ELEMENTS OF MAGIC
MYTHIC EARTH

by Ryan Nock

d20 system

Elements of Magic Mythic Earth

Acknowledgements

Declaration of Open Game Content

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Preface

The unknown and the secret are essential to human nature. Without mystery, people wither and die.

In the time before the dark ages, magic was as common on Earth as it is in the numerous fantasy settings of fiction. But at the Battle of Camlann in England, King Arthur's knights defeated the army of the magical races, led by the knight Mordred, and in so doing Arthur won a victory for all humanity. The magical races agreed at the point of a sword to leave the human world — Terra — and return to their own fey realm — Gaia, a world that once closely adjoined Terra, but that thenceforth would grow further and further apart.

Most who hear stories like this one would call them mere myth. After all, magic is not real, and such tales are just stories told by our ignorant, superstitious ancestors. The truth, if there is such a thing, is that the story *is* a myth, but it is a myth believed in by creatures we ourselves would call magical. For the insidious thing about magic is that it conforms to the beliefs of humanity. Myths are not just stories told for entertainment; they are how cultures explain and understand the world, and even the most "advanced" cultures have their own myths, because there will always be mystery.

Elements of Magic — Mythic Earth gives you the rules to create magic as it is seen in the myths that are alive in every setting, ancient or modern. *Mythic Earth* presents rules compatible with both Fantasy d20 and Modern d20, and is an update of the flexible spell creation system of *Elements of Magic*. Additionally, whether you want to explore the myths of the real world, or you want to play in a fantasy world of your own creation, this book will help you understand the role myths play in history and society, and will aid you in composing adventures with mythic resonance.

Mythic Earth will help you bring the grandeur of myths and the intricacies of superstition and folklore to life in your games. From street magicians and voodoo priests to Chinese sorcerers and the various stripes of witches, all the magical beliefs of humanity and the infinite worlds of fantasy are yours to wield as you explore the mysteries of Mythic Earth.

Two Game Systems in One Book

This book was originally envisioned as a supplement to bring *Elements of Magic* to the Modern d20 game, using Earth as the primary setting. Later in development we realized some gamers would be interested in using this system in their normal Fantasy d20 games (and we realized that there is a much larger audience for fantasy rulebooks than modern rulebooks). It was an easy matter to make the rules compatible with Fantasy d20 as well.

Rather than clutter the book with two sets of rules and possibly confuse readers looking for rules on one system but not the other, the Modern d20 rules are used as a default throughout the book, and the Fantasy d20 rules are presented in an appendix at the back of the book.

So What's Changed?

Mythic Earth was written with two primary goals: first, to make a flexible magic system compatible with the Modern d20 rules; and second, to streamline the spell creation system in the original *Elements of Magic* for use in Fantasy d20 games. The magic system in this book can be used with modern games with helicopters and mini-guns, fantasy games with dragons and dungeons, or any sort of game in between.

If you are coming to the *Elements of Magic* system for the first time, what you need to know is that the magic in *Mythic Earth* is more free-form than that in the core rules of either Fantasy d20 or Modern d20. Any character can acquire a "tradition feat," which gives him access to magic of a particular magical tradition. He can then spend skill points to train in the ten different magical skills. Spellcasters in *Mythic Earth* do not have spell slots. Instead, they must make skill checks to cast spells, and as long as they do not fail their attempts regularly, they can keep casting spells without limit.

Over twenty magical traditions are presented in Chapter Two, drawn from the magical beliefs of our own world, though other traditions are easily possible for other worlds. Each magical traditions has some types of magic it is good or bad at, so Christian miracle workers are more likely to be skilled at healing, and Aztec blood mages will be most adept at attack spells. Characters of any class can learn magic, though only those who devote themselves to it will become truly powerful.

If you already have *Elements of Magic*, you can use *Mythic Earth* if you want a magic system with an easier learning curve, or if you want a skill-based magic system that discards MP.

What's Inside?

Mythic Earth contains material as explained below.

Chapter One: Myths introduces some of the common mythic motifs, and discusses how to create games with different styles and interactions of myths.

Chapter Two: Spellcasting and Magical Traditions explains the rules for gaining access to magic and casting spells, and details twenty-three magical traditions from the beliefs of the real world.

Chapter Three: The Magic of HIGH FANTASY provides setting-specific information and rules for magic-users in the HIGH FANTASY campaign, including a new Mage advanced class and sample characters.

Chapter Four: Spells spells out everything you can do with magic.

Appendix One: Mythic Fantasy d20 details how to use the rules in this book in a fantasy game, not a modern game.

Chapter One: Myths

The world is home to thousands of cultures, and each culture has given birth to its own mythos, populated by gods, spirits, tricksters, creation, flood, and apocalypse. Modern culture has its own myths as well, many of them the surprising children of these historical mythic and religious traditions. But be they ancient or modern, myths from around the world have compelling similarities because of deeply innate elements of human life. Curiosity about the nature of the world, fear of the unknown, the need for social structure and cultural heroes, and the natural desire for entertainment have led widely disparate cultures to give birth to shockingly similar myths.

Why a Mythic Game?

What do myths bring to a game? Setting aside the argument that every story is based in myth (just that we're not aware of when we're using our own myths), games can benefit from the inclusion of different myths in several ways.

First, myths and legends are part of culture, and even in the modern world we still cling to our old superstitions and create new ones. Simply adding "fantasy" to a modern game can feel hollow, because the fantasies we envision today are the successors of millennia of dreams and nightmares about the magical and the unknown. Orcs with guns, for example, seem arbitrary; a postmodernist combination that exists just because it's "cool" but that lacks any deeper reason why the existence of an orc makes sense in the context of mythology. *Myths are different.* There is something darkly compelling about myth, about the possibility that the magic we think we've abandoned still lurks in the places we choose not to see, and that it has changed to match a new generation of fears.

Second, variety keeps players and game masters interested in the game, and keeps the ongoing game from becoming repetitive. It can be just plain interesting to take a step away from everyday action adventure to explore classical myths. Depending on whether you use myths everyone's familiar with, the players might get a kick out of confronting familiar challenges with the benefit of knowledge gleaned from movies and stories. On the one hand, it's much easier to defeat the Sphinx if you've heard its riddle before. On the other hand, players who have no idea what a skinwalker is or how to deal with one will get to experience a fear of the unknown not available if you just stick to the myths everyone knows.

Finally, myths build upon themselves, making normal stories more powerful, and giving excellent stories the potential to become legends. Introduce a superstition – a black cat crosses the trail of the party – and they suspect there is more to their journey than mere chance. Involve them in a folk tale – the legendary "men in black" seek to silence them and erase the party's minds – and their victory is not just over one group of villains, but over all the fabled foes of urban legends. Create a legend – to unite two worlds, the party must find the Holy Grail, which is protected by the traps and undead guardians of the Dungeon of Avalon – and you'll have one hell of a memorable campaign.

Author's Note: Play and Research Worlds You Enjoy

To get the most value from these rules, and to have the most fun with mythologically-themed gaming, you're going to need to do some research. This is good news.

Theoretically, at least, you're gaming because you enjoy it; if you're going to have a game based in real-world myths, you'll enjoy researching those myths. A bit of Internet browsing or library research should get you started on the road to really working various mythic traditions of cultures into your game. Perhaps the most fun part of this research is that, since it's for a game, you should delve into entertainment that features that tradition. Rent Hong Kong wuxia films, play *God of War* to experience a re-envisioning of mythic Greece, and put on some reruns of *The X-Files* to remind yourself that even in the modern day we are still creating myths.

Illustration by Susan Knowles

Setting, Myth, and Adventure

A single book, especially a gaming book, cannot hope to encompass all the myths of all the cultures of Earth. This chapter, then, shows you what you need to know to make a mythic setting work in your game. It falls to you to find specifics and come up with ways to work them into your adventures.

As you think about how to bring your game's setting to life, you'll want to be clear what tone you and your players want. How broad will the spectrum of myth be, and how seriously will you take the existence of magic? Are you going to delve deeply into the myths of the Incas and Peru, or do you plan a globe-trotting adventure about an unchained Greek titan out to destroy the Great Wall of China? Will you strive for realism – as much as possible in fantasy – or will magic exist for the sake of the plot, without ramifications in the rest of the world?

Setting

Myths are stories that explain how we live our lives and why the world is the way it is, often concerning creation or morality. Myths are not necessarily fictional, and often whether a myth is true indeed doesn't matter – for example, the story of the founding of the United States can be said to have attained mythic proportions – and all religions have myths. What matters most is how people's views of the world are affected by myths, not whether a myth actually happened.

Legends are famous stories of a mythic tradition that do not explain the world, but do typically reflect the beliefs of the culture, still possessing significance that might eventually be coopted as myth. For example, the stories of King Arthur are legends, intended primarily for entertainment, not to explain the nature of the world, but they have been taken by some as a myth promising a return to long lost days of glory.

Finally, smaller and more common than myths and legends are *folk tales*, stories on a small scale that usually address fantastic inhabitants beyond the human world, and *superstitions*, those minor beliefs and social taboos that people follow in an effort to affect their fortune or through simple habit arising from their upbringing.

Together, the myths, legends, folk tales, and superstitions of a culture form its mythic setting. For some gamers it will simply be enough to have the magic of a tradition at their fingertips – it's cool to cast a voodoo spell to control an enemy's body, or to use the power of Egyptian gods to banish the walking dead – but others will be interested in experiencing magical settings more fully, and details at all scales help bring those settings alive.

Knowing that New Orleans restaurants often have red beans and rice as a Monday lunch special because long ago Monday used to be laundry day, or that people regularly leave offerings and prayers at the tomb of the old voodoo queen Marie Leveau, differentiates the city from other places. Similarly, knowing that many Japanese people believe you

The HIGH FANTASY Setting

HIGH FANTASY, the sample setting of *Mythic Earth*, is a world where magic was driven from Earth centuries ago and is now slowly struggling back into the eye of disbelieving humanity. According to the most common myth among magic users, knights of Camelot quested to drive the magical races from the human world of Terra to the world of magic, Gaia. Now, in the twentieth and twenty-first centuries, magical creatures find themselves more easily able to cross back over.

Is it because, as the tide of public opinion in technologically-advanced nations shifts slowly toward acceptance of different races, cultures, and religions, our fears and superstitions are no longer strong enough to keep magic at bay? Is it because the High Court of the Fey, powerful beyond mortal ken, only ever went along with the exodus because of their famously irrational whims, and now they have changed their minds? Have a group of devoted mages found a way to draw the two worlds closer together? Even agents of the Bureau, the secret organization charged with protecting humanity from magic, do not know the answer to this mystery.

The HIGH FANTASY setting is detailed in brief in Chapter Three, and it presents just one way to use these rules to create a mythic setting. Primarily a setting for the Modern d20 rules, the historical era of HIGH FANTASY could easily work for a Fantasy d20 game.

sneeze when you are being talked about behind your back, and that many experience lingering nervousness about doomsdays (due to the atomic bombings of World War II), can inspire characters or plots for your game.

Myth

For the purpose of a roleplaying campaign, the most interesting myths are those stories that either reveal secrets or that tell the adventures of a hero. In Greek myths, Hades' possessiveness of his wife Persephone created the cycle of seasons, and the tale of Odysseus is full of adventure as he battles monsters and encounters gods and sorceresses. When players hear that they'll be playing in a mythic Greek campaign, they expect games that either play off the myths that explain the world, or that parallel the myths of heroic adventures. A game will not really feel mythic if it takes place in the dust and dirt of unremarkable Greek cities, and the only in-game revelations of these myths come from storytellers.

Mythic gaming places characters in the myth, often with twists to keep the players on their toes. The players might know what the Medusa was in classical legend, but revealing that the Medusa is also the guardian of a powerful hidden spell gives the players interesting ways to experience the myths without simply hearing what they already know.

You should become familiar with the main myths and

legends of a setting before running the game. Even without consciously trying, you will find it easier to make your games feel like they take place in a mythic setting. Of course, as your game develops, the players will no doubt become interested in elements entirely unique to your game, creating a legend of their own.

Adventure

Unfortunately, few mythic traditions' legends feature groups of heroes working together. Most either involve a single hero on a quest, or involve the interaction of gods and other divine beings. How, then, does a party of player characters get involved?

The answer will depend on whether you're running an actual modern game with magical overtones, or a historical campaign closer to the time of the actual myths. In either style game, adventures will generally need to be more multi-layered than their legendary counterparts, so that characters with different skill sets can make use of their powers. In a modern game, however, often the first few adventures will serve to expose the characters to the magical nature of the setting.

One of the overriding element of myths is that they exist to fill in the unknown spaces: myths are intended to explain the mysterious. Part of the joy of reading myths is seeing how they explain aspects of the world. With that in mind, the game master should make sure to have a few mysteries lurking in the game. Unlike a modern mystery novel, the point of a mythic game is not to find clues and solve the mystery, but rather to adventure and experience the world until the characters are able to make sense of the mystery. Their answer might not be the one the game master had planned, but whatever the characters end up believing may as well be the truth, as long as it leads to an entertaining resolution of the conflict.

The Monomyth

The renowned Joseph Campbell wrote in his book *The Hero with a Thousand Faces* about the monomyth, a story he claimed is common to all cultures. Though the specifics vary, the core of the monomyth is that a young hero leaves home, adventures, learns about himself in the course of saving the day, then returns home. Three stages – separation, initiation, and return – frame numerous classic mythic archetypes, ultimately resulting in a cycle that can be continued in the next generation.

> *"[A] hero ventures forth from the world of the common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man."*
> – Joseph Campbell, *The Hero with a Thousand Faces*

The monomyth is a powerfully resonant story, showing up in religion, entertainment, and, sometimes, in games.

Illustration by J. L. Jones

But the monomyth is distinctly conceived of as the story of a single hero, and though that hero might encounter or be accompanied by other characters, they are not the focus of the adventure. The monomyth is too compelling of a tool to so easily discard for a roleplaying game, however, so consider some ways to maintain it even in a group game.

First, perhaps the group is willing to let one character be the primary focus of the plot. The other players can have characters who do not follow the monomyth, but instead have their own small plots they wish to resolve. The *Final Fantasy* series of video games has a tradition of giving secondary characters their own conflicts that need resolving. These problems often exist before the game begins, and unlike the character of the monomyth who will undergo great growth, these secondary characters have only one key personality flaw. Aside from this flaw, their personality can remain the same throughout the campaign. Indeed, some players prefer to create a schtick and run with it, and are not interested in the task of maintaining personal weakness until the climax of the campaign.

Second, the entire group might go through the monomyth individually. There is the risk that challenges will become redundant and that characters will blend together – after all, the Hero with a Thousand Faces is an everyman, and thus not very distinctive – but because roleplaying games are not the same as mass entertainment, the demands are not the same. An everyman hero in a movie or book must appeal to the entire audience, and so must be a relatively blank slate upon which readers can project themselves. In a game, however, one character's needs typically compel only that character's player.

Finally, a subtle twist on the monomyth results in a story structure called the Fellowship Cycle. In this type of story, each character has unique goals, challenges, and opportunities for growth, but the ultimate focus of the story is upon the group and their friendships with each other. Appearing most prominently in *The Lord of the Rings* and later in various *Dungeons & Dragons* novels and several wonderful storyhours on the EN World messageboards, the Fellowship Cycle, like the monomyth, has three stages.

In the Alliance stage, the characters come together for a common goal. Their needs at this point may appear benevolent, but each character ultimately has a selfish interest for joining the group – perhaps to survive, or to achieve renown, or to redeem himself. The group is threatened by a common foe,

and as they risk their lives to protect each other they come to trust one another.

In the Separation stage, the characters are pulled apart into two or more groups, facing separate challenges that are ultimately related to the final goal of the group. Each small group seeks to both resolve its current conflict and to reform the fellowship, as every member realizes he or she is not strong enough on his own to face the final challenge. During separation, individuals face their original problems and resolve them, preparing them for the ultimate challenge.

In the Unity stage, the characters find each other once more, and they reform the fellowship in time to tackle their final common challenge. Typically, one character still has an unresolved conflict that stands in the way of victory, and with the aid of his companions he faces this conflict, conquers it, and thus enables the fellowship to fulfill their ultimate goal. This may be followed by a denouement, though often a long denouement results in the characters returning home, typically because the storyteller is inadvertently following the monomyth. This return home can weaken the true appeal of the Fellowship Cycle: the focus on the strength of the group as built upon the traits of its members. A more appropriate return home in the Fellowship Cycle might take place during the second stage, Separation, instead of in the final stage as in the monomyth; the group would then reunite for the Unity stage.

How can you apply the Fellowship Cycle to your game, and how does it interact with a mythic setting?

Each tradition has its own cultural conflicts, challenges that are particularly worrisome to people in the society. The strength of these culture conflicts may only be slightly more prominent than other conflicts, but few would deny that in the stories of each, Americans culturally have a stronger interest in financial prosperity and independence, while Japanese are vexed by issues of honor and tradition.

In the Fellowship cycle, the ultimate challenge should be related to the culture conflict of the mythic setting, while the challenges for the individual characters can focus more on the character's own personality, relying on the legends and folklore to maintain a feeling appropriate to the setting.
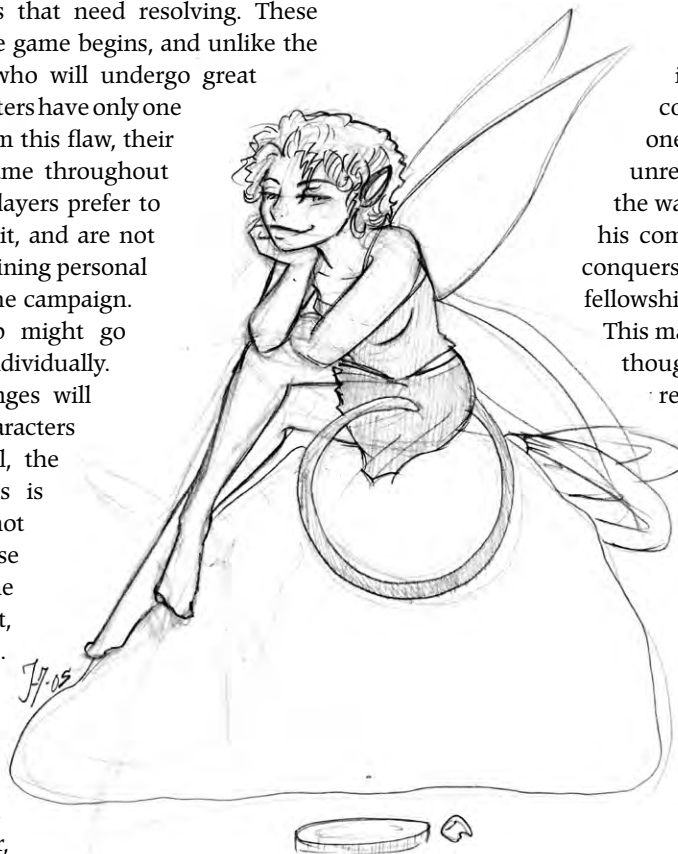
Illustration by J. L. Jones

Certainly, intentionally creating enduring myths is not easy. Usually they happen by chance when someone stumbles upon a particularly compelling version of familiar, classic stories. This does not mean that players and game masters would not do well to take a little time before starting the campaign to work out character arcs that work well together to create the Fellowship cycle.

Creating a Mythos

While this book is primarily intended for Modern d20 games in the real world, we hope that this discussion of the influence of myths on gaming might be of use to you in your other games, be they fantasy, alternate reality, science fiction, or others we cannot imagine. The process of creating a fantasy mythos is easy — just begin with one or two clasical elements (perhaps from the above list) that intrigue you, and decide on how those elements manifest in the mythos.

As you spend more time envisioning the myths of your setting, check the list above and look to other real world myths for mythic elements lacking in your setting. Not all of them have to be present, and if you are pressed for time you should only devote effort to coming up with myths that the player characters will experience. Toss in a bit of superstition and a few folk stories, then perhaps set the heroes following the trail of a legendary hero, and your setting should feel unique from any other.

It's even important to do this in a modern day game. Just because a story has not been told in classic mythologies does not mean it can't be a modern legend. There are heroes and villains in the world — the PCs should be among them, and they should realize as they make their own story that they too will become legends.

Mythic Themes

Some of the main recurring elements of myth are presented below, the list derived from the work of Lorena Stookey in *Thematic Guide to World Mythology* (© 2004). These are the sorts of iconic stories that people can relate to across culture, showing up in numerous mythologies. When looking for inspiration on how to get the players interested in a mythic setting, research a few of the themes below to see how they manifest in your chosen mythos.

When presented in the right light, all of these themes can evoke strong emotions. Exploring the mysteries of the afterlife, locating a fragment of the egg from which the world hatched, or reviving or rescuing a trapped culture hero are all ready-made arcs around which to base an entire campaign.

The Afterlife	**Guardians**
Animals in Myth	**Messengers**
The Apocalypse	**Monsters**
Changing Ages	**Primal Parents**
The Cosmic Egg	**The Quest**
Creation Myths	**The Rainbow**
Culture Heroes	**Sacred Mountains**
Deluge Motif	**Separation of Earth of Sky**
Descent Motif	**Tricksters**
Earth-Diver Motif	**Twins, Pairs, and Doubles**
Emergence Motif	**The Underworld**
Etiological Myths	**War Among the Gods**
The Fall	**The World Tree**
Fertility Myths	**Ymir Motif**
Gods and Goddesses	

This chapter explains the rules for casting spells. The actual effects of spells are detailed in Chapter Four: Spells.

The Basics

There are ten **magical skills** – Attack, Charm, Create, Cure, Defend, Divine, Illusion, Move, Summon, and Transform. Spell power is measured in levels, typically from 1 to 20. Accordingly, a spell's level in *Mythic Earth* is roughly two or three times what it would be in the core spellcasting rules, modified slightly to balance with the options that are available in the modern world. Higher-level magic is possible, but seldom comes into the hands of player characters. Casting spells requires a skill check, and the DC is higher to cast more powerful spells.

Humans have no innate or natural magical ability. Human characters can cast **ritual spells** from texts, and even create their own rituals with enough study, but they have no innate magical power, and must use the Knowledge (arcane lore) skill to cast spells.

To cast a **spontaneous spell** – a spell that does not require a ritual – a human must take a **tradition feat**, and each tradition feat grants benefits dependent upon the beliefs of that tradition. Some spellcasters might use powers of the fey, others might have magic granted to them by the ghost of an ancestor, and others might possess psionic powers. Even with a tradition feat, characters must still spend skill points to take ranks in magical skills. The tradition feat merely represents potential power; the magical skills reflect actual magical knowledge. Characters without tradition feats cannot take ranks in magical skills.

