds of tomes in dozens of libraries that can only be accessed by those with wings, or highly skilled climbers.

Thematic Elements: Aechan gatekeepers dislike pictorial representations of things, even highly stylized ones. They claim, “A picture is a thousand words wasted.” Thus, though they cherish writing, they take pains to cover or destroy illustrations in books. They never use illusions, and normally intangible spells like Infuse are accompanied by physical manifestations that provide the spell’s effect.

A skilled gatekeeper can write faster than he can talk, and always carries copious amounts of ink and paper. They study magic by pondering how combinations of words interact on a page, or when written on different surfaces, or in the air itself with smoking incense twigs. Casting a spell does not require verbal components, but the gatekeeper must write the text of the spell on some sort of surface. Some spells are brief and elegant poetry, others complicated prose. They keep their signature spells written on strong vellum, and when they cast the spell they simply write over the same text again.

The most skilled gatekeepers learn to use magical text to connect to other worlds, making reality out of what others might simply call fiction.

Spell Lists: Any Create, Move Air, Move Space, any Summon. No Illusion spell lists.

Miscellaneous: Aeriechellaak gatekeepers do not require verbal components for their spells, but they do require writing materials, which can be reused for different spells. Most gatekeepers take ranks in Craft (writing) and Decipher Script, and they tend to be fascinated by the potential of Scry spells.

Scribe of Worlds [Tradition]

You can create reality by writing worlds into existence.

Prerequisites: Craft (writing) 4 ranks, Decipher Script 4 ranks, must know Move Space and three Create spell lists.

Benefit: You can create a permanent portal, which is activated by touching a piece of writing. The piece of

Gatekeepers of Aeriechellaak in Your Game

Words have power, even in our own world. How people refer to something influences how they perceive it and respond to it. The magic of the gatekeepers puts great power in the hands of magic-users, and advancement of magical power represents an increasing ability to see the world free from the preconceptions of others. This style of magic makes spellcasters who are intellectual outsiders common, encouraging the view of magic as an esoteric art beyond normal people.

As a solitary magical tradition, gatekeeping lends itself well to numerous cultures. Simply change the artforms, and the same concepts can work for tribal oral storytelling, detailed paintings of religious iconography, immersive sculpture, or motion pictures. Indeed, gatekeeping magic practically encourages cross-overs between different cultures. The tools may change, but the magic stays the same.

Regardless of the race or culture that practices it, gatekeeping is best-suited for a game that will involve planar travel, or at least the presence of otherworldly forces. Gatekeeping magic lets characters delve into worlds of literature, and so can make for an interesting modern type of magic, allowing you to have games set in Wonderland, or the works of Charles Dickens or your favorite fantasy author.

writing describes the location to which the portal leads, and changes to the writing either change the world beyond the portal, or simply change the destination to another location. Whether these portals lead to other worlds or just different places on ones own world is unclear, but the former is more likely.

Only creatures and the gear they carry can pass through a portal scribed this way. The piece of writing that carries the portal is one-way, and does not travel with you, so you will often need to put it in a safe place, and make sure to bring with you a portal that leads home. Books are the preferred form for these portals, because they are heavy enough not to blow away in a breeze, but not very conspicuous. However, a portal can just as easily be scribed onto a scroll, as a map, on a doorway, etc.

Creating a portal takes one day, requires a Craft (writing) check, and costs XP. You can choose to simply write about a location that sounds interesting, with no goal of finding a specific place, or you can try to write a portal to a specific location. You can often manage to find worlds that match even the most outlandish and paradoxical descriptions, though getting exactly where you want to go is difficult. Tell your game master the specifics of the location, and that is the destination of your portal, matching your description precisely, though there may be other details that you left out, as the game master sees fit.

The magic to bind word to plane is difficult. The Craft DC and XP cost are determined by how detailed the description is. If you beat a Craft DC 30 and spend 500 XP, you can make the portal to wherever you want, with precision.

Words Used	Craft DC	XP Cost
1	5	20
5	10	100
30	15	200
200	20	300
1,000	25	400
Unlimited	30	500

If you fail the Craft check, the XP is wasted, and the resulting portal leads to a deathly void.

Proper names are meaningless to this magic, as are descriptions relative to other specific places. You cannot try to find a place “like my home town,” or “the port of the city of Seaquen.” These words simply count against your limit, without aiding precision.

If you try to create a portal to a location that you are actually at, you write, “This portal’s scribe home,” and must spend 100 XP and succeed a DC 10 Craft check. You may freely label the portal with a name, which does not count against the word limit, to help keep you from confusing many portals.

Note that it is possible to create a portal that leads to a fabulous treasure hoard, but any game master that would allow this feat into his game should be ready to

deal with overly greedy dimensional travelers. Low-level characters getting too much money or magical gear tends to be self adjusting, as people learn of their possessions and seek to take them, quite possibly including the portal book.

Special: This feat should not be available in most campaigns. Just as a *lyre of building* would realistically cause a massive upheaval in the economy of the world if it was used logically, this feat should be used for purposes of adventure, not profit. If characters intend to use this power to explore other worlds, the players should tell their game master where they tend to go well enough in advance for the game master to have time to prepare an adventure.

Sample Spell

Rabbit Hole

Create Earth 1/Create Space 1/Move Force 4/Gen 2

Total MP: 8

Range: Short (30 ft.)

Area: 10-ft. radius

Duration: One minute

You create a temporary, unrealized reality – a pocket dimension, 10 ft. in radius – which you force a target into, using Move Force to perform combat maneuvers, typically bull rushes. This force has a Strength of 30, and you must concentrate to use its strength. After you force a creature into the small rift in reality, you create a pile of stones that fall over the opening and seal it off for the remainder of the spell’s duration. *Costs:* 1 MP earth, 1 MP extradimensional space, 4 MP telekinesis, 1 MP range, 1 MP area.

Gresian Soulshifters

The Gresian people have an animist culture. Those trained in the monasteries of Gresia learn to temporarily remove part of their souls to draw in the essence of other people and creatures. Intense training is required by these soulshifters to ensure that they do not lose themselves by carelessly contacting souls beyond their power.

Availability: Most soulshifters learn in monasteries that train body and soul in tandem, and thus are either mageknights or multiclassed mage-monks. Since normally soulshifters use magic to enhance themselves, not attack others, they do not need high Charisma scores.

The Gresian monasteries typically train only humans from Gresia, but anyone who wishes to undertake a trial of combat can win the right to join the monastery. During the combat, a young student battles the challenger while the rest of the monastery tap the challenger’s soul, testing his willpower and demeanor.

Thematic Elements: Most soulshifters wear loose

clothes, because they often change shape and value high mobility in combat. They fight unarmed, and many soulshifters begin combat by transforming their forearms into the claws of a bear.

Their spellcasting involves intense inward concentration for a moment, then a brief outward pulse of spiritual essence, reaching for the soul to tap. When necessary they can project soul essence into others, but soulshifting magic primarily involves drawing energies from others. Truly great soulshifters can keep their own soul in constant flux, drawing the essences of others into them with an almost casual grace.

Gresian monasteries favor architecture of sandstone, unpolished wood, and mud bricks, adorned with many wooden towers that dangle copper bells. The tolling of bells plays a strong mystical role in their ceremonies, and soulshifters learn to discern initial sounds from their echoes.

Spell Lists: Abjure Nature, Evoke Death, any Infuse, Transform Animal, Transform Life.

Miscellaneous: As warriors, Gresian soulshifters focus on skills like Jump and Tumble. Their training at the monastery also encourages them to put many ranks in Listen. The lesson of discerning a bell's toll from its echo helps soulshifters keep clear which soul is their own, and which is the soul they have tapped.

Hidden at the end of a box canyon in the mountains on Gresia's eastern border is the Temple of Echoed Souls,

Gresian Soulshifters in Your Game

If soulshifting is the only magical tradition in a setting, magic will tend to be used to enhance melee combat, as soulshifters prefer to influence their own powers, rather than directly attack others. In soulshifting there is little place for healing, though when it is used, it involves drawing the essence of the injury out of someone and replacing it with some other essence. As soulshifters tap the souls of ever stranger entities, they may begin to wonder at the nature of the self.

In a world with many magical traditions, soulshifting can provide a lead-in for traditionally Oriental concepts, like monasteries and animal-based fighting techniques. The default culture of soulshifting is more akin to north Africa, however, and instead of focusing on honor, the concern is keeping one's spiritual essence pure. Soulshifters can make for interesting wise men or mentors, and can provide a different point of view for mages interested in traditional psionic powers.

an ancient abandoned monastery that is controlled by a cruel soulshifter named only 41. In the old days, students who violated the tenets of the temple were punished by having every soulshifter draw away part of their essence simultaneously, tearing their soul apart and leaving their spirit empty. 41 was the forty-first student to be so punished, and though he was stripped of his identity, he eventually returned, faced the trials of the Temple, and created a new soul for himself, consciously crafted of the purest, most capricious evil. Today, he uses the power of the Temple to scour the souls of innocents, purely at random.

Soul Tap [Tradition]

You can draw upon the essence of nearby creatures, emulating their powers with ease.

Prerequisite: Caster level 2, Con 13, Wis 13, must know Infuse Life and Transform Life.

Benefit: Whenever you cast a spell on yourself that uses a total of 2 or more MP from Infuse or Transform spell lists, the spell costs 1 fewer MP if there is a creature within 150 ft. that possesses the trait or traits you are emulating. This does not actually reduce the spell's MP Cost (for the purposes of effects like Dispel Magic or creating magic items), and unlike the Spell List Familiarity feat it does not let you go above your normal MP Limit. It just reduces how much MP you pay.

For example, Three Weeping Ravens use Transform Animal to turn into a brown bear. If there is a brown bear within 150 ft., his spell costs 1 fewer MP. If he uses Infuse Air to grant himself +4 Dexterity (normally a 3 MP effect), if there is a creature within 60 ft. whose Dexterity is at least 4 points higher than his, the cost of the spell is reduced to 2 MP.

When enhancing skills with Infuse, determine what your total bonus would be, and if there's a creature within range with a bonus that high of a bonus or better, the cost is reduced.

Soul Echo [Tradition]

Your soul tapping powers are greatly increased.

Prerequisite: Caster level 4, Con 13, Wis 13, Soul Tap, must know Infuse Life and Transform Life.

Benefit: The range from within which your Soul Tap powers can draw power increases to 800 ft.

Additionally, though this power may require some game master adjudication, you can use Soul Tap to reduce the cost of spell lists other than Infuse and Transform if the effect you are creating is similar in power to some natural, extraordinary, spell-like, or supernatural ability a creature within 800 ft. possesses.

Thus, if Three Weeping Ravens were fighting a fire elemental, he could use Create Fire to give himself

unarmed attacks that do fire damage, or Abjure Fire to gain fire resistance, and the spell would cost 1 fewer MP.

Sample Spell

Claws of the Bear

Infuse Earth 1/Transform Animal 2/Gen 0

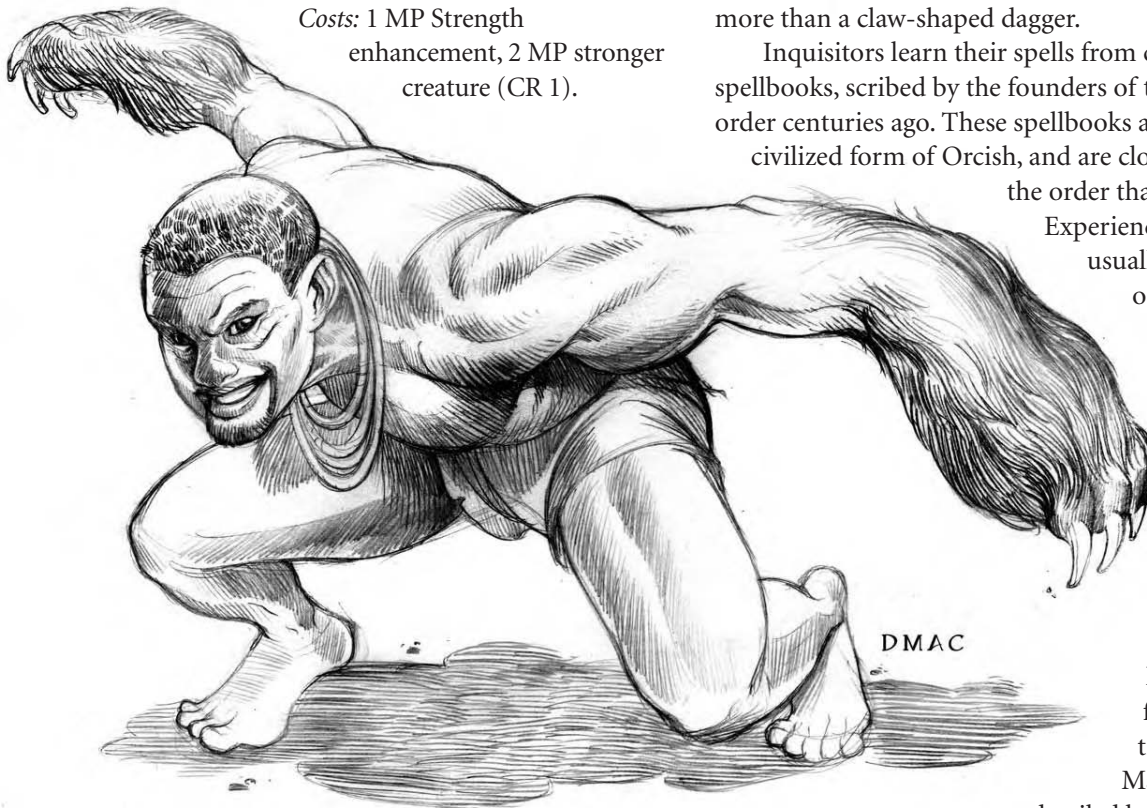
Total MP: 3

Range: Personal

Duration: One minute

You gain a +2 enhancement bonus to Strength, and transform your arms into shaggy bear-like limbs. Your unarmed attacks deal 1d12 damage per hit, and you are treated as armed when attacking with these claws.

Costs: 1 MP Strength enhancement, 2 MP stronger creature (CR 1).



Ragesian Inquisitors

The Ragesian Empire was able to maintain its control over the entire world for over a century, primarily due to its Inquisitors, magical bodyguards and interrogators skilled in uncovering plots and opposing enemy magic. Though the Ragesian Empire is long gone, Inquisitorial cells still exist, and some lend their services to the rulers of new nations.

Availability: The Inquisitors only train humans or Orcs. Students are required to be both physically and mentally strong, so most Inquisitors are at least 6 feet tall. Since the Ragesian Empire once ruled the world, small pockets of Inquisitors are likely to be found anywhere.

Thematic Elements: Inquisitorial magic is subtle in

its effects, with few sensory cues, but very distinctive with regard to its caster. Inquisitors learn to use their force of will to intimidate foes, and so they typically growl their spells loudly and gesture clearly at their spell's targets. They use few directly offensive spells, though many can create flaming barriers for defence or to trap foes.

Spell Lists: Abjure Death, Abjure Fire, Abjure Nature, Charm Humanoid, Compel Animal, Compel Humanoid, Create Fire, Create Force, Infuse Earth, Infuse Fire.

Miscellaneous: Inquisitors are easily recognized for their masks, which they claim protect their souls from enemy magic. Most Inquisitor masks are wood or stone carved in the shape of bearskulls, and many Inquisitors favor bearskin cloaks. They seldom arm themselves with more than a claw-shaped dagger.

Inquisitors learn their spells from copies of old spellbooks, scribed by the founders of the Inquisitorial order centuries ago. These spellbooks are written in a civilized form of Orcish, and are closely protected by the order that owns them.

Experienced Inquisitors also usually study the magic of other groups to be better able to counterspell it.

Inquisitors have as many skill ranks in Dispel Magic, Intimidate, and Sense Motive as possible. Most also have the Dispel Specialist feat, and the tradition feat Masked Soul, detailed below.

Masked Soul [Tradition]

You can protect yourself from spells by hiding your soul behind a special mask.

Prerequisite: Caster level 1, Wis 13, must know Abjure Life or Abjure Death.

Benefit: If you create a mask worth at least 100gp, while you wear that mask you gain a +2 bonus to saving throws against Charm and Compel spells, and spells with the elements Life or Death. Also, increase the DCs of Divination, Scry, and Spellcraft spells that directly target you by +2.

You must make the mask yourself, and it must be specifically designed to protect your soul. Whenever you gain a level, you must spend another 100gp and at least

Illustration by Darren Calvert

one day modifying your mask to match the new aspects of your soul.

Sample Spell

Imposing Visage

Infuse Fire 3/Gen 1

Total MP: 4

Range: Personal

Duration: Ten minutes

All aspects of your appearance become more frightening, causing others to react to you fearfully. You gain a +12 enhancement bonus to Intimidate checks.

Costs: 3 MP skill enhancement, 1 MP duration.



Taranesti Diabolists

Even before they fled the scorching sun of the surface world, the dark-skinned Taranesti Elves were believed to be evil, for they consorted with the infernal. While normal spellcasters drew power from nature, or from the gods, the Taranesti made bargains with devils, seeking power through ever-shifting networks of demonic couriers and magical merchants. The overriding theme of Taranesti doctrine is opportunism, and so regardless of

Illustration by Darren Calvert

Ragesian Inquisitors in Your Game

The Inquisitors are not suited to be the only spellcasting tradition in the world. Indeed, they are predicated on the presence of other spellcasters whom they wish to stop. If they were the only magical tradition in a particular culture, they would likely rule with fear by trumping up false witch hunts and persecuting foreigners for their evil magic.

In a larger world context, Inquisitors make excellent foes. Patrols with an experienced inquisitor and several bodyguards might roam the borders of their lands, or could set out into foreign lands to slay dangerous spellcasters. Their facelessness makes them intimidating, and ability to render a mage powerless makes them frightening. As an element of roleplaying storytelling, the Inquisitors are at their best when opposing a party composed primarily of mages.

Inquisitors can make for intriguing dark player characters in the right circumstances — when either the Inquisitor's allies are of like minds, or the Inquisitor is unable to rely on his order and must make alliances with those he formerly would have been torturing or killing. They tend not to make good characters in more light-hearted games.

how evil their business partners might be, the Taranesti never balk at taking the fastest course to power.

Availability: Any mage willing to risk her sanity speaking with infernal entities can begin to learn the way of the diabolists, but true power comes by being willing to abandon all alliances when the time is right. Thus, nearly all diabolists are chaotic, and most are evil.