Members of naturally magical races must still possess a tradition feat to cast spontaneous spells, but for them the tradition feat tends to represent inner power, while for humans a tradition feat often represents a boon granted by an outside power.

Ritual spells are difficult to cast, but can be very powerful if the caster is willing to take the risk. Spontaneous spells are weaker, but have almost no risk.

Spellcasting

To cast a spell, you must either have a ritual text, or must have the ability to cast spells spontaneously (with a tradition feat and ranks in the appropriate magical skill). The two methods use different mechanics to cast spells, but both use the same mechanics for creating spells and determining their power level.

The term "spellcasting check" is used for both ritual and spontaneous spells. For ritual spells, a spellcasting check is a Knowledge (arcane lore) check used to cast the spell. For a spontaneous spell, a spellcasting check is a skill check with the appropriate magical check to determine whether casting the spell taxes you, and if so, how much.

Ritual Spells

To cast a ritual spell, make a Knowledge (arcane lore) check (DC 20 + the spell's level). Casting a ritual spell requires ten successful skill checks, one per round. If you fail a check, that round does not count toward the ten necessary successes. If you fail 2 times in a row, the spell fails entirely and causes a mishap. You cannot Take 10 on these checks.

Every ritual is based in a magical tradition, and some require other feats to work properly (such as Command Undead or Craft Permanet Spell). If neither you nor any characters assisting you in the ritual (see below) possess the proper mage or tradition feat, increase the spellcasting check DC by +5 for each feat you lack.

Assisted Rituals: Other characters can attempt to assist you with a ritual spell, using the Aid Another rules. Assisting characters each make a Knowledge (arcane lore) check (DC 10), and each character who succeeds grants you a +2 bonus to your spellcasting check. Additionally, if those characters possess mage or tradition feats required for the ritual, the spellcasting DC is determined as if you possessed those feats too. You can only be assisted by a number of characters equal to your Wisdom bonus (minimum one assistant). If additional characters try to aid you, they are wasting their time – their attempt has no effect on the ritual.

Illustration by J. L. Jones

Magic in the HIGH FANTASY Setting

In the HIGH FANTASY setting, almost all humans who can use magic spontaneously are bonded to a ghost. The only common exception to this are psychics, who are generally disdained by mages because of their ease in discovering secrets and invading privacy.

For magical races, a tradition feat reflects a part of the creature's nature. Whereas a human simply has to find the right ghost or learn the right magic to gain a new tradition feat, a magical creature must change its very nature.

In your own games, you are free to decide that anyone can learn magic with no restrictions. This makes non-humans seem slightly less mysterious and alien, if you prefer a game where magic is less rare and surprising.

Rituals that are 5th level or higher always require some action in addition to simple spellcasting. What this action is depends on the tradition, and examples are presented with each tradition, but typically they are not difficult to do. They simply take up time if you do not have assistance.

Characters cannot Take 10 on Knowledge (arcane lore) checks to assist a ritual spell. Ritual spells are written texts, so characters must be able to read and speak the language to participate in a ritual. See page 24 for rules on creating and purchasing rituals.

Example One: *Russell Vanderschmidt (Smart 10/ Dedicated 2) has a 16 Wisdom and a +36 bonus to Knowledge (arcane lore) checks. He attempts to cast a powerful 20th level ritual spell from the Classical Fey tradition that requires the Movement Specialist feat, and he doesn't have those feats, so the ritual requires a DC 50 Knowledge (arcane lore) check. Since he has a +3 Wisdom modifier, he can be assisted by up to three other characters.*

Failed Rituals: If you fail two consecutive spellcasting checks for a ritual, the spell fails, you suffer a −1 penalty to all spellcasting checks for the rest of the day, and the spell mishaps. See Mishaps, below, for more information.

If, while casting a ritual, you end the ritual voluntarily instead of failing two spellcasting checks, no mishap occurs, but you still suffer a −1 penalty to all spellcasting checks for the rest of the day.

Spontaneous Spells

To cast a spontaneous spell, you must have ranks in the appropriate magical skill. You can cast any spell if its level is less than or equal to the number of ranks you have in that magical skill. Casting a spontaneous spell takes two full rounds, except that signature spells (see below) can be cast as a standard action.

At the end of the second round of casting a spontaneous spell, make a spellcasting check with the appropriate magical skill (DC 10 + spell level). You cannot Take 10 on this check. A natural 20 does not automatically succeed, nor does a

natural 1 automatically fail. If you succeed, the spell functions normally. If you fail, the spell may still function, but you suffer drawbacks.

If you fail by a margin of 1 to 5, the spell functions normally, but you incur a −1 penalty to all spellcasting checks for the rest of the day.

If you fail by a margin of 6 to 10, the spell fails and you incur a −1 penalty to all spellcasting checks for the rest of the day.

If you fail by a margin of 11 or more, the spell fails, you incur a −1 penalty to all spellcasting checks for the rest of the day, and the spell mishaps. See Mishaps below for more information.

Table 2-1: Spontaneous Spellcasting Results

Check (DC 10 + level)	Result
Succeed	Spell functions
Fail 1−5	Spell functions, −1 penalty
Fail 6−10	Spell fails, −1 penalty
Fail 11+	Spell fails, −1 penalty, mishap

Signature Spells: Normally, spontaneous spells take two full rounds to cast. From a flavor standpoint, this represents the time needed to compose a spell on the fly. From a game standpoint, this discourages players from slowing down combat by trying to create the perfect spell. Instead, characters will typically rely on their signature spells, those spells the character is most familiar with, which he is able to perform without thinking. Signature spells are just as difficult to cast as normal spells (i.e., their spellcasting DC is the same), but they take only a standard action to cast.

A signature spell is a specific, premade spell of a specific tradition: for example, a specific Illusion 5/Gen 1 spell to make a target creature look and sound like a different person for ten minutes, using the Stage Magic tradition. The specific appearance of the illusion can be different, but the enhancements chosen are pre-determined.

You can know a number of signature spells equal to your hit dice plus your Intelligence modifier. Creating or changing the signature spells you know takes 8 hours of study and practice. You can choose any spell as a signature spell, even an overpowered spell (see below). However, ritual spells can never be signature spells.

Overpowered Spells: Normally, when you cast a spontaneous spell, you cannot cast a spell that is higher level than the number of ranks you have in the appropriate magical skill. You can choose to cast an overpowered spell, allowing you to cast a spell up to 5 levels higher than your number of skill ranks. Casting an overpowered spell deals 1d4 points of Strength ability burn to you for every 2 spell levels (round up) you went above your limit.

Ability burn is like ability damage, except that it cannot be healed by magic. It heals naturally at a rate of 1 per evening of rest. A Treat Injury check (DC 20) can recover 1 additional

point of ability burn, but a character can only benefit from this once per day. If your Strength is reduced to 0, additional ability burn is dealt to Constitution.

You can spend an action point when casting an overpowering spell to keep from taking this ability burn. You can wait until after you know if the spell succeeds before deciding whether to spend an action point this way. Thus, you can choose instead to spend an action point to increase your spellcasting check, since normally succeeding is more important than not being injured.

General Spellcasting

The following rules apply to ritual and spontaneous spells.

Verbal, Somatic, and Material Components: As a

Behind the Curtain: Magic Level of a Setting

How easy magic is to use heavily influences the tone of a setting and your game. The default DC of spellcasting checks is 10 + spell level. The base DC of 10 was set so that even 1st-level characters can use a little magic without great risk. By 4th level, characters will be able to legitimately call themselves spellcasters, and by 10th level they will have powers at the level of movies like *Constantine*.

If you want magic to be a little rarer, increase the base DC to 12, or to 15 if you want magic to be only a tool of last resort. Of course if you do, don't expect characters to try to cast spells at low level. Likewise if you want magic to be slightly more common, reduce the base spellcasting DC to 8, and if you want it to be ubiquitous like in the *Harry Potter* stories, reduce the base DC to 5.

Ritual spells are intended to involve the whole party, with one character leading the ritual. A well-designed ritual will include flavorful requirements that do not actually influence the DC, but give each PC something to do. The DCs for rituals were balanced with the understanding that Smart Heroes with the savant talent, a high Intelligence, and full ranks of Knowledge (arcane lore) will have a good chance to pull off powerful rituals, but the everyday hero will have little chance to make a ritual work properly. Of course, feel free to increase or reduce the spellcasting DC for rituals as well.

Remember, though, that the easiest way to influence the level of magic in your setting is to control the PCs' access to magic. Just because something is in this book does not mean it is necessarily available to the characters. It is much easier to create a setting by starting with no magic and adding what you want than it is to start with all the options in this book and remove the ones you don't like. Adding new options is always easier than getting rid of options and having to explain why things the characters already did could not have happened.

default, all spells in the *Mythic Earth* rules require verbal and somatic components, but see the Focus rules below. Spells do not require material components.

Focus: As a full-round action that provokes an attack of opportunity, you may make a Concentration check (DC 20) to gain magical focus. When you are magically focused, you may expend your focus to cast a spontaneous spell without verbal or somatic components, without increasing its level. Once you are magically focused, you remain focused until you expend your focus, become unconscious, or go to sleep.

For psychics, magical focus is often called psionic focus.

Precasting: Normally, when you want to cast an powerful spell, you run a great risk of not just injuring yourself, but also wasting your time in combat or other tense situations. It is possible, however, to cast a spell in advance and hold the completed spell for later release. Doing this lets you face the risk of having a spell go awry in controlled circumstances.

To precast a spell, you must be magically focused. You then choose a spell to cast and make the appropriate magical skill check. If you fail you suffer the normal effects. If you succeed, the spell does not take immediate effect. Instead you gain the ability to expend your magical focus to cast the spell as a standard action, without having to make a spellcasting check. If you lose your magical focus, the precast spell is lost.

You can only have one precast spell at a time.

Caster Level: Your caster level is equal to your total hit dice if you are casting a spontaneous spell, or equal to the spell level of the spell you are casting if you are casting a ritual spell.

Saving Throw DC: The saving throw DC to resist the spell (if any) is 10 + ½ the spell's level + your Charisma modifier.

Spellcasting Penalties: If you fail to cast a ritual spell, or if you fail the spellcasting check for a spontaneous spell, you suffer a −1 penalty to spellcasting checks for the rest of the day, generally until you get a good night's rest. Regardless of how many times you sleep, you can only negate these penalties once in a given day. If you do not rest at least 4 hours, the penalties remain, even beyond one day.

Armored Spellcasting Failure: As with the core Modern d20 rules, spellcasters wearing armor have difficulty casting spells with somatic components, increasing the spellcasting check DC to cast their spells. The Armored Casting feat lets spellcasters ignore spell failure chances when wearing armor they are proficient with.

Table 2-2: Armored Spellcasting Failure Chance

Armor Type	Proficient Check Modifier	Non-Proficient Check Modifier
Light	+2	+4
Medium	+4	+6
Heavy	+6	+8

Mishaps — Spellcasting Fumbles: When spellcasting goes awry, the result is called a mishap. The default mishap

is that the caster and any other characters involved in casting the spell take damage equal to the spell's level, but the game master is encouraged to use the suggested mishaps for the spell's magical tradition, presented with the appropriate tradition feat.

Expanded Spellcasting Options

Long Spells: Normally a spontaneous spell requires a standard action, and each spellcasting check for a ritual spell requires a full round. If you spend ten minutes instead of the normal standard action or full round, you gain a +2 circumstance bonus to your spellcasting check. This would cause a spontaneous spell to take ten minutes, and a ritual to take at least an hour and forty minutes.

Swift Rituals: You can attempt to cast a ritual spell more quickly, though this is difficult. To cast a ritual spell swiftly you need only succeed on two spellcasting checks, but you suffer a −10 penalty to your spellcasting check, and if you fail a single spellcasting check, the spell fails.

Communal Spells: When a spellcaster is assisted by a large number of people, the combined will of the group can enhance the spell's scope, if not its power. If you have a large group working with you as you cast a spell − either ritual or spontaneous − their presence can grant the spell additional levels which can be used for general enhancements.

A group of ten people grants you +8 levels. Forty grants +12 levels. A thousand grants +16 levels. Ten thousand grants +20 levels, one hundred thousand grants +24 levels, one million grants +28 levels, and so on.

All participants do not need to be within line of sight as the spell is cast, but they must be aware the spell is being performed, and must actively and willingly concentrate on the spell for at least ten minutes, some portion of which must include the actual casting of the spell. The spellcaster can maintain concentration, waiting for the necessary ten minutes, but if he ends before ten minutes, he gains no benefit. Likewise, if his concentration is disrupted, the spell fails.

These additional levels can only be used to purchase general enhancements (see page 38), and they do not increase the spellcasting DC, nor the spell's save DC. A ritual spell can only be a communal spell if it is designed that way; you cannot simply turn any ritual into a communal spell. The Knowledge (arcane lore), Research, and Purchase DCs to create or acquire such a ritual spell *do* count the spell's total level.

Example Two: *Russell Vanderschmidt wishes to destroy a town overrun with trolls, using Attack 15/Gen 21, creating a blast of fire with a 1-mile radius, leaving himself and up to 36 allies unharmed. This spell requires the Spanish Inquisitor tradition feat, which Russell lacks, so the spell DC would normally be 61. However, he has forty allies assisting him, which grants him 12 free levels for general enhancements. Of these forty allies, fifteen will aid him in the actual ritual (he has the Ritual Mage feat, which allows him to be assisted by more spellcasters than usual). If even half of them succeed their aid checks, he'll have a total*

Grim Magic

Simply changing the DC to cast spells might not reflect the tone you want for your game. The following options can work independently or together.

No Spontaneous Magic. Characters cannot cast spells spontaneously; they must find spells or create them in advance. If a character finds a spell in a book he can learn it with a Spellcraft check (DC 15 + ½ spell level), but a character can only know a number of spells of a particular magical skill equal to the number of ranks he has in that skill. Creating a spell requires a Knowledge (arcane lore) check (DC 20 + spell level), and each attempt requires 1 day and costs a Wealth check (DC 10 + spell level). Every spell is created for a specific magical tradition, and a character takes a −5 penalty to his Spellcraft check to learn it and his spellcasting check to cast it if he does not have the proper tradition.

Draining Magic. Whenever a character casts a spell, the spell deals 1d4 points of Strength burn per two spell levels (round up) to him. Each rank the character has of the appropriate magical skill reduces the ability burn by 1. If the character's Strength is reduced to 0, additional ability burn is dealt to Constitution. If using this system, failed spellcasting checks do not incur a −1 spellcasting penalty as they do in the basic rules.

Magical Places. Some locations might be particularly magical or particularly mundane, granting a bonus or penalty to spellcasting checks. In the High Fantasy setting, Washington, D.C. is highly antimagical, incurring a −5 penalty to all spellcasting checks there. Stonehenge grants a +5 bonus to Divination checks cast inside it, and a +2 bonus to all spellcasting checks for spells cast by those who follow druidic traditions.

+48 modifier to his spellcasting check, against DC 49.

However, to locate this spell, Russell would have had to succeed a Research check (DC 51), and a Wealth check (Purchase DC 51). He manages to locate an appropriate ritual, but, unable to buy it, Russell has allies steal the rare spell from vaults under Madrid.

Magical Fonts: Some magic items are simply stores of magical energy. These items, called *batteries*, can be tapped by mages to power their spells. Likewise, locations possessing great magical power, called *loci*, can also be tapped. Batteries and loci are mechanically identical, and collectively they are known as *fonts*. Loci are usually natural occurences, are immobile, and possess much more power than a mere battery.

Most batteries can be used to power any sort of spell, though some batteries and most loci only provide power for a limited set of spells. Generally this limits the font to certain magical skill types, but some fonts might be restricted to only certain effects in a given skill. You can determine the level limit, energy, and other aspects of a font with a 1st-level

Divine spell, though some loci are cloaked with Illusion.

Fonts have two main measures – level limit and energy. The level limit is the highest spell level that can be powered by the font. The energy is how many times the font can be used in a single day. Regardless of how high a font's level limit is, even a 1st-level spell will drain one of the font's uses for the day.

Batteries are designed to be tapped, and so any spellcaster can use them. Loci, however, are harder to access. All loci are a little different, so to figure out how to draw power from a given locus you must make a Spellcraft check as a full round action (DC 20).

To draw power from a locus, you must be within its area; to draw power from a battery, you must be holding or wearing it. When you use a font to cast a spell, if the spell you cast is not higher than the font's level limit, you do not have to make a spellcasting check: you automatically succeed in casting the spell. You still suffer any effects for casting an overpowered spell if the spell's level is higher than the number of ranks you have in the required skill(s), and as usual you can only cast spells up to 5 levels higher than your skill ranks.

Sample Fonts

- *Cursed Tunnel of Love* – This haunted carnival attraction outside of Boston is a locus with a level limit of 5 and 2 energy, but it can only be used to cast Anger or Fear effects with Charm spells.
- *Dan Aykroyd's Harmonica* – After his first performance as Blues Brother Elwood Blues, this harmonica vanished, prompting Aykroyd to lock up all his later harmonicas in a suitcase when going on stage. This item has a level limit of 6, 1 energy, and can be used to power Charm spells. Purchase DC 30.
- *The Eye of St. Houdini* – Recovered by the only known magician's troupe consisting entirely of Catholic nuns, this item, purportedly a glass eye that belonged to Harry Houdini, is a battery with a level limit of 4, 4 energy, and can be used to power Illusion and Move spells. Purchase DC 32.
- *Marie Leveau's Tomb* – The tomb of New Orleans' famed voodoo queen has a level limit of 13, 3 energy, and can be used to power Charm, Defend, and Divine spells.
- *The Storm Glass* – Created when a bolt of lightning left a twisted spear of glass in the sands of an Arabian desert, this battery has a level limit of 12, 3 energy, and can only be used to power lightning Attack spells. Purchase DC 38.
- *Tree of Eternity* – Said to have had its mile-deep roots dug up from Mesopotamia and transferred to a garden in east Texas, this font has a level limit of 30 and can only be used for Cure spells. It can only be used once per year.
- *Trinity Site* – At White Sands, New Mexico, the site of the first nuclear bomb test, this massive font (nearly a mile across) has a level limit of 30 and 10 energy, but it can only be used for Attack and Move spells.

New Starting Occupations

The following starting occupations are appropriate for characters who start out already knowing that magic exists.

Adept

Adepts spend a great deal of time studying the arcane arts, with or without formal training. They may call themselves mages, shamans, psychics, or any of countless other titles.

Skills: Choose any one skill other than a magical skill as a permanent class skill. If the skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bonus Feat: Arcane Skills and a tradition feat.

Wealth Bonus: +1.

Arcantrepeneur

Arcantrepeneurs is the discreet buzzword used to describe people who turn their knowledge of magic to business pursuits.

Prerequisite: Age 20+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Craft (choose any), Knowledge (arcane lore, earth and life sciences, history, or physical sciences), Profession, Repair, Research.

Bonus Feat: Select Arcane Skills, Educated, or Windfall.

Wealth Bonus: +3.

Magic Skills

Magical skills are normally cross-class skills for all characters, but each tradition feat gives you access to several magical skills as class skills. Like normal skills you can have up to your level + 3 ranks in a magical skill. Unlike normal skills, however, there are no associated ability scores with magical skills, and abilities like Skill Emphasis cannot grant bonuses to them. Normally the only bonuses granted to magical skill checks might come from tradition feats, as some traditions have a favored magical skill.

Magical skills are trained-only, so characters without at least ½ rank in the appropriate skill cannot cast spontaneous spells of that sort. Characters without a tradition feat cannot take ranks in magical skills.

Magic Feats

There are two main categories of feats involved in the magic of *Mythic Earth*: tradition feats and mage feats. Metamagic feats have been included under mage feats. Item creation feats have been reduced to a single feat, Craft Permanent Spell, and spellcasters can always create simple magic items even without the feat (see Magic Items, page 22).

Tradition feats are how characters gain access to spellcasting. At its core, a tradition feat represents a character's connection to magic. This is normally a benefit, giving the character access to magic without the risks of ritual magic.

Magic Skills and Skill Uses

Concentration (Con)

The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add ½ the level of the spell to the DC.

Special: By making a check (DC 15 + ½ spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Obtaining magical focus requires a full-round action that provokes an attack of opportunity, and a Concentration check (DC 20).

Spellcraft (Int)

Trained only. Use this skill to identify spells as they are cast or spells already in place. Spellcasters can also use Spellcraft to counter and dispel spells. See page 39 for more information.

Check: You can identify spells and magic effects. If you successfully identify a spell or magic effect, you learn what tradition it is from.

Time: Unless otherwise indicated, using the Spellcraft skill is a move action.

DC	Task
15 + ½ spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
20 + ½ spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + ½ spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a *wall of iron* spell. You can't try again.
25 + ½ spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Use Magic Device (Cha)

Trained only. Use this skill to activate magic devices that you could not otherwise activate.

Check: You can use this skill to use a spell-trigger magic item even if you do not have any ranks in the appropriate magical skill. This skill lets you use a magic item as if you had the spell ability or class features of another tradition or a different allegiance.

When you're attempting to activate a magic item using this skill, you do so as an attack action. However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

You make Use Magic Device checks each time you use an activated magic item. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Task	DC
Activate blindly	25
Emulate tradition	20
Emulate allegiance	30
Use a spell-trigger item	20 + spell level

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent: speak, wave the item around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you.

Emulate Tradition: Sometimes you need a specific tradition feat to activate a magic item. This skill use doesn't allow you to use the tradition feat itself. It just lets you activate items as if you had the tradition. If an item can be used to focus the power of a tradition, such as an effigy for Hoodoo or a device for Technomancy, you can attempt to emulate the tradition and gain the benefit of the appropriate tradition as part of casting a spell.

Emulate Allegiance: Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Spell-Trigger Item: Normally, to use a spell-trigger item, you must have at least ½ rank of the appropriate magical skill. This use of the skill allows you to use a spell-trigger item as if you had the appropriate ranks. The DC equals 20 + the level of the spell you are trying to activate.

Try Again?: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail the check, then you can't try to activate that item again for 24 hours.

Special: You can't take 10 or take 20 with this skill. Magic is too unpredictable to make the use of this skill reliable.

However, characters with the type of magical connection a tradition feat represents are easily detected with divination spells, and they are more vulnerable to certain attack forms.

A character may possess multiple tradition feats. Some traditions affect how a character casts spells, most often by granting bonuses to magical skill checks, but at any given time a character's spells are only affected by a single tradition feat. Changing traditions is a standard action, requiring a serious shifting of mindset.

Mage feats affect how characters cast certain types of spells. One mage feat might make it harder to resist your attack spells, another could let you cast your spells without verbal components, and a third might protect you from the dangers of rituals going awry. Mage feats apply regardless of tradition, but you must have at least one tradition feat to take any mage feats.