Thematic Elements: The Taranesti have also developed tattoo magic, in which tattoos are infused with permanent spell effects, or used as focuses for a mage's own signature spells. Using pale inks, they cover their dark skin with elaborate designs, but leave their faces and the backs of their hands bare.

An opportunistic diabolist must be able to conceal her identity if necessary, and so long, loose clothing is preferred, often accompanied by an assortment of pre-planned magical disguises. Particularly when dealing with powerful demons, lying about who you are is very useful.

Diabolic magic favours darkness and shadows, and mages like to keep hidden and use summoned or misled allies to do their fighting. Imperfect things are often used as items of power, and spells that affect creatures are usually accompanied by well-hidden marks that can be traced back to the caster if she is not careful. Often

diabolists end spells on their allies when things look bad, rather than risk having a foe find out they were responsible.

Spell Lists: Abjure Outsider, Create Shadow, Evoke Shadow, Illusion Shadow, Infuse Shadow, Summon Outsider.

Miscellaneous: Taranesti diabolists need Diplomacy to negotiate with devils, and Bluff to trick enemies and allies. Many diabolists carefully learn the talents of another magical tradition, so they can keep their primary talents secret. Most take the Infernal Pact feat to represent the source of their powers; if a diabolist wishes to change her extra spell list, she may contact another devil and make a new deal for power, though this will likely require much research and a significant sacrifice to appease the creature.

Infernal Pact [Tradition]

Your spells always carry the taint of evil.

Prerequisite: Knowledge (the planes) 4 ranks, must know Abjure Evil and Summon Outsider.

Benefit: All spells you cast detect as evil to a magical Spellcraft check, and you detect as evil. This does not prevent you or your spells from also detecting as their or your actual alignment, if that is not evil. You gain energy resistance 10 against evil damage, but take full damage from good effects, regardless of your actual alignment.

Whenever a creature fails a save against one of your spells, even if the save is normally listed as harmless, that creature takes 1d6 points of evil damage. A creature cannot be damaged in this way more than once by a single spell, regardless of how many saves the spell calls for.

You gain one additional spell list. Whenever you cast a spell using this spell list, you take damage equal to the MP spent on that spell list.

Tattooancy [Tradition]

You scribe your signature spells on yourself

Prerequisite: Craft (tattoo) 4 ranks, Con 13.

Benefit: You may tattoo signature spells onto yourself, spending one hour per MP in the cost of the spell. These are very detailed and intricate tattoos, and the time includes any removal of other tattooed signature spells, if necessary. Switching these scribed signature spells takes at least a day per spell, but they are much easier to cast. Activating one of these tattoos requires you to still use a verbal component unless you use Silent Spell, but the somatic component is simply that you must touch the tattoo. This never incurs an attack of opportunity.

You may scribe no more than one signature spell on each hand. These spells, however, are always within reach to activate, even if you're bound.

Note that this feat does not grant extra signature

Taranesti Diabolists in Your Game

When used alone, diabolism creates a view of magic similar to that of Zoroastrianism, in which gods and demons are always trying to harm people, and power can only be gained by appeasing them. Magic is essentially evil, though its practitioners need not be.

In a larger setting, diabolists make excellent villains or unlikely allies. They know how to find any sort of magic, at a price, and are not above betraying their allies. Additionally, they're dark elves, which seems to make them inherently cool.

spells. It simply allows you to cast signature spells more easily if you have a tattoo for them.

Sample Spell

Diabolic Servant

Scry 5/Summon Outsider 2/Gen 0

Total MP: 7

Duration: Concentration

You lay out a scroll with your commands and bargain written in Abyssal, and then you summon a quasit, which appears beside you. When the quasit arrives, all you say is that it should read the scroll. Effectively, you make a Diplomacy check in advance to determine whether the quasit will agree. If it agrees to your bargain, you maintain concentration on your spell, watching the fiend through scrying as it performs the task you gave it. If at any time it defies your intentions, you simply cease concentration, and the fiend is banished. The scrying is not limited by range (lower-MP versions of this spell only work if the quasit will not go further than 800 ft.), but you must succeed a DC 5 Scry check. The quasit might choose to resist your spell, but if it does you'll be ending your spell anyway. *Costs:* 5 MP first-hand scry, 2 MP quasit (CR 2).

Vaneljesti Spellweavers

The Elves of Vaneljesti try to encourage life as much as possible, reshaping nature rather than killing it and building with dead matter. In their magic, too, they desire to emulate the patterns of life. The spells of Vaneljesti spellweavers grow and develop, and can take on a life of their own. A master spellweaver's magic is often elaborate and beautiful, its form a reflection of his own life.

Availability: All spellweavers must learn Transform Nature and Transform Plant, to be able to reshape dead wood and live wood. Spellweavers take the long view of life, with the pulse of trees and centuries comfortable to



them. They train only Elves and a few rare half-Elves, though the training is rarely intensive enough for a half-Elf to master it in her lifetime. Few spellweavers are adventurers, and those who try and develop their power too fast are often seen as weeds. Spellweavers are not discouraged from learning skills like combat and stealth, so there are many Mageknight and Taskmage spellweavers.

Thematic Elements: Spellweavers use elegant hand gestures, often tracing rings in the air, or even braiding actual wreaths as they cast spells. Spell duels between Vaneljesti spellweavers involve a few minutes of opposing spellcasting, with the winner ultimately being decided by who was able to craft the more aesthetically pleasing garland or wreath as they cast spells. It's not uncommon for spellwoven magic to be accompanied by faint green cords of light, twisting in knots around the mage or target. Plants around spellwoven magic seem momentarily more lush and beautiful.

Spell Lists: Create Life, Create Nature, Evoke Life, Infuse Life, Infuse Nature, Infuse Time, Move Nature, Transform Life, Transform Nature, Transform Plant.

Miscellaneous: Spellweavers generally eschew metal, though they can produce items of natural material nearly as strong, so many wield longswords of wood and silk shirts as sturdy as chainmail. Though they can use

Illustration by Todd Schumacher

Vaneljesti Spellweavers in Your Game

Spellweaving can work well as the dominant magic system in a setting with a strong emphasis on the power of nature. It is well-suited to the long lifespans of elves, but it may be somewhat too slow to appeal to adventurers. Spellweaving clashes thematically with races like orcs and dwarves, but with some alteration of flavour the same mechanics could apply to them.

Where spellweaving particularly shines is when it contrasts with a more scientific form of magic in the hands of humans. In settings with dozens of different cultures, spellweaving may lose its close cultural connection to elves, so it could be presented as an older form of elvish magic, or the secret creation of an ancient treatise archmage that has carved signature spells into its own body.

Spellweaving player characters will need to carefully manage their signature spells to ensure that at least a few have progressively higher MP costs. Spellweavers require a bit more pre-planning than other types of mages, but this appeals to some players. The greatest limitation on spellweavers, however, is that they will likely not want to stray far from their signature spell tree, making spellweaver adventurers rare, but a few rebellious spellweavers are said to have transformed their spell trees into living staves, carrying them wherever they go.

spellbooks as normal, each spellweaver must choose one signature spell at first level and scribe it onto a tree, shaping its bark and branches. Whenever the spellweaver gains another caster level, he must return to the tree and add to the existing spell. In mechanical terms, the spellweaver must keep one signature spell consistent throughout his entire life, adding 1 extra MP to it each time his caster level increases. If the tree the spell is written on dies or is destroyed, the spellweaver loses access to that signature spell and has the number of signature spells he can learn reduced by one for the next year.

Spellweavers often take the Craft Wondrous Item and Craft Permanent Spell feats. There are several groves of magical trees whose wood has been hardened to the strength of steel, and which is formed into weapons by the spellweaver's art. With repeated uses of Infuse Time, they can hasten the growth of plants.

Natural Spelltouch [Tradition]

You can cast spells with a range of touch through

melee attacks with weapons made of animal or plant matter.

Prerequisite: Caster level ½, Combat Casting, Knowledge (nature) 4 ranks, must know Transform Life.

Benefit: Whenever you cast a spell with a range of touch, you may immediately make an attack with a melee weapon as long as it was made of once-living material. If you make a successful touch attack against the target, you deliver the spell effect; if you beat the target's normal AC, you also deal weapon damage. You effectively extend your own touch to the length of any weapon you can wield.

Normal: You can make a plain touch attack as soon as you cast a touch-range spell, but you cannot use a weapon with the attack.

Spellweave [Tradition]

Your magic grows and interweaves easily.

Prerequisite: Caster level 3, Knowledge (nature) 4 ranks, Spellcraft 4 ranks, must know Transform Life.

Benefit: In several circumstances, your spells function more strongly. First, whenever you cast a spell, if you cast a spell in the previous round that cost less MP than this spell, you regain 1 MP. If you cast spells of increasing power for 3 consecutive rounds, future spells you cast have their DCs increased by +2 as long as you keep casting progressively more powerful spells.

Second, you can interweave spells you cast. If you cast a spell with the same area, target, and duration as another spell of yours that is still in effect, you can combine the two spells. The older spell's duration continues until the new spell would end. The spells now count as one single spell, with a combined MP total, making them particularly difficult to dispel, and seemingly the work of a very powerful spellcaster.

Spells combined in this way last a maximum of one day. If you cast a one-day-long *Abjure Force* 2/Gen 8 on yourself at sunrise, then cast a one-day-long *Infuse Air* 3/Gen 8 on yourself the next day just before sunrise, the two effects *could* be combined, but the *Abjure* would still wear off at sunrise. You cannot string spells together forever with this feat.

Sample Spell

Waylaying Spear

Drain Time 5/Gen 0

Total MP: 5

Range: Touch

Duration: One minute

Saving Throw: Will negates

You charge your spear with life energy, and if you possess the *Natural Spelltouch* feat you may immediately make a melee attack. If the attack hits and the creature fails

its save, it can only take partial actions for one minute. For this minute you can easily strike with your spear and withdraw, and since you have reach, most foes will simply be unable to catch you. *Costs:* 5 MP drain time.

Wayfarers

Renowned for its enthralling acrobatic and operatic performances, the Wayfarer's Theater – a three-masted sailing ship capable of teleporting once per day, with a huge theater in its hold – is the base of operations for the performing troupe known as the Wayfarers. Their shows are masterworks of physicality and movement, reaching the limits of the human body, and going beyond. For the Wayfarers, no place is out of reach, and for the right price, you can go along.

Availability: Few mages are athletic enough to enter the ranks of the Wayfarers. Their magical training involves as much cartwheeling, leaping, and dancing as it does actual spellcraft. While the troupe may take on apprentices who show potential, a mage is not officially considered part of the Wayfarers if he does not possess the Wayfarer's *Cirqueliste* feat.

Thematic Elements: All Wayfarers are physically fit and nimble, and most dress outlandishly, bedecked with colorful ribbons and capes that can trail behind them as they move. Their spellcasting involves dramatic sweeps of the hands and arms, with verbal components that vary from flashy (for actors and singers) to subdued (for background performers). For self-defence they often carry decorated batons or curved swords of red and blue

Wayfarers in Your Game

Wayfarers would make a strange choice for a world with a single magical tradition, but their style of magic would certainly work well for adventurers, for whom travel is a way of life. However, such an emphasis on travel magic would likely result in a world where teleportation is very common, creating a setting very different from traditional medieval fantasy.

In a more diverse world, the Wayfarers give rogue-mages an organization to aspire to join. Employment of Wayfarer bodyguards and assassins might be common among the wealthy, and adventuring parties could greatly benefit from hiring the services of the Wayfarers, who would have very accurate maps, and who might have cornered the market on professional teleportation.

Wayfarer characters will encourage combats to be highly mobile, which may result in some very dynamic encounters.

steel. A handful of Wayfarers, called Staffbearers, carry an elaborate staff that denotes their talent with teleportation magic.

Spell Lists: Any Infuse, any Move.

Miscellaneous: Wayfarers always have many ranks in Strength- and Dexterity-based skills, and many also are skilled in Bluff and Perform. Wayfarers are required to participate in at least one performance each year, and those who shirk their duty or sell their services without paying a commission to the troupe will be tracked down. It is impossible to avoid the pursuit of the Wayfarers.

Wayfarer Cirqueliste [Tradition]

Your acrobatic skills are supremely enhanced by magic.

Prerequisite: Balance, Jump, Perform, and Tumble 8 ranks, must know three Move and three Infuse spell lists.

Benefit: Friendly Move and Infuse effects active on you do not detect as magical, and they count as having a caster level 10 higher for the purposes of resisting being dispelled or negated by antimagic. Unfriendly Move and Infuse effects function normally on you, but you gain a +2 bonus to saving throws to resist such effects.

Wayfarer Staffbearer [Tradition]

You have an intuitive sense of the ways of teleportation.

Prerequisite: Wayfarer Cirqueliste, must know Move Space, caster level 8.

Benefit: Move Space spells you cast gain the Precise enhancement for free. Once per round you may pay 1 MP to teleport 10 ft. as a swift action.

Sample Spell

Daring Rescue

Move Force 2/Move Space 2/Gen 1

Total MP: 5

Range: Close (30 ft.)

Duration: Instantaneous

Saving Throw: Will negates

Often used by Wayfarers hired as bodyguards, this spell teleports a creature or object of up to Medium size or 800 lbs. a distance of up to 30 ft. Unwilling creatures are allowed a save to avoid the effect. In tense situations, the bodyguard keeps this spell readied to get his charge out of immediate danger. *Costs:* 2 MP move force, 2 MP move space, 1 MP range.

Revised Classes

We present below two options for combining core classes and the *Elements of Magic* spell list system. The first is a simple conversion of the core spellcasting classes, and the second presents five new classes, four of which are similar to the core bard, cleric, druid, and wizard, but rules that take greater advantage of the *Elements of Magic's* system. The fifth new class presents a way for characters to have magical abilities without being spellcasters.

The five revised classes function exactly as their core rules counterparts, except where noted (typically just for the purposes of magic).

Revised EOM Bard

An *Elements of Magic* Bard is the most flexible of the revised classes in regards to its access to various spell lists, and some of his powers have an unusual synergy with the Perform skill.

Game Rule Information

EOM Bards have the following game statistics.

Hit Die: d6.

Class Skills

The EOM Bard's class skills are the same as core rules bards, plus Dispel Magic (Cha), Divination (Wis), and Scry (Wis).

Table 6-1: The EOM Bard

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+½	+0	+2	+2	Armored casting, bardic knowledge, bardic music
2	+1	+1	+0	+3	+3	
3	+2	+1 ½	+1	+3	+3	
4	+3	+2	+1	+4	+4	
5	+3	+2 ½	+1	+4	+4	
6	+4	+3	+2	+5	+5	
7	+5	+3 ½	+2	+5	+5	
8	+6	+4	+2	+6	+6	
9	+6	+4 ½	+3	+6	+6	
10	+7	+5	+3	+7	+7	
11	+8	+5 ½	+3	+7	+7	
12	+9	+6	+4	+8	+8	
13	+9	+6 ½	+4	+8	+8	
14	+10	+7	+4	+9	+9	
15	+11	+7 ½	+5	+9	+9	
16	+12	+8	+5	+10	+10	
17	+12	+8 ½	+5	+10	+10	
18	+13	+9	+6	+11	+11	
19	+14	+9 ½	+6	+11	+11	
20	+15	+10	+6	+12	+12	

Class Features

All of the following are class features of the EOM Bard.

Weapon and Armor Proficiency: An EOM Bard is proficient with the same weapons and armor as in the core rules.

Armored Casting: An EOM Bard begins with the Armored Casting feat.

Spells: An EOM Bard can learn any spell list, but he has benefits when casting Charm spells, and drawbacks when casting Abjure and Evoke spells. An EOM Bard's MP Limit for spells that use only Charm enhancements and general enhancements is equal to the number of ranks he has in Perform.

If an EOM Bard wants to learn an Evoke spell list, he must learn Evoke Sound before he can learn any other. Enhancements from Abjure and Evoke spell lists cost twice as much for an EOM Bard.

Bardic Knowledge: This ability functions as the core class ability.

Bardic Music: Once per level per day, an EOM Bard can cast a spell that uses only Charm or general enhancements, with a total MP cost no higher than his ranks in Perform, without having to MP for it.

Revised EOM Cleric

An *Elements of Magic* Cleric requires the player and game master to decide on what spells are appropriate for the deity or philosophy the cleric follows.

Game Rule Information

EOM Clerics have the following game statistics.

Hit Die: d8.

Class Skills

The EOM Cleric's class skills are the same as core rules clerics, plus Dispel Magic (Cha), Divination (Wis), and Scry (Wis). They gain an additional 8 skill points at 1st level, and 2 skill points per level thereafter.

Class Features

All of the following are class features of the EOM Cleric.

Weapon and Armor Proficiency: An EOM Cleric is proficient with the same weapons and armor as in the core rules.

Armored Casting: An EOM Cleric begins with the Armored Casting feat.

Spells: An EOM Cleric can learn any spell list, but there are some he must learn first. The saving throw difficulty class to resist an EOM Cleric's spell is modified by Wisdom, not Charisma.

Channeling: Each EOM Cleric must choose to channel either positive or negative energy. Those who channel positive energy must pick Charm Undead and Heal Life as two of their spell lists. Those who channel negative energy must learn Compel Undead and Evoke Death. An EOM Cleric can cast spells that use these spell lists as if he had the Improved Signature Spell magical boon. Effectively, the EOM Cleric can cast a spell as a standard action as if it were a signature spell, as long as it only uses the chosen lists, general enhancements, and metamagic feats. When using only these spell lists, the saving throw DC to resist the spell is modified by Charisma, not Wisdom.

Domains: After deciding whether he channels positive or negative energy, each EOM Cleric chooses two domains that match his deity's spheres of influence. He must learn the spell lists associated with his chosen domains before he can learn any other spell lists. He does not gain the abilities granted by the core rules version of that domain.

- **Air:** Create Air, Create Mist, or Move Air.
- **Animal:** Charm Animal, Compel Animal, or Transform Animal.
- **Chaos:** Abjure Law, Evoke Chaos, or Infuse Chaos.
- **Death:** Evoke Death and either Infuse Death or Summon Undead.

Table 6-2: The EOM Cleric

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+½	+2	+0	+2	Armored casting, channeling, domains (+1)
2	+1	+1 ½	+3	+0	+3	
3	+2	+2	+3	+1	+3	
4	+3	+3	+4	+1	+4	
5	+3	+3 ½	+4	+1	+4	Domains (+2)
6	+4	+4 ½	+5	+2	+5	
7	+5	+5	+5	+2	+5	
8	+6	+6	+6	+2	+6	
9	+6	+6 ½	+6	+3	+6	Domains (+3)
10	+7	+7 ½	+7	+3	+7	
11	+8	+8	+7	+3	+7	
12	+9	+9	+8	+4	+8	
13	+9	+9 ½	+8	+4	+8	Domains (+4)
14	+10	+10 ½	+9	+4	+9	
15	+11	+11	+9	+5	+9	
16	+12	+12	+10	+5	+10	
17	+12	+12 ½	+10	+5	+10	Domains (+5)
18	+13	+13 ½	+11	+6	+11	
19	+14	+14	+11	+6	+11	
20	+15	+15	+12	+6	+12	

- **Destruction:** Evoke Death.
- **Earth:** Abjure Nature, Move Earth, or Transform Earth
- **Evil:** Abjure Good, Evoke Evil, or Infuse Evil.
- **Fire:** Abjure Fire, Create Fire, or Evoke Fire.
- **Good:** Abjure Evil, Evoke Good, or Infuse Good.
- **Healing:** Any two Heal spell lists.
- **Knowledge:** Divination 4 ranks and Scry 4 ranks.
- **Law:** Abjure Chaos, Evoke Law, or Infuse Law.
- **Luck:** Any one.
- **Magic:** Dispel Magic 4 ranks and Spellcraft 4 ranks.
- **Plant:** Create Nature, Summon Plant, or Transform Plant.
- **Protection:** Any two Abjure spell lists.
- **Strength:** Any two Infuse spell lists.
- **Sun:** Abjure Light, Create Light, or Evoke Light.
- **Travel:** Any two Move spell lists.
- **Trickery:** Any two Illusion spell lists.
- **War:** Any two Evoke spell lists.
- **Water:** Create Water, Move Water, or Transform Water.

When casting a spell that uses only spell lists from the cleric's domains, the EOM Cleric's MP Limit is increased by +1. The increase improves to +2 at 5th level, +3 at 9th, +4 at 13th, and +5 at 17th.

Revised EOM Druid

An *Elements of Magic* Druid has the most limited choice of spell lists of all the revised classes.

Game Rule Information

EOM Druids have the following game statistics.

Hit Die: d8.

Class Skills

The EOM Druid's class skills are the same as core rules druids, plus Dispel Magic (Cha), Divination (Wis), and Scry (Wis). They gain an additional 8 skill points at 1st level, and 2 skill points per level thereafter.

Class Features

All of the following are class features of the EOM Druid.

Weapon and Armor

Proficiency: An EOM

Druid is proficient with the same weapons and armor as in the core rules. She has the same restriction against wearing metal armor.

Armored Casting: An EOM Druid begins with the Armored Casting feat.

Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Lure, Venom Immunity, Thousand Faces, Timeless Body: These abilities are identical to those of the core rules druid.

Spells: Before an EOM Druid can learn any other spell lists, she must first learn all the following spell lists, though she may do so in any order.

- At least one Life and two Nature spell lists.
- All Animal spell lists.
- All Plant spell lists.

An EOM Druid cannot learn any spell lists of the following types.

- Construct, Outsider, or Undead spell lists.
- Force or Space spell lists.
- Chaos, Evil, Good, or Law spell lists.
- Illusion spell lists.

The saving throw difficulty class to resist an EOM Druid's spell is modified by Wisdom, not Charisma.

Wildshape: Starting at 5th level, the EOM Druid gains a number of bonus MP each day, which can be spent only on Transform [Creature] spells.

Revised EOM Paladin

The *Elements of Magic* Paladin, like the Ranger, is a very straightforward conversion.

Table 6-3: The EOM Druid

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Wild Shape MP	Special
1	+0	+½	+2	+0	+2	-	Armored casting, nature sense, animal companion
2	+1	+1 ½	+3	+0	+3	-	Woodland stride
3	+2	+2	+3	+1	+3	-	Trackless step
4	+3	+3	+4	+1	+4	-	Resist nature's lure
5	+3	+3 ½	+4	+1	+4	3	
6	+4	+4 ½	+5	+2	+5	6	
7	+5	+5	+5	+2	+5	10	
8	+6	+6	+6	+2	+6	15	
9	+6	+6 ½	+6	+3	+6	15	Venom immunity
10	+7	+7 ½	+7	+3	+7	20	
11	+8	+8	+7	+3	+7	20	
12	+9	+9	+8	+4	+8	20	
13	+9	+9 ½	+8	+4	+8	20	Thousand faces
14	+10	+10 ½	+9	+4	+9	25	
15	+11	+11	+9	+5	+9	40	Timeless body
16	+12	+12	+10	+5	+10	50	
17	+12	+12 ½	+10	+5	+10	50	
18	+13	+13 ½	+11	+6	+11	70	
19	+14	+14	+11	+6	+11	70	
20	+15	+15	+12	+6	+12	90	

Game Rule Information

EOM Paladins have the following game statistics.
Hit Die: d10.

Class Skills

The EOM Paladins's class skills are the same as core rules paladins, plus Dispel Magic (Cha), Divination (Wis), and Scry (Wis). They gain an additional 8 skill points at 1st level, and 2 skill points per level thereafter.

Class Features

An EOM Paladin has all the class statistics and abilities of a core rules paladin, except that her spellcasting and turn undead abilities are replaced, and she gains Armored Casting.

Armored Casting: An EOM Paladin begins with the Armored Casting feat.

Channeling: At 3rd level, an EOM Paladin gains the ability to channel positive energy. She must pick Charm Undead and Heal Life as her two first spell lists. An EOM Paladin can cast spells that use these spell lists as if he had the Improved Signature Spell magical boon. Effectively, the EOM Paladin can cast a spell as a standard action as if it were a signature spell, as long as it only uses the chosen lists, general enhancements, and metamagic feats.

Spells: An EOM Paladin can only learn the following spell lists. Abjure [any], Charm Undead, Create Good, Create Law, Create Light, Create Water, Evoke Good, Evoke Law, Heal Life, and Infuse [any].

The saving throw difficulty class to resist an EOM Paladin's spell is modified by Wisdom, not Charisma.

Table 6-4: The EOM Paladin

Level	Caster Level	Special
1	+½	Armored casting
2	+½	
3	+½	Channeling
4	+½	
5	+1	
6	+1 ½	
7	+2	
8	+2 ½	
9	+3	
10	+3 ½	
11	+4	
12	+4 ½	
13	+5	
14	+5 ½	
15	+6	
16	+6 ½	
17	+7	
18	+7 ½	
19	+8	
20	+8 ½	

Table 6-5: The EOM Ranger

Level	Caster Level	Special
1	-	Armored casting
2	-	
3	-	
4	+½	
5	+1	
6	+1 ½	
7	+2	
8	+2 ½	
9	+3	
10	+3 ½	
11	+4	
12	+4 ½	
13	+5	
14	+5 ½	
15	+6	
16	+6 ½	
17	+7	
18	+7 ½	
19	+8	
20	+8 ½	

Revised EOM Ranger

The *Elements of Magic* Ranger, like the Paladin, is a very straightforward conversion.

Hit Die: d10.

Game Rule Information

EOM Rangers have the following game statistics.

Class Skills

The EOM Ranger's class skills are the same as core rules paladins, plus Divination (Wis).

Class Features

An EOM Ranger has all the class statistics and abilities of a core rules ranger, except that his spellcasting abilities are replaced, and he gains Armored Casting.

Armored Casting: An EOM Ranger begins with the Armored Casting feat.

Spells: An EOM Ranger can only learn the following spell lists. Abjure [any Creature or Element], Charm [any], Compel [any], Heal Life, Infuse [any Element], Move Air, Move Earth, Move Fire, Move Water, Summon Animal, Summon Magical Beast, Transform Animal, Transform Earth, Transform Magical Beast, Transform Nature, and Transform Plant.

The saving throw difficulty class to resist an EOM Ranger's spell is modified by Wisdom, not Charisma.

Variant Classes

While the five revised classes above attempt to bend the *Elements of Magic* system to recreate character concepts from the core rules, the classes presented below are created with the *Elements of Magic* rules in mind, taking familiar archetypes and giving them a new twist.

Anima

The Anima is a person who has magical powers that do not manifest as spells, but rather as permanent enhancements. Most Anima gain their powers innately, never having trained in the arts of magic, but some mages devote themselves to improving their bodies and souls through magic. A few rare people develop strong Anima powers for no apparent reason, like the fantasy equivalent of superheroes.

Game Rule Information

Animae have the following game statistics.

Abilities: Because so many powers are possible for an Anima, her key ability scores are best determined by what other skills she wishes to possess.

Hit Die: d4.

Class Skills

The Anima's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int). See PHB Chapter 4 and *Elements of Magic* for skill descriptions.

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

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

Table 6-6: The Anima

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Anima Points	Special
1	+0	—	+0	+0	+0	4	Anima Powers
2	+1	—	+0	+0	+0	8	
3	+1	—	+1	+1	+1	12	
4	+2	—	+1	+1	+1	16	AP Limit +1
5	+2	—	+1	+1	+1	20	
6	+3	—	+2	+2	+2	24	
7	+3	—	+2	+2	+2	28	
8	+4	—	+2	+2	+2	32	AP Limit +2
9	+4	—	+3	+3	+3	36	
10	+5	—	+3	+3	+3	40	
11	+5	—	+3	+3	+3	44	
12	+6	—	+4	+4	+4	48	AP Limit +3
13	+6	—	+4	+4	+4	52	
14	+7	—	+4	+4	+4	56	
15	+7	—	+5	+5	+5	60	
16	+8	—	+5	+5	+5	64	AP Limit +4
17	+8	—	+5	+5	+5	68	
18	+9	—	+6	+6	+6	72	
19	+9	—	+6	+6	+6	76	
20	+10	—	+6	+6	+6	80	AP Limit +5

Class Features

All of the following are class features of the Anima.

Weapon and Armor Proficiency: An Anima is proficient with all simple weapons, but no armor or shields.

Tradition Skills: An Anima gains two bonus class skills, chosen when she gains her first level as an Anima. These represent training specific to her magical tradition, or simply unique skills she has acquired, that are complemented by her powers.

Anima Powers (Su): An Anima does not cast spells. Instead, she has a number of Anima Points (AP) determined by her level, which she uses to gain anima powers, with effects similar to magic items.

Anima powers can either be *activated* or *enduring*. Activated effects are cast like spell like abilities, and can be used five times per day. Enduring effects are centered on the anima, and have a permanent duration. They cannot be dispelled, but can be suppressed by antimagic. The anima can turn her enduring powers on or off as a move action.

Each anima power has an AP cost, equal to what its MP cost would be if it were a spell. If the anima wishes for an activated power to have unlimited uses per day, the AP cost is quadrupled. The minimum AP cost for an anima ability is 1, even if the power is equal to a cantrip.

An Anima cannot spend more AP on a single power than her total character level. For every four levels the Anima possesses, this limit is increased by 1.

For example, a Mage 9/Anima 3 could spend all 12 of her AP on one power, the equivalent of a 12-MP spell. However, an Anima 12 could have powers of up to 15 MP,

the equivalent of 15-MP spells.

An Anima cannot gain an enduring anima power that is derived from a Transform spell.

An Anima may keep AP in reserve, to spend later when her limit is higher. Also, every time she gains a new Anima level, in addition to gaining 4 new AP which she can use to add new powers or improve existing ones, she may reassign up to 4 AP from powers she already has. The game master is encouraged to allow reasonable changes, even if they are not pure additions. For instance, letting an Anima change a Charm power into a Compel power with the same creature type would likely be fine, but changing an Evoke Fire to an Evoke Lightning would not be. Of course, the game master is free to make exceptions when they seem appropriate.

Zidi Wheatling, the Halfling Titan

Halfling Anima 9/Fighter 4: Female halfling; CR 13; Small humanoid (halfling); HD 9d4+3d10+65; hp 109; Init +2; Spd 50 ft; AC 29 (+1 size, +1 Dex, +4 deflection, +13 +5 *full plate*); Atk +19/+14 melee (1d6+15, +3 *longsword*) and +18 melee (1d6+10+1d6 water damage, +2 *waterburst longsword*), or +10 ranged (varies, hurled object); SA Anima powers; SQ halfling traits, DR 5/cold iron; AL NG; SV Fort +16, Ref +10, Will +9; Str 26, Dex 15, Con 20, Int 10, Wis 8, Cha 12. Anima Points 36. AP Limit 15.

Skills, Feats, and Languages: Handle Animal* +6, Jump* +35, Knowledge (arcana) +11; Exotic Weapon Proficiency (giant melee objects), Exotic Weapon Proficiency (giant thrown objects), Improved Bull Rush, Iron Will, Power Attack, Two-Weapon Fighting, Weapon

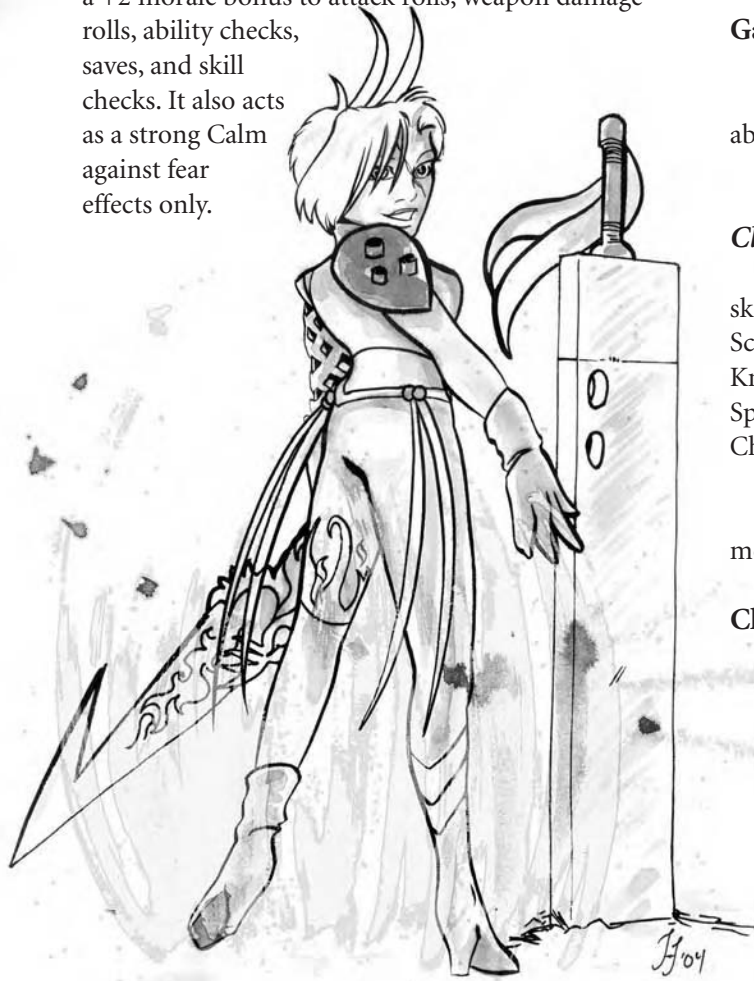
Focus (longsword), Weapon Specialization (longsword); Common, Halfling.

*These are tradition skills.

Equipment: Bag of extradimensionality, +5 glamered full plate, +2 waterburst longsword (+1d6 water damage), +3 longsword, ring of freedom of movement, fifty potions of healing dose, plus various incidentals.

Anima Powers:

- **Heroism.** 4 AP. Charm Humanoid 4/Gen 0 for a permanent courage (heroism) emotion, which grants a +2 morale bonus to attack rolls, weapon damage rolls, ability checks, saves, and skill checks. It also acts as a strong Calm against fear effects only.



- **Increased Movement.** 2 AP. Move Fire 2/Gen 0 for +30 ft. base movement speed.
- **Magical Armor.** 5 AP. Abjure Force 5/Gen 0 for +4 deflection bonus to AC.
- **Magical Defenses.** 7 AP. Abjure Nature 7/Gen 0 for DR 5/cold iron.
- **Saving Throw Bonus.** 2 AP. Abjure Force 2/Gen 0 for +3 enhancement bonus to saving throws.
- **Supreme Health.** 5 AP. Infuse Life 5/Gen 0 for +6 enhancement bonus to Constitution.
- **Supreme Strength.** 11 AP. Infuse Earth 11/Gen 0 for +10 enhancement bonus to Strength.

Illustration by J.L. Jones

Arcanist

While mages learn to create their own magic, Arcanists perfect their skills to learn to cast spells that others have created. Though they have their own spellcasting powers, they rely more on books and arcane knowledge than immediate flexibility. When it comes to their own spellcasting abilities, Arcanists master pure energy easily, but cannot easily cast spells that involve healing energy. An Arcanist is most effective when he has time to study a challenge and find the perfect spell for the situation.

Game Rule Information

Arcanists have the following game statistics.

Abilities: Arcanists have the same requirements for abilities as mages.

Hit Die: d4.

Class Skills

The Arcanist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Dispel Magic (Cha), Divination (Wis), Knowledge (any) (Int), Profession (Wis), Scry (Wis), Speak Language (none), and Spellcraft (Int). See PHB Chapter 4 and *Elements of Magic* for skill descriptions.

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 Arcanist.

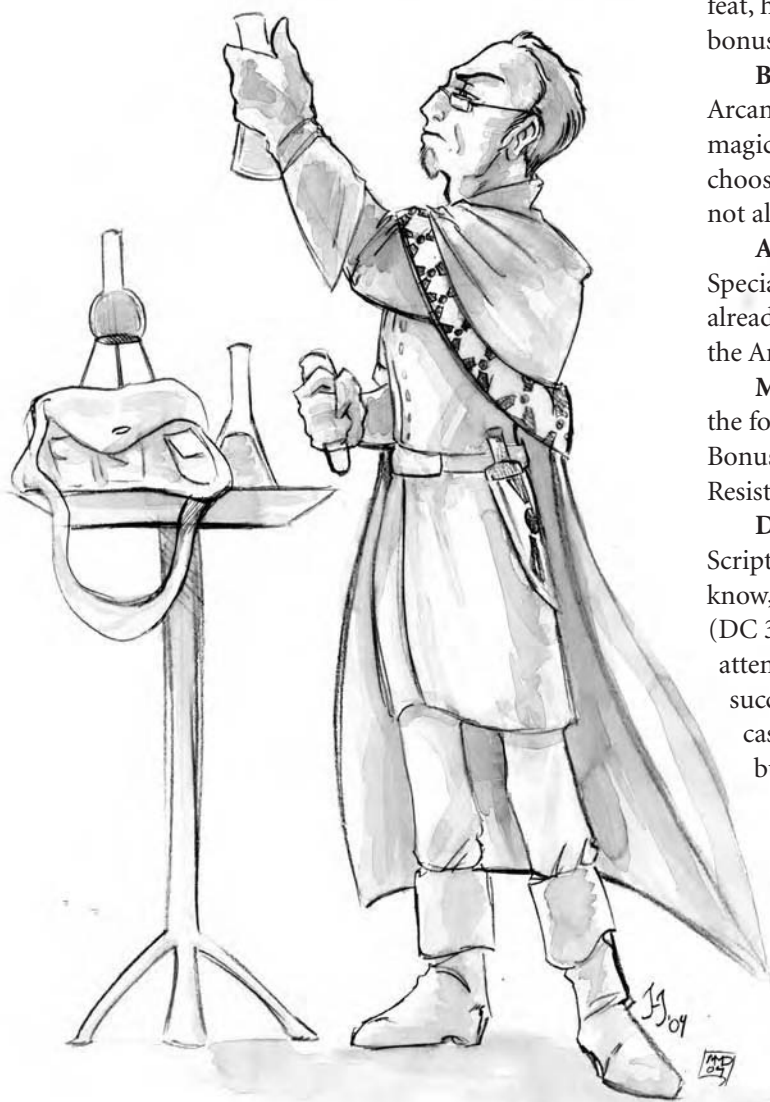
Weapon and Armor Proficiency: An Arcanist is proficient with all simple weapons, but no armor or shields. Armor of any type interferes with an Arcanist's movements, which can cause his spells to fail if those spells have somatic components.