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

Arcane Skills [General]

You have access to arcane skills.

Benefit: You gain Concentration, Spellcraft, and Use Magic Device as class skills, as described under the Mage advanced class on page 29. This feat does not in and of itself grant spellcasting ability.

Armored Casting [Mage]

You have no spell failure chance because of armor.

Prerequisite: Armor Proficiency (light).

Benefit: You suffer no spell failure chance from wearing armor you are proficient with. You suffer normal spell failure chance if you wear armor you are not proficient in. You still cannot cast spells with somatic components if you are bound.

Command Undead [Mage]

You can affect undead with charm magic.

Benefit: You can affect undead with Charm spells, ignoring the fact that undead are immune to charms and that many are mindless. Sentient undead receive a +4 bonus to their Will saves to resist your Charm spells.

You can exorcise a spirit that has bonded with a creature. See the sample ritual "Exorcise Spirit," on page 24.

Craft Permanent Spell [Mage]

You can cast spells that last forever. You can use this many ways, including creating magic items.

Benefit: You can create permanent spells and magic items. The rules for creating magic items are on page 22. Permanent spells work exactly like magic items, except that they are not anchored to an item, but are instead attached to a creature or location.

Normal: Without the feat, a spellcaster can only create single-use activated magic items.

Elemental Focus [Mage]

Your spells are enhanced with elemental power.

Benefit: Choose a type of magical element or energy. Common choices are fire, electricity, wood, or shadow, but rare elements are available, like music, clothes, ignorance, or fruit. You gain a +1 bonus to spellcasting checks for Attack, Create, and Summon if the spell primarily involves your chosen element.

For example, if you choose paper as your element, you would gain this benefit when attacking with paper, creating objects out of paper, or creating creatures out of paper.

Greater Elemental Focus [Mage]

Your spells are further enhanced with elemental power.

Prerequisite: Elemental Focus.

Benefit: Your bonus with Attack, Create, and Transform magical skill checks when the spell uses your chosen element improves to +2. Additionally, choose up to two other magical skills. Your bonus also applies to those skills if the spell heavily involves your chosen element.

For example, you could choose Defend and Move, letting you create powerful defenses out of paper, and even create giant paper airplanes so you can fly.

Greater Spell Focus [Mage]

Choose a magical skill you have Spell Focus in. Your spells of that type are even harder to resist.

Prerequisite: Spell Focus.

Benefit: The saving throw DC to resist your spells of the chosen type is increased by +2. This supercedes the +1 bonus of Spell Focus.

Special: You may take this feat multiple times. Its effects do not stack. Instead, each time choose a different magical skill this feat applies to.

Greater Spiritbond [General]

You are bonded with a spirit that can manifest in the human world.

Benefit: You have a bonded spirit that can stray up to 30 feet from you on Terra, and can see and hear the physical world as well as it could in life. It can stray up to one mile from you on Gaia. The spirit can move objects with an effective Strength score of 1.

The spirit can manifest and make itself visible and audible to other creatures. If it does, however, it can be targeted by spells, and anything that would affect it affects you instead. It has your saving throw modifiers, and your touch AC, with a deflection bonus equal to your Charisma modifier or +1, whichever is higher.

If the spirit is within 5 feet of you when you cast a spell with a range of touch, you can have the spirit hold the spell's charge, allowing it to deliver the spell with a touch attack. It has your base attack bonus and uses your Dexterity modifier for the attack roll. It must remain visible while carrying the

Table 2-3: Magic Feats

General Feats	Prerequisites	Benefits
Arcane Skills	—	Gain Concentration, Spellcraft, and Use Magic Device as class skills.
Greater Spiritbond	—	Bonded ghost can interact with the world.
Occult Science	Knowledge (arcane lore, earth and life sciences, and physical sciences) 4 ranks	You can create seemingly magical items through science and alchemy.
Ritual Mage	Concentration 13 ranks, Knowledge (arcane lore) 13 ranks	Can be assisted by many in a ritual.
Mage Feats	**Prerequisites**	**Benefits**
Armored Casting	Armor Proficiency (light)	No spell failure chance in some armors.
Command Undead	—	You can affect undead with charm magic.
Craft Permanent Spell	—	Create permanent spells and magic items.
Elemental Focus	—	+1 bonus to cast spells with chosen element.
Greater Elemental Focus	Elemental Focus	+2 bonus, more spells benefit.
Improved Magical Focus	Wis 13	+4 to Concentration checks to become focused.
Magical Meditation	Wis 13, Concentration 7 ranks	Focus as a move action.
Movement Specialization	Move 4 ranks	Gain access to specialized movement spells.
Natural Spell	Ability to transform into creatures	Cast spells while transformed.
Postmodern Magus	Any three tradition feats, Knowledge (arcane lore) 9 ranks	Combine the benefits of traditions, suffer no drawbacks.
Quicken Spell	—	Cast spells as a swift action.
Rewrite Memory	Charm 6 ranks	Permanently alter memories.
Sixth Wind	—	Recover briefly from spellcasting penalty.
Spell Focus	—	Increases spell DC +1.
Greater Spell Focus	Spell Focus	Increases spell DC a total of +2.
Tradition Feats	**Prerequisites**	**Benefits**
Animism	—	Gain mild access to all magic.
Anime-ism	Knowledge (popular culture) 4 ranks	Cast anime-esque spells.
Blood Magic	—	Empower magic with a sacrifice.
Christian Healer	—	Strong healing and defensive powers.
Christian Magus	—	Perform classic miracles and proselytize.
Classical Fey	—	Wield tricky, deceptive magic.
Dreamtime	—	Astrally project your spirit.
Elder Mysteries	—	Dabble in ancient, maddening powers.
Feng Shui	—	Affect the energy of locations and creatures.
Freed Mind	—	Your will overcomes the illusion of reality.
Hoodoo	—	Dark voodoo powers.
Kabbalistic Alchemist	Read/Write (Hebrew) and Speak (Hebrew)	Diagram divine science.
Necromancy	—	Control and create undead.
Psychic Sensitivity	—	Sense history, future, and auras.
Spanish Inquisitor	—	Fight against evil spirits and evil magic.
Squirrelomancy	—	Wield the elder power of the squirrel.
Stage Magic	Sleight of Hand 4 ranks	Misdirect with illusions and legerdemain.
Technomancy	Knowledge (technology) 4 ranks	Use devices to enhance magic.
Telepath	—	Read and control minds with ease.
Voodoo	—	Wield power over spirits, channel them.
Wicca	—	Direct natural energies for healing, defense.
Witchcraft	—	Use evil spirits to harm foes.
Wuxia Sorcery	Archaic Weapon Proficiency, Combat Martial Arts, or Defensive Martial Arts	Fight with Hong Kong action movie magic.

charged spell. If it wishes to cease its manifestation, the charged spell is lost.

Normal: In the High Fantasy setting, most human spellcasters have bonded spirits through which they access magic, though these bonded spirits cannot affect the physical world. Non-spellcasters can still choose this feat, though it does itself grant spellcasting ability.

Improved Magic Focus [Mage]

Your ability to concentrate is as keen as an arrowhead, allowing you to gain your magic focus even in the most turbulent situations.

Prerequisite: Wis 13.

Benefit: You gain a +4 bonus on Concentration checks you make to become magically focused.

Magical Meditation [Mage]

You can focus your mind faster than normal.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become magically focused.

Movement Specialization [Mage]

You gain access to new types of movement magic.

Prerequisite: Move 4 ranks.

Benefit: Choose one of the following movement types — flight, haste, incorporeality, or teleportation. You gain access to the normally restricted spells of that type. See "Other Movement Types," page 50, for more information.

Natural Spell [Mage]

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

Prerequisite: Ability to assume the forms of other creatures.

Benefit: When you change shape into a different creature, you can substitute the creature's natural movements for somatic components, and you can speak with your own voice for verbal components, even if the creature normally cannot make sounds. You still can't cast spells if you cannot form the verbal or somatic components (such as if you're held).

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

Occult Science [General]

You know how to use forgotten science to create seemingly magical effects.

Prerequisite: Knowledge (arcane lore, earth and life sciences, and physical sciences) 4 ranks.

Benefit: You can create magical items with Craft Points (see Magic Items, page 22) even if you don't have ranks in the appropriate magical skill. You can even make permanent items as if you had the Craft Permanent Spell feat.

To do so, you make Craft checks in place of spellcasting checks for item creation, and the game master can decide what type of Craft check is needed for a given item. A potion might require Craft (chemical), a golem might require Craft (mechanical), an illusion might require Craft (visual art), and so on. These items are not magical, and so cannot be dispelled, but they otherwise use the same rules as for crafting magic items.

Postmodern Magus [Mage]

You can combine different styles and traditions of magic.

Prerequisite: Any three tradition feats, Knowledge (arcane lore) *9* ranks.

Benefit: You can use the power of more than one magical tradition at a time. At any given time, you can choose any of the benefits of the traditions you know, and can ignore any drawbacks or penalties they have. Unnamed bonuses to spellcasting checks granted by tradition feats do not stack.

When you create a ritual, you can choose the ritual requirements of any one of your traditions. However, when one of your spells mishaps, the game master chooses which tradition's mishap occurs, and is free to have a combined mishap occur.

For example, if you know Classical Fey, Stage Magic, and Wuxia Sorcery, people would not notice your spellcasting unless they believe in magic, you'd gain a +2 bonus to Defend and Illusion checks, you could apply your Dexterity modifier as a bonus to the save DCs of your Illusion spells, and you could expend your magical focus to cast a quickened spell once per round. If your spell were to mishap, you might think your spell worked, but you would take damage and attract the attention of a cruel fey.

Special: The Elder Mysteries tradition can be used with the Postmodern Magus feat, but the Wisdom penalty for casting spells is inherent to the type of magic the tradition grants. If you want the bonus from this particularly alien tradition, you *must* accept the penalties.
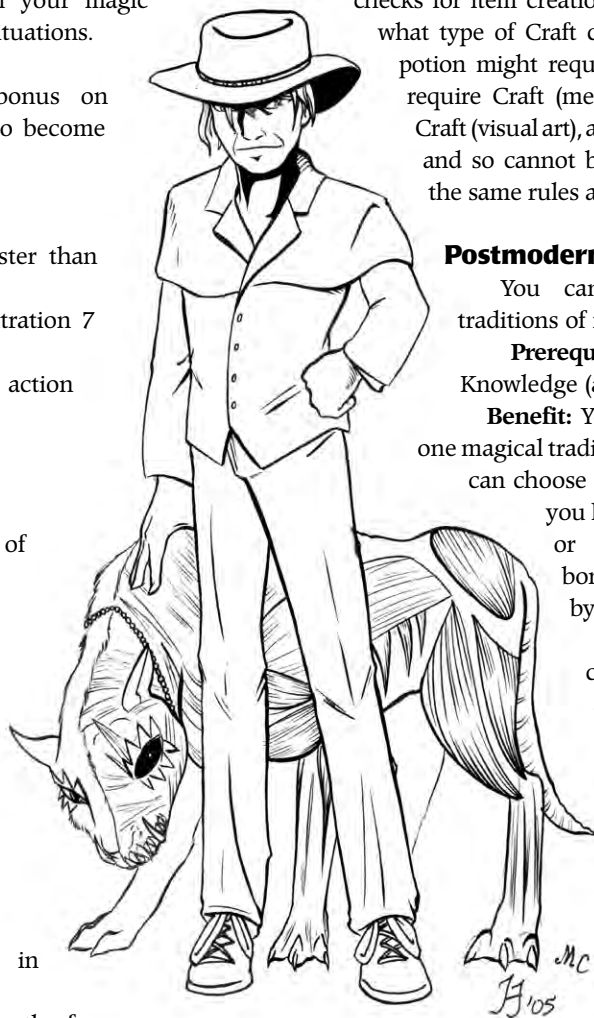
Illustration by J. L. Jones

Quicken Spell [Mage]

You can cast spells with a moment's thought.

Benefit: When casting a signature spell, you can increase the spell's level to quicken the spell. A quickened spell requires only a swift action to cast instead of a standard action. A swift action takes no time, like a free action, but a character can only perform one swift action per round. You cannot quicken spells that are not signature spells.

Casting a quickened spell doesn't provoke an attack of opportunity. The following table shows how many levels quickening a spell costs, based on its original level.

Table 2-4: Quickened Spell Cost

Original Level	Quicken Cost in Levels
1	+2
2 to 3	+5
4+	+10

Rewrite Memory [Mage]

You can more easily alter people's memories.

Prerequisite: Charm 6 ranks.

Benefit: Whenever you modify memory with the Forget or the Mind Modify enhancements for the Charm spell, the duration is permanent. This does not require you to spend any spell levels to increase the duration, nor do you need to spend any Craft Points to make the spell permanent. However, you still must choose the Subtle Charm enhancement, or else the victim receives a new save to resist each round.

The spell has a permanent duration, but it can still be dispelled.

Ritual Mage [General]

You can orchestrate large magical rituals with ease.

Prerequisite: Concentration 13 ranks, Knowledge (arcane lore) 13 ranks.

Benefit: When performing a ritual, you can be assisted by a number of characters equal to your character level plus your Wisdom modifier.

Sixth Wind [Mage]

You can recover temporarily from spellcasting penalties, a sort of magical second wind.

Benefit: You can spend 1 action point to ignore the spellcasting penalty from having failed previous spellcasting checks, and to ignore fatigued or exhausted conditions incurred from casting overpowered spells. You can ignore this penalty for a number of rounds equal to your Constitution modifier. If you fail a spellcasting check during this time, the penalty is added to your total, but you still ignore it for the duration of your sixth wind.

For example, if you had a 14 Constitution and had failed 8 spellcasting checks and had a −8 penalty to your spellcasting checks for the rest of the day, you could spend an action point to ignore that penalty for two rounds.

Spell Focus [Mage]

Choose a magical skill, such as Attack or Charm. Your spells of that type are harder to resist.

Benefit: The saving throw DC to resist your spells of the chosen type is increased by +1.

Special: You may take this feat multiple times. Its effects do not stack. Instead, each time choose a different magical skill this feat applies to.

Tradition Feats

The following are just a few possible tradition feats, drawn from famous or popular magical traditions of the real world. As always, real-world beliefs can be a touchy subject in a game, and these rules may not accurately reflect the beliefs of people who actually ascribe to these traditions. Players and game masters are encouraged to research any traditions they are interested in using in game. If nothing else, knowing more of the tradition will make it seem more vivid in roleplaying.

Each tradition feat includes an entry for Rituals and Mishaps. The Ritual entry describes a standard element required by any ritual spell of 5th level or higher from

Tradition Interactions

Tradition feats balance two traits: the magical skills they grant as class skills, and the benefits or drawbacks they provide when casting spells. Once you have a tradition feat, you will always have the bonus magical class skills, even if you use another tradition feat. If you only choose a single tradition feat, you will usually want the feat that grants you access to the spells you most want. If you take multiple tradition feats, however, you can use skills learned from one tradition with the benefits of another tradition.

For example, the Animism tradition grants access to all magical skills, but spells cast through it are weaker because they have no focus. If you pick just Animism, you'll have diverse magic, but it will not be very strong. The Christian Magus tradition, on the other hand, only grants three magical skills, but its benefit is very useful — non-human creatures suffer a −2 penalty on their saves to resist your spells. Of course, since the Christian Magus tradition only has one skill that normally calls for saves to resist it — Charm — that benefit is only sometimes useful. A Christian Magus could take ranks in Attack and Illusion as cross-class skills, or he could take a second tradition feat that grants access to those skills.

The most straightforward application of this technique is how the Hoodoo and Voodoo traditions interact. Voodoo gives you power over spirits, which is usually used to protect against hostile spirits. If you also know the tradition of Hoodoo, however, you can have a hostile spirit possess a foe (with Attack spells), then more easily affect your foe because he is possessed. Characters are encouraged to find other interactions between traditions.

that tradition. The Mishap entry provides a suggestion of particularly appropriate events for when spells go awry.

Animism [Tradition]

You believe your magical powers are granted by spirits — of nature, of animals, or even of the dead. The classic example of this tradition are the Native American tribes.

Benefit: All magical skills are class skills to you. Because of your powers are broad but not deep, you suffer a −2 penalty to all spellcasting checks when using this tradition.

Once a day you can petition a spirit to favor you. Choose one magical skill and make a Diplomacy check (DC 20). If you succeed, for one hour you can cast spells as if you had 2 more ranks of that magical skill than you actually have. Thus you can cast spells even if you normally have no ranks of that magical skill. The game master may of course rule that no appropriate spirits are present in particularly non-magical locations, but even cities and deserts have their own odd spirits.

Rituals: An ancestor or spirit must be petitioned (Diplomacy DC 5 + ½ spell level), which requires one minute. This can be rushed as a full-round action, though with a −10 penalty.

Mishaps: The spirits are angered, and you cannot use the Animism tradition to cast the magical skill you were trying to cast until you appease the spirits. You must make an offering (Purchase DC 2) and spend one hour apologizing to regain access to the magic.

Anime-ism [Tradition]

You know magic exists, and you use it to emulate the cool things you see in anime.

Prerequisite: Knowledge (popular culture) 4 ranks.

Benefit: You gain the magical skills Attack, Move, and Transform as class skills. You may choose one new form that is your "transformation sequence" form. This form must be physically similar to your normal form, in keeping with the traditions of anime. If you use a signature Transform spell to change into that form, you can cast it as a swift action without increasing the level. The first time an observer sees you use this ability, the transformation seems to take a long time.

When you cast an Attack spell, if you shout the name of the spell in a very loud voice, you gain a +2 drama bonus to your spellcasting check. If you also then scream threateningly for at least one full round before casting your Attack spell, the drama bonus increases by +1 for each round you do nothing but scream, to a maximum of +8. The scream does not have to be intelligible.

There is no game mechanic for this, but you are likely to be sexually frustrated.

Rituals: Depending on the style of anime you are emulating with your magic, cliché images of that style must be evoked. For example, you might toss cherry blossoms into the air for a love spell, sing karaoke pop music for a spell to inspire courage, change clothes for a Transform spell, or hit a squid with a giant hammer for an Attack or Summon spell.

Mishaps: You are stunned for one round, and everyone with line of sight to you realizes what a loser you are and how much cooler they are than you. This is often accompanied by a crashing wave behind you or an enormous bead of sweat on your face.

Special: This tradition is slightly out of alphabetical order.

Blood Magic [Tradition]

You believe you gain magical power by spilling blood to appease higher powers. The classic example of this tradition are the ancient Aztecs, who practiced many blood sacrifices.

Benefit: You gain the magical skills Attack, Defend, Summon, and Transform as class skills. Your Attack spells deal death damage (see page 40).

If you have a sharp weapon handy, you can choose to deal 1d6 points of damage to yourself when you cast a spell. If you do, you gain a +1 blood bonus to the magical skill check for that spell. You also gain this bonus if you took damage within the past round or while casting the spell.

Alternately, you may choose to deliver a coup de grace to a helpless creature, gaining a +1 blood bonus to your skill check, or +2 if it was a sentient creature, if you begin casting your spell immediately after killing the creature.

Rituals: At least one living creature must be bloodletted or sacrificed. Rituals of 10th level or higher require the sacrifice of a sentient creature.

Illustration by Jen Starling

Mishaps: You take 2 points of Constitution damage, and also take damage equal to the spell's level.

Christian Healer [Tradition]

You believe your faith in God grants you the power to heal and defend.

Benefit: You gain the magical skills Create, Cure, and Defend as class skills. You gain a +2 bonus on Cure spellcasting checks. If you use an item created with a Create spell using this tradition to hurt someone, you are afflicted as if the spell had caused a mishap (see below).

Rituals: Passages from Scripture must be read or recited, and the passages must be appropriate to the spell (Knowledge (theology and philosophy) (DC 5 + ½ spell level).

Mishaps: Improper respect of God's power brings down an affliction. Choose a non-lethal affliction from the Attack spell of approximately the same level as the ritual spell, such as blindness, fatigue, or some combination of effects. The affliction lasts for one minute, cannot be healed magically, and allows no saving throw.

Christian Magus [Tradition]

You believe your faith in God grants you magical powers to do His work.

Benefit: You gain the magical skills Charm, Cure, and Divine as class skills. Non-human creatures suffer a –2 penalty to saving throws to resist your spells.

Rituals: As Christian Healer, above.
Mishaps: As Christian Healer, above.

Classical Fey [Tradition]

You possess the magical powers of the fey — trickery, illusion, and knowledge of how not to be seen.

Benefit: You gain the magical skills Charm, Illusion, Move, and Transform as class skills. Whenever you use magic, creatures who do not believe in the existence of magic do not notice the spell being cast unless they are being targeted or are in the spell's area. The fey magic causes random events to distract them from seeing the spell as it is cast, and slightly befuddles their mind so they do not question any effects that aren't immediately important.

Rituals: Offerings of food must be made or other casual gifts given. The final round of the ritual, each person involved in the ritual must close his or her eyes, so as not to see the fey that provides the magic.

Mishaps: A spiteful fey, attracted by the spell and angered by the poor execution, appears and attempts to abduct one of the participants who is most sexually attractive or least willfull. The person is allowed a Will save (DC 10 + ½ spell level) to resist, and if he fails he is taken to Gaia. He returns later, the amount of time passing dependent on the spell level, from a minute (level 1) to ten minutes (level 2–3), to an hour (4–8), to a day (9–16), to a week (17+). Of this time he has only vague memories of being compelled to revel.

Dreamtime [Tradition]

You believe you have taken a spiritual journey and returned with celestial powers, as in the magical tradition of the Aborigines and Bushmen.

Benefit: You gain the magical skills Create, Divine, Move, and Transform as class skills. You also gain Concentration as a class skill.

You can astrally project yourself. Doing so leaves your physical body unconscious, and allows your spirit to travel through solid objects, visible only to those who can see spirits. Each minute you astrally project you must make a Concentration check (DC 15). If you fail, you spirit returns to your body and you cannot astrally project for a day. Your spirit form cannot affect the real world, though you can cast spells that affect yourself and other spirit creatures.

You can bring other willing creatures with you into astral projection, but the Concentration DC increases by +2 for each other creature. If you astrally project while on Gaia, you are still intangible, but you are visible.

Rituals: The ritual must be performed away from the ritual leader's home, at a distance of at least one mile per four spell levels. All participants of the ritual must walk to the location.

Mishaps: You lose your sense of where or when you are, perceiving another place or time for a number of rounds equal to the spell's level. During this time you are considered blind and deaf. If the spell is dispelled, you return from this spiritual journey.

Elder Mysteries [Tradition]

You believe you know of secrets more ancient than modern man, from a time when thought and dreams were the purview of unfathomable elder gods.