Spells: An Arcanist's spellcasting ability is determined by his level and by the choices he make with spell lists.

Because Arcanists devote so much effort to learning how to cast the spells of others, their own versatility is lessened. Whenever a spellcaster gains a level as an Arcanist, he learns one fewer spell list than he normally would.

Additionally, the Arcanist is limited in his choices for spell lists. At each caster level he must choose at least one of the following spell lists, until he has them all: Abjure Force, Create Force, Evoke Force, Illusion Force, Move Force, Transform Force. Arcanists cannot learn Heal spell lists until they know all of these Force spell lists.

Arcane Student: The Arcanist gains Arcane Student as a bonus feat at 1st level. If the Arcanist already has this



feat, he instead gains a bonus feat from the Arcanist bonus feat list.

Bonus Feat: At 1st level, and every 4th level, the Arcanist gains a bonus metamagic, item creation, or magical tradition feat. At 1st level, the Arcanist must choose Craft Charged Item as this bonus feat if he does not already have it.

Arcane Specialist: The Arcanist gains Arcane Specialist as a bonus feat at 2nd level. If the Arcanist already has this feat, he instead gains a bonus feat from the Arcanist bonus feat list.

Magical Boon: At 3rd level, the Arcanist gains one of the following magical boons, described in the Mage class: Bonus Feat, Magically Empowered, Moderate Force Resistance, or Summon Familiar.

Decode Arcane Script (Ex): When making Decipher Script checks to read spells written in languages he doesn't know, a 7th level Arcanist adds his class level to the check (DC 30). The Arcanist can make this check as part of attempting to cast a spell from a spellbook, and if he succeeds, this check takes however long it would take to cast the spell from the spellbook (usually one minute, but just two rounds with the Arcane Specialist feat).

Arcane Lore (Ex): At 5th level, an Arcanist gains a +1 bonus to all Knowledge checks. At 15th level this bonus increases to +2.

Arcane Mastery: The Arcanist gains Arcane Mastery as a bonus feat at 10th level. If the Arcanist already has this feat, he instead gains a bonus feat from the Arcanist bonus feat list. Most Arcanists keep multiple spell books of high-MP spells.

Table 6-7: The Arcanist

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+0	+0	+2	Arcane Student, Bonus Feat
2	+1	+2	+0	+0	+3	Arcane Specialist
3	+1	+3	+1	+1	+3	Moderate Boon
4	+2	+4	+1	+1	+4	Bonus feat
5	+2	+5	+1	+1	+4	Arcane Lore +1
6	+3	+6	+2	+2	+5	
7	+3	+7	+2	+2	+5	Decode Arcane Script
8	+4	+8	+2	+2	+6	Bonus feat
9	+4	+9	+3	+3	+6	
10	+5	+10	+3	+3	+7	Arcane Mastery
11	+5	+11	+3	+3	+7	
12	+6	+12	+4	+4	+8	Bonus feat
13	+6	+13	+4	+4	+8	
14	+7	+14	+4	+4	+9	
15	+7	+15	+5	+5	+9	Arcane Lore +2
16	+8	+16	+5	+5	+10	Bonus feat
17	+8	+17	+5	+5	+10	
18	+9	+18	+6	+6	+11	
19	+9	+19	+6	+6	+11	
20	+10	+20	+6	+6	+12	Bonus feat

Illustration by J.L. Jones

Exalten

To *exalt* is to glorify, to intensify emotions of joy and pride. The Exalten is the epitome of the famous hero, a jack-of-all-trades who can be anything for anyone. An Exalten knows enough of the ways of combat, magic, and history to dazzle and uplift those around him with tales of heroism. Often, these tales paint the Exalten in the center of greatness, but they're so damned charming that few care to question the truth. The Exalten is the kind of person you *want* to idolize.

Game Rule Information

Exalten have the following

game statistics.

Abilities: An Exaltem needs a high Charisma score to dazzle others with her charm, and her magic. Aside from that, most anything else an Exaltem can just fake if she needs to, though modestly high Intelligence and Dexterity come in handy for surviving actual danger.

Hit Die: d6.

Class Skills

The Exaltem's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Divination (Wis), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spellcraft (Int), Tumble (Dex), and Use Magic Device (Cha). See PHB Chapter 4 and *Elements of Magic* for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Exaltem.



Table 6-8: The Exaltem

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+½	+0	+1	+2	Feat of heroism, inspire
2	+1	+1 ½	+0	+2	+3	
3	+2	+2	+1	+2	+3	Magnificent defence
4	+3	+3	+1	+2	+4	
5	+3	+3 ½	+1	+3	+4	Bonus feat
6	+4	+4 ½	+2	+3	+5	
7	+5	+5	+2	+4	+5	
8	+6	+6	+2	+4	+6	
9	+6	+6 ½	+3	+4	+6	
10	+7	+7 ½	+3	+5	+7	Bonus feat
11	+8	+8	+3	+5	+7	
12	+9	+9	+4	+6	+8	
13	+9	+9 ½	+4	+6	+8	
14	+10	+10 ½	+4	+6	+9	
15	+11	+11	+5	+7	+9	Bonus feat
16	+12	+12	+5	+7	+10	
17	+12	+12 ½	+5	+8	+10	Exalt
18	+13	+13 ½	+6	+8	+11	
19	+14	+14	+6	+8	+11	
20	+15	+15	+6	+9	+12	Bonus feat

Weapon and Armor Proficiency:

An Exaltem is proficient with all simple weapons and two types of martial weapon, but no armor or shields.

Spells: An Exaltem's spellcasting ability is determined by her level and by the choices she make for spell lists, though Exaltem have a limited list of spellcasting options. She can choose spell lists from the following: Charm [any], Compel [any], Create Light, Create Sound, Illusion [any], Infuse [any Element], Transform Light, Transform Sound.

Feat of Heroism (Ex): Once per day, the Exaltem can add a bonus equal to her class level to a single skill check, ability check, or saving throw.

Inspire (Ex): With a few encouraging words and a bit of glorious

Illustration by Todd Schumacher

charisma, the Exalten can inspire another person. As a standard action, the Exalten can exalt any one person other than herself that can see and understand her. The inspired ally gains a +2 morale bonus to saving throws, attack rolls, and damage rolls for a number of rounds equal to the Exalten's Charisma modifier (minimum 1).

Alternately, the Exalten can inspire everyone within earshot who is friendly or helpful, granting them only the +2 morale bonus to saving throws.

The Exalten can use this ability once per day per class level.

Magnificent Defence

(Su): An Exalten is highly confident in her own dramatic fighting style, and is bolstered by her own prowess. This confidence allows her to calmly face combat and defend herself with elegance and panache. After reaching 3rd level, while wearing no armor, the Exalten applies her Charisma modifier, if positive, to her armor class.

Bonus Feat: Every 5th level, the Exalten gains one of the following feats that she fulfills the prerequisites for. Combat Expertise, Deceitful, Illusion Specialist, Improved Disarm, Improved Feint, Improved Trip, Leadership, Negotiator, Persuasive, Spell List Focus, and Weapon Finesse.

Exalt (Ex): At 17th level, the bonus from the Exalten's Inspire ability increases to +4.

Godhand

The Godhand devotes his or her life to a higher power, hoping to serve that power's will. Whether the Godhand serves a noble god or a vicious demon lord, he or she gains power from faith, and learns to wield powerful magic in the service of his or her deity. Godhands are also trained to be capable warriors, able to defend themselves physically if their spells fail them.

Since every deity is different, the benefits the Godhand receives for his or her worship varies. However, since Godhands deal more in abstract realms of the soul and the spirit, their magic has a definite slant toward the intangible, generally eschewing direct offensive magic in favor of spells that affect creatures' essence and behavior, or that make creatures more or less able to battle.

Most Godhands worship one specific deity from a pantheon, but still respect other members of that pantheon, even if they are not actual followers. The agendas of deities' worshippers may conflict in the realm of mor-

als, but it is folly to defy even enemy deities. Thus, though a Godhand may choose to change the deity he or she reveres, if the Godhand truly abandons the pantheon, he or she will never be accepted by any deity, being forced to rely on mortal magic alone.

Game Rule Information

Godhands have the following game statistics.

Abilities: A Godhand needs a high Wisdom to sense his or her deity's will, and a strong Charisma to be a messenger of that deity's agenda. Because the Godhand expects to occasionally engage in physical combat, he or she can also benefit from a high Strength.

Hit Die: d8.

Class Skills

The Godhand's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Dispel Magic (Cha), Divination (Wis), Knowledge (religion) (Int), Profession (Wis), Scry (Wis), Sense Motive (Wis), and Spellcraft (Int). See PHB Chapter 4 and *Elements of Magic* for skill descriptions.

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

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

All of the following are class features of the Godhand.

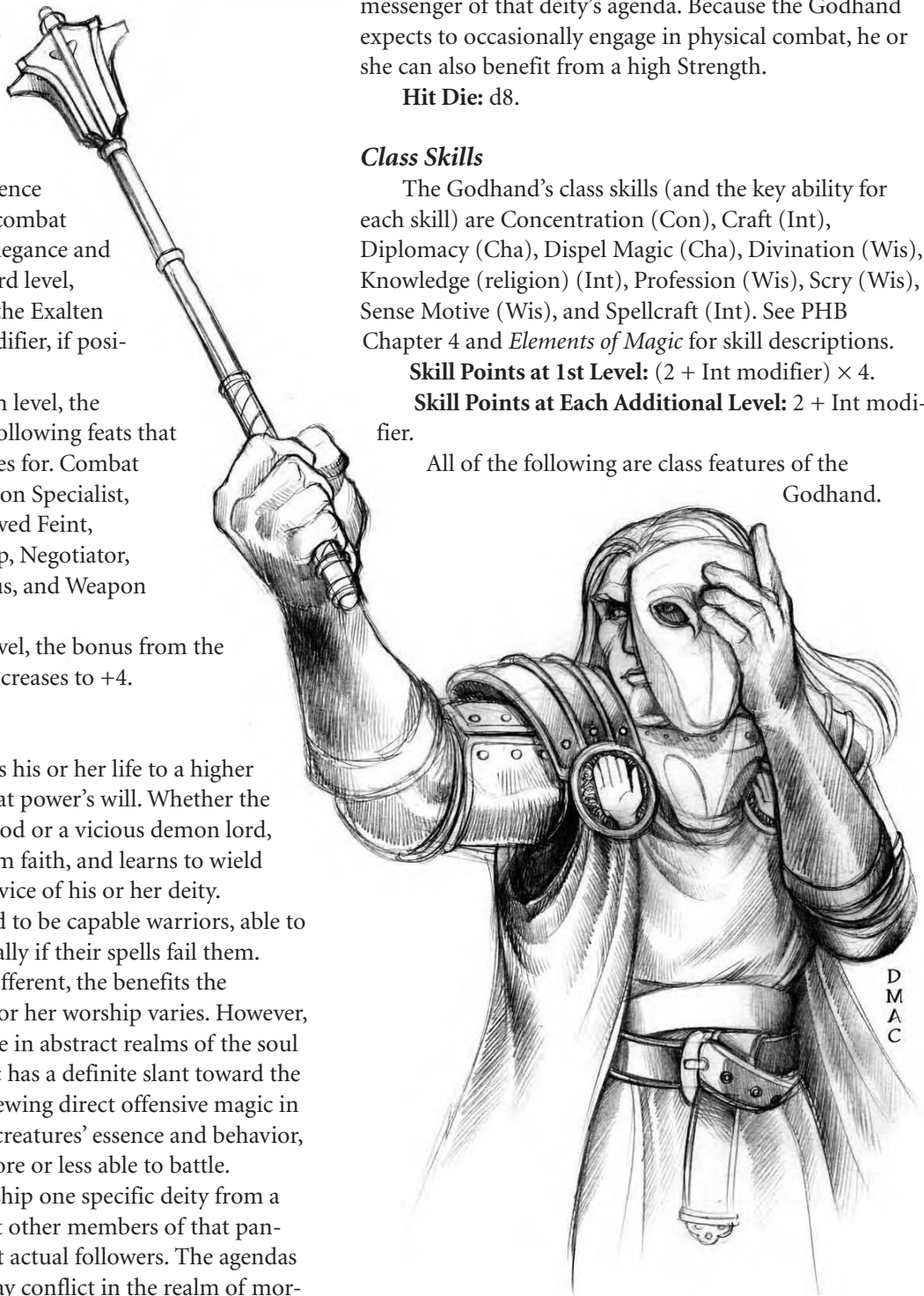


Illustration by Darren Calvert

Table 6-9: The Godhand

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+1	+½	+2	+0	+0	Armored casting, divine boon +1, wellspring of faith
2	+2	+1	+3	+0	+0	Divine tradition
3	+3	+1 ½	+3	+1	+1	
4	+4	+2	+4	+1	+1	
5	+5	+2 ½	+4	+1	+1	Divine boon +2
6	+6	+3	+5	+2	+2	
7	+7	+3 ½	+5	+2	+2	
8	+8	+4	+6	+2	+2	
9	+9	+4 ½	+6	+3	+3	
10	+10	+5	+7	+3	+3	Divine boon +3
11	+11	+5 ½	+7	+3	+3	
12	+12	+6	+8	+4	+4	
13	+13	+6 ½	+8	+4	+4	Divine boon (3rd domain)
14	+14	+7	+9	+4	+4	
15	+15	+7 ½	+9	+5	+5	Divine boon +4
16	+16	+8	+10	+5	+5	
17	+17	+8 ½	+10	+5	+5	
18	+18	+9	+11	+6	+6	
19	+19	+9 ½	+11	+6	+6	
20	+20	+10	+12	+6	+6	Divine boon +5

Weapon and Armor Proficiency: A Godhand is proficient with all simple and martial weapons, light and medium armor, and shields.

Spells: A Godhand’s spellcasting ability is determined by his or her level and by the choices he or she make for spell lists, but is also limited by the type of deity he or she follows. The Godhand cannot learn spell lists that his or her deity does not favor, and multiclassed Godhands that cast prohibited spell lists lose all their magical powers for one day. A Godhand that forsakes his or her worship no longer suffers this penalty, but can never again gain levels of Godhand, and loses all Godhand supernatural class abilities.

It is not necessary, but the game master or player may wish to develop a list of 30 or 40 spell lists that a deity grants access to. For any given deity, this list usually consists of no more than eight elements, and no more two alignments, but the specifics vary greatly. If you do not want to go to the effort of designing your deity’s spheres of influence, simply gain game master approval whenever you choose your spell lists. Some lists may be inappropriate for certain divinities.

Finally, no Godhand may learn any Evoke lists if his or her caster level is less than 3.

Armored Casting: Godhands gain Armored Casting as a bonus feat.

Divine Boons (Su): Godhands gain divine blessing based on the deity they worship. At 1st level, the Godhand chooses any two spell Object Types – an Alignment, Creature, or Element subtype. The Godhand’s MP Limit

when casting spells that consist only of spell lists with the chosen Object Types is increased by +1. Thus, a Godhand 4 could cast spells of the chosen types with up to 3 MP. The save DCs of these spells are also increased by +1.

Every fifth level, this bonus increases by an additional +1. At 13th level, the Godhand can choose one additional Object Type, which gains the same bonuses.

Wellspring of Faith (Su): A Godhand gains a number of bonus MP equal to twice his or her class level.

Divine Tradition: At 2nd level, the Godhand gains a bonus feat appropriate to his or her deity, usually a tradition feat, or a proficiency in a weapon favored by that deity.

Longwalker

The world is filled with magic, from the spirits of nature present in your own homeland, to all manner of arcane spells abandoned and forgotten in high unreachable spots. The Longwalker is perfectly suited to travel the length and breadth of the world, exploring its mysteries while feeling as comfortable in its wilderness as in an old friend’s home. To the Longwalker, everywhere is both adventure, and home.

Longwalkers possess some magical abilities, some combat abilities, and a few special skills of their own devoted to exploration.

Game Rule Information

Longwalkers have the following game statistics.

Abilities: To survive the dangers of road and wilderness, a Longwalker needs a tough body and a clear head. Longwalkers thus benefit greatly from high Constitution and Wisdom scores. The Longwalker’s other abilities are all likewise important, and all have their own value.

Hit Die: d8.

Class Skills

The Longwalker’s class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Divination (Wis), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge

(geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Scry (Wis), Speak Language (none), Spellcraft (Int), Spot (Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex). See PHB Chapter 4 and EOM Chapter Three for skill descriptions.

Skill Points at 1st level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Longwalker.

Weapon and Armor

Proficiency: A Longwalker is proficient with all simple weapons, plus light armor and shields.

Spells: A

Longwalker’s spellcasting ability is determined by his level and by the choices he makes for spell lists, though Longwalkers have limited spellcasting options. A Longwalker can learn the following spell lists: Abjure [any Creature or Element], Charm Animal, Charm Plant, Compel Animal, Compel Plant, Create [any Element], Evoke [any Element], Infuse [any Element], Move [any], Summon Animal, Summon Plant, Transform [any]. For the above [Element] spells, the Longwalker can only choose the elements Air, Earth, Fire, Life, Nature, or Water.

Bonus Feat: At 1st

level and every 4th level, the Longwalker gains a bonus feat from the following list. Alertness, Diehard, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Run, Self-Sufficient, Skill Focus, and Toughness.

Nature Sense (Ex): The Longwalker is familiar enough with nature that he can identify plants and animals with perfect accuracy, and can tell whether wild water is polluted from natural sources.

Wild Empathy (Ex): A Longwalker can use body language, vocalizations, and demeanor to improve the attitude of an animal. This ability functions just like a

Diplomacy check made to improve the attitude of a per-

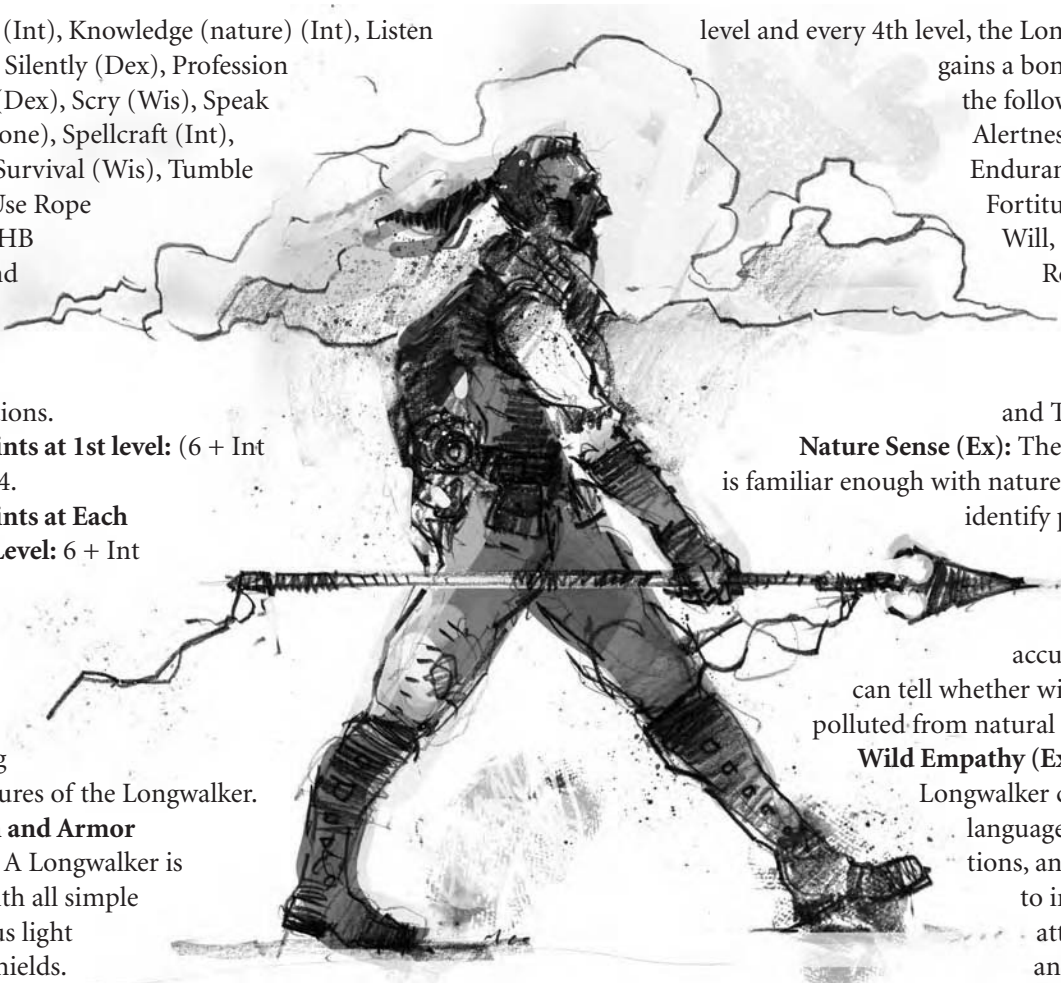


Table 6-10: The Longwalker

Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+½	+2	+0	+2	Bonus feat, nature sense, wild empathy
2	+1	+1	+3	+0	+3	Familiar terrain, walkabout spell +1
3	+2	+1 ½	+3	+1	+3	Tough traveler
4	+3	+2	+4	+1	+4	Bonus feat, fast movement
5	+3	+2 ½	+4	+1	+4	Trackless step
6	+4	+3	+5	+2	+5	Walkabout spell +2
7	+5	+3 ½	+5	+2	+5	Walkabout permanent site
8	+6	+4	+6	+2	+6	Bonus feat
9	+6	+4 ½	+6	+3	+6	DR 1/-
10	+7	+5	+7	+3	+7	Walkabout spell +3
11	+8	+5 ½	+7	+3	+7	Walkabout permanent site
12	+9	+6	+8	+4	+8	Bonus feat
13	+9	+6 ½	+8	+4	+8	DR 2/-
14	+10	+7	+9	+4	+9	Walkabout spell +4
15	+11	+7 ½	+9	+5	+9	Blindsight, tremorsense, walkabout permanent site
16	+12	+8	+10	+5	+10	Bonus feat
17	+12	+8 ½	+10	+5	+10	DR 3/-
18	+13	+9	+11	+6	+11	Walkabout spell +5
19	+14	+9 ½	+11	+6	+11	Walkabout permanent site
20	+15	+10	+12	+6	+12	Bonus feat, worldwalker

Illustration by David Hendee

son. The Longwalker rolls 1d20 and adds his class level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Longwalker and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A Longwalker can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Familiar Terrain (Ex): If a Longwalker of 2nd level or higher has spent at least a week in a wilderness region, he can move through the terrain as if he were on a highway. If he is leading a group as a guide, they can travel as if on a road or trail.

Walkabout Spell (Su): At 2nd level, the Longwalker gains the ability to tap into the magic of a given wilderness region. By spending several days traveling through a region of wilderness (including such wildernesses as deep caves), the Longwalker enhances his connection to the magic in the area. After each day of at least 8 hours of travel, the Longwalker makes a Scry check (DC 20), with a +1 bonus for each day of travel in that area. If successful, the Longwalker locates a site of magical power and attunes to it. These locations take many forms, but are usually characterized by odd magical phenomenon, like singing wind, trails that switch location, or ice from which flowers grow.

By attuning to a site of magical power, the Longwalker can draw power from it. For the next month, while the Longwalker is in that region, his MP limit is increased by +1. A month after the Longwalker first attunes himself to a magical site of power, the connection

fails, and cannot be renewed for a year, encouraging him to find new lands. It is the nature of a Longwalker's magic that he gains strength by travel.

The MP limit bonus increases to +2 at 6th level, +3 at 10th level, +4 at 14th level, and +5 at 18th level. At 7th level, 11th, 15th level, and 19th level, the Longwalker is allowed to pick one site of power he has visited and make it a permanent source of power, such that his connection to it never fades. He must still be in the region to gain the benefits of Walkabout Spell, but he does not need to make Scry checks to establish his connection, and nor does the connection fail after a month.

Tough Traveler (Ex): A Longwalker of 3rd level or higher adds his class level to all Fortitude saves related to natural weather, travel, and endurance. The Longwalker only needs three-quarters as much sleep each night.

Fast Movement (Ex): At 4th level, the Longwalker's movement speed increases by 10 ft. as long as he is not wearing heavy armor.

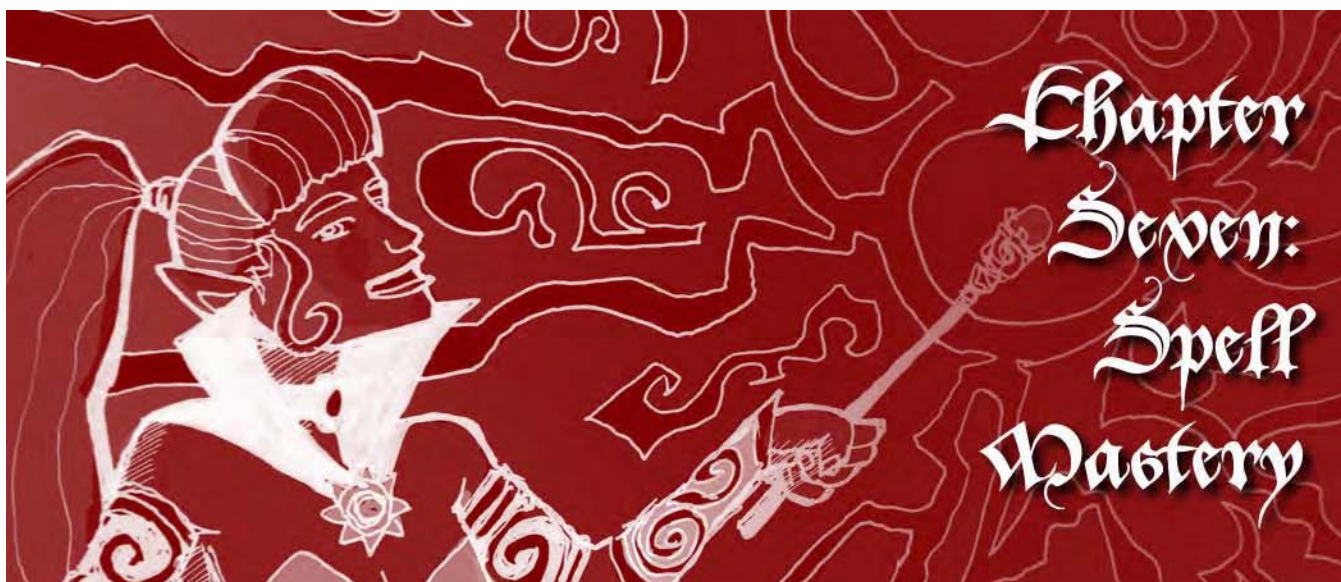
Trackless Step (Su): At 5th level, the Longwalker leaves almost no trail. Increase the DC to track the Longwalker with the Survival skill by +20.

Damage Reduction (Ex): At 9th level, the Longwalker gains DR 1/–. At 13th level this increases to DR 2/–, and at 17th level to DR 3/–.

Blindsight (Su): At 15th level, the Longwalker is so attuned to the surrounding world that he gains blindsight to a range of 60 ft.

Tremorsense (Su): Likewise at 15th level, the Longwalker gains Tremorsense to a range of 30 ft.

Worldwalker (Su): At 20th level, the Longwalker gains the ability to teleport to any magical site he is permanently attuned to. The Longwalker can bring up to ten medium-size creatures with him. Using this ability requires one minute of concentration, and can be used a number of times per day equal to the Longwalker's Constitution modifier (minimum 1).



A mage may learn and cast many spells in her lifetime, but only a few, if any, could she say she has truly mastered. This chapter presents mechanics for different types of spellcasting. Also here is the compilation of all feats detailed in Chapter Six, plus a few extras.

Intelligent Magic Items

The most straightforward method for creating intelligent magic items is to use Craft Permanent Spell to create the mind of the item, effectively creating a construct creature. Then, add additional abilities by placing permanent spells on the item. As a creature, the intelligent item could have up to eleven permanent spells on it (one is already used up in creating the item). Typically, any enduring magical effect on the item applies to its bearer as well, so if the item could fly, so could its wielder.

An intelligent item with a *weak mind* has no ability to move on its own, and its three mental ability scores are purchased with 10-pt. buy. It has the ability to communicate empathically with its wielder, and can see and hear as well as a normal person. It is the equivalent of a CR ½ creature, and so an item with such a mind could be created with Summon Construct 0/Gen 1, made permanent for a mere 20 XP.

A *simple mind* has mental ability scores purchased with 16-pt. buy, and is the equivalent of a CR 1 creature. It can communicate with speech, or by telepathy with its wielder. It knows Common plus one

additional language for each point of Intelligence bonus. Created with Summon Construct 1/Gen 1, it could be made permanent for 80 XP.

A *strong mind* has mental ability scores purchased with 24-pt. buy, and is the equivalent of a CR 2 creature. It can communicate with speech or telepathy with any creature, but only using languages it knows. The item has darkvision. Created with Summon Construct 2/Gen 1, it could be made permanent for 180 XP.

An *overpowering mind* has mental ability scores purchased with 34-pt. buy, and is the equivalent of a CR 3 creature. It has all the powers of the above items, plus blindsense. Created with Summon Construct 3/Gen 1, it could be made permanent for 320 XP.

The creator of the item always chooses its alignment if creating a construct. It is possible, albeit unusual, to create intelligent items that are other creature types, such as using Summon Outsider to make a living demon sword. This changes nothing mechanically, except that the item would have a Constitution score, and would count as an outsider instead of a construct.

Intelligent items have the same ability to control their masters as in the core rules. Special abilities, however, must be paid for separately. Use the table below to determine an intelligent item's Ego score.

Table 7-2: Item Ego

Attribute of Item	Ego Score
Each +1 of Int, Wis, or Cha bonus	1
Speech	1
Telepathy	1
Each permanent spell on item	Special*

* Do not count the spell that made the item intelligent in the first place. For each other permanent spell on the item, add +1 if that spell costs less than 100 XP, +2 if that spell costs between 101 and 400 XP, +3 for 401 to 800 XP, +4 for 801 to 1600 XP, and +5 for spells costing more than 1600 XP.

Table 7-1: Ability Point Buy

Score	Point Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	8
16	10
17	13
18	16
19	20
20	24
21	29
22	34

Example One: An intelligent hat (Int 15, Wis 18, Cha 16) can talk, has telepathy, and has the ability to cast a Divination 3/Gen 0 signature spell an unlimited number of times per day, to see the future of the person wearing the hat. This unlimited-use spell costs 7200 XP, and thus is worth +5 Ego. The item's Ego score gets +9 for its ability scores, +2 for being able to speak and use telepathy, and +5 for its power, for a total Ego of 16.

Example Two: An intelligent holy sword (Int 8, Wis 12, Cha 14) can communicate empathically. It has Infuse Force 5/Gen 1 on it to make it a +5 weapon (1440 XP), Create Good 1/Gen 1 to make it deal +1d6 points of good damage per hit (160 XP), and Abjure Evil 14/Gen 1 so both it and its wielder have Spell Resistance 30 against evil spells and spells cast by evil creatures (9000 XP). The item's Ego score gets +2 for its ability scores, +4 for its weapon enhancement, +2 for its good damage, and +5 for its spell resistance. Its Ego is 15.

Power Components

Some spellcasters use special material components, items which strengthen their magic, consumed as the spell's energies are directed through it. Spell components are typically carried in a pouch of some sort, which can be accessed freely if the spellcaster is able to perform somatic components. Generally, the *Elements of Magic* system ignores restrictions of material components, and the rules below may involve more book-keeping than some groups would be interested in, but we include them in case you want to use them.

A power component is always attuned to a specific spell, and when expended it allows a mage to act as if that spell were a signature spell. She must spend the normal amount of MP and must otherwise be able to cast the spell under her own power; the power component simply lets her cast it as a standard action instead of taking two rounds.

Power components should always be difficult to attain, but typically one or more power components can be taken from any living or recently-dead creature, and items taken from places of power can sometimes hold a magical spark. A Knowledge (arcana) check (DC 15) can determine what type of magic, if any, a component would be useful for, and the mage can collect the item as she sees fit. However, unless properly prepared, the magic fades quickly.

To prepare a power component, the mage chooses one specific spell to attune the component to. The procedure takes an hour, and requires materials equal to the spell's MP cost multiplied by 25 gold pieces. Power components can also be purchased, and have a market price of the spell's MP cost multiplied by 50 gold pieces.

Standard Material Components

If you wish, some magical traditions might make use of incidental material components in all of their spells. They must purchase spell components at a cost of 50 gold pieces per spell list they know, and they cannot utilize new spell lists until they acquire the appropriate components. These components are consumed in spellcasting, but are replaced easily by the mage for no appreciable cost.

A mage who uses these spell components may cast one spell per day per four caster levels (round up) with an MP Limit 1 higher than normal. However, if he does not have his spell components, his MP Limit is reduced by 2 for all spells.

For example, Diogenes (caster level 18) uses standard material components. Each day he can cast four spells with an MP Limit of 19 instead of 18. He can prepare signature spells for this purpose, or can craft spells on the fly. If he does not have his spell components, his MP Limit is reduced to 16. His ability to cast lower-MP spells is not inhibited.

The game master is encouraged to come up with one or two iconic materials that are used as components for each type of spell. A sample list is included below. Optionally, instead of spell components, mages might have specially prepared wands that they must attune again whenever they learn new magic.

Table 7-3: Sample Material Components

Spell Type	Components Used
Abjure	Animal shells, broken objects
Charm	Strips of scented cloth
Compel	Links of chain, needles
Create	Ink wells, brushes
Dispel Magic	Small empty boxes, nails
Divination	Incenses and oils
Evoke	Sulphur and guano, wands
Heal	Blood, candy
Illusion	Burnt twigs, mirrors
Infuse	Beads, sweat-stained cloth
Move	Well-traveled objects, feathers
Scry	String, glass
Spellcraft	Powder
Summon	Food
Transform	Tools, clay

Greater Power Components

A specially-prepared power component can temporarily increase your MP Limit for one spell. Each power component can only be used once, and it is only useful when casting the prepared spell.

The cost of a greater power component is the MP cost of the spell, multiplied by how many MP the spell is higher than your MP Limit, multiplied by 100 gp.

For example, a Mage 9 wants to cast a Heal Life 13 spell to revive someone who has been dead for several

months. He prepares an offering – the heart of a murderer brought to justice, filled with diamond dust and a small painting of the man to be revived. The power component costs 5,200 gp (13 MP spell × 4 MP too high × 100 gp).

Ritual Magic

In many fantasy stories, large groups of wizards, cultists, or even ordinary folk can combine their power to create magical effects no one of them could achieve alone. In other stories mages spend days preparing spells with incredibly strong effects, working with care to avoid a disastrous mishap.

Ritual magic is used to cast spells that cost more MP than the MP Limit of the caster, and require more than one application of MP, either with a single spellcaster casting over the course of several rounds, or multiple spellcasters combining their powers. Any character with a caster level can cast a ritual spell, but characters with a caster level of less than 3 can only assist in rituals other mages cast.

Types of Rituals: For ease of reference, there are three primary types of rituals. Solitary rituals are performed by a single spellcaster. Directed rituals are led by a single spellcaster, with the aid of others. Communal rituals have no leader, and so are harder to disrupt, but overall are less powerful. Additionally, rituals can either be short or long. Short rituals are cast in the span of a few rounds, or a few minutes at most. Long rituals take place over the course of hours, days, months, or even years.