Benefit: You gain the magical skills Attack, Charm, Defend, Divine, Illusion, and Summon as class skills. You gain a +2 bonus to magical skill checks. Whenever you cast a spell, regardless of if the spell succeeds, you suffer a cumulative –2 penalty to Wisdom until you sleep. If your Wisdom is reduced to 0 this way, you pass out for one day and take 1 point of permanent Wisdom drain.
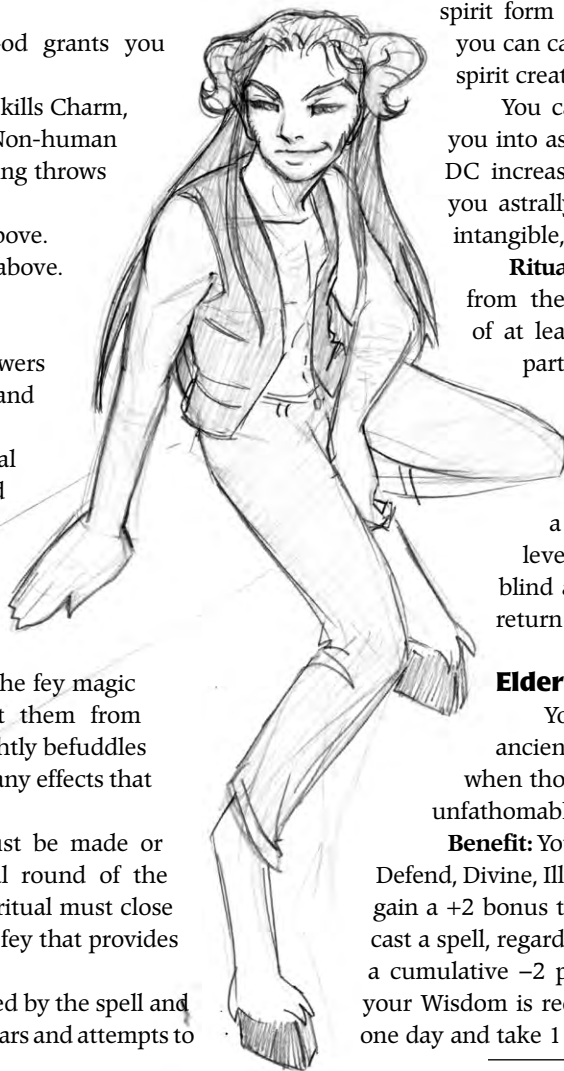
Illustration by J. L. Jones

Rituals: Any sort of illogical element may be required for an elder ritual, always intended to unsettle normal human sensibilities.

Mishaps: You go insane. The variety of insanity should be somehow related to the trauma that triggered it. The game master is encouraged to be cruel, but not to debilitate the character. It is more entertaining for the player to try to keep playing his character despite the madness. The amount of time the insanity lasts depends on the spell level, from a minute (level 1) to ten minutes (level 2–3), to an hour (4–8), to a day (9–16), to a week (17+). Note, however, that insanity in reality is disturbing, and some players might not be comfortable confronting it in a game.

Feng Shui [Tradition]

By positioning yourself and objects around you in the proper alignment, you can channel positive energy flow, *ch'i*, to create magic.

Benefit: You gain the magical skills Cure and Defend as class skills.

You can spend a minute to make sure a 10-ft. radius area's energy is properly aligned. This requires a Wisdom check (DC 20). Once a location's energy is properly aligned, the next spell you cast that has an area of effect that matches the purified area has its duration extended to one day. This does not increase the spell level or the spellcasting DC. At any given time you can have a number of spells equal to your Wisdom bonus with this extended duration. Attempts to create additional enduring spells in a day simply fail.

Rituals: The spellcasting area, at least a 10-ft. radius, must have proper energy, requiring a Wisdom check (DC 20) and one minute of aligning objects and creatures.

Mishaps: You channel *sha*, negative energy. An area centered on you with a radius of 5 ft. per 2 spell levels becomes negatively influenced. Creatures take a −1 penalty to all d20 rolls while in the area. This penalty lasts for a day, or until the area is purified.

Freed Mind [Tradition]

You have seen beyond the veil of this world, and are free from its restraints. Your will shapes your reality. This tradition also works for some forms of psychic powers.

Benefit: You gain the magical skills Charm, Create, Illusion, and Move as class skills. You gain a +2 bonus to Will saves to resist Charm and Illusion spells.

Rituals: At least one member of the ritual must have emptied his mind of thought with either a Concentration check or Wisdom check (DC 20).

Mishaps: Your disbelief turns upon itself and injures your mind, dealing damage to you equal to the spell's level.

Hoodoo [Tradition]

You believe you can control spirits, forcing them to attack or control enemies and provide power or knowledge to you.

Benefit: You gain the magical skills Attack, Charm, Summon, and Transform as class skills. If you possess an item or body part that belonged to a creature, you can craft an effigy through which you direct magic. This requires ten minutes and at least rudimentary tools and materials, but no Craft check is required. You can have no more active effigies at any one time than your character level, and an effigy is only effective if the item used in its creation was in the creature's possession no more than one month ago.

You can target the creature linked to the effigy from much further away than usual, gaining access to special range enhancements for your spells. You can only choose these enhancements if the spell only targets the creature linked to the effigy and has no area of effect.

Range – Close (+0). The spell has a range of 30 ft., or generally the size of a small melee combat.

Range – Far (+2). The spell has a range of 800 ft., or generally far enough to reach people who can see you, at about the limit of clear vision.

Range – Distant (+4). The spell has no range limit.

Rituals: An effigy must be used for hoodoo rituals, and often a small animal must be sacrificed to appease the spirits.

Mishaps: The spirits turn against you. Any ill you intended to another is dealt to you, and any other effect you desired is perverted to an effect of equivalent level that is somehow harmful to you.

Special: This tradition covers the dark side of the popular idea of "voodoo."

To create a zombie, use the magic item creation rules to create a permanent Charm effect (to bend the person to your will) and Defend effect (to represent the zombie's trademark invincibility). Less magical methods of zombie creation involve tetrodotoxin and datura stramonium to create a death-like state and damage the victim's mind, so as to make the victim obedient when you dig up their "corpse" after live burial.

Kabbalistic Alchemist [Tradition]

You believe understanding of divine words and formulae let you perform seemingly magical results with mystical science.

Prerequisite: Read/Write (Hebrew) and Speak (Hebrew).

Benefit: You gain the magical skills Create, Cure, Divine, and Summon as class skills.

You can create diagrams to assist the directing of energy for your spells. Purchasing the necessary materials requires a Wealth check (DC 5 + spell level), and you must spend at least one minute preparing the diagram on a solid surface (flexible surfaces like paper do not work, though flesh is permanent enough to accept diagrams in tattoo form). Diagrams require at least a five-foot square of writing space, making them difficult to move even if they are written on something like a large wooden board. When you cast the spell the diagram was prepared for, if the diagram is within 5 feet, you can Take 10 on the spellcasting check.

One diagram could fit on a Medium creature as a tattoo. A Large creature could hold four diagrams, a Huge creature sixteen, and so on.

Rituals: Kabbalistic rituals require one minute per spellcasting check, instead of one round, because the energies must be precisely and geometrically aligned. Those involved in the ritual cannot move during spellcasting.

Mishaps: Kabbalistic spells never create mishaps. The spell simply fails and you take a −1 penalty to spellcasting checks for the rest of the day.

Necromancy [Tradition]

You have studied the magic of death — from Egyptian tombs, South American skulls, or vaults beneath Spanish cathedrals — and you believe you have power over the dead.

Benefit: You gain the magical skills Attack, Charm, Divine, and Summon as class skills. Your Attack spells deal death damage (see page 40).

You can only cast Charm to control the dead, Divine spells to gain knowledge from the dead, and Summon spells to raise undead. You gain a +1 bonus to spellcasting checks for these Charm, Divine, and Summon spells. When using this tradition, you gain the benefits of the Command Undead feat.

'The dead' include spirits and undead, and you can also charm creatures that have a bonded spirit as if the creature itself were a spirit, though that creature receives a +4 bonus to its saves.

Rituals: Necromantic rituals typically involve bones, which must somehow be associated with the effect of the ritual or its target. Bones that are not specially chosen incur a −2 penalty to spellcasting checks in the ritual.

Mishaps: An undead creature with a challenge rating equal to the spell's level begins to stalk you. It may immediately attack, or it may take its time. Alternately, this could be numerous undead with an EL equal to the spell level.

Norse Runecasting [Tradition]

You can combine written words of power to provide you with powers of the Norse pantheon.

Benefit: You gain the magical skills Attack, Defend, and Divine as class skills. You gain a +2 bonus to spellcasting checks when casting Attack spells that do not have direct damage or affliction effects.

When casting spells using this tradition, you must have a collection of runes, typically written on tiles and kept in a bag. If you do not have these runes, you suffer a −4 penalty to your spellcasting checks.

Rituals: The combat deeds of those involved in the ritual must be recounted in strong poetic verse, requiring a Perform (sing) check (DC 5 + ½ spell level).

Mishaps: You suffer a penalty to attack rolls and AC equal to half the spell level (round down) for the next day.

Psychic Sensitivity [Tradition]

You believe you are sensitive to the energies and auras of creatures and objects around you. With training, you can use your mind to affect these energies.

Benefit: You gain the magical skills Charm, Divine, and Illusion as class skills. You also gain Concentration as a class skill. You gain a +2 bonus on Divination checks. If you cast Attack spells, they deal mental damage. The saving throw DC to resist your spells is Wisdom-based, not Charisma-based.

You can only cast a spell if you have magical focus (see page 9), and you must expend that focus to cast the spell with no verbal or somatic components every time you cast a spell.

While you have magical focus (see page 9), whenever you encounter any aura of Strong or Overwhelming power, you can make a Divine check (DC 10) to notice it, without having

Illustration by Susan Knowles

to cast a spell. The game master might also call for Divine checks when he thinks your character might get a flash of insight. If you beat DC 10, you get a vague sense of the future, enough to know whether something is important. Beating DC 20 grants you a bit of fuzzy information about the future, and DC 30 grants you a few precise pieces of information.

Rituals: There are no rituals for this tradition.

Mishaps: You open your mind too widely. You suffer a penalty equal to half the spell level to Wisdom for as long as the spell's intended duration.

Spanish Inquisitor [Tradition]

You believe your faith in God will empower you to find and defeat evil.

Benefit: You gain the magical skills Attack, Charm, Defend, and Divine as class skills. You gain a +2 bonus on spellcasting checks to dispel magical effects.

Rituals: All those involved in the ritual must be pure of mind, possessing no religiously subversive or irreverent thoughts. Those whose minds are not pure must make a Concentration check (DC 20) to keep a clear mind for the duration of the ritual.

Mishaps: You suffer a cumulative −4 penalty to spellcasting checks for the rest of the day.

Squirrelomancy [Tradition]

You believe you have unlocked the secret to the powers of the singular squirrel – renowned for its immortality and ability to be multiple places at once.

Benefit: You gain the magical skills Charm, Illusion, Move and Transform as class skills. You gain a +1 bonus to spellcasting checks for spells targeting you or with an area centered on you.

Special: The Society of the Singular Squirrel is one of the countless elder cults that has a strong presence on college campuses. Its membership is predicated on the understanding that every squirrel is merely a reflection of the one true singular squirrel, a malevolent entity hiding under a façade of cuteness and rodent mania. Unable to defeat the singular squirrel's awesome power, members of the society have pledged themselves to the service of their elder lord.

Rituals: Rituals of squirrelomancy must be performed with at least two assistants, who must not be in the same place as the primary caster. They must still communicate, typically by phone or teleconferencing, though the assistants could record their parts of the ritual, and the primary caster could perform the ritual while playing back their chanting.

Mishaps: All spell effects active on you are transferred to random other valid targets within sight of you. This has the potential to be beneficial, but often is not.

Stage Magic [Tradition]

You have turned the mundane illusions of stage magic into an actual magical art, hiding true mysticism in the most obvious place.

Prerequisite: Sleight of Hand 4 ranks.

Benefit: You gain the magical skills Charm, Illusion, and Move as class skills. You gain a +2 bonus to Illusion spellcasting checks, and you can add your Dexterity modifier as a bonus to the save DCs to resist your Illusion spells.

Rituals: A skilled performer must do something entertaining (Perform DC 5 + ½ spell level).

Mishaps: You believe your spell worked perfectly, having tricked yourself with your own stagemanship. You'll act as if your spell had worked, believing anything that contradicts that it was only a trick. This delusion lasts for the spell's intended duration, to a minimum of one minute.

Technomancy [Tradition]

You believe your understanding of technology lets you access magical powers.

Prerequisite: Knowledge (technology) 4 ranks.

Benefit: You gain the magical skills Create and Divine as class skills. You can use Create to create electronic devices, which is normally not possible.

You can create devices to empower your spells, using either Craft (electronic) or Craft (mechanical). First, make a Wealth check with a Purchase DC of 16 to acquire the raw materials, then make a Craft check (DC 25), spending 24 hours. If you succeed, you create a device that grants a +2 equipment bonus to the magical skill of your choice. If you find a device created by another technomage, you must adapt it before you can use it, but this requires only a Purchase DC 12 check, and a Craft DC 20 check over the course of 12 hours.

Rituals: A technomancy ritual must be accompanied by some sort of effect created by a computer, requiring a Computer Use check (DC 5 + ½ spell level).

Mishaps: Technological devices in your possession break, requiring an appropriate Craft check (DC 5 less than the Craft check to create the item) to repair.

Telepath [Tradition]

You believe you can read and control the thoughts of others by harnessing the power of your mind.

Benefit: You gain the magical skill Charm as a class skill. You suffer a −2 penalty to spellcasting checks with all other magical skills. You also gain Concentration as a class skill. You gain a +4 bonus on Charm checks to cast telepathic commands and mindreading spells. If you cast Attack spells, they deal mental damage.

You can only cast a spell if you have magical focus (see page 9), and you must expend that focus to cast the spell with no verbal or somatic components every time you cast a spell.

While you are magically focused, you are always aware of any sentient minds within 30 ft. of you, even if you cannot see the creature. You gain no actual insight into the thoughts of that mind, nor of its location, merely that it is present.

Rituals: There are no rituals for this tradition.

Mishaps: If you were using a Charm spell against a creature, you permanently acquire some personality trait of that creature. Otherwise you take damage equal to the spell level.

Voodoo [Tradition]

You believe you can channel spirits into people and objects, drawing power or knowledge from those spirits.

Benefit: You gain the magical skills Charm, Cure, Defend, and Divine as class skills. Spirits and creatures possessed by spirits (including those currently affected by spells you cast with this tradition) suffer a –2 penalty to saving throws to resist your spells.

Rituals: A spirit must be petitioned (Diplomacy DC 5 + ½ spell level), which requires one minute. This can be rushed as a full-round action, though with a –10 penalty.

Mishaps: You become possessed by a spirit, which uses your body for a joy ride; the possession lasts for the duration of the spell you tried to cast.

Special: This tradition has been so oddly represented in popular culture, it is hard to disentangle the actual religion of Vodoun from folk magic practices of voodoo or 'hoodoo.' For the purposes of *Mythic Earth*, the voodoo tradition is the generally good intentioned magic of Vodoun, and the hoodoo tradition is where you'll find zombies and voodoo dolls.

Wicca [Tradition]

You believe you can summon and direct spiritual forces to create subtle magical effects.

Benefit: You gain the magical skills Cure, Defend, and Divine as class skills. You gain a +2 bonus to Defend spellcasting checks. Spells you cast tend to have subtle effects – Attack spells seem like unfortunate coincidences for your foes, Cure spells make wounds turn out to be not as bad as they looked at first, and so forth.

Three or more spellcasters with the Wicca tradition can cast a spell as a coven. The magic-users must delay their initiative so they all cast on the same action, and must have chosen one of their number to be the lead caster. The lead caster gains a bonus to his spellcasting check equal to the number of assisting magic-users with the Wicca tradition feat, to a maximum of +13. Characters who do not have at least ½ rank of the appropriate magical skill do not count toward this bonus. If a coven attempts to cast a ritual spell, the bonus from the coven

is in addition to the bonus from the Aid Another rules to help perform the ritual.

Rituals: Wiccan rituals require a coven of at least three witches.

Mishaps: Some dark impulse of yours causes the spell to deal damage equal to its level to a friend or loved one.

Witchcraft [Tradition]

You believe you can use dark powers to harm and mislead your enemies. This tradition is appropriate for a traditional Christian view of Witchcraft, and is very different from Wicca.

Benefit: You gain the magical skills Attack, Charm, Illusion, and Summon as class skills. You can summon a familiar, as the Fantasy d20 sorcerer's class ability. Use your character level to determine the familiar's abilities.

Rituals: You must pledge a favor to some evil entity. The extent of the favor depends on the level of the spell you cast, but limitations are very vague. If the entity calls upon the favor and you refuse, you will incite its enmity, and possibly its wrath.

Mishaps: You become possessed by a demon for the spell's intended duration, and the demon tries to cause as much suffering as it can.

Wuxia Sorcery [Tradition]

You believe that your training and spiritualism allows you to fight with the intensity of Hong Kong action cinema.

Prerequisite: Archaic Weapon Proficiency, Combat Martial Arts, or Defensive Martial Arts.

Benefit: You gain the magical skills Attack, Defend, Illusion, and Move as class skills. You can expend your magical focus to cast a spell that targets only you as a swift action, requiring no verbal or somatic components. This spell does not have to be a signature spell. The spell's duration lasts only until the beginning of your next turn.

When you attempt to gain magical focus, add your Wisdom bonus (if any) as a modifier to your Concentration check.

Rituals: You must perform a display of martial arts prowess, attacking empty space with precision. This requires at least three successful attacks against AC 5 + ½ spell level.

Mishaps: You simply take damage equal to the spell level.

Illustration by Susan Knowles

Magic Items

Any magic-user can create magic items, though the Craft Permanent Spell feat is required to actually create magic items that can be used more than once. Without the feat, a spellcaster can only create single-use activated magic items.

Creating a magic item costs Craft Points (CP), which are acquired by spending action points. Characters are limited in how many CP they can expend on a single item, depending on their character level.

Table 2-5: Magic Item Limits

Level	Maximum CP Cost	Level	Maximum CP Cost
1	100	11	3,000
2	240	12	4,000
3	360	13	6,000
4	560	14	8,000
5	700	15	16,000
6	960	16	Unlimited
7	1,120	17	Unlimited
8	1,440	18	Unlimited
9	1,620	19	Unlimited
10	2,000	20	Unlimited

Magic users can add Craft Points to their craft pool by expending action points. A magic user can expend an action point to add an amount of craft points to his pool equal to 10 times his character level. Doing so does not take any time to do; some spells require Craft Points to cast, so a character can convert action points to CP as soon as he needs them.

The game master might also allow characters to donate action points to other PCs to help them create items. Each donated action point is worth 10 craft points per level of the donating character. Of course, the game master should be careful to prevent abuse of this, allowing only regular members of the group donate their action points this way.

Saving Throws against Magic Items: The saving throw against an effect from a magic item has a DC equal to 10 + (0.75 × the level of the spell).

Item Creation

There are two types of magic items: activated and continuous. The form a magic item takes doesn't matter; only its powers do.

Creating a magic item takes at least 1 day for every 100 CP of the item's cost, though the creator is free to work on the item for as long as he wants, donating small amounts of CP each day. Each day he wants to work on the item, the creator donates up to 100 CP, then must cast the spells involved. If he fails to cast the spell the first time, he can attempt to cast the spell again, so he should be able to get the spell off at least once. However, if he repeatedly fails spellcasting attempts, it is possible that he won't be able to get the spell to work at all, and the donated CP for that day is wasted.

A single item can only have one activated and one continuous effect, so an enchanted PDA could be able to cast an Illusion spell (activated) and grant a bonus to Knowledge (geography) checks (continuous), but then it could have no other enchantments.

Some magic items are spell-trigger items. To activate these items at all, a character must have at least ½ rank of the appropriate magical skills, and must make a spellcasting check (DC 1 + spell level). Thus, characters with ranks equal to or greater than the spell level will only fail on a natural 1. Characters without the necessary skill ranks can either make a spellcasting check or a Use Magic Device skill check (see page 12).

Creating Items Without the Permanent Spell Feat

Any spellcaster can create single-use activated items. These items can be used once to create a spell effect, and then the item has no power. To determine the cost of such an item, subtract 1 from the level of the spell the item casts, square that, and multiply by 4 CP. 1st level spells cost 2 CP. If the item has a spell trigger trigger, divide the cost by 2.

The Purchase DC of a single-use activated item is 22 + spell level.

Example One: *Jenny wants to create cloth bandages that hold a Cure 4/Gen 0 spell, enough to heal 1d4 points of damage. She wants to create five, one for each member of her group, so she doesn't want them to be spell trigger items. Each bandage costs 36 CP (level 4 - 1 = 3, squared = 9, multiplied by 4 = 36). She can create two in a day, and start work on a third, spending up to 100 CP per day. All told, the set will cost her 180 CP, which requires 2 action points since she is 10th level. If she wanted to purchase such a bandage, the Purchase DC would be 26.*

Activated Items

Activated items can be used as a standard action, and can be activated once per day. To determine the cost of the item, subtract 1 from the level of the spell the item casts, square that, and multiply by 40 CP, to a minimum of 20 CP.

If the item can be used three times per day, multiply the cost by 2. If it can be used five times per day, multiply by 5, and if it can be used an unlimited number of times per day, multiply the cost by 50. If the item has a spell trigger, divide the cost by 2.

The Purchase DC of an activated item is 23 + spell level if the item can be used once per day. If the item can be used two to five times per day, increase the Purchase DC by 1. If it can be used an unlimited number of times per day, increase the Purchase DC by 6.

Example Two: *Finagle wants to enhance his pistol so that, for 10 minutes a day, its shots deal +2d6 points of lightning (Attack 6/Gen 1) as a spell trigger item. Placing the enchantment costs (level 7 − 1 = 6, 6 squared = 36, 36 x 40 CP = 1440, divided by 2 for spell trigger = 720) 720 CP. Since he is 6th level and has only 9 action points, he'll either need to receive the*

assistance of an ally, or he'll have to wait until he gains a level. The Purchase DC of such an item would be 30.

Continuous Items

Continuous items always grant an effect to their bearer, and so can only use spells that have continuous effects. Continuous Cure items are normally impossible, for instance, because Cure effects occur just once during the duration. To determine the cost of the item, determine the spell level of the effect on the item, including area of effect, but not duration or range, since these are fixed. Square the spell level, then multiply by 25 CP.