Each type of ritual provides a specialized increase to the MP Limit of the caster or leader of the ritual, based on the time spent. This simply increases the mage's total MP Limit. He still has the additional limit to how much MP he can spend on a single action type (Evoke, Charm, Heal, etc.; see EOM page 21).

Casting a Ritual Spell

First, the primary spellcaster decides what spell she will try to cast. She must know all the spell lists involved, though the spell may have an MP cost that is higher than her normal MP Limit, as shown in Table 7-4. In a communal ritual, every spellcaster must agree on the spell being cast, and all must know every spell list in the ritual spell. Determine the total MP cost of the spell and find the Ritual Value listed in Table 7-5.

A ritual cannot be performed unless at least one caster involved has a caster level of 3 or higher. Lower-level spellcasters can only assist.

Every two rounds, each caster in the ritual donates an amount of MP, which can be no greater than his MP Limit. Add the Ritual Value of the donated MP to a running total of ritual points. When the total ritual points equal or exceed the Ritual Value of the spell, the spell is successfully cast.

Every two rounds, the mage in charge of the ritual makes a caster level check (DC = ritual spell's MP cost + 1). If she fails, those two rounds of the ritual were wasted, and MP donated during that time does not contribute the spell's ritual points. If she fails one of her caster level checks by 5 or more, the spell fails and causes a mishap. A typical mishap deals damage to the lead caster equal to the spell's MP cost.

A ritual can continue for as long as at

Table 7-4: Ritual MP Limit

Length of Ritual	MP Limit Increase
Short	+10
Long, hours	+20
Long, days	+30
Long, months	+40
Long, years	Unlimited



Illustration by Todd Schumacher

least one member of the ritual has any MP left to donate, but if the group runs out of MP, or if the mage in charge stops casting the spell, the spell fails. The mage in charge of the ritual must remain in the ritual the entire time, and can only move 5 ft. per round. Other assistant spellcasters can enter or leave the ritual as they see fit without any ill effect, but all spellcasters donating MP must start their “two round” period at the same time, delaying to the same initiative count. While donating MP they too can only move 5 ft. per round.

There is no range or line of sight restriction on who can contribute to a ritual. Theoretically a high priest could lead every follower of his church in a mighty prayer, and every person who wanted to join the prayer, and was praying at the right time, would contribute.

Communal Rituals: In a communal ritual there is no leader. Instead, every two rounds, every member involved in the ritual makes a caster level check (DC = ritual spell’s MP cost +1). As long as at least one person succeeds, the ritual proceeds as normal. Only if every person involved fails by 5 or more does the spell mishap, but then the mishap does damage to everyone who attempted to donate MP in the last two rounds.

The drawback of a communal ritual is that the MP Limit of the ritual spell is determined with a base caster level of 0. Thus a short communal ritual has an MP Limit of 10, and one that takes days would have an MP Limit of 30.

If a communal ritual casts a spell that can be controlled and there is a dispute over how to direct the spell, each round control is in dispute, every disputing mage makes a caster level check, and the mage with the highest result is in control.

Long Rituals: Rituals are typically cast over several rounds. Some rituals, however, take much longer, gathering magical energies slowly. Instead of donating MP and making a caster level check every two rounds, you can do it every hour, every day, every month, or every year. The benefit of such slow spellcasting is that it allows each participating spellcaster to spend more MP than he would have available in a single day.

Usually, in a short ritual, assuming he fails no caster level checks, a single caster can expend most of his daily MP to create an effect between 3 and 8 MP higher than his normal MP Limit. Two casters with equal caster levels can together add about 2 more MP beyond that, four casters add 4, eight casters add 6, and so on. Only with long rituals can truly huge spells be cast.

An hourly ritual works just like a normal

short ritual, except that it is measured every hour instead of every two rounds, and the MP Limit is higher. The lead mage cannot take breaks.

A daily ritual requires a specified time for everyone to contribute, with a window of an hour. During that hour, everyone who contributes at least two rounds may donate MP. Monthly and yearly rituals work similarly, except that monthly rituals have a one-day window and require a minute spent instead of two rounds; yearly rituals have a one-week window and require ten minutes.

Huge Rituals: Rituals that come up in standard game play will rarely involve more than a handful of spellcasters, and those times that huge rituals are performed, the game master is usually safe to hand-wave the specifics for the sake of the story. In the rare instances that PCs become involved in rituals with 10 or more participants, use the following guidelines.

Assign spellcasters to groups with the same caster level, so that you have an accounting of how many people can devote how much MP. Once you have a census, if there is an even number of people with a given caster level, divide the number by two and treat them as having a caster level 2 higher. If you do this repeatedly, you should be able to reduce a large group to being the equivalent of three or four spellcasters.

Dispelling Rituals: If a spellcaster attempts to dispel a ritual before it is complete, he must target the spellcaster in charge (or may target any mage in a communal ritual). The effective MP of the ritual is determined by comparing the total ritual points devoted to the spell to the Ritual Values on Table 7-5. Find the closest MP cost that has a Ritual Value less than or equal to the current ritual points, and that is the ritual’s effective MP cost.

Table 7-5: Ritual Value

MP	Ritual Value	MP	Ritual Value	MP	Ritual Value
1	1	21	1,500	41	1,500,000
2	2	22	2,000	42	2,000,000
3	3	23	3,000	43	3,000,000
4	4	24	4,000	44	4,000,000
5	6	25	6,000	45	6,000,000
6	8	26	8,000	46	8,000,000
7	12	27	12,000	47	12,000,000
8	16	28	16,000	48	16,000,000
9	24	29	24,000	49	24,000,000
10	32	30	32,000	50	32,000,000
11	48	31	48,000	51	48,000,000
12	64	32	64,000	52	64,000,000
13	95	33	95,000	53	95,000,000
14	125	34	125,000	54	125,000,000
15	190	35	190,000	55	190,000,000
16	250	36	250,000	56	250,000,000
17	400	37	400,000	57	400,000,000
18	500	38	500,000	58	500,000,000
19	800	39	800,000	59	800,000,000
20	1,000	40	1,000,000	60	1,000,000,000

Simplified Ritual Magic

If the ritual consists of a solitary spellcaster performing a short ritual, determining the cost and time to cast the ritual is easy. The mage must know all the spell lists the ritual spell uses. Every two rounds, she has to make a caster level check (DC = ritual spell's MP cost + 1). If she fails, that portion of the ritual was wasted, and the ritual requires an extra two rounds, plus another amount of MP equal to her MP Limit. If the mage does not have enough MP, or if she stops casting the spell, the spell fails. If she fails one of her caster level checks by 5 or more, the spell fails and causes a mishap. A typical mishap deals damage to the caster equal to the spell's MP cost.

Characters with a caster level less than 3 cannot cast ritual spells on their own.

Table 7-6: Simplified Ritual Magic

Ritual Spell MP Cost compared to MP Limit	MP Cost	Casting Time
+1	MP Limit x1.5	4 full rounds
+2	MP Limit x2	4 full rounds
+3	MP Limit x3	6 full rounds
+4	MP Limit x4	8 full rounds
+5	MP Limit x6	12 full rounds
+6	MP Limit x8	16 full rounds
+7	MP Limit x12	24 full rounds
+8	MP Limit x16	32 full rounds
+9	MP Limit x24	48 full rounds
+10	MP Limit x32	64 full rounds

Example One: Jiquus (monstrous creature, caster level 10) wants to cast a 16-MP spell, Compel Humanoid 12/Gen 4 to dominate a captive. A 16-MP spell has a Ritual Value of 250, and Jiquus's MP Limit is 10, so every two rounds he spends 10 MP to contribute 32 points to the spell's Ritual Value, and must make a caster level check (DC 17). He fails once but succeeds the rest of his checks, and after eighteen rounds he has spent 80 MP (and wasted 10) for a total of Ritual Value of 256. The spell is cast, and though Jiquus has spent nearly all his MP for the day, he has a new slave.

Example Two: A young Tri'ni (elf mage 4) is working with two spellcasting allies (David, caster level 9, and Lacy, caster level 6) to cast Move Space 13/Gen 1, in a desperate attempt to stop a villainous plot half-way across the world. Since Tri'ni is the only one of the group who knows Move Space, she is the lead spellcaster, and must succeed a caster level check (DC 15) every two rounds. A 14-MP spell has a ritual value of 125. Tri'ni can donate only 4 MP (4 ritual points) at a time, but David can donate 9 (24 ritual points), and Lacy can donate 6

(8 ritual points). The ritual works fine for four rounds, accumulating 72 ritual points. But then Tri'ni fails a caster level check by 7 and the spell mishaps, dealing 11 damage to Tri'ni.

They try again. Tri'ni succeeds her caster level check the first two rounds round, fails by less 2 the second time, then succeeds. At this point, the spell has 108 ritual points, nearly done. Tri'ni has spent 24 of her daily 26 MP, David has spent 48 out of 81, and Lacy has spent 36 out of 45. Tri'ni can only spend 2 MP for the next two rounds, and she ends up failing her check by 4. Even though she is out of MP, she keeps concentrating on the ritual, directing the energy of her allies. On her next check she succeeds, and the spell takes effect. She gathers her allies, and they teleport to save the day, hoping their exhausted magical power will not doom them.

Example Three: A large group of mages are working together to erect a tower with Move Air 6/Move Force 8/Gen 6, a massive ritual with hundreds of spellcasting allies. There are two hundred mages with caster level 1, fifty mages with caster level 2, twenty-four mages with caster level 3, sixteen mages with caster level 4, and six mages with caster level 8. Because the ritual is communal, it will have to be hourly, not short, since a short communal ritual has an MP Limit of 10, and this is a 20-MP spell.

The two hundred 1st level mages are equivalent to one hundred 3rd level mages. If we extrapolate, this is the same as fifty 5th level mages, or twenty-five 7th level mages. The twenty-eight 3rd level mages are as good as seven 7th level mages, and when combined with the 1st level mages are the equivalent of thirty-two 7th level mages, or sixteen 9th level mages, eight 11th, four 13th, two 15th, or one 17th.

The fifty 2nd level mages are the same as twenty-five 4th level mages. The sixteen 4th level mages, combined with the 2nd level mages, are the same as forty-one 4th level, or about twenty 6th level, or ten 8th. Combine those with the six actual 8th level mages for the equivalent of eight 10th level, four 12th, two 14th, or one 16th. Thus the ritual is reduced to two mages with caster levels 17 and 16, instead of being nearly three hundred.

Every hour, each member of the ritual must make a caster level check (DC 21), such that it is almost assured at least one of them will succeed. The equivalent of a 16th and 17th level mage, the ritual mages donate 650 ritual points in the first hour, and in the second hour donate enough to reach the Ritual Value of 1000. The spell takes effect, and with combined willpower the group levitates huge blocks of stone into place, building in a few minutes a tower that would have taken a normal construction crew months to complete.

Spell Mishaps

Spells sometimes go awry, typically when mages attempt to cast spells beyond their MP Limit, such as through ritual spellcasting, or by casting from a spellbook or spell completion item. The default mishap in the rules is that the caster takes damage equal to the MP cost of the spell he was trying to cast, but you may wish to have more variable and exotic mishaps.

In these expanded mishap rules, whenever a spell does mishap, consult the following table to determine the spell MP modifier. This is the amount of MP added to the spell, altering its range, area of effect, duration, or spell lists. If there is no way for the bonus MP to be spent, the spell instead simply fails, dealing damage equal to its original MP cost to the caster.

Note that not all mishaps are necessarily bad for the caster; most will simply cause the spell to have no effect or a reduced effect. Sometimes, however, the spell will have a significantly good or bad result. It is up to the game master to determine how often different varieties of mishaps should occur.

Rebound: If the spell was originally targeted away from the caster, it instead is centered on the caster. If the spell was targeting the caster, it instead targets another

Table 7-7: Mishap Table I

Spell MP Cost	MP Modifier
0 – 2	+1d3
3 – 6	+1d4
7 – 11	+1d6
12 – 17	+1d8
18+	+2d6

Table 7-8: Mishap Table II

d10	Modified Aspect
1	Rebound
2–4	Range and Area
5	Duration
6–7	Spell Lists
8–9	New Spell List
10	Roll again twice

creature or object if there is one within range. Roll again for an effect to apply the bonus MP to, and ignore results of 1.

Range and Area:

Either increase the range by as much as the additional MP allows and the spell is centered on an appropriate target within that range, or increase the radius of the area of

effect. Or both. If the area of effect is at least 20 ft. in radius, spend 1 MP for the Discerning enhancement, and have the spell not affect some spaces.

Duration: Increase the spell's duration if possible. If the spell's duration cannot be increased, or if it is an Evoke or Heal spell that lasts only one round, roll again.

Spell Lists: The game master chooses one or more of the spell's spell lists, and purchases additional enhancements for them, typically increasing existing effects instead of instituting new ones.

New Spell List: The game master chooses a random spell list, typically one at odds with the original spell's intent, and purchases enhancements from it.

Roll again twice: As directed. Divide the bonus MP

between the different changes.

For example, Tri'ni tries to cast *stormbolt* at a band of goblins hiding behind cover. This spell, Evoke Lighting 4/ Gen 4, normally has a medium range, a 10-ft. radius, and the discerning enhancement. Tri'ni has been dabbling with wild magic, however, and the spell goes awry. A roll on the mishap table shows that the spell will have an additional 4 MP of a new spell list, so the game master determines that the goblins struck by lightning will also be affected with a 4 MP Abjure Lightning effect. Even though the *stormbolt* normally just lasts one round, the Abjure effect will persist for a minute. The goblins, however, do not know the spell has a benefit, so they get a Will save to resist, and only those who fail their saves will gain the benefits.



Mage and Tradition Feats

Collected here are all the feats presented elsewhere in this book, plus a few stand-alone tradition feats, and a handful of general mage feats.

Illustration by J.L. Jones

Table 7-9: Mage and Tradition Feats

Mage Feats	Prerequisites	Benefits
Charm Specialist	Spell Mastery (Charm)	Improved HD threshold.
Compel Specialist	Spell Mastery (Compel)	Improved HD threshold.
Improved Overmaster	Dispel Magic 7 ranks, caster level 7	Suffer no penalty to Dispel Magic attempts to overmaster.
Irresistible Spell	Cha 19, Intense Spell	Spend extra MP to ensure your spells are not resisted.
Life Burn	Con 15	Spend Constitution to increase MP Limit.
Life Channeler	Con 15, Life Burn	Spend Constitution for extra MP.
Magical Calling	–	MP Limit equals character level for one spell list.
Mana Drain	Dispel Magic 12 ranks	Siphon power from spells you overmaster.
Signature Ritual	Caster level 15	Cast a specified ritual spell with ease.
Tradition Feats	Prerequisites	Benefit
Biomancer	Caster level 9, Craft Wondrous Item, Craft Permanent Spell, know 6 Transform spell lists, Infuse Life, and Transform Life	Permanently transform creatures for reduced XP cost.
Blessed Strength	–	+4 Str, +4 Wis in sanctified places
Child of the Snow Moon	Base attack bonus +4, Weapon Focus (scimitar), know Abjure Ice and Create Ice	Ice resistance 5, create icy weapons
Chuckle of the Laughing God	Perform (comedy) 8 ranks, Spell Mastery (Charm)	Creatures laugh at your offensive spells.
Disruptive Touch	Base attack bonus +8, know Infuse Force and Infuse Life	Disrupt opponent's spellcasting ability.
Effigist	Scry 6 ranks, caster level 3	Cast powerful curse rituals
Elemental Disciple	Spellcraft 5 ranks, know six spell lists of a single element, and none of any elements that oppose it.	Be aware of all nearby magic effects of your chosen element.
Elemental Guardian	Dispel Magic 10 ranks, Spellcraft 15 ranks, know six spell lists of a single element, six spell lists of elements friendly to that element, and none of any elements that oppose it, Elemental Disciple	Control access to magic of your chosen element.
Geomancer	Concentration and Scry 4 ranks, caster level 1	Tap magic of distant lands.
Grand Summoning	Knowledge (the planes) 4 ranks, know a Summon spell list	Summon a single powerful, loyal entity.
Infernal Pact	Knowledge (the planes) 4 ranks, know Abjure Evil and Summon Outsider	Your spells are powerful but evil.
Masked Soul	Caster level 1, Wis 13, know Abjure Life or Abjure Death	Defend your soul with a mask.
Natural Spelltouch	Caster level ½, Combat Casting, Knowledge (nature) 4 ranks, know Transform Life	Cast touch spells through living weapons.
Pantheist Priest	Caster level ½, Knowledge (religion) 4 ranks	Make divine offerings to access spell lists you do not know.
Psionic Mage	–	Use your psionic focus to enhance your spells, casting with a thought.
Scribe of Worlds	Craft (writing) 4 ranks, Decipher Script 4 ranks, know Move Space and three Create spell lists	Create literary portals to other worlds.
Sculptor of Chaos	Any two Craft skills 2 ranks, Spellcraft 8 ranks	Reshape local spell energy instead of expending MP, but with a risk.
Singer of Charms	Perform 4 ranks	Sing spells with a DC based on your Perform check.
Soul Tap	Caster level 2, Con 13, Wis 13, must know Infuse Life and Transform Life	Draw power from the souls of creatures, emulating their powers.
Soul Echo	Caster level 4, Con 13, Wis 13, Soul Tap, know Infuse Life and Transform Life	Improved range and power for Soul Tap.
Spell Duelist	–	Hide spells you cast, trick your opponent's readied actions.
Spellweave	Caster level 3, Knowledge (nature) 4 ranks, Spellcraft 4 ranks, must know Transform Life	Connect spells as you cast them with increasing power.
Tattooancy	Craft (tattoo) 4 ranks, Con 13	Write signature spells on your body, cast by simply touching tattoo.
Wayfarer Cirqueliste	Balance, Jump, Perform, and Tumble 8 ranks, know three Move and three Infuse spell lists	Your movements are supremely enhanced by magic, and movement magic you cast is hard to dispel.
Wayfarer Staffbearer	Wayfarer Cirqueliste, know Move Space, caster level 8	Your teleports are precise, teleport 10 ft. per round as a swift action.

Biomancer [Tradition]

You can create permanent magical creatures with great ease.

Prerequisite: Caster level 9, Craft Wondrous Item, Craft Permanent Spell; must know six Transform [Creature] spell lists, Infuse Life, and Transform Life.

Benefit: When you use Craft Permanent Spell to place an Infuse or Transform spell on a creature, or to create a creature, it costs you only 10% of the normal XP cost. Instead, the creature incurs an XP debt of the remaining 90%. Until the XP debt is paid off, the permanent spell can be ended with Dispel Magic, not just suppressed. If the spell is dispelled, the XP debt is negated.

Each day the creature has an XP debt, it must make a Fortitude save (DC = the MP cost of the permanent spell) or else take 2 points of Constitution damage.

Whenever the creature gains XP, it may devote that XP to paying off the XP debt. When the XP debt is paid off, the permanent spell is treated as inherent to the creature, and is not even suppressed by Dispel Magic. It no longer counts against the limit of twelve magical items or effects.

Blessed Strength [Tradition]

In a holy site devoted to your god, you are stronger.

Benefit: To benefit from this feat, you must worship a deity or other higher power. In a temple or other place sanctified in the name of that which you worship, you gain a +4 divine bonus to Strength and Wisdom. A location affected by an Infuse [Alignment] spell cast by a member of the clergy would qualify as sanctified.

Charm Specialist [Mage]

Your charm spells affect powerful creatures with ease.

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

Benefit: Add your caster level to the HD Threshold of Charm spells you cast. This does not benefit Compel spells you cast.

Child of the Snow Moon [Tradition]

You have adapted to the chill of winter, and its magic has suffused your blood.

Prerequisite: Base attack bonus +4, Weapon Focus (scimitar), must know Abjure Ice and Create Ice.

Benefit: You have ice resistance 5. You gain an amount of MP equal to your character level, which can only be spent on the Create Ice spell list.

Chuckle of the Laughing God [Tradition]

You have power over the joyful and the confused.

Prerequisite: Perform (comedy) 8 ranks, must know

six Charm spell lists.

Benefit: Creatures with an Intelligence score of 3 or higher that are affected by spells you cast that allow a Reflex or Fortitude save must make a Will save (DC 10 + your Charisma modifier + ½ your caster level) or begin to laugh for the next minute, finding it hard to take aggressive action. They suffer a –2 penalty to weapon attack and damage rolls, and others receive a +10 bonus to Diplomacy checks with them. Each round the creature is allowed a new save to end the effect. A creature that resists this effect cannot be affected by it again for a day.

Compel Specialist [Mage]

Your compulsion spells affect powerful creatures with ease.

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

Benefit: Add your caster level to the HD Threshold of Compel spells you cast. This does not benefit Charm spells you cast.

Disruptive Touch [Tradition]

You can infuse some of your natural magical aura into other spellcasters, disrupting their spellcasting.

Prerequisite: Must know Infuse Force and Infuse Life, base attack bonus +8.

Benefit: With either a targeted spell or a physical touch attack, you can disrupt a spellcaster's magical abilities. You may use this feat no more than once per day for every four levels you have attained, and no more than once per round. You must declare you are using it before casting a spell or making an attack.

You can only use this feat in conjunction with spells that have a single target, not those with area of effects. If the target fails his save against the spell, he is affected by this feat. When used physically, this feat can apply to both normal attacks and touch attacks.

A magic-user affected by your disruptive touch must make a caster level check (DC 10 + your caster level). If he fails, any spells he casts in the next round will automatically mishap, failing and dealing 1 point of damage to him for each MP the spell cost.

Effigist [Tradition]

You can use items of your foes to enhance your spells.

Prerequisite: Scry 6 ranks, caster level 3.

Benefit: Whenever you cast a ritual spell that targets a single creature and grants a saving throw, you may gain a +4 bonus to your caster level checks if you possess an effigy – an item of physical, emotional, or spiritual significance to your target. If you possess a body part of the target, you gain a +10 bonus instead. If you use this ability, the target of this ritual is always considered unwilling,

so it must attempt a save to resist, even if the spell is normally harmless.

Elemental Disciple [Tradition]

You are connected with energy of your chosen element, and can feel its presence.

Prerequisite: Spellcraft 5 ranks, must know six spell lists of a single element, and none of any elements that oppose it.

Benefit: Choose an element with which you qualified for this feat. You automatically know when there is any magic within 60 ft. that uses your chosen element. You are aware of how many spells use that element, where they are, and how much MP they use of your chosen element. An Illusion Death spell of 1 MP or more can conceal this magic and make you unable to sense it with this feat.

Special: You can take this feat multiple times. Each time you take it, you must choose a new element that fulfills the prerequisites.

Elemental Guardian [Tradition]

You control the flow of a particular elemental energy

Prerequisite: Dispel Magic 10 ranks, Spellcraft 15 ranks, must know six spell lists of a single element, six spell lists of elements friendly to that element, and none of any elements that oppose it, Elemental Disciple.

Benefit: As a reaction you can choose to ignore any spell effects that target you if they are from a spell list of your chosen element. You can ignore Evoke side effects of that element as well, but you cannot ignore created objects this way. Thus an air mage could ignore damage from an Evoke Air spell, and the wind created as a side effect, but wind from a Create Air spell could still buffet him.

You can also use the following enhancement for Dispel Magic.

Seal Energy (10 MP). Affected creatures must make a caster level check (DC 10 + your ranks in Dispel Magic + your Charisma modifier) or else be unable to use spell enhancements of the element with which you qualified for this feat. If the creature attempts to use such spell enhancements and fails the caster level check, its MP is wasted with no effect. It must make a separate check for each spell it casts.

Special: You can take this feat multiple times. Each time you take it, you must choose a new element that fulfills the prerequisites.

Geomancer [Tradition]

You tap the magic of distant lands to power your spells.

Prerequisite: Concentration and Scry 4 ranks, caster level 1.

Benefit: If you spend 8 hours in a ritual, you can

bond to a location, which may be as large as a few miles across. You can bond to no more locations than your caster level.

As a full round action, you may choose an amount of MP no greater than the number of locations are you bonded to, then make a Scry check (DC 20 + amount of MP tapped). At the beginning of your next turn, you gain the chosen amount of MP. If for some reason you do not spend the MP by the end of your turn, the MP leaves you, and you take 1 point of damage for each unspent MP.

If you take damage while trying to tap lands, you must succeed a Concentration check (DC 10 + damage taken + amount of MP tapped), or else, you lose your connection.

You can gain a maximum amount of MP each day equal to twice the number of lands you are bonded to.

Grand Summoning [Tradition]

You can summon and control a specific powerful creature.

Prerequisite: Knowledge (the planes) 4 ranks, must know a Summon spell list.

Benefit: When you gain this feat, choose a specific creature you can summon. You must either have had peaceful contact with the chosen creature and had it agree to let you summon it, or you must know its true name. When you summon the chosen creature, it is automatically obedient, without you needing to spend extra MP. Additionally, the chosen creature gains all the abilities a familiar would have, if the creature were your familiar. However, the duration of a grand summon has a unique limitation. You must spend a standard action each round concentrating to maintain the spell, to a maximum duration determined by how much MP you spend.

Unlike a normal summoning, a grand summoning calls forth the essence of the creature, a spiritual body that functions just as the creature normally would, except that if it is "killed," the creature itself is unharmed. When the Summon spell ends, or when the spiritual body dies, the actual creature becomes exhausted, and it cannot send its spirit through the grand summoning again until it rests at least 8 hours. If the actual creature is killed, you are aware of its death. If the spell ends before you choose to end it, you become exhausted too.

If the chosen creature dies, you can apply this feat to another creature that fulfills the requirements.

For example, Euna, a Mage 12 who knows Summon Magical Beast, gains this feat. She has had peaceful contact with a yrthak she calls Valef (a CR 9 creature), and it has agreed to let her summon it. She can use Summon Magical Beast 9/Gen 0 to summon Valef, and each round she must maintain concentration, to a maximum duration of one minute. If she instead used Summon Magical

Beast 9/Gen 3 to have an hour-long duration, she could keep Valef for as long as she concentrates, to a maximum of an hour.

Summoned in this way, Valef will be obedient, with all the benefits of a familiar. Since Euna is 12th level, while summoned, Valef gains a +5 increase to its natural armor bonus, its Intelligence increases to 10, and it gains various additional abilities like alertness, improved evasion, and the ability to speak with Euna verbally.

Special: If your caster level is high enough to let you summon more powerful creatures, you may choose to summon an advanced version of the creature you chose for this feat. The creature itself is not necessarily becoming more powerful, but the spiritual form of it is stronger for the duration of the spell. You make the decision whether to summon an advanced version each time your caster level improves, and once you decide, you cannot choose to summon a weaker version. Thus, when Euna took the feat, she could choose to summon a version of Valef advanced to CR 12, which would cost 12 MP, but she chooses to keep Valef as a normal CR 9 Yrthak. If Euna's caster level increased to 13, she could choose to improve the form of Valef that she can summon.

You may gain this feat multiple times. Each time you do, you may choose a new creature. However, you can only have one Summon spell active at a time that is summoning a creature you chose for one of these feats.

Instead of choosing a single creature, you can choose a set of creatures. Each gains the full set of familiar-like benefits. For example, if Euna took this feat again and she knew Summon Fey, she might choose to summon three sprites (costing 7 MP).

Improved Overmaster [Mage]

You are especially skilled at turning other mages' spells against them.

Prerequisite: Dispel Magic 7 ranks, caster level 7.

Benefit: You do not suffer the -5 penalty to your opposed Dispel Magic check when attempting to overmaster a spell.

Infernal Pact [Tradition]

Your spells always carry the taint of evil.

Prerequisite: Knowledge (the planes) 4 ranks, must know Abjure Evil and Summon Outsider.

Benefit: All spells you cast detect as evil to a magical Spellcraft check, and you detect as evil. This does not prevent you or your spells from also detecting as their or your actual alignment, if that is not evil. You gain energy resistance 10 against evil damage, but take full damage from good effects, regardless of your actual alignment.

Whenever a creature fails a save against one of your spells, even if the save is normally listed as harmless, that

creature takes 1d6 points of evil damage. A creature cannot be damaged in this way more than once by a single spell, regardless of how many saves the spell calls for.

You gain one additional spell list. Whenever you cast a spell using this spell list, you take damage equal to the MP spent on that spell list.

Irresistible Spell [Mage]

You can ensure your spells are never resisted.

Prerequisite: Cha 19, Intense Spell.

Benefit: Whenever a creature succeeds a save to resist a non-Evoke spell with a single target you cast, you may give up a standard action on your next turn. If you do, you are aware of how much it succeeded its save by, and you may pay an amount of MP no greater than your MP limit. On your next turn that creature must make another save to resist the spell, and the save DC is increased by +1 for each 2 MP you pay. If you use this ability several turns in a row, these bonuses to DC stack with those from previous rounds.

The spell is considered to be in effect, so its duration proceeds normally, and it can be dispelled or overmastered as if it were a spell already in effect. If the target is no longer valid on your next turn (such as if the creature goes beyond range or leaves your sight so you cannot target it), the spell fails.

For example, Hagiok, a Lich Mage 20 casts Compel Humanoid 18/Gen 2 to attempt to dominate Tri'ni. Tri'ni succeeds the DC 25 Will save, rolling a modified 27. Hagiok gives up his standard action in the next round, discovers Tri'ni only succeeded by 2, and spends 10 MP. On Hagiok's next turn, Tri'ni must succeed another Will save (DC 30) or be dominated. Tri'ni miraculously manages to resist the spell again, rolling a modified 31. Hagiok gives up his next action again, learns she succeeded by 1, and spends 10 more MP to be certain, forcing Tri'ni to make a third save against DC 35. Tri'ni has identified the spell Hagiok is casting, however, and doesn't want to press her luck, so she teleports away to avoid it.

Life Burn [Mage]

Your life can increase the power of your magic.

Prerequisite: Con 15.

Benefit: Whenever you cast a spell, you can choose to take 1 point of Constitution burn to increase your MP limit by 1 for that spell. You can do this multiple times at once, though you cannot increase your MP limit by more than 5 this way, and you cannot reduce your Constitution to below 1. Ability burn is like ability damage that cannot be healed by any means other than naturally, at a rate of 1 per day.

If you have this feat, you can choose signature spells that are too powerful for you to cast normally.

Life Channeler [Mage]

Your life can fuel your magic.

Prerequisite: Con 15, Life Burn.

Benefit: As a free action, you can take 3 points of Constitution burn in order to gain an amount of MP equal to your character level, which must be spent on a spell you start casting this round. You can do this multiple times at once, though you cannot reduce your Constitution to below 1 in this way. Ability burn is like ability damage that cannot be healed by any means other than naturally, at a rate of 1 per day.

Magical Calling [Mage]

Your skills with a single spell list improve even as you study other arts.

Benefit: Choose one spell list or magical skill you know. When casting spells that use only that spell list and general enhancements, your MP Limit is equal to your character level (including level adjustments from powerful races). You are not limited by how many spell lists of a particular action type you know. If you choose a magical skill for this feat, you can still spend no more MP than how many ranks you have of that skill.

For example, Kathor the Linewalker, a Mage 3/Fighter 8 chooses this feat and picks Evoke Balance. Though normally his MP Limit is 3, he could cast Evoke Balance 10/Gen 1.

Special: You may choose this feat multiple times. Each time it applies to a different spell list. You can use your higher MP Limit to cast spells that use any spell lists chosen for this feat.

Mana Drain [Mage]

You can siphon power from spells you overmaster.

Prerequisites: Dispel Magic 12 ranks.

Benefit: When you successfully overmaster a spell, you may choose to immediately end the spell and gain MP equal to the spell's MP cost, not counting any general enhancements. You can only use this MP for spells that share an action type, element, creature type, or alignment with the overmastered spell. You must spend the MP by the end of your next action, or else the MP fades away and you take damage equal to the amount of unspent MP.

For example, Gabal (human mage 17 with Improved Signature Spell for Evoke Fire) overmasters an enemy's Abjure Fire 8/Gen 3 spell, and siphons off 8 MP. He immediately spends that MP to cast a quickened Evoke Fire 8/Gen 9 spell, searing his enemy before he can get his defenses back up.

Masked Soul [Tradition]

You can protect yourself from spells by hiding your soul behind a special mask.

Prerequisite: Caster level 1, Wis 13, must know Abjure Life or Abjure Death.

Benefit: If you create a mask worth at least 100gp, while you wear that mask you gain a +2 bonus to saving throws against Charm and Compel spells, and spells with the elements Life or Death. Also, increase the DCs of Divination, Scry, and Spellcraft spells that directly target you by +2.

You must make the mask yourself, and it must be specifically designed to protect your soul. Whenever you gain a level, you must spend another 100gp and at least one day modifying your mask to match the new aspects of your soul.

Natural Spelltouch [Tradition]

You can cast spells with a range of touch through melee attacks with weapons made of animal or plant matter.

Prerequisite: Caster level ½, Combat Casting, Knowledge (nature) 4 ranks, must know Transform Life.

Benefit: Whenever you cast a spell with a range of touch, you may immediately make an attack with a melee weapon as long as it was made of once-living material. The spell is delivered with a successful touch attack against the target, and if you beat the target's normal AC, you also deal the weapon's damage. You effectively extend your own touch to the length of any weapon you can wield.

Normal: You can make a plain touch attack as soon as you cast a touch-range spell, but you cannot deal melee damage with the attack.

Pantheist Priest [Tradition]

By making an offering to a deity in your pantheon, you can gain access to magic appropriate to that god.

Prerequisite: Caster level ½, Knowledge (religion) 4 ranks.

Benefit: You may make an offering to a deity in a pantheon you believe in, even if you do not directly worship that god. Choose a spell that would be appropriate for a priest of that god to cast, with a cost no higher than your MP Limit. Then offer up a sacrifice to the god you are petitioning for power. Making the offering takes two full rounds.

Make a Charisma check (DC 15 + spell's MP cost), with a +1 bonus for each 10 gp your offering is worth. You gain a +2 bonus if the offering is appropriate to the god or for the spell you request, such as if you sacrifice a sword for an Evoke spell.

If you succeed the Charisma check, you are considered to have prepared the spell, and you do not need to make a caster level check to cast the spell, regardless of whether you know the spell lists used. However, you must

still pay with your own MP. If you fail the Charisma check, your offering is consumed without any benefit to you, though you may try again. If you fail by 5 or more, you draw the mild ire of the deity you contacted, and take 1 point of damage for each MP of the spell you requested.

Special Note: This feat can also emulate praying to any sort of higher power for magic, including dragons, demons, or nature itself.

Psionic Mage [Tradition]

You can hold a reserve of psychic energy to enhance your spells.

Benefit: As a full-round action that provokes an attack of opportunity, you may make a Concentration check (DC 20) to gain psionic focus. When you are psionically focused, you may expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15.

You can also expend your psionic focus to cast a spell without verbal or somatic components, without increasing its MP cost.

Once you are psionically focused, you remain focused until you expend your focus, become unconscious, or go to sleep.

You can qualify for psionic feats as if your magic points were power points.

Scribe of Worlds [Tradition]

You can create reality by writing worlds into existence.

Prerequisites: Craft (writing) 4 ranks, Decipher Script 4 ranks, must know Move Space and three Create spell lists.

Benefit: You can create a permanent portal, which is activated by touching a piece of writing. The piece of writing describes the location to which the portal leads, and changes to the writing either change the world beyond the portal, or simply change the destination to another location. Whether these portals lead to other worlds or just different places on ones own world is unclear, but the former is more likely.

Only creatures and the gear they carry can pass through a portal scribed this way. The piece of writing that carries the portal is one-way, and does not travel with you, so you will often need to put it in a safe place, and make sure to bring with you a portal that leads home. Books are the preferred form for these portals, because they are heavy enough not to blow away in a breeze, but not very conspicuous. However, a portal can just as easily be scribed onto a scroll, as a map, surrounding a doorway, etc.

Creating a portal takes one day, requires a Craft

(writing) check, and costs XP. You can choose to simply write about a location that sounds interesting, with no goal of finding a specific place, or you can try to write a portal to a specific location. You can often manage to find worlds that match even the most outlandish and paradoxical descriptions, though getting exactly where you want to go is difficult. Tell your game master the specifics of the location, and that is the destination of your portal, matching your description precisely, though there may be other details that you left out, as the game master sees fit.

The magic to bind word to plane is difficult. The Craft DC and XP cost are determined by how detailed the description is. If you beat a Craft DC 30 and spend 10,000 XP, you can make the portal to wherever you want, with precision.

Words Used	Craft DC	XP Cost
1	5	100
5	10	500
30	15	1000
200	20	2500
1,000	25	5000
Unlimited	30	10,000

If you fail the Craft check, the XP are wasted, and the resulting portal leads to a deathly void.

Proper names are meaningless to this magic, as are descriptions relative to other specific places. You cannot try to find a place "like my home town," or "the port of the city of Seaquen." These words simply count against your limit, without aiding precision.

If you try to create a portal to a location that you are actually at, you write, "This portal's scribe home," and must spend 500 XP and succeed a DC 10 Craft check. You may freely label the portal with a name, which does not count against the word limit, to help keep you from confusing many portals.