The Purchase DC of a continuous item is 25 + spell level.

Example Three: *Finagle wants to enhance the same pistol with a technomagic gyroscope and sight to assist his aim, granting a +2 enhancement bonus to his attacks with the weapon (an Attack 4 spell). The item costs 400 CP to create. The Purchase DC is 29.*

Permanent Spells

One final option is to make a spell permanent as you cast it. The most common use for this is to create permanent curses on foes, or to enhance yourself without needing to carry items. Unlike creating an item, creating a permanent spell takes no more time than the time necessary to cast the spell itself. The cost is the same.

Example Four: *Amraphel and Jeff have captured an enemy mage, and they want to exorcise his ghost before he regains consciousness. This requires a Charm 7/Gen 0 spell, the Command Undead feat, and the Craft Permanent Spell feat. If the spirit fails its save, Amraphel spends 1,225 CP (probably with Jeff contributing some as well), and the spell is made permanent, forcing the spirit to pass on. See page 36 for more information on spirits and their exorcism.*

Mana Batteries

Mana batteries, often called just "batteries," are magical items that are charged with magical energy, which any mage can tap to power his spells. Batteries have two main traits — level limit, and energy. The level limit is the highest spell level that can be cast with the battery. The energy is how many times the battery can be used in a single day.

Some batteries can only be used to power a few magical skills, though as a default most batteries can be used with any magical skill. Even if you do not possess ranks in every magical skill, batteries you create can be used to power any type of spell, unless you consciously choose otherwise.

When creating a battery, the level limit and energy can be as high as you want. Each day you work on a battery, you must make a spellcasting check (DC 10 + the battery's level limit) using any magical skill you want, so creating a battery with a level limit higher than your skill ranks is dangerous. All batteries need at least 1 energy.

To determine the cost of the item, square the level limit,

then multiply by the energy. If the battery can be used to power from four to ten of the different spell types, multiply this by 20 CP. If the battery can power only spells of two or three types, multiply by 18 CP, and if only one type, multiply by 15 CP. The Purchase DC for a battery is 23 + level limit + energy. Increase the Purchase DC by 1 if the item can power two or three spell types, and increase it by 2 if it can power four to ten different spell types.

See page 10 on rules for drawing power from batteries.

Example Five: *Finagle creates a mana battery — actually using a car battery to store the energy — with a level limit of 6, and an energy of 1. He only wants to use the battery to power Attack, Create, and Move spells, so the item costs $6 \times 6 \times 15 = 540$ CP to create. Its purchase DC is 32.*

Alternative Costs

Since only some characters possess action points, non-heroic NPCs must have other ways to pay the craft costs for magic items. PCs can also use these methods, though they are not as efficient as using action points.

Hit Points. A character can permanently sacrifice 1 hit point to add 20 CP to his craft pool. This hit point can never be recovered.

Ability Scores. A character can permanently sacrifice 1 point of any ability score to add 50 CP to his craft pool. This ability score point can never be recovered.

Skill Knowledge. A character can permanently sacrifice 1 rank in a skill to add 10 CP to his craft pool. This skill point can never be recovered.

Monetary Offering. A character can make a Wealth check (DC 25), and if he succeeds in purchasing the necessary offering, the offering is worth 10% of the item's total CP cost. For every 5 points he increases the DC of this check, the item is worth an additional 10% of the CP cost. For example, if he succeeds in purchasing an offering with a Purchase DC of 45, the offering would be worth 50% of the item's total CP cost.

Soul Sacrifice. If a character performs a ten-minute ritual to sacrifice a sentient creature and offer its soul as a tribute, he can gain 5 CP per hit die of the creature sacrificed. The sacrificed creature cannot be brought back from the dead until the character who performed the sacrifice is slain, or the item he created with those craft points is destroyed.

Ritual Spells

A character can locate a ritual spell with a Research check (DC 15 + spell level), and he must then purchase it (Purchase DC 15 + spell level). If the character succeeds his Research check by 10 or more he can find a free or pirated copy of the ritual, and so does not need to purchase it.

A character can create a ritual spell by spending a day and making a Knowledge (arcane lore) check (DC 25 + spell level). For every feat that the spell requires that you do not have, increase the DC by +5. For every rank he has in the appropriate magical skill, reduce the DC by 1, though the DC cannot be reduced below 30.

Sample Ritual

Exorcise Spirit
Charm 6/Gen 0
Tradition: Christian Mage
Spellcasting DC: 27 (+5 for each lacking feat – Christian Mage, Command Undead, Craft Permanent Spell)
Range: Touch
Duration: Permanent
Saving Throw: Will negates

This ritual forces a spirit that has bonded with a creature to end its bond. You give the subtle telepathic command, "Leave him," or something similar, which forces the spirit to leave and end its bond. If the spell is successful, and the spirit fails the save, you pay 1,225 Craft Points to make the spell permanent.

A much simpler version of this spell exists for those who willingly wish for their spirit to leave them. Since the character to whom the spirit is bonded makes the saves for his spirit, a willing character requires only a verbal command, and does not require the subtle enhancement, making this spell only Charm 1/Gen 0, costing 25 CP.

This chapter describes the HIGH FANTASY setting in brief detail. Future products will present the setting of HIGH FANTASY in more depth. In this chapter you'll find the Mage advanced class, a few iconic magic items, and sample characters using the rules of *Mythic Earth*.

Introducing the HIGH FANTASY Setting

If you want to use the HIGH FANTASY setting in your game, there are a fair number of elements of the world that need to be presented to the players, and presenting them all at once is generally a bad idea. We suggest the following method as the iconic introduction to this setting.

Start with a mundane event, and introduce something magical that the characters must react to.

After the situation is resolved, or when things look bad for the characters, a character with knowledge about magic comes to their aid and answers any questions they have, while giving them a reason not to ignore magic. This reason is usually a continuing magical threat, and the character offers to help them defend themselves.

Introduce the characters to either the Bureau or the Knights of the Round. Explain the differences between the two groups, preferably letting bias color how the other group is described. Permit characters to side with one group or the other, if they want.

After the characters deal with one or two minor challenges, have them run into members of the opposing group to get a little perspective. To keep the game from devolving into a conflict between ideologies, present a clear foe, preferably one who is a threat to both sides.

Let various challenges stand in the way of the party's success, slowly driving them to experience ever wider aspects of the setting. Ultimately the characters should resolve the challenge, and the conflict between the Knights and Bureau should remain tense, but not violent.

Develop the next campaign arc however you believe the players will be most entertained.

The world of HIGH FANTASY is split in two – Terra, the world we all know, and Gaia, the world of the magical races, of monsters, of the Unseen – and only a handful of people on Terra will ever learn of the many dangers, wonders, and mysteries that await on Gaia.

Organizations

Two main groups recruit the assistance of humans in the HIGH FANTASY setting – the Bureau for the Management of Magic, and the Knights of the Round.

The Bureau

Created in the early 20th century in response to pressure from Gaian governments and numerous Terran secret societies, the Bureau acts as the recognized peacekeepers of the magical world, investigating magical crimes, slaying monsters that endanger cities, and ensuring that mundanes do not learn of the existence of magic – or at least that they only learn a few at a time, to avoid widespread panic. For a hundred years they have kept the creatures of Gaia from threatening the peace and ignorance of those on Terra. They created and perpetuated the "Men in Black" urban myth, and could easily be associated with any modern secret, world-controlling society.

Despite its ominous reputation, the Bureau's mission, on the surface, is merely one of peace-keeping and law enforcement. Many humans and even some of the races of Gaia have everyday jobs at the Bureau, for it *is* a bureacracy, but everyone knows that the Bureau has far more power than it admits to. Taking some cue from the fey themselves, the Bureau is never clear on exactly what it can do, so few are willing to risk going against them.

Foremost among the agents of the Bureau are the Knights. According to Bureau myth they are descended from the Knights Templar. While the Bureau has many mundane agents who act as eyes and ears, investigating crimes and dealing with the everyday magical criminal, the Knights are those agents who are responsible for defeating the threats

Illustration by Jen Starling

that are too great to be revealed publicly.

In one of the most widely known legends of the Bureau, a single Knight in World War II attacked a Nazi research base, killed two dozen armed guards, crippled a tank, and destroyed the laboratory where the Germans were trying to create arcane technology. The legend also says that the same Knight returned to England and destroyed Great Britain's own similar research laboratories, to maintain the secrecy of magic.

Many magi view the Bureau with mild contempt, believing that the prohibition of keeping mundane humans from learning of magic is unnecessary and simply causes more trouble than openness would. Still, the Bureau has the grudging backing of many powerful individuals in both worlds, whom they provide with security and assurance that any magical problems will be handled quickly and discreetly. On Gaia, a legislative council, with representatives of the governments of the magical races, creates the laws the Bureau must enforce, and monitors the Bureau to ensure it is properly protecting their interests. How much Terran governments know of the Bureau is uncertain, but it is believed that the Bureau employs many psychics, who are tasked with altering memories of those who see too much.

The Bureau has a strong presence in North America and England, but they have limited powers elsewhere in the world. Their main offices are located in London and Savannah, with regional offices in New Orleans, Seattle, Salem, Arkham, Chicago, Mexico City, Rio de Janeiro, Barcelona, Lillehammer, Hong Kong, Cairo, and Wellington. There are smaller offices in towns and cities around the world, whose agents often are also officers of the local law enforcement.

Player characters might become involved with the Bureau after they prove their competence dealing with a magical danger on their own. Worried about them being recruited by the Knights of the Round, the Bureau offers them a job, either as advisors and watchdogs, or as full-time agents. Alternately, the Bureau may send an agent with a group of adventurers who become involved with magic, perhaps as assistance, perhaps as a spy. If nothing else, the Bureau can help characters get out of a jam, if they're willing to face up to any laws they have broken. Of course, if the player characters have allied with the Knights of the Round, the Bureau will be one of their greatest enemies. Enough blood has been spilled between the two groups that neither side is likely to listen to requests for help.

The Knights of the Round

After King Arthur was wounded at the battle of Camlann and vanished from history, his knights devoted themselves to enforcing the treaty the fey had agreed to. Across all of Europe and Asia they hunted fey and magic-users, making Terra safe for humans, but straying too far, leaving Camelot without guidance. The dark ages of ignorance and superstition fell upon Europe just as the creatures who had provoked many of the world's superstitions were being driven away. Or at least, that's the legend.

Throughout the centuries, different groups have risen and named themselves after the historical knights of King Arthur's round table, pledging to defeat some new magical threat that had defied the Treaty of Camlann. Not to be confused with the Knights Templar, who allied with the Bureau at its founding in 1901, the Knights of the Round have always existed outside both Terran and Gaian law.

The current incarnation began during the Hundred Years War, though the new Knights of the Round did not reach prominence until the mid-nineteenth century, when magical creatures began to return to Terra in great numbers. The actual Treaty of Camlann itself has no direct power over the magical races or the Unseen, so the Knights view it as their duty to enforce it with as much force as is necessary.

Illustration by J. L. Jones

During the twentieth century the Knights of the Round struggled for a foothold in North America and England, often coming to blows with the Bureau. In the old world of Europe and Africa, the Knights of the Round are an established presence with historical holdings and a strong power base, but in America and England, where the Bureau holds power, the Knights of the Round are often seen as rebels at best, terrorists at worst.

Operating in small groups of three to ten, the Knights of the Round prefer to keep a low profile. Some possess magical powers of their own, but as long as those powers come from human ghosts and not fey blessings, almost any human or human-blooded individual is welcome. Instead of having a rigid chain of command, groups of knights network information and work to find magi living on Terra and kill them. Some moderate groups of knights only seek out magi who are an active threat to humans, but just as many Knights of the Round are, ultimately, violent racists.

Player characters might become involved with the Knights of the Round when a group of knights come to their aid to fight a magical foe, or when the group raises flags by researching potentially dangerous magic. The knights might offer to give them the tools they need to protect themselves, then leave the group alone, warning them that if they ever cross paths with the Bureau, not to mention that they met; or they might offer the group a chance to join the knights, and send them on an assignment. A group of non-human characters will likely run afoul of the Knights of the Round at some point, and PCs who join the Bureau might be ordered to track down and arrest a group of knights who are killing peaceful magi living on Terra.

Geography of Gaia

Gaia is in general very similar to Terra, though only two human cities have significant counterparts on Gaia – London and New Orleans. Most places where cities are on Terra are relatively deserted on Gaia, but on the Gaia side of London is the massive city of Ellsington, a community of human mages and their families, who have relatively little interaction with the magical creatures outside the city limits. Ellsington developed concurrently with London, and yet each has a distinct identity, with very little crossover between the two worlds. Technologically, Ellsington is at about the level of late nineteenth century London.

In America, New Orleans on Gaia is not nearly as developed as Ellsington, though a few square blocks are inhabited by professional mages around the French Quarter, many of whom work for or with the Bureau office in New Orleans. Many magic-blooded children also live in villages in the area, the offspring of fey tempted onto Terra during Mardi Gras and other parties. New Orleans is also home to all manner of creatures from modern myths and folklore: vampires, goblins, ghosts, and creatures known as thought eaters lurk in the perpetually overcast city. This suits the Bureau fine, since it generally keeps them from disturbing the people on Terra.

Also, the main Bureau office in Savannah on Gaia has a few city blocks around it, though these are mostly used just as homes for those who work at the Bureau and are not comfortable living on Terra. The main Bureau office is a conglomeration of fey-like architecture that grows from a massive tree, and more modern office buildings around the tree's base. Neither New Orleans nor Savannah have a special name for their Gaian side, because, unlike Ellsington and London, the city on Gaia did not exist until long after the city on Terra.

Only two other places of interest in Gaia are generally known by humans. The first is Ayers Rock, also called Uluru, the massive red stone rising up from an Australian desert. Long before Europeans reached Australia, Uluru was witness to a massive magical battle that laid waste to the surrounding land. Today, most of the lingering fallout from that conflict has faded, but many strange things still happen in the area, all the more mysterious because little is truly known about the magical battle that happened there.

Uluru's history would likely just be idle speculation if not for the recent emergence of another similar wasteland. Since 1945, the Gaian side of Japan has been a land of nightmares. The sheer amount of death from the bombing of Hiroshima and Nagasaki blighted the land on Gaia, and madness spread

Illustration by J. L. Jones

outward across the entire island chain. The vividness of the Japanese imagination in anime and cinema contributes to this madness, for the darkness that lives in Japan on Gaia feeds on all the horrors dreamed by the Japanese people. No sane person willingly goes to Gaian Japan; even on Terra, spellcasters feel distinct unease in the land of the rising sun.

Mage Advanced Class

The Mage is a character who has devoted himself to learning magic. This class is different from both the core rules Mage in Modern d20, and the Mage in the basic *Elements of Magic* rules. "Mage" is simply the most appropriate name for the class.

The fastest route to becoming a Mage is through the Smart, Dedicated, or Charismatic hero classes.

Requirements

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

Skills: Knowledge (arcane lore) 6 ranks, Spellcraft 6 ranks.
Feats: Any one tradition feat.

Class Information

Hit Die: Mages gain 1d6 hit points, adjusted by Constitution modifier (minimum 1 hit point), every time they advance a level in this class.

Action Points: Mages gain a number of action points equal to 6 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills: The Mage's class skills are: Concentration (Cha), Craft (any) (Int), Decipher Script (Int), Knowledge (any) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 5 + Intelligence modifier.

Class Features

The following are the class features of the Mage.
Tradition Skills: A Mage gains two bonus class skills,

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

Bonus Feat: At 1st, 4th, 7th, and 10th level, a Mage gains a bonus mage or tradition feat. After 1st level, he can choose to replace this bonus feat with Tradition Specialization (see below) for an additional tradition.

Tradition Specialization: At 2nd level, a Mage chooses one magical tradition he has. When casting spells in that tradition, he gains a +1 bonus to magical skill checks.

Arcane Sight (Sp): A 3rd level Mage is automatically aware of magical auras that come within 60 ft., as long as they are in his line of sight. He knows the number and location of magical auras, and can concentrate on a single aura to know its intensity. This also allows him to identify magic users. See the Divine skill (page 47) for more information.

Improved Spell Power: A 5th level Mage can cast overpowered spells that are up to 10 levels higher than the number of ranks he has in the appropriate skill.

Magic Weapon (Su): A 6th level Mage treats all attacks he makes as magic weapons with a +1 enhancement bonus for the purpose of bypassing damage reduction. This applies to all attacks, including unarmed, melee weapons, and ranged weapons. This effective enhancement increases by +1 for each additional Mage level, to +5 at 10th level. This ability does not actually add to attack or damage for the weapons, however.

Slowed Aging (Su): An 8th level Mage that is middle-age or older counts as one age category younger for purposes of penalties to ability scores.

Greater Arcane Sight (Sp): A 9th level Mage is automatically aware of all spells and spell-like abilities that come within 60 ft., as long as they are in his line of sight. He can concentrate on a single aura to know its exact level and what effects it has.

Ageless (Su): A 10th level Mage no longer gets more feeble as he ages. He still acquires the appropriate mental ability score bonuses, but his physical ability scores do not deteriorate, and he will not die of old age.

Table 3-1: The Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Tradition skills, bonus feat	+0	+1
2nd	+1	+0	+0	+3	Tradition specialization	+1	+1
3rd	+1	+1	+1	+3	Arcane sight	+1	+1
4th	+2	+1	+1	+4	Bonus feat	+1	+2
5th	+2	+1	+1	+4	Improved spell power	+2	+2
6th	+3	+2	+2	+5	Magic weapon	+2	+2
7th	+3	+2	+2	+5	Bonus feat	+2	+3
8th	+4	+2	+2	+6	Slowed aging	+3	+3
9th	+4	+3	+3	+6	Greater arcane sight	+3	+3
10th	+5	+3	+3	+7	Ageless, bonus feat	+3	+4

High Fantasy Magic Items

Two magic items are integral to the High Fantasy setting – keys and agent's weapons.

Key

About the size and shape of a sturdy flashlight, a key is a metal cylinder with a roughly-cut rose-colored crystal implanted in one end. When a button on the cylinder is depressed, the key's crystal glows briefly, and a roughly door-shaped portal appears within 10 ft. at the location of the user's choice. The portal remains open for one minute, during which any creature can pass through the portal, arriving on the other side in another world.

Keys open two different sorts of portals. The first sort simply transports creatures to the equivalent location on the other world – from Terra to Gaia, or Gaia to Terra. If you activate the key on Decatur Street near Jackson Square in New Orleans on Terra, you'll end up at the equivalent location on Gaia: the festival Fleur Square. Activating the key again will take you back.

The second sort of portal requires that the key be attuned to a specific location on Gaia. A mage, who must possess the Movement Specialization (teleportation) feat, must take the key to a location on Gaia and cast a Move 10/Gen 1 spell into the key to attune it to that location. Thereafter, the key can also create a portal from anywhere on Terra to the attuned location on Gaia. A particular key can be attuned to only one location on Gaia. A key can create a portal three times per day.

Spell Level: 12; *Purchase DC:* 36; *Weight:* 2 lb. *Cost to create:* 9680 CP, Move 11/Gen 1.

Key, Greater

Apart from its green crystal, a greater key looks just like an ordinary key. Greater keys are considered restricted items by the Bureau. Only high-ranking Bureau personal and those with special dispensation from the Bureau are allowed to own or use these items. The green-gem key can create a portal from anywhere on Terra to anywhere on Gaia, and vice versa, three times per day.

Spell Level: 20; *Purchase DC:* 44; *Weight:* 2 lb. *Cost to create:* 28,880 CP, Move 19/Gen 1.

Agent Weapons

Originally developed for field agents of the Bureau for the Management of Magic, these weapons normally resemble a nondescript item that can be tucked into a pocket and easily concealed. As a move action, the wielder of an agent weapon can activate it, transforming it into its normal form, or back into the nondescript form. The wielder can activate the weapon while drawing it, performing both actions at once (though if the item is drawn as a free action, such as with the Quickdraw feat, activating the weapon still requires a move action).

Since the late 70s, the preferred form for agent swords has been an ordinary-looking sword hilt. When activated, light emerges from the hilt, then coalesces into a metal blade.

Spell Level: 1; *Purchase DC:* 26; *Weight:* varies. *Cost to create:* 25 CP, Create 1/Gen 0, plus cost of the item itself.
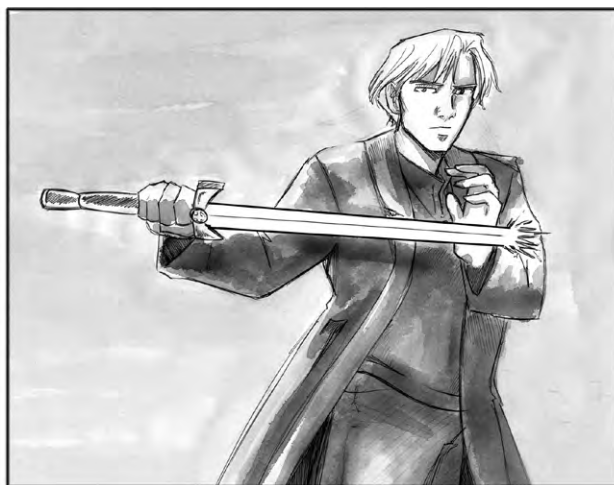
Illustration by J. L. Jones

Sample Characters

The five HIGH FANTASY characters presented here are examples of free agents, members of the Bureau, Knights of the Round sympathizers, and other adventurers the party might meet. Each character is presented with a few sample signature spells.

N!xau Gikwe — Dedicated Hero 5/Bodyguard 1.

Finagle P. Luckshore — Smart Hero 3/Mage 3.

Lin Noelle — Fast Hero 2/Charismatic Hero 5/Mage 2.

Russel Vanderschmidt — Smart Hero 10/Dedicated Hero 2.

Jenny Windgrave — Charismatic Hero 6/Fast Hero 2/ Strong Hero 2.

N!xau Gikwe

Raised in a South African orphanage, N!xau manifested psionic powers at an early age, but he always declined to abuse his ability to sense the thoughts and desires of others. During the late 1980s, N!xau became involved in rebellions against apartheid, but he soon found he did not have the stomach for conflict. Wanted by the authorities, young N!xau fled into the desert, sensing a presence calling to him from his bushmen ancestors.

With knowledge he never actually learned, N!xau was able to survive for several years in the desert, learning the ways of nature, honing his powers, and eventually seeking out others of his kind. Instead he found tales of murder, unspoken stories of atrocities which he followed to the unmarked desert grave of his grandfather. N!xau spent a week keeping vigil over the grave, until a wandering ghost, thousands of years old from another tribe, found him and bonded with him. The spirit taught N!xau how to send his spirit outside his body, and how to see beyond dreams to truth.

With his knowledge of both cultures and his ability to subtly encourage non-violence, N!xau spent the next decade in remote areas, trying to stop conflicts between South Africans and the indigenous bushmen. He has slowly gathered contacts in various South African cities by working as a bodyguard for newly wealthy black African politicians and numerous foreign visiting dignitaries. He is looking for someone with a good dream, someone who might need his protection against those who see only fear in their sleep.

Human Dedicated Hero 5/Bodyguard 1. Male human (37 years old); CR 6; HD 1d12+5d6+12; hp 39; Mas 14; Init +0; Spd 25 ft.; Defense 16, touch 14, flat-footed 12 (+4 class, +2 armor); BAB +3; Grap +4; Atk +4 melee (1d6+1 walking staff) or +3 ranged (2d4 pathfinder revolver) or +4 ranged(1 plus poison, mastercraft blowgun); SA magic; SV Fort +6, Ref +3, Will +6; Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 8. Action Points 9. Wealth +7. Reputation +2.

Starting Occupation: Adventurer (class skills — Intimidate, Survival), bonus feat Personal Firearms Proficiency.

Skills: Concentration +14, Intimidate +5, Listen +8, Read/Write Language (Afrikaans, English), Speak Language (Afrikaans, Bushman, English), Spot +9, Survival +13.

Magical Skill ranks: Charm +3, Divine +9, Illusion +4,

N!xau's Signature Spells

Always prepared to defend his charge, N!xau's signature spells are primarily defensive. Spells marked with an asterisk (*) use the Psychic Sensitivity tradition, and thus the save DC to resist them is Wisdom-based.

Awaken to a Starless Night
Illusion 4/Gen 0
Tradition: Psychic Sensitivity*
Spellcasting DC: 14
Range: Touch
Duration: One minute
Saving Throw: Will negates
Spell Resistance: Yes

The creature you touch sees a nightmare landscape in place of the real world, a phantasm that only he can perceive. Sounds, scents, and touch are unaffected, but the creature is effectively blinded and may be misled by the nightmare images. The specifics of the phantasm depend on the location, but there is a general theme of reality peeling away to reveal horrors hidden beneath.

Dancing in the Face of the Leopard
Transform 1/Gen 5
Tradition: Dreamtime
Spellcasting DC: 16
Range: Touch
Targets: Up to 4 targets within a 10-ft. radius
Duration: One hour
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You transform up to four people into up to four other people who are the same sex and general build. You can also slightly change clothing and gear, to help the four targets avoid being identified. Affected creatures gain a +10 bonus to their Disguise checks.

People Who Sit on Their Feet
Transform 4/Gen 0
Tradition: Dreamtime
Spellcasting DC: 14
Range: Personal
Duration: One minute
Saving Throw: None
Spell Resistance: No

You transform into a baboon.

Strife's Breath Upon One's Neck
Divine 1/Gen 3
Tradition: Dreamtime
Spellcasting DC: 14
Range: Personal
Duration: One hour
Saving Throw: None
Spell Resistance: No

By concentrating, you can become aware of the nearest weapon, or perhaps the nearest gun. Typically you will first make note of all the weapons you and your allies have, so that they do not cloud your detection of other weapons.

Walking Another's Dream
Charm 1/Gen 2
Tradition: Psychic Sensitivity*
Spellcasting DC: 13
Range: Touch
Area: 20-ft. radius centered on target
Duration: One minute
Saving Throw: Will negates
Spell Resistance: Yes

You reach into the thoughts of those around the creature you touch, and encourage them to be less hostile toward the targeted creature. Those who fail their saves have their attitudes shifted two steps more friendly. Each round, affected creatures receive a new Will save to break free.

Transform +4.

Feats: Archaic Weapons Proficiency, Dreamtime, Improved Magical Focus, Magical Meditation, Personal Firearms Proficiency, Psychic Sensitivity, Track.

Talents and Abilities: Skill emphasis (Concentration), aware, faith, harm's way.

Possessions: Pathfinder .22 revolver, 24 rounds, walking staff, mastercraft blowgun, doses of poison, survival gear, concealed vest, various personal items.

Finagle P. Luckshore

Finagle is a prodigy, taking after his late uncle by finishing school years ahead of schedule. He was fascinated by electronic devices from an early age, again just like his late uncle. For a while school was too easy, and when he left to goof around for a few months, he began to experience intense head-aches.

Later, after nearly being slain by sewer demons and rescued by Bureau agents in Savannah, Finagle learned that his uncle's ghost was floating around, trying to get his nephew into trouble for his amusement. This encouraged Finagle to combine his existing love for technology with a new curiosity about magic, and in true prodigy fashion he found a way to make them work together.

Finagle works with the Bureau office in Savannah, providing technical assistance and occasionally helping with field work, but he has grown up a bit since he first discovered magic five years ago. His uncle's ghost keeps itself entertained with video games, and Finagle no longer has to risk his life or take standardized tests to keep from getting head-aches.

Human Smart Hero 3/Mage 3. Male human (21 years old); CR 6; HD *6d6+6*; hp 27; Mas 12; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 10 (+2 class, +3 Dex); BAB +2; Grap +1; Atk +1 melee (1d3−1 unarmed) or +5 ranged (2d4 pathfinder revolver); SA magic; SV Fort +2, Ref +3, Will +4; Str 8, Dex 16, Con 12, Int 18, Wis 8, Cha 10. Action Points 9. Wealth +4. Reputation +2.

Starting Occupation: Student (class skills — Knowledge (arcane lore, popular culture, technology)).

Skills: Computer Use +6, Concentration +8, Craft (chemical) +15, Craft (electronics) +18, Demolitions +16, Disable Device +10, Knowledge (arcane lore) +14, Knowledge (popular culture) +11, Knowledge (technology) +10, Spellcraft +10.

Magical Skill ranks: Attack +9, Create +9, Divine +9,

Finagle's Signature Spells

Fond of technology, Finagle likes to integrate flashy electricity into his magic, or to geek out and act like an anime character. He has had a bit of experience in the field, so he knows the value of a variety of combat magic.

Bag Full of Guns
Attack 4/Create 8/Gen 1
Tradition: Technomancy
Spellcasting DC: 23
Range: Touch
Area: Special
Duration: One minute
Saving Throw: None
Spell Resistance: No
You create a bag full of four *+2 Ruger .38 revolvers*, fully loaded, with a spare quickloader for each. Each Ruger has a +2 enhancement bonus to attack and damage.

Double Negative Binary Boost
Divine 8/Gen 0
Tradition: Technomancy
Spellcasting DC: 18
Range: Touch
Duration: One minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
You grant the touched creature a +8 enhancement bonus to Computer Use checks for one minute, which should be long enough to get through nasty security in a pinch.

Lightning Smackdown!
Attack 4/Gen 2
Tradition: Anime-ism
Spellcasting DC: 16
Range: Medium (150 ft.)
Targets: One creature
Duration: One round
Saving Throw: Reflex half
Spell Resistance: Yes
You fire a bolt of lightning, dealing 4d6 points of electricity damage to a creature up to 150 ft. away. Typically you scream this attack's name as you cast the spell.

My Old Trusty Gun
Create 8/Gen 1
Tradition: Technomancy
Spellcasting DC: 19

Range: Touch
Duration: Ten minutes
Saving Throw: None
Spell Resistance: No
You create a Beretta 92F pistol, fully loaded, with a spare clip.

My Shiny New Guns
Create 9/Gen 0
Tradition: Technomancy
Spellcasting DC: 19
Range: Touch
Duration: One minute
Saving Throw: None
Spell Resistance: No
You create four M72A3 LAW rocket launchers.

Shock
Attack 1/Gen 1
Tradition: Technomancy
Spellcasting DC: 12
Range: Close (30 ft.)
Duration: One round
Saving Throw: Reflex half
Spell Resistance: Yes
You fire a thin bolt of lightning that does 1d6 points of electricity damage.

Trapping Cage
Create 6/Gen 2
Tradition: Technomancy
Spellcasting DC: 18
Range: Close (30 ft.)
Duration: Ten minutes
Saving Throw: Reflex negates
Spell Resistance: No
You create a steel cage around a creature, trapping it if it fails its save. The cage can hold one Medium creature.

Weird Science
Transform 1/Gen 0
Tradition: Anime-ism
Spellcasting DC: 11
Range: Personal
Duration: One minute
Saving Throw: None
Spell Resistance: No
You transform into a mad scientist, complete with lab coat and freaky hair. You can cast this spell as a swift action, since it is your Anime-ism "transformation sequence" form.

Move +9, Transform +1.

Feats: Anime-ism, Arcane Skills, Builder (chemical, electronic), Craft Permanent Spell, Spell Focus (Attack), Technomancy.

Talents and Abilities: Savant +3 (Craft (electronics), Demolitions), tradition specialization (technomage), arcane sight, tradition skills (Demolitions, Research).

Possessions: Pathfinder .22 revolver, 24 rounds, laptop computer with spells, various personal items. Technomancy item (arcanolectric gyroscope, grants +2 bonus to Attack spellcasting checks).

Lin Noelle

Gifted with the airy beauty of her mixed French-Chinese heritage, and with phenomenal natural agility, Lin's dream was to perform in the *Cirque du Soleil*, but in her training as a contortionist she became enamored with stage magic. She had an innate talent for actual magic as well, and when her magician teacher brought her to an expert on occult matters, he asked to teach Lin himself. Believing she was given a magical gift directly by the Unseen, her new teacher, Russell Vanderschmidt, took Lin as an apprentice, teaching her to use her powers without embracing the philosophy of the fey.

For the past six years, Lin has honed both her magical skills and her performing talents, becoming quite the talk of the French entertainment scene. At Russell's direction she has traveled to England, America, and China, immersing herself in human culture and magical traditions. Lin has taken from this training a diverse view of both life and magic, and in both her performances and her spellcraft, she combines several different cultural styles for truly unique results.

Despite all of Vanderschmidt's training, however, Lin still has one trait in common with the fey — she is unseen. Lin mysteriously vanished several months ago, and none of a number of divinations have located her or her body. Is she dead? Secretly

Whirlwind Lightning Ferret Assault!
Attack 10/Gen 3
Tradition: Anime-ism
Spellcasting DC: 23
Range: Touch
Targets: Up to 13 targets in a 20-ft. radius centered on you
Duration: One round
Saving Throw: Reflex half
Spell Resistance: Yes

You create a massive burst of energy − lightning bolts that resemble pouncing ferrets − dealing 10d6 points of electricity damage to up to thirteen targets within 20-ft. of you. If you aren't hitting thirteen targets, you can always strike electronic devices and try to short them out. Typically you scream this attack's name as you cast the spell.

Lin's Signature Spells

Few if any other spellcasters could use Lin's odd style of magic, which combines three different traditions at once. At heart she is a stage magician, however, so she is fond of misleading spells. Because she always uses the Classical Fey tradition, those who do not believe in magic will usually not see her cast her spells. She also always uses her Stage Magic tradition, so she gains a +2 bonus to spellcasting checks with Illusions, adds her Dexterity modifier to the save DC to resist illusions, and gains a +1 bonus to all her spellcasting checks because of tradition specialization.

Her Wuxia Sorcery tradition lets her cast a spell that targets only her − even a spell she creates on the fly, not just signature spells − as a swift action if she expends her magical focus. Because of this last ability, she maintains a focus whenever possible.

Audience Participation
Charm 10/Gen 2
Tradition: Postmodern combination: Classical Fey, Stage Magic, Wuxia Sorcery
Spellcasting DC: 20
Range: Close (30 ft.)
Area: 10-ft. radius
Duration: One minute
Saving Throw: Will negates
Spell Resistance: Yes

You send out a subtle telepathic command to one or more creatures in a 10-ft. radius, giving them directions the equivalent of one or two sentences. If they fail their initial save, they do not receive further saves, and will obey the instructions you gave fully.

Gambler's Gambit
Attack 1/Gen 0
Tradition: Postmodern combination: Classical Fey, Stage Magic, Wuxia Sorcery
Spellcasting DC: 11
Range: Special
Duration: One minute
Saving Throw: Reflex half

Spell Resistance: Yes

You charge a playing card (or shuriken that is shaped like a playing card) with an attack spell. After you throw the card, the first object it touches is struck for 1d6 points of sonic damage.

Getaway Monologue
Move 10/Gen 1
Tradition: Postmodern combination: Classical Fey, Stage Magic, Wuxia Sorcery
Spellcasting DC: 21
Range: Personal
Duration: Ten minutes
Saving Throw: None
Spell Resistance: No

You can plane shift to Gaia or Terra one time during the spell's duration as a move action. Casting this before combat makes it easy for you to escape the moment things start to look bad.

Legerdemain Strike
Move 7/Gen 2
Tradition: Postmodern combination: Classical Fey, Stage Magic, Wuxia Sorcery
Spellcasting DC: 19
Range: Medium (150 ft.)
Duration: One minute
Saving Throw: None
Spell Resistance: No

You control telekinetic force, and are able to manipulate objects or attack up to 150 ft. away. When manipulating objects, the spell uses your skill modifiers, with a −1 penalty per 10 ft. for distance. When attacking, the spell is treated as having a base attack bonus of +7, a Strength and Dexterity modifier of +0, and a +4 size bonus to maneuvers like trips, grapples, and bull rushes. You can pick up objects with the force and attack with them, dealing no more than d8 damage; most such items are improvised weapons and incur a −4 penalty to your attack roll. The spell can lift up to 150 lbs.

on a mission to fulfill Vanderschmidt's political interests? Preparing a new and stunning magical performance? Or has her beauty simply captivated another young man?

Human Fast Hero 2/Charismatic Hero 5/Mage 2. Female human (24 years old); CR 9; HD 2d8+7d6; hp 37; Mas 10; Init +5; Spd 30 ft.; Defense 22, touch 22, flat-footed 10 (+7 class, +5 Dex); BAB +4; Grap +3; Atk +4 melee (1d3 elecricity plus DC 15 or paralysis, stun gun wand) or +12 ranged (1, playing card shuriken); SA magic; SV Fort +3, Ref +12, Will +6; Str 8, Dex 20, Con 10, Int 16, Wis 10, Cha 14. Action Points 10. Wealth +10. Reputation +4.

Starting Occupation: Adept (class skills − Perform).

Skills: Bluff +12, Concentration +10, Diplomacy +11, Escape Artist +10, Knowledge (arcane lore) +8, Knowledge (civics) +8, Perform (stage magic) +14, Read/Write Language (English, French, Chinese), Sleight of Hand +12, Speak Language (English, French, Chinese), Spellcraft +8.

Magical Skill ranks: Attack +2, Charm +12, Illusion +12, Move +12.

Feats: Arcane Skills, Classical Fey, Defensive Martial Arts, Exotic Weapon Proficiency (shuriken), Iron Will, Lightning Reflexes, Movement Specialization (teleportation), Point-Blank Shot, Postmodern Magus, Stage Magic, Wuxia Sorcery.

Talents and Abilities: Evasion, Fast-Talk, Dazzle (roll d20+7 against DC 15, if successful, foe makes Will save (DC 17) or else suffers −2 penalty to attack rolls, ability checks, skill checks, and saving throws for 5 rounds), tradition specialization (Stage Magic), tradition skills (Bluff, Sleight of Hand).

Possessions: Stun gun disguised as magician's wand, pack of 52 mastercraft (+3 attack) shuriken that look like playing cards, map of Terra c. 30 BC.

Russell Vanderschmidt

Russell Vanderschmidt is too old to pin himself down with alleigances as he did in his youth. Though at times he has worked with both the Bureau and the Knights of the Round, he has retired and now focuses his energies toward teaching magic in various academies in Southampton, London, and Ellsington. A staunch supporter of humankind, Vanderschmidt refuses to learn spontaneous spellcasting, which he believes is tainted with the influence of the fey. Instead, he has become a master of ritual magic. In addition to the hundreds of spells he keeps on his palm computer, Vanderschmidt has a vast library

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continued from previous page

Misdirection
Illusion 7/Gen 4
Tradition: Postmodern combination: Classical Fey, Stage Magic, Wuxia Sorcery
Spellcasting DC: 21
Range: Personal
Area: 40-ft. radius
Duration: One minute
Saving Throw: Will disbelieve
Spell Resistance: No
   This spell creates a bevy of confusing illusions. Every creature in the area of effect is concealed by a complex illusion that makes it look and sound like another creature in the area. You, however, are concealed with an illusion to make you invisible, and a spare illusion that is not connected to anyone appears in the area so that people do not notice your absence.

Quicker than the Eye
Charm 6/Illusion 4/Gen 2
Tradition: Postmodern combination: Classical Fey, Stage Magic, Wuxia Sorcery
Spellcasting DC: 22
Range: Personal
Area: 20-ft. radius centered on you
Duration: One minute
Saving Throw: Will partial (see below)
Spell Resistance: Yes (see below)
   You conceal yourself with a standard visual illusion to make yourself invisible, and use a subtle charm spell to erase the memories of those around you so they do not recall the past minute. Creatures are allowed a Will save to negate the memory loss, but do not automatically receive a Will save to disbelieve the illusion. Because the spell is subtle, creatures who fail their initial save against the memory loss are not allowed to make saves in later rounds. Typically this spell is used to help you get out of a sticky situation by making those around you forget you were even there. At the end of the spell's duration, affected creatures get their memories back.

Stage Presence
Illusion 11/Gen 1
Tradition: Postmodern combination: Classical Fey, Stage Magic, Wuxia Sorcery
Spellcasting DC: 22
Range: Personal
Duration: Ten minutes
Saving Throw: Will disbelieve
Spell Resistance: No
   For the spell's duration, your magical aura is concealed with a reactive illusion. Typically this allows you to appear to have no aura at all, but the spell reacts appropriately to the situation and your desires without you having to concentrate to direct it. This is ideal for magician stage shows, so that even magic-users among the audience will not know whether you're using magic in your performance.

Russell's Signature Spells

   As Russell Vanderschmidt cannot cast spontaneous magic, he does not have signature spells.

for research and spell crafting.

After forty years' experience dealing with dangerous and violent creatures and magic-users, the aging Vanderschmidt feels he can confidently handle any threat he faces. If seriously challenged, he merely retreats until he can locate or research a proper ritual with which to defeat his foe.

Smart Hero 10/Dedicated Hero 2. Male human (65 years old); CR 12; HD 12d6; hp 42; Mas 10; Init −2; Spd 25 ft.; Defense 20, touch 13, flat-footed 15 (+5 class, −2 Dex, +7 mastercraft tactical vest), +1 against melee attacks; BAB +6; Grap +6; Atk +10 melee (1d6 mastercraft rapier); Full Atk +10/+5 (1d6 mastercraft rapier); SA magic; SV Fort +5, Ref +1, Will +12; Str 11, Dex 6, Con 10, Int 20, Wis 16, Cha 12. Action Points 11. Wealth +32. Reputation +5.

Starting Occupation: Academic (class skills − Computer Use, Knowledge (arcane lore), Research).

Skills: Bluff +8*, Computer Use +31, Concentration +9, Jump +9*, Knowledge (arcane lore) +36, Knowledge (art) +20,

Knowledge (history) +22, Knowledge (theology and philosophy) +20, Profession +18, Read/Speak Languages (French, Gaelic, German, Greek, Latin, Old English, Russian), Research +31, Sense Motive +14, Spellcraft +20, Tumble +7*. *Cross class skill.

Feats: Arcane Skills, Archaic Weapon Proficiency, Armor Proficiency (light, medium), Combat Expertise, Defensive Martial Arts, Educated (arcane lore, history), Elusive Target, Improved Disarm, Iron Will, Ritual Mage, Weapon Focus (rapier).

Talents: Exploit Weakness (move action, use Int bonus for attack rolls against one foe), Plan, Savant +10 (Computer Use, Knowledge (arcane lore), Research), Skill Emphasis (arcane lore).

Possessions: Mastercraft tactical vest (+1 defense), mastercraft rapier (+3 attack), palm spellbook (contains hundreds of ritual spells), key.

Jenny Windgrave

Jenny's family has never lived on a reservation, but her Native American heritage helped her nab a scholarship to the Savannah Art & Design Institute for a Performing Arts degree. Having grown up in both private Catholic schools (where the inventive students nicknamed her "Running Horse"), and crummy public schools (where her history teacher had "Pocahontas"), she had hoped an art college would have enough self-made weird people that she would not stand out because of her race.

Instead, she stood out because of her faith, particularly because her main acting experience had been in Passion Plays. At SADI, the fact that she was not a *lapsed* Catholic fascinated her friends. She never managed to finish her degree however, because in the summer before her last year she and a few fellow students were attacked by a vampire in the streets of Savannah.

With the aid of a Bureau agent they were able to defeat the monster, but Jenny's beliefs were turned on their head, for during the fight she was contacted by Pataman, a ghost of one of her ancestors. Struggling to reconcile the existence of a shaman's ghost with her Christian faith, she joined the Bureau to learn more of the hidden world of magic. In the past five years she has come to terms with a world that disagrees somewhat with her faith, while managing to become the second highest-ranked field agent in Savannah.

Pataman was a young shaman who died to the gunfire of Christian settlers in the seventeenth century. Pataman had

incited the fight that took his life, and he refused to let himself pass on until he had managed to protect a descendant from similar harm. Jenny has never been as foolhardy as Pataman was, but the weary spirit saw in her his last chance to share his wisdom before the line of his descendants completely abandoned belief in the old ways.

Human Charismatic Hero 6/Fast Hero 2/Strong Hero 2. Female human (26 years old); CR 10; HD 6d6+4d8; hp 39; Mas 10; Init −1; Spd 30 ft.; Defense 21, touch 17, flat-footed 13 (+8 class, +4 mastercraft leather jacket, −1 Dex); BAB +6; Grap +6; Atk +7 melee (1d6+1 mastercraft agent spear) or +6 ranged (1d8 mastercraft agent compound bow); SA magic; SV Fort +5, Ref +4, Will +6; Str 10, Dex 8, Con 10, Int 12, Wis 14, Cha 20. Action Points 10. Wealth +3. Reputation +6.

Starting Occupation: Creative (class skills — Disguise, Knowledge (art), Perform (act)).

Skills: Bluff +11, Craft (visual art) +3, Diplomacy +16, Disguise +16, Intimidate +14, Knowledge (art) +4, Knowledge (theology and philosophy) +3, Perform (act) +15, Ride +0, Sense Motive +4*, Spellcraft +3*. *Cross class skill.

Magical Skill ranks: Charm +8, Cure +13, Defend +12.

Feats: Animism, Archaic Weapons Proficiency, Armor Proficiency (light), Christian Healer, Command Undead, Defensive Martial Arts, Frightful Presence (DC 24), Greater Spiritbond, Iron Will, Renown.