Note that it is possible to create a portal that leads to a fabulous treasure hoard, but any game master that would allow this feat into his game should be ready to deal with overly greedy dimensional travelers. Low-level characters getting too much money or magical gear tends to be self adjusting, as people learn of their possessions and seek to take them, quite possibly including the portal book.

Special: This feat should not be available in most campaigns. Just as a *lyre of building* would realistically cause a massive upheaval in the economy of the world if it was used logically, this feat should be used for purposes of adventure, not profit. If characters intend to use this power to explore other worlds, the players should tell their game master where they tend to go well enough in advance for the game master to have time to prepare an adventure.

Sculptor of Chaos [Tradition]

You reshape random local magical energies into your own spells.

Prerequisite: Any two Craft skills 2 ranks, Spellcraft 8 ranks.

Benefit: As you cast a spell, you may choose to draw magical energy from around you rather than from within, hoping there is the proper magical energy to power your spell. Declare the spell you are trying to cast. Since you are drawing magical energy on the fly to cast this spell, the casting time is two rounds even if you normally have the spell available as a signature spell.

The game master determines whether there is magical energy present appropriate to the spell, and if it is faint, moderate, strong, or overwhelming. You must succeed at a Spellcraft check (DC 15 + the spell's MP cost) to cast the spell, with a bonus or penalty depending on how common that magic is.

None: -20.

Faint: -10.

Moderate: +0

Strong: +10.

Overwhelming: +20.

At any given place and time, about half the time there will be a faint presence of the appropriate magical type, and half the time there will be none. Moderate strength magic can happen fairly commonly when similar spells have been cast in the past few minutes. Strong magic should occur only very rarely unless very strong magic has been active in the immediate area. Overwhelming magic of the appropriate type should only be present in places the game master decides in advance.

If the Spellcraft check succeeds, you cast the spell without spending MP. If you fail the Spellcraft check, the spell fails and you lose MP as if you had tried to cast the spell normally. If you fail by 5 or more, the spell mishaps, typically dealing damage to you equal to the spell's MP cost.

You may attempt to cast a spell that uses a spell list you do not know, but if you do you suffer a -20 penalty to your Spellcraft check.

Signature Ritual [Mage]

You have perfected a single ritual spell.

Prerequisites: Caster level 15+.

Benefit: You may have one signature ritual spell. To declare a ritual spell to be a signature spell, you must have successfully cast that spell by yourself. You may cast the spell over the course of two rounds, paying its normal MP cost. You do not need to make any special caster level checks to cast the spell.

You may change your signature ritual spell if you like, but thereafter you cannot change it again until your caster

level increases. Your signature ritual spell counts against your normal limit of signature spells known.

For example, Lina, an 18th level mage, has successfully cast the legendary Dragon Slayer spell, a powerful Evoke Fire 1/Evoke Force 4/Evoke Nature 4/Gen 16 spell. Normally casting this spell would require 24 rounds and cost 216 MP. She assigns it as her signature ritual spell, and now can cast it in two rounds, spending 25 MP.

Normal: Casting a ritual spell requires several rounds and costs much more MP than the spell's actual MP cost.

Singer of Charms [Tradition]

Your song can fill listeners with enchantment.

Prerequisites: Perform 4 ranks.

Benefit: When you cast a spell with only Charm, Compel, or Illusion spell lists, if the spell has a duration of concentration, make a Perform check. The result of the check is the spell's DC. The spell cannot be silent, and you must sing while you concentrate.

Special: This feat can apply to other forms of auditory music, such as piping or drumming.

Soul Echo [Tradition]

Your soul tapping powers are greatly increased.

Prerequisite: Caster level 4, Con 13, Wis 13, Soul Tap, must know Infuse Life and Transform Life.

Benefit: The range from within which your Soul Tap powers can draw power increases to 800 ft.

Additionally, though this power may require some game master adjudication, you can use Soul Tap to reduce the cost of spell lists other than Infuse and Transform if the effect you are creating is similar in power to some natural, extraordinary, spell-like, or supernatural ability a creature within 800 ft. possesses.

Thus, if Three Weeping Ravens were fighting a fire elemental, he could use Create Fire to give himself unarmed attacks that do fire damage, or Abjure Fire to gain fire resistance, and the spell would cost 1 fewer MP.

Soul Tap [Tradition]

You can draw upon the essence of nearby creatures, emulating their powers with ease.

Prerequisite: Caster level 2, Con 13, Wis 13, must know Infuse Life and Transform Life.

Benefit: Whenever you cast a spell on yourself that uses a total of 2 or more MP from Infuse or Transform spell lists, the spell costs 1 fewer MP if there is a creature within 150 ft. that possesses the trait or traits you are emulating. This does not actually reduce the spell's MP Cost (for the purposes of effects like Dispel Magic or creating magic items), and unlike the Spell List Familiarity feat it does not let you go above your normal MP Limit. It just reduces how much MP you pay.

For example, Three Weeping Ravens uses Transform Animal to turn into a brown bear. If there is a brown bear within 150 ft., his spell costs 1 fewer MP. If he uses Infuse Air to grant himself +4 Dexterity (normally a 3 MP effect), if there is a creature within 60 ft. whose Dexterity is at least 4 points higher than his, the cost of the spell is reduced to 2 MP.

When enhancing skills with Infuse, determine what your total bonus would be, and if there's a creature within range with a bonus that high of a bonus or better, the cost is reduced.

Spell Duelist [Tradition]

You have practiced the arts of dueling against other mages.

Benefit: Whenever you cast a spell, you may make a Sleight of Hand check opposed by enemies' Spot checks to conceal what spell you are casting, making it impossible to identify with non-magical uses of the Spellcraft skill. You may also make a Bluff check opposed by enemies' Sense Motive checks to fake that you're casting a spell a moment before you actually do. If you succeed, any enemies that have readied actions to respond to you casting a spell take that action a moment before you actually cast the spell, and damage incurred from their readied actions does not force you to make a Concentration check, since the damage doesn't actually occur while you're casting your spell.

You gain a +2 bonus to Bluff, Sense Motive, Sleight of Hand, and Spot checks in the above situations.

Spellweave [Tradition]

Your magic grows and interweaves easily.

Prerequisite: Caster level 3, Knowledge (nature) 4 ranks, Spellcraft 4 ranks, must know Transform Life.

Benefit: In several circumstances, your spells function more strongly. First, whenever you cast a spell, if you cast a spell in the previous round that cost less MP than this spell, you regain 1 MP. If you cast spells of increasing power for 3 consecutive rounds, future spells you cast have their DCs increased by +2 as long as you keep casting progressively more powerful spells.

Second, you can interweave spells you cast. If you cast a spell with the same area, target, and duration as another spell of yours that is still in effect, you can combine the two spells. The older spell's duration continues until the new spell

would end. The spells now count as one single spell, with a combined MP total, making them particularly difficult to dispel, and seemingly the work of a very powerful spellcaster.

A spell cannot last more than one day in this way. If you cast a one-day-long Abjure Force 2/Gen 8 on yourself at sunrise, then cast a one-day-long Infuse Air 3/Gen 8 on yourself the next day just before sunrise, the two effects *could* be combined, but the Abjure would wear off at sunrise. You can't string spells together forever with this feat.

Tattooancy [Tradition]

You scribe your signature spells on yourself

Prerequisite: Craft (tattoo) 4 ranks, Con 13.

Benefit: You may tattoo signature spells onto yourself, spending one hour per MP in the cost of the spell. These are very detailed and intricate tattoos, and the time includes any removal of other tattooed signature spells, if necessary. Switching these scribed signature spells takes at least a day per spell, but they are much easier to cast.



Illustration by Todd Schumacher

Activating one of these tattoos requires you to still use a verbal component unless you use Silent Spell, but the somatic component is simply that you must touch the tattoo. This never incurs an attack of opportunity.

You may scribe no more than one signature spell on each hand. These spells, however, are always within reach to activate, even if you're bound.

Note that this feat does not grant extra signature spells. It simply allows you to cast signature spells more easily if you have a tattoo for them.

Wayfarer Cirqueliste [Tradition]

Your acrobatic skills are supremely enhanced by magic.

Prerequisite: Balance, Jump, Perform, and Tumble 8 ranks, must know three Move and three Infuse spell lists.

Benefit: Friendly Move and Infuse effects active on you do not detect as magical, and they count as having a caster level 10 higher for the purposes of resisting being dispelled or negated by antimagic. Unfriendly Move and Infuse effects function normally on you, but you gain a +2 bonus to saving throws to resist such effects.

Wayfarer Staffbearer [Tradition]

You have an intuitive sense of the ways of teleportation.

Prerequisite: Wayfarer Cirqueliste, must know Move Space, caster level 8.

Benefit: Move Space spells you cast gain the Precise enhancement for free. Once per round you may pay 4 MP to teleport 10 ft. as a swift action.



Chapter Eight: The Lyceum



This chapter details the magical academy Lyceum, providing a sample setting for your game, and an easy way to introduce many varieties of magical traditions.

Overview

The magical academy known as the Lyceum was first founded several thousand years ago in a small fishing village. A time came when mages in many lands were persecuted, and the leaders of the Lyceum sent out word that their school could be a rallying point in the defense of magic and magical knowledge. For several years the school prospered, and the village around it blossomed into a small city, but eventually forces aligned against the threat of so many spellcasters, and the Lyceum was destroyed.

Many centuries later, a small band of mages discovered a cache of texts that had once belonged to the ancient school. Intrigued, they set out to find other texts that had survived the school's destruction, and in their journeys they discovered knowledge not just of the Lyceum, but of many little-known magical traditions from around the world. Eventually the mages established their own magical school – a simple grassy quadrangle surrounded by six buildings – devoted to teaching both traditional and foreign methods of spellcraft.

Over the centuries since Lyceum's refounding, a city of 80,000, named Nozama, has grown up around the academy. The modern Lyceum is like a small city itself, with nearly 2,000 students and teachers, from young apprentices still dazzled by simple sorcery, to future adventurers seeking arcane tricks to help them survive in a hostile world, tenured professors dabbling in arts that would elsewhere be forbidden, and aged researchers attempting to stave off the world's next impending doomsday.

Today, though the new Lyceum may not be the largest or most powerful magical academy, it is renowned for having the broadest scope, and mages of all types come there to learn the most exotic and bizarre magical traditions.

Campus

The city of Nozama lies on a high, rocky coast, with numerous harbors and scattered outlying islands. The Brasil River flows through the city into the sea, allowing Nozama to be an active trade port in addition to being a hub of magical research and education. Lyceum's campus lies primarily on a high peninsula that extends about a mile from the city. Scattered academy buildings exist inside Nozama city, and many of the islands that edge the harbor are used as training grounds, free from the risks of destroying the city proper.

The main campus is still centered around a grassy field, now darkened with a few old, curling trees, in the middle of the mile-long Simeon Peninsula. The central campus buildings are reserved for record-keeping and the offices of the academy's deans, plus one classroom building devoted specifically to lectures, with no magic allowed. In a sense, the campus center is the calm of Lyceum's storm.

Outside the central cluster is the main campus, stretching away a mile down the gentle slope of Simeon Peninsula. Nearest to the central cluster are the three campus dormitories – squat, uninspired buildings with enough layers of defensive magic to dizzy someone who views their auras. Several fountains spot this area, dancing with water that has no real source.

Along the low cliffs that edge the peninsula are Lyceum's classroom buildings, which share a basic layout. A two-story building lies connected to a permanent open-

Illustration by J.L. Jones

walled pavilion; lectures take place indoors, and practice is typically outdoors. Each classroom is adjoined by small living quarters for the janitors and guards who ensure classes in that building do not get out of hand. The working class at Lyceum is generally overlooked and treated as second-class citizens, but they benefit from free magical assistance from the academy for otherwise mundane needs, like heating in winter and healing in emergencies.

In the sea beyond the peninsula, several small islands owned by the academy are used exclusively for combat training. Many of the academy's teachers are retired adventurers, and every student who attends the academy for more than a year is required to undergo a combat magic test. In theory, the academy does this as its obligation to the city of Nozama, as the training is intended to make spellcasters ready to defend the city from magical threats. In fact, though, most students simply loathe this aspect of the academy, which results in numerous injuries each year. A few cherish it, however, and they are often recruited by the Nozama government for dangerous projects.

Education

Most classes at Lyceum focus more on learning how to perform magic than on understanding it, and thus while many Lyceum-taught spellcasters will gladly sell their services, they make for poor scholars. Travelers are particularly drawn to the academy because its classes run on a loose monthly schedule, making it easy for visitors to Nozama to practice a few spells or study the traditions of another land before moving on.

Each classroom building is associated with one magical tradition, and the academy has made sure that even the more traditional styles do not receive special treatment. Beginning students (those of caster level 2 or less) are encouraged to sample many different magical traditions, and so if a particular class has reached its limit of students, a student who wants to study that tradition simply has to find something else interesting.

After their first year, students are required to choose one or two traditions as their focus. They can still continue to take classes and dabble in other traditions, but they are generally left to their own designs, keeping in touch with an assigned professor once per month for advice and grading. After the first year, students cannot fail their classes, but only those with great drive and talent are awarded with honors. Students with honors status have certain incidental fees waived for things like library research and borrowing minor magic items.

After their fourth year, students may choose to pursue the prestigious path of the Lyceum Loremaster. The mage spends a year traveling among different cultures, accompanied by two or three less-experienced students

and a few hired bodyguards. At the end of her year of study, she returns and demonstrates how her magical talents have developed and expanded. Those who do well may be offered positions in the academy, or be recommended as advisors for governments and businesses. A few Lyceum Loremasters avoid being tied down and continue to travel, acting as visible spokespeople for the education Lyceum offers.

Lyceum provides an excellent way for characters to train as they gain levels in spellcasting classes, especially if they are interested in exotic tradition feats they would normally have no way to learn. One of the greatest services the academy provides is that its students are encouraged to lend their knowledge to others; since tuition is costly, most students are eager to earn some easy money by exchanging magical knowledge with visitors and other students.

A Lyceum Game

If you are beginning a game with *Elements of Magic* as its primary magic system, Lyceum makes an excellent starting point. Low-level adventures can take place in the city of Nozama and the surrounding areas, which are civilized enough to be safe for beginning characters. As they adventure, spellcasting PCs can return to Lyceum for training, or to purchase incidental magic items. Groups of students meet each week to duel each other for prestige, giving characters a chance to practice their new powers and get a feel for what spells work against what sorts of foes. Also, students and faculty at the academy come from around the world, helping characters get a feel for the setting before they plunge into the wilds.

Mid-level characters might be hired by Lyceum to retrieve old texts from ancient crypts or thieving warlocks, or they might become embroiled in the school's own politics and intrigue. Characters might meet pupils that they want to succeed, only to have teachers with grudges against them take out their bitterness on those students. Nozama's organized crime syndicate employs many mages – drop-outs and graduates alike – and they occasionally try to raid the academy for magic items or exotic pets. In the course of studies, player characters might uncover forgotten texts about approaching doomsdays, or they might have to stop other researchers whose attempts to save the world imperil them all. And some successful students will be sent on the long road to becoming a Lyceum Loremaster.

High-level spellcasting characters might be offered temporary teaching positions at Lyceum, with compensation in the form of access to normally restricted libraries and vaults. They might face off against former academy leaders who turned to evil or lichdom, or they might help the academy's students assist Nozama in fending off a sea

invasion. And of course they will likely have to keep power-hungry students from causing too much damage as they attempt to prove the power of their magic.

Lyceum Loremaster Prestige Class

The ideal of the mages of Lyceum is a spellcaster who is a master of his own tradition, yet who is knowledgeable of every other magical tradition. While some students at the academy seek to perfect one style of magic, the highest degree of education a student can achieve is that of the Loremaster.

Loremasters are experts in numerous varieties of magic, some of which they study at the academy, others which they learn from actual practitioners in that tradition's homeland. There is no such thing as a "typical" Lyceum Loremaster, as every one possesses a unique collection of magical knowledge, often reflected by eclectic combinations of clothes and adornments from dozens of different cultures. Loremasters make for excellent adventurers, since the possibility of discovering previously unknown styles of magic is always enough to motivate them.

Hit Die: d4.

Requirements:

Caster Level: 5.

Feat: Any four tradition feats.

Skills: Knowledge (any) 10 ranks, Spellcraft 10 ranks.

Class Skills

The Lyceum Loremaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Dispel Magic (Cha), Divination (Wis), Knowledge (each skill, taken individually) (Int), Profession (Wis), Scry (Wis), Speak Language (none), and Spellcraft (Int). See PHB Chapter 4 and *Elements of Magic* for skill

descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Lyceum Loremaster.

Weapon and Armor Proficiency: A Lyceum Loremaster gains no new weapon or armor proficiencies.

Spellcasting: A Lyceum Loremaster can learn any spell list.

Tradition Skills: A Lyceum Loremaster gains two bonus class skills, chosen when she gains her first level as a Lyceum Loremaster.

Tradition Feat: At 1st, 3rd, 5th, 7th, and 9th level, a Lyceum Loremaster gains a bonus tradition feat. She must still meet the prerequisites for the feat.

Lore (Ex): At each level, a Lyceum Loremaster gains 2 bonus skill points that she can only spend on Knowledge skills.

Emulate Tradition (Su): At 2nd level, whenever a Lyceum Loremaster succeeds in a Spellcraft check to identify a spell as it is being cast, if that spell is somehow modified by a magical tradition feat, for the next two rounds the Lyceum Loremaster may choose to act as if she had that feat.

Lore mastery (Ex): A 10th level Lyceum Loremaster has such a broad exposure to magic that she gains a +10 insight bonus to Knowledge (arcana) checks. Additionally, she never fails Spellcraft checks to identify spells as they are being cast.

Table 8-1: The Lyceum Loremaster

Class Level	Base Attack Bonus	Caster Level	Fort Save	Ref Save	Will Save	Special
1	+0	+½	+0	+0	+2	Tradition skills, tradition feat, lore
2	+1	+1 ½	+0	+0	+3	Emulate tradition
3	+1	+2	+1	+1	+3	Tradition feat
4	+2	+3	+1	+1	+4	
5	+2	+3 ½	+1	+1	+4	Tradition feat
6	+3	+4 ½	+2	+2	+5	
7	+3	+5	+2	+2	+5	Tradition feat
8	+4	+6	+2	+2	+6	
9	+4	+6 ½	+3	+3	+6	Tradition feat
10	+5	+7 ½	+3	+3	+7	Lore mastery

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