Jenny's Signature Spells

A knight of the Bureau, Jenny chooses her signature spells primarily for their value in the challenges she most often faces — uneasy spirits that seek to possess, violent monsters that want to attack, and confused humans who need to be calmed down.

Calm the Uneasy Spirit
Charm 6/Gen 3
Tradition: Christian Healer
Spellcasting DC: 19
Range: Close (30 ft.)
Area: 20-ft. radius
Duration: One minute
Saving Throw: Will partial
Spell Resistance: Yes
Creatures in the area of effect, both alive and undead (since Jenny has the Command Undead feat), have their attitudes shifted up to four steps more friendly toward you. Those who succeed their save have their attitudes shifted two steps more friendly.

Gird the Body
Defend 12/Gen 0
Tradition: Christian Healer
Spellcasting DC: 22
Range: Touch
Duration: One minute

Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
You grant the touched creature a +6 enhancement bonus to AC and DR 5/magic.

Gird the Soul
Defend 5/Gen 2
Tradition: Christian Healer
Spellcasting DC: 17
Range: Touch
Area: Up to 7 targets in a 10-ft. radius centered on you
Duration: One minute
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Up to seven creatures receive a boon that grants them a +5 resistance bonus to Will saves. This bonus lasts even if they leave the spell's area.

God's Blessing
Cure 12/Gen 0
Tradition: Christian Healer
Spellcasting DC: 22
Range: Touch
Duration: One round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
You heal 2d6 points of damage to the creature touched.

Talents: Coordinate, Inspiration, Greater Inspiration, Evasion, Melee Smash.

Possessions: Mastercraft agent spear, mastercraft (+3 defense) leather jacket, mastercraft agent compbound bow, armpit holster arrow quiver (enchanted to create arrows when needed). Armor incurs a +2 increase to spellcasting DCs.

Ghosts and Spirits

Most humans who use magic in the HIGH FANTASY setting gain access to magic by bonding with a spirit. A typical spirit is a human ghost that bonds with a living person because it believes the person will be able to help it address whatever problems have kept the spirit from passing on after its death. In more ancestor-oriented societies, spirits sometimes bond with the living to guide them and protect them.

A player whose character bonds with a spirit should work with the game master to develop the spirit's personality and history. However, due to the limited connection between the human and his spirit, the spirit cannot affect the world of the living in anything but the most subtle ways. Animals may shy away at the presence of the spirit, but humans cannot see the spirit without the aid of magic. The spirit cannot move objects or stray from the side of the human with whom it has bonded. It can only see what the human sees, so it cannot scout. However, it can see and speak with other spirits. The spirit is effectively a voice in the character's head.

Spirits cannot be harmed. The only spells that can affect them are Charm spells cast with the Command Undead feat. Usually this is used for exorcisms, which involve giving the spirit the telepathic command, "Leave him," or something similar. The character to whom the spirit is bonded uses his Will save to resist this command. If he fails, the spirit leaves him and he loses all spellcasting ability for the spell's duration.

If the spell is made permanent, the spirit usually passes on to its afterlife.

A spirit exists on the same plane as the person to whom it is bonded, and when a person travels between Terra and Gaia, his bonded spirit travels with him. On Gaia, spirits appear as wispy figures, and are able to travel up to 30 feet from their bonded human. Even on Gaia, however, spirits cannot be harmed.

A character can take the Greater Spiritbond feat to enhance the capabilities of his bonded spirit. Characters can take the Greater Spiritbond feat to gain a bonded spirit even if they have no spellcasting ability.

Magi and Dragons

Characters with tradition feats have a close bond to magic, which makes them vulnerable to certain dangers that are harmless to mundane people. The most famous example of this is the magical aura of a dragon. Both Eastern and Western dragons are creatures of intense magical power, and their magical aura is so strong that any non-dragon magic-user that comes in contact with it can be disabled. Dragons can suppress or renew their aura as a free action, and they typically suppress it when interacting with lesser creatures.

A dragon's magical aura detects as if it were a spell of a level equal to twice its hit dice, meaning any dragon with 6 HD registers as strong magic, and one of 12 HD registers as overwhelmingly powerful (see the Divine skill, page 47). When the dragon with 12 or more HD chooses to unleash its aura, it affects a 10-ft. radius per hit die, and any magic-user in the area with fewer hit dice than the dragon must succeed a Will save (DC 10 + ½ the dragon's HD + dragon's Cha modifier) or be stunned for one round. If the magic-user fails this save, he loses access to all magical powers he has. Each round the magic-user can attempt another saving throw, and if he succeeds he regains access to his magical powers. This is one reason why traditionally dragon slayers were all warriors, not mages.
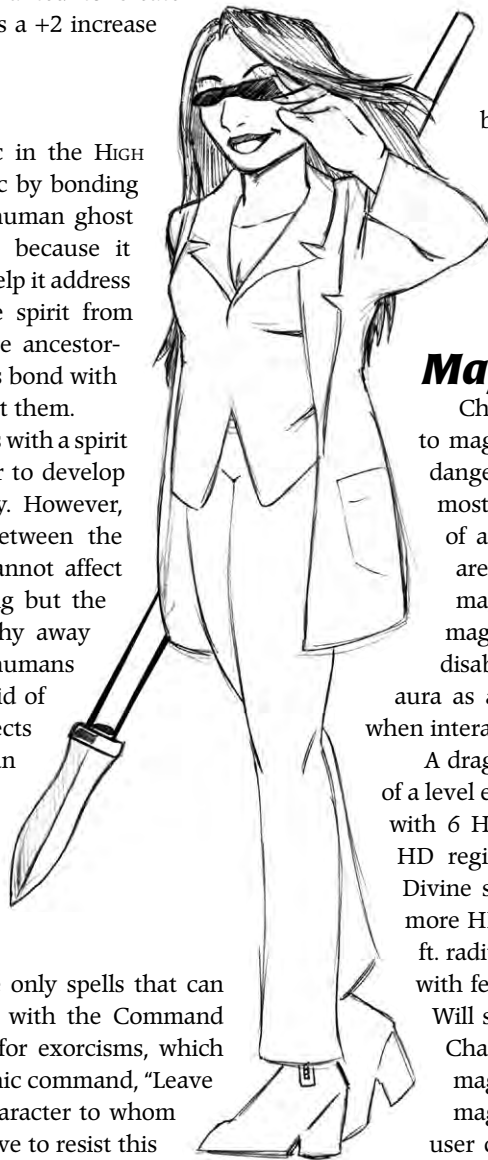
Illustration by J. L. Jones

CHAPTER FOUR: SPELLS

This chapter describes the magical skills and what effects you can create with them. There are ten magical skills:

- ☀ **Attack**
- ◉ **Charm**
- ◆ **Create**
- ◉ **Cure**
- ◌ **Defend**
- ◉ **Divine**
- ☀ **Illusion**
- ◈ **Move**
- ✸ **Summon**
- ◉ **Transform**

Also, Spellcraft, in addition to its mundane uses to identify spells, can be used as a magical skill to dispel or counter spells.

All magical skills can only be used trained. No ability score modifies them, and they are not eligible for feats or abilities like Skill Emphasis that enhance skills. The only way to gain a bonus to a magical skill is to take one of the few tradition feats that grant a bonus to a magical skill.

Creating Spells

As a baseline, all spells have the following characteristics.

Casting Time: Standard action.

Duration: Up to one minute (D). You can hold a charged spell after casting it, waiting to release its effect, but the duration is still tracked from the moment it is done being cast.

Range: Touch.

Target: A creature, object, or point in space.

Area of Effect: Up to one 5-ft. square.

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

Also, instead of a 5-ft. area, you may choose for the spell to simply affect one creature or object. Thus, if your friend and an enemy are grappling and in the same square, you could target a Charm spell to affect only the enemy, instead of a 5-ft. area.

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

Enhancements: Magical skills have effects depending on the spell's level, and when creating a spell, a character basically chooses enhancements that increase the spell's level. Each magical skill has its own list of enhancements. Additionally, any spell can use general enhancements to improve the spell's duration, range, or area of effect.

For example, with an Attack spell, 1d6 points of damage is a 1st-level effect, while 5d6 is a 5th-level effect. A character could also choose the long range enhancement, which increases the spell's level by +4, allowing him to deal 5d6 points of damage to a creature within 800 ft. as a 9th-level spell. He could also choose to give the spell a 20-ft. radius, increasing the spell's level by +2, creating a highly visible explosion or a very subtle draining of life energy at long range. This would be an 11th-level spell.

When describing spells, list their type and the number of levels of enhancements from that type, then include a listing of how many levels of general enhancements the spell has. The 20-ft. radius version of the example spell above would be listed as Attack 5/Gen 6.

Enhancements are listed in the following format.

Name of Enhancement (+x level increase for spell). The effect of the enhancement.

Illustration by Jen Starling

General Enhancements

The following are general (Gen) enhancements, available to any spell.

- **Range (Varies).** The spell has a range greater than Touch.
  - **Range, Short (+1).** The spell has a range of 30 ft., or generally the size of a small melee combat.
  - **Range, Medium (+2).** The spell has a range of 150 ft., or generally the size of any close- to medium-range gunfight.
  - **Range, Long (+4).** The spell has a range of 800 ft., or generally far enough to reach people who can see you, at about the limit of clear vision.
  - **Range, World (+20).** The spell has a range that reaches anywhere in the world and into high orbit. If you do not have the Movement Specialist (teleportation) feat, increase the cost of this enhancement to +25. You can only target somewhere that you can see, though live television feeds or remote viewing qualifies.
- **Area (Varies).** The spell affects an area greater than one 5-ft. square.
  - **Area, Radius (+1).** The area of effect has a 10-ft. radius. The shape of the area must be simple and contiguous, such as a filled circle, a hollow ring, a cross, or an S-shape, but you cannot choose a more complicated shape. Thus, you cannot choose to target four random squares with enemies but avoid those with allies. For every 1 additional level spent on this enhancement, increase the radius by 10 feet.
  - **Area, Local (+12).** The spell's area of effect is an 800-ft. radius.
  - **Area, Vast (+20).** The spell's area of effect is a 1-mile radius.
  - **Area, Regional (+30).** The spell's area of effect is a 100-mile radius.
  - **Area, World (+40).** The spell's area is an entire world.
- **Contingency (Varies).** When you cast the spell, you choose all the spell's effects, but the spell's duration doesn't begin until a certain trigger you set occurs. The trigger must be clear, and must be something a typical human could notice. Note that the trigger condition must be something that takes place within 30 ft. of the spell's area, and the game master may disallow inappropriate triggers. A Create spell that

Advanced Spellcasting

These rules allow advanced techniques, if the game master is willing to allow a little more complexity into his game.

Combined Spells

It is possible to combine two types of magic into one spell. For example, you might cast a spell that creates plate armor on an ally (Create 8) and grants him a +4 enhancement bonus to AC (Defend 4), lasting for ten minutes (Gen 1). The spell would be listed as Create 8/Defend 4/Gen 1, and would be a 13th level spell.

When casting ritual combined spells, there are no special rules.

When casting a spontaneous combined spell, you are still limited to having no more levels in a single spell than how many ranks you have in the appropriate skill, and the spell's total level cannot be higher than your ranks in whichever magical skill you have the most ranks in that the spell uses. You use whichever skill is lowest on your skill check against the spell's DC.

Continuing the above example, you could cast the spell as long as you had at least 8 ranks in Create and 4 ranks in Defend, and at least 13 ranks in one of those two skills. If you had 13 ranks in Create and 4 ranks in Defend, you would roll d20+4 against DC 18. If you had 8 ranks in Create and 4 ranks in Defend, you could still cast the spell, but you'd become fatigued unless you spent an action point.

Effects that Aren't Here

If you want to create an effect that isn't clearly explained in these rules, it is up to you and the game master to determine what magical skill is appropriate, and what level the magic should be. For example, if you want to send a telepathic message to an ally half-way around the world, the game master might decide that would be a combination Divine (to find your friend) and Charm (for the telepathy).

If you want to emulate a spell from the core rules, as a rough guideline, double the spell's level in the core rules, then add 1 to determine its level in this system. For healing spells, instead triple the spell's level in the core rules, then add 1. For example, there are no clear rules in the Transform spell for altering only part of your body, but if you wanted to emulate *claws of the bear* (a 2nd-level psionic power), a good guess would be a 5th-level spell in *Mythic Earth*.

Restricted or Improved Spells

One spell might grant damage reduction, but only against ranged attacks. Another might turn you invisible to fey creatures, but leave you visible to normal humans. Alternately, a spell might create a burst of flame, but not harm inanimate plants, while another might heal a wound but cause the wound to reopen if the healed creature attacks you.

Restrictions and improvements such as these have so many possibilities that this book cannot include them all, so it is up to the game master to increase or decrease the spell's level by an appropriate amount. The base guideline is to increase or decrease by 1 level, but significant effects can alter a spell's level by as much as 4.

This cost change should most often be used with ritual spells, which are written down and have odd quirks to them. Characters can cast spontaneous spells with special alterations every once in a while, but the game master should encourage players to come up with one or two special tricks and stick with them.

sounds an alarm if anyone enters the area of effect is fair, but an Attack spell that fires at the third creature without ice resistance to talk in the area of effect is too complicated. You can only have one triggered spell waiting at any given time; if you cast another triggered spell before the first triggers, the earlier one has no effect.

- **Contingency, Short (+1).** If the trigger doesn't occur for 10 minutes, the spell dissipates.
- **Contingency, Medium (+2).** As above, except the spell can lie in wait for up to one hour.
- **Contingency, Long (+4).** As above, except one day.
- **Contingency, Month (+10).** As above, except thirty days.
- **Contingency, Week (+7).** As above, except seven days.
- **Contingency, Year (+14).** As above, except one year.
- **Discerning (+1).** With this enhancement, the spell only affects creatures or objects of your choice in the area of effect. You can choose a maximum number of targets equal to the spell's total level. For example, Jenny casts Cure 3/Gen 3 to affect a 20-ft. radius circle that contains both allies and enemies, with the Discerning enhancement. She can choose up to six allies in the area of effect so that they will be affected, but no enemies would be.

    Alternately, you can choose up to one 5-ft. square per spell level to be unaffected by the spell.

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

Duration (Varies). The spell's duration is something other than one minute.

- **Duration, Concentration (+0).** The spell's duration is only as long as you maintain concentration.
- **Duration, Brief (+0).** The duration is only one round. However, the spell only takes a swift action to cast, like a quickened spell. This duration cannot be chosen for a spell where the reduced duration is little or no drawback, such as most Attack or Heal spells.
- **Duration, Short (+1).** The duration is 10 minutes.
- **Duration, Medium (+3).** The duration is one hour.
- **Duration, Long (+8).** The duration is one day.
- **Duration, Permanent (+30).** The spell lasts until you will it to end, or until it is dispelled.

Dispelling Magic

Any spellcaster can attempt to dispel magic, ending magical effects by application of his own magic. There are two ways to dispel magic. The first uses a magical skill to counter applications of the same magical skill. The second uses Spellcraft to counter the effects of any magical skill. For either method, you must purchase general enhancements for range if the targeted spell is not close enough to touch, but duration and area of effect are not necessary. Once a spell is dispelled, it ends as if its duration had run out.

Typically dispelling is only attempted if you have identified what type of magic a spell is by making a Spellcraft check (DC 15 + ½ spell level while spell is being cast, or DC 20 + ½ spell level if the spell is already in effect), but you can always guess and hope that your dispel attempt is appropriate.

Dispelling is a standard action. You can also ready an action to dispel a spell as it is being cast. This is called counterspelling. If you counter a spell, the spell never takes effect in the first place.

Magical Skill Dispelling: You can use a magical skill to negate magic of the same type. However, you can always try to blindly dispel, and if you guess wrong the type or power of spell, your dispel does nothing.

You must cast a spell that has the same number of levels of the appropriate magical skill(s) as the targeted spell, not counting general enhancements (so to counter a Summon 5/Gen 2 spell, you must cast a Summon 5 spell, and the only general enhancement you need is sufficient range). Because you are creating an entire spell, the dispel attempt takes only a standard action, not two full rounds. If your spell functions, you dispel the targeted spell.

Example 1: During a battle in Savannah's Bonaventure Cemetery, an evil shaman places a curse on Tagin, causing him to be paralyzed with wracking pains (Charm 5/Gen 1). Tagin falls to the ground amid the shaman's bodyguards, so Tagin's ally Jenny attempts to dispel the curse. She fails to identify the spell the shaman cast, but she has 8 ranks in Charm, so she takes a guess and tries to dispel it. She cannot reach Tagin, so she casts Charm 7/Gen 1 as a dispel attempt. Since she has at least as many levels of Charm as the targeted spell, as long as she succeeds her spellcasting check, Tagin will be freed.

Spellcraft Dispelling: You can use the Spellcraft skill to negate any sort of magic, though you have a less secure chance of success. You can only attempt to dispel with the Spellcraft skill if you have successfully identified the spell you are trying to dispel.

Though normally Spellcraft is not a magical skill, when used to dispel you make a spellcasting check like any other magical skill. The check is modified only by your ranks in Spellcraft, not by your Intelligence modifier or any other ability except those the specifically say they assist dispel attempts.

You make a magical Spellcraft check (DC 15 + the targeted spell level, not counting general enhancements). Increase the DC by +1 if the target is within Short range, +2 if it is

Medium range, and +4 if it is in Long range. You cannot dispel targets beyond Long range. If you have 5 ranks or more in the magical skill you are trying to dispel, you gain a +2 bonus to your Spellcraft check from skill synergy. If you succeed, the spell is dispelled.

Regardless of whether your dispel attempt succeeds, the attempt is innately anti-magical, so you take a −1 penalty to spellcasting attempts for the rest of the day.

Example 2: A Bureau agent has been mentally dominated by a telepath, and is trying to shoot Finagle. Finagle doesn't want to kill the agent, but he does not know Charm. However, he succeeds his Spellcraft check to identify the spell that is controlling the agent (Charm 7/Gen 3). He decides to try to dispel the domination, which requires a Spellcraft check (DC 22). The agent is twenty feet from Finagle, so the range increases the DC to 23. He has 9 ranks in Spellcraft, so he rolls d20+9 against DC 23.

Attack

The Attack magical skill is used to harm foes, either with damage, or with physical ailments. Attack spells can deal different types of damage: physical (impacts, weapons, and pure force) or energy (acid, cold, death, electricity, fire, mental, and sonic).

If you roll a natural 20 on your spellcasting check to cast an Attack spell, affected creatures suffer a −4 penalty to their saves to resist. Attack spells that do not grant saves are unaffected.

You may choose one type of Attack damage for each magical tradition you have, so you might be able to cast electrical Attack spells with technomancy and fire Attack spells with stage magic. However, you cannot cast Attack spells that deal death damage unless your tradition explicitly states your Attack spells deal death damage.

Physical damage, such as by striking with objects or intangible force, is protected from by damage reduction, but the spell is magical, so it bypasses DR as if it were a magic weapon.

Energy damage comes in seven types — acid, cold, death, electricity, fire, mental, and sonic. It is up to the game master to determine when one type of energy might be more or less effective, but use the following as guidelines.

- Acid lingers after striking, dealing an extra 1 point of damage for 1d6 rounds unless washed off.
- Cold damage is especially harmful to fiery creatures, such as dragons, dealing half again as much damage.
- Death damage grants access to the Affliction enhancements below. Attack spells that deal death damage allow Fortitude saves instead of Reflex saves.
- Electricity damage can short out electronics, at the game

master's discretion.
- Fire damage sets things on fire and deals half again as much damage to icy creatures.
- Mental damage is nonlethal, and it cannot be used to grant the Enhanced Attack enhancement. Attack spells that deal mental damage allow Will saves instead of Reflex saves.
- Sonic damage shatters glass easily. A creature that takes more than its damage threshold in sonic damage must make a Fortitude save (DC 15) or be deafened for one minute.

Attack Enhancements

- **Enhanced Damage (+3).** Place this spell on a creature or item (or one set of ammunition, such as up to 20 shuriken, a single clip of bullets, or up to 20 arrows). Unarmed and natural attacks made by that creature or weapon attacks made with that item deal +1d6 points of damage with a successful hit. You may choose this enhancement up to 2 times for any given damage type.
- **Enhanced Attack (+2).** Place this spell on a creature or item. Unarmed and natural attacks made by that creature or weapon attacks made with that item have a +1 enhancement bonus to attack and damage rolls. You may choose this enhancement up to 5 times.
  - **Direct Damage (+1).** The spell deals 1d6 points of damage to affected creatures. Those creatures are allowed a Reflex save for half damage. Even though spells normally have a duration of one minute, the damage is dealt immediately, as soon as the spell takes effect. You may choose this enhancement any number of times.
  - **Affliction.** These enhancements can only be chosen if your magical tradition lets you deal death damage. Choose one of the following afflictions. You afflict creatures with that condition. A successful Fortitude save halves ability damage and negates other afflictions.
    - **Ability Damage (+4).** Affected creatures take 1d6 points of temporary ability damage to the ability score of your choice. The damage heals at the normal rate. You may choose this enhancement multiple times.
    - **Blindness/Deafness (+5).** You blind or deafen affected creatures for the spell's duration.
    - **Disease (+8).** You infect affected creatures with a disease of your choice.
    - **Exhaustion (+5).** You exhaust affected creatures.
    - **Fatigue (+3).** You fatigue affected creatures.
    - **Paralysis (+7).** You paralyze affected creatures for the spell's duration.

Charm

The Charm magical skill is used to influence emotions, control a creatures' actions, and affect creatures' minds. All Charm spells allow a Will save to negate the effect. Even if a creature fails its initial save, each round thereafter it is allowed a new save to break free and end the spell's effect. Additionally, at any time a character can spend an action point to break free from the spell temporarily, allowing him to ignore the Charm for 1 round.

If you roll a natural 20 on your spellcasting check to cast a Charm spell, affected creatures suffer a −4 penalty to their saves to resist. Charm spells that do not grant saves are unaffected.

Charm Enhancements

- **Charisma (+1).** Choose a Charisma-based skill. Affected creatures gain a +2 enhancement bonus to checks with that skill. You may choose this enhancement multiple times.
- **Emotion (Varies).** The following enhancements alter the emotional state of affected creatures, replacing their current emotional state if it is contradictory. Creatures affected by emotion-changing magic do not realize their emotional state is unusual during the spell's duration.

    If a creature succeeds a save against a Strong emotion effect, he instead suffers the effect of the related Moderate emotion. If he succeeds a save against a Moderate emotion, he suffers a Weak emotion. And if he resists a Weak emotion, he suffers no effect. If the creature succeeds its save by 5 or more, it suffers no emotion effect at all, regardless of the original power level of the spell.

Table 4-1: Emotion Levels

	Weak	Moderate	Strong
Anger	Anger	Rage	Frenzy
Calm	Calm	Calmer	Calmest
Confusion	Confusion	n/a	n/a
Courage	Bravery	Courageous	Heroic
Daze	Dazed	Stunned	Helpless
Fear	Shaken	Frightened	Panicked
Happiness	Happiness	Laughing	Love

- **Emotion, Weak (+1).** Affected creatures are affected by one of the following emotions.

    Anger. Affected creatures have their attitude toward shifted two degrees more hostile. Attitudes range from helpful to friendly to indifferent to unfriendly to hostile. The change in attitude is only with regard to the target of your choice.

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

    Calm. Affected creatures ignore magical weak emotion effects for the spell's duration. Moderate emotion effects are reduced to weak, and strong emotion effects are reduced to moderate. Consult Table 4-1 to see which emotions are related.

    Confusion. A confused creature takes random actions. Roll 1d10 each round: 1: flee at top speed to seek safety, 2–6: do nothing for one round except perhaps drool or babble, 7–9: attack the nearest creature for 1 round, 10: act normally for 1 round. Any confused creature who is attacked automatically attacks its attacker on its next action.

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

    Happiness. Affected creatures have their attitude toward shifted two degrees more friendly. Attitudes range from helpful to friendly to indifferent to unfriendly to hostile. The change in attitude is only with regard to the creature of your choice (this creature need not be within range of the spell). Multiple applications do not stack.

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

- **Emotion, Moderate (+3).** Affected creatures are affected by one of the following emotions.

    Calmer. Affected creatures ignore magical weak and moderate emotion effects for the spell's duration. Strong emotion effects are reduced to weak.

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

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

    Laughing: The creature is filled with great humor, and cannot take any aggressive action. Alternately, you can shift a creature's attitude four steps more friendly.

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

    Stunned: Stunned creatures drop whatever they
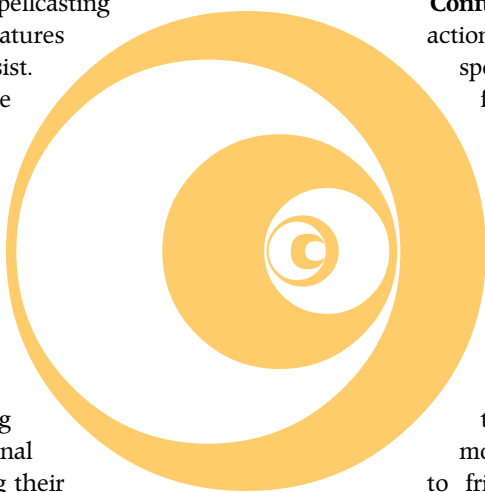
are holding, can't act, lose any Dexterity bonus to AC, and suffer a −2 penalty to AC.

- **Emotion, Strong (+5).** Affected creatures are affected by one of the following emotions.

    Calmest. Affected creatures ignore magical emotion effects for the spell's duration.

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

    Helpless: Helpless characters are aware of their surroundings, but can take no actions. They are helpless.

    Love: Affected creatures fall aggressively in love with another creature of your choice, wanting nothing more than to be with that creature and act in whatever way they believe best displays their love.

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

- **Commands — Language and Telepathic (Varies).** The following enhancements force creatures to obey your commands. Language commands allow creatures to distort your intent, since they are only required to obey the letter of your command, not its spirit. Telepathic commands impress your will directly upon a creature, so it must obey the spirit of your command, even if the creature does not understand your language.

    The nature of the magic does not allow you to simply command a creature, "Obey me." You must give the creature specific commands, though the more powerful the spell the more complex they can be. If you wish to control all of the creature's actions, you must use the Telepathic Domination enhancement. However, the command, "Never resist my spells," is a valid way to get a creature to follow repeated commands.

    Creatures affected by commands realize they are not acting of their own free will. If a command would force a creature to actively harm a close ally or physically endanger itself, the creature is allowed a new Will save to break free, though if you simply command a creature to protect you and it chooses to be aggressive against its allies, it does not receive a new save. If a command would force a creature to almost certainly kill itself, the creature breaks free of the command.

- **Language Command, Simple (+1).** The target must be able to hear and understand you. You give the target a one- or two-word command, which it obeys. Once it completes the commanded task, the spell ends for it.

Illustration by J. L. Jones

- **Language Command, Standard (+3).** As above, except that the command can be one or two sentences long, detailing a single slightly complex task. Once you finish casting the spell, you must still give the target the command, so you might need to rush if the target is threatening you.

- **Language Command, Complex (+5).** As above, except that the command can be as long or complex as you want. The more complex the command, often the more easily the target can distort its intention, but the main

limiting factor is how much time you can spend giving the command.

- **Telepathic Command, Simple (+4).** You impress your will upon the target, giving them the equivalent of a one- or two-word command, which it obeys to the fullness of its abilities, obeying the intent of your command.
- **Telepathic Command, Standard (+7).** As above, except that the command can be the equivalent of one or two sentences long, detailing a single slightly complex task. You impart this command as you cast the spell; unlike a verbal command above, you do not have to spend time actually giving the command.
- **Telepathic Command, Complex (+10).** As above, except that the command can be as long or complex as you want.
- **Telepathic Domination (+13).** For the spell's duration, you may command the creature whenever you want, with any level of complexity. The spell does not end once the creature fulfills the command. You can give the creature a new command of any level of complexity once per round as a move action, as long as the creature is within the spell's range.
- **Mind Reading (Varies).** The following enhancements – Forget, Mind Read, and Mind Scan – let you read and alter the thoughts and memories of affected creatures.
  - **Forget (Varies).** Affected creatures forget recent events. You can have the creatures forget some events but not others; they do not realize that they're missing memories until something prompts them to try to remember, though if you include a standard or complex command enhancement you can tell them to remember something else instead. When the spell ends, they regain their memories.
    - **Forget, Standard (+3).** You can affect up to one minute worth of memory.
    - **Forget, Short (+4).** As Forget, except you can affect up to 10 minutes worth of memory.
    - **Forget, Medium (+6).** As Forget, except you can affect up to an hour worth of memory.
    - **Forget, Long (+11).** As Forget, except you can affect up to a day worth of memory.
    - **Forget, Complete (+13).** As Forget, except you can affect up to all of the creatures' memories.
  - **Mind Read (+4).** By concentrating, you can deeply read the mind of the creature. Each round, you can either search for specific information (e.g., the name of a spy, the location of hidden treasure, the gate password) or simply browse

for interesting information. Browsing for general information normally garners nothing very urgent or secretive unless the creature was recently thinking about it, but gives you a broader sense of the creature's mind. Reading a mind lets you make Knowledge checks using the skills the creature possesses, but you generally need to look for the right information to find it. You can only browse one creature at a time, but if there are multiple creatures in the area, you can look for specific information in all of them at once.

- **Mind Scan (+1).** By concentrating, you can "overhear" the thoughts of the target creature. If there are multiple creatures in the area, you can focus on one at a time, or try to decipher out their thoughts all at once, like hearing one person in a crowded room. This does not give you the ability to understand the creature's language, but you can comprehend emotions and simple desires like fear or hunger regardless of language.
- **Subtle Charm (+3).** The creature does not receive a new save each round to reduce the effects of the Charm. Creatures affected by commands are not aware that their actions are not their own. However, a character can still at any time spend an action point to temporarily break free from the spell, allowing him to ignore the Charm for 1 round.
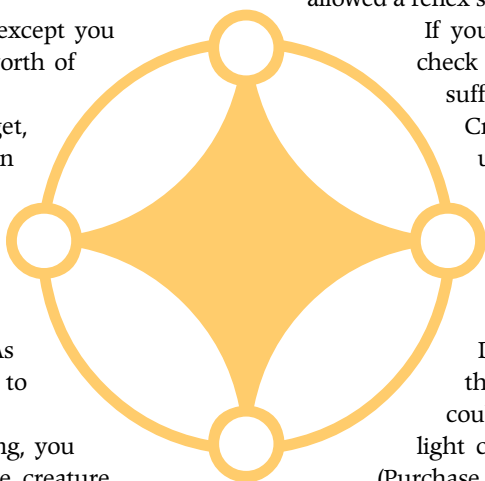
Create

The Create magical skill creates objects. Objects can never be created in such a way as to be immediately dangerous – you cannot create a steel plate over a creature to crush it, though you could create propped up on the ground, then try to tip it over. You cannot create objects on unwilling creatures. If you attempt to trap a creature inside a large created object like a cage, it receive a Reflex save to avoid being trapped. If the object is huge, like a cage the size of a house, the creature is not allowed a reflex save unless it is near the edge of the area.

If you roll a natural 20 on your spellcasting check to cast a Create spell, affected creatures suffer a –4 penalty to their saves to resist. Create spells that do not grant saves are unaffected.

Creation Limitations and Options

You can create substances and energy instead of solid objects. Determine the cost of creating these things by finding the cost of an object that could create them. For example, a beam of light could be produced by a flood flashlight (Purchase DC 6), so Create 4 could create a beam of light. The smell of lilacs could be created by a candle (Purchase DC 2), and a large fire could be created by a slick of oil and a match (Purchase DC 4).

Create or Transform?

The Create magical skill is used to make objects and sometimes energy. The Transform magical skill is used to alter the forms of creatures. Even if you want to transform one object into another, this is a Create spell, not a Transform spell. If you wanted to turn an object into a creature, that would usually be a Summon spell. In both cases, attended objects and magic items receive a Fortitude save to resist.

You can create objects that cannot normally exist without magic, as long as a roughly equivalent object could be created. Thus an airplane made of paper sheets would be as easy to create as a normal plane, and a wall of fire would be as easy to create as a complex array of flame-throwers aimed to create a barrier.

However, this spell does not allow the creation of magic items at all (i.e., you cannot use Create to bypass the need for other spells). Electronic devices are also unavailable, unless a specific tradition explicitly says otherwise. Some traditions cannot even create mechanical devices more complicated than wagons.

Created items vanish when the spell's duration ends. If created food was consumed, creatures suddenly become hungry, and if created nails were used to hold together a structure, the structure will likely fall apart. Objects created permanently with the Craft Permanent Spell feat can be used as food, integated into other objects, etc., just as if they were normal objects.

Objects Without Purchase DCs

Some objects do not have Purchase DCs, and have costs the average person is unfamiliar with. For example, creating a steel cage to trap someone, or a zip line to swing down, or an air cushion to land on when you jump off a building all are useful items, but have relatively obscure costs. Generally assume most objects have a base material cost of Purchase DC 2, and anything of strong metal has a base Purchase DC 5. Increase this by +1 if the item is Small, +3 if its Medium, +7 if Large, and +15 or more if Huge or larger.

Thus, a large steel cage would have a Purchase DC of 12, a 40-ft. zip line would be the equivalent of Purchase DC 9 if coiled up, or Purchase DC 17 if you wanted it strung up and ready to use, and a huge air cushion to break your fall might have a Purchase DC of 23.

Create Enhancement

- **Create Object (+1 or more).** You can create one or more objects or effects that could be created by objects. Created objects are obviously magical; for example, they may tingle to the touch or glow slightly. They can be no more directly damaging than natural fire (you can't create an explosion, but you can create dynamite), and

must have at least some physical aspect (you can create water, a sword, dim light, fire, or the smell of lilacs, but not 'goodness'). Use the following table to determine how expensive of an item you can create. Determine the item's purchase DC as if you had all the necessary licenses.

Table 4-2: Create Costs

Purchase DC	Level Cost
1*	+1
2	+2
3–4	+3
5–7	+4
8–10	+5
11–13	+6
14–16	+7
17–19	+8
20–22	+9
23–25	+10
26–28	+11
29–31	+12
32–35	+13
36–39	+14
+4	Additional +1

* No real items have Purchase DC 1. This simply represents free items in small quantities no larger than a foot across, like a piece of wood or a small rock.

To create multiple items, take each pair of two items with a Purchase DC within 2 of each other and treat them as one item with a Purchase DC 2.5 higher than the more expensive of the original pair. Once you have combined as many like-costed items as possible, add up to +1 to the highest Purchase DC if there are any items within 2 points of the highest Purchase DC, then round up. Alternately you can use the price guidelines for Purchase DCs to determine how much the total of all the items would cost, and then figure out what is an appropriate Purchase DC for that cost.

For example, you want six guns with Purchase DCs of 14, 15, 18, 18, 19, and 22. Combine the 14 and 15 into a single 17.5, and combine the two 18s into a 20.5. This leaves you with 17.5, 19, 20.5, 22. Combine the 17.5 and 19 into a 21.5, and combine the 20.5 and 22 into a 24.5. That leaves you with 21.5 and 24.5. The 21.5 is more than 2 points away from the 24.5, so you add nothing. Round up the 24.5 to get the final effective Purchase DC of 25.

Cure

The Cure magical skill can cure afflictions, heal wounds, and even bring back the dead. Healing magic deals damage equal to how much it would heal to creatures of negative energy, like undead. Unwilling creatures are allowed a Will save to negate.

If you roll a natural 20 on your spellcasting check to

cast a Cure spell, any numerical effects of healing hit point damage or ability drain or damage are doubled, effectively a curative 'critical hit.'

Cure Enhancements

- **Cure Affliction (Varies).** The following conditions can be cured.
  - **Ability Damage (+3).** The spell cures 1 point of temporary ability damage to the ability score of your choice.
  - **Ability Drain (+8).** The spell cures 1 point of permanent ability drain. It cannot restore Constitution loss due to death.
  - **Ability Penalty (+5).** If there are any magical effects reducing one of the subject's ability scores, the effect is dispelled. This does not cure ability damage or permanent ability drain, but it can sober a drunk person without giving them a hangover.
  - **Exhaustion (+4).** The spell reduces exhaustion to fatigue. Exhaustion caused by casting an overpowered spell cannot be healed with a Cure spell.
  - **Fatigue (+2).** The spell eliminates fatigue. Fatigue caused by casting an overpowered spell cannot be healed with a Cure spell.
  - **Level Drain (+10).** The spell restores one level to a creature that has suffered a level drain, as long as the level drain occurred within the past week. It cannot restore a level lost due to death.
  - **Nausea (+2).** The spell eliminates the nauseated condition.
  - **Negative Level (+6).** The spell negates one negative level on the affected creature(s). It does not restore level drain.
  - **Poison, Negate (+10).** The spell neutralizes poison in the area. Any poison that enters the area during the spell's duration is neutralized. Creatures with natural poison abilities that succeed their saving throw can keep their poison stores and use their poison to harm creatures outside the area of effect.
  - **Poison, Slow (+3).** For the spell's duration, poison in the area of effect has no effect. Once the spell elapses, poison takes its usual course.
  - **Stun (+3).** The spell removes the stunned condition from a characer.
- **Enhance Treat Injury (+1).** Affected creatures gain a +2 bonus to Treat Injury checks. You can choose this enhancement multiple times.
- **Enhance Constitution (Varies).** Affected creatures gain

an enhancement bonus to Constitution. Consult Table 4-3 to determine by how much the ability score is enhanced.
- **Heal, Greater (+10).** Affected creatures heal 1d6 points of damage. For each additional 2 levels, creatures heal an additional 1d6 points of damage.
- **Heal, Lesser (+4).** Affected creatures heal 1d4 points of damage, as if healed with the Treat Injury skill. A creature can only benefit once each day from this type of healing, whether it comes from magic or a mundane skill.
- **Stabilize (+1).** Affected creatures that are dying stabilize, but remain unconscious.

Table 4-3: Ability Score Bonus

| Level	Bonus
+3	+2
+5	+4
+7	+6
+10	+8
+13	+10
+16	+12
+20	+14

Miraculous Healing

The following Cure enhancements cost Craft Points to cast. These are acts of miraculous healing far beyond what most creatures can heal naturally. If the spell fails, (for example, if you attempt an overpowered spell or ritual spell and fail), the Craft Points are not wasted. Willing creatures can donate action points to fill your Craft Point pool.

If you attempt to revive a dead character and do not have enough Craft Points, the creature will briefly return to life, and if it has enough action points to donate to pay for the cost of its resurrection, the creature remains alive. Otherwise it suffers a brief, painful moment of near-life, perhaps just long enough to pass on a final message, before dying again.

Cure Enhancements: Miraculous Healing

- **Cure Blindness/Deafness (+8).** The spell cures subject's blindness or deafness. This enhancement costs 800 Craft Points.
- **Cure Disease (+8).** The spell cures all diseases afflicting the subject. This enhancement costs 800 Craft Points.
- **Cure Paralysis (+10).** The spell cures any physical paralysis afflicting the subject. If the creature's Strength or Dexterity had been drained, they are restored to at least 1. This enhancement costs 1,000 Craft Points.
- **Regenerate (Varies).** The spell regenerates lost body parts.
  - **Regenerate, Greater (+18).** The spell regenerates lost body parts as large as a missing limb. This enhancement costs 1800 Craft Points.
  - **Regenerate, Lesser (+12).** The spell regenerates lost body parts no larger than a finger or eye. This
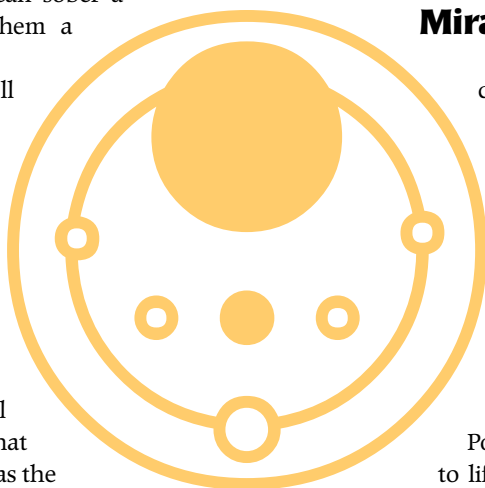
enhancement costs 1200 Craft Points.

- **Regenerate, Moderate (+15).** The spell regenerates lost body parts no larger than a hand or foot. This is proportional to the creature being healed, and can heal a giant as easily as a halfling. This enhancement costs 1500 Craft Points.
- **Revive (Varies).** The revive usages of Cure have the same effect as *resurrection* in the core rules, resulting in a level loss or a loss of a point of Constitution. Also, just like in the core rules, if the soul is unwilling to return, the creature stays dead.

The remains of the creature to be revived must be within range. Incomplete bodies must be repaired first, or else the creature will return to life missing potentially key body parts. This spell cannot restore to life creatures that died of old age, and any diseases or poisons the creature had may still be active and need to be cured separately.

Creatures return to life with 0 hit points. If the creature died in the past 10 minutes, it still has the same access to magical powers (such as uses of spell-like abilities) as it did before dying, except for any it might have lost due to losing a level. If the creature died more than 10 minutes ago, it must rest to regain its powers.
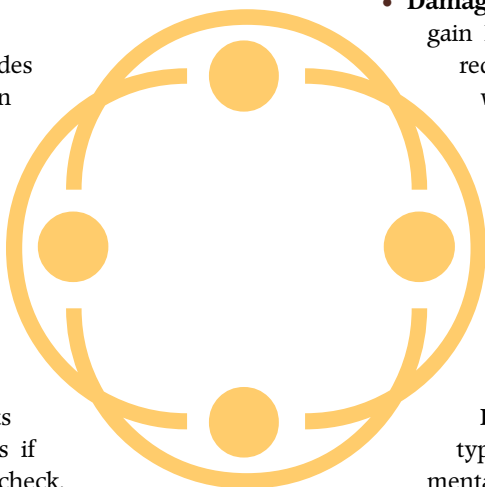
- **Revive, Epic (+45).** The spell restores to life a creature that has died, regardless of how long it has been dead, as long as it did not die of old age. This enhancement costs 4500 Craft Points.
- **Revive, Greater (+30).** The spell restores to life a creature that has died in the past year. This enhancement costs 3000 Craft Points.
- **Revive, Lesser (+15).** The spell restores to life a creature that has died in the past ten minutes. This enhancement costs 1500 Craft Points.
- **Revive, Moderate (+22).** The spell restores to life a creature that has died in the past day. This enhancement costs 2200 Craft Points.

Defend

The Defend magical skill provides protections. Unwilling creatures can resist with a Will save, but there are no detrimental effects from most Defend spells.

Defend Enhancements

- **Antimagic (+4).** The area of effect becomes suffused with antimagic. Casting a spell in the area requires a caster level check against Spell Resistance 10. Ongoing magic effects that enter the area are affected as if they took 10 on their caster level check. Each 1 additional level increases the SR by 1.
- **Antimagic, Targeted (+1).** Choose one type of magical

skill. The area of effect becomes suffused with antimagic targeted against that type of spell. Casting a spell of that type in the area requires a caster level check against Spell Resistance 10. Ongoing magic effects of that type that enter the area are affected as if they took 10 on their caster level check. Each 1 additional level increases the SR by 1.

- **Armor Class (+2).** Affected creatures gain a +1 enhancement bonus to armor class. This enhancement can be improved by 1 for each extra spell level, to a maximum of +5 at 6th level.
  - **Damage Reduction (+2).** Affected creatures gain DR 1/magic, meaning that the damage reduction can only be bypassed by attacks with at least a +1 magical enhancement bonus. Each 1 additional level increases the DR by 1. For 2 additional levels, the DR can only be bypassed by some other, less obvious substance, like silver or wood.
  - **Deflection (+3).** Affected creatures gain a +1 deflection bonus to armor class. This enhancement may be chosen up to 5 times.

Energy Buffer (+1). Choose an energy type – acid, cold, death, electricity, fire, mental, or sonic. Prevent the first 5 points of damage of that energy type dealt to each affected creature. This overlaps (does not stack with) energy

resistance. This enhancement can be chosen any number of times, applying to the same or different energy types.

- **Energy Resistance (+2).** Affected creatures gain energy resistance 5 against a chosen energy type – acid, cold, death, electricity, fire, mental, or sonic – preventing the first 5 points of damage of that energy type each round. This enhancement can be chosen up to four times for each energy type.
- **Saving Throws (+1).** Affected creatures gain a +1 resistance bonus to one saving throw – Fortitude, Reflex, or Will. This enhancement may be chosen up to 5 times. For an additional 1 level, this bonus applies to all three saving throws (so giving +3 to three saves requires 4 levels).
- **Spell Resistance (+4).** Affected creatures gain SR 10. Each 1 additional level increases the SR by 1.
- **Spell Resistance, Targeted (+1).** Choose one type of magical skill. Affected creatures gain SR 10 against spells of that skill. Each 1 additional level increases the SR by 1.

Divine

The Divine magical skill gives you knowledge, of the present, past, and possible future. Divine spells normally grant knowledge to you, but you could choose to have the knowledge be given to anyone within range. If you roll a natural 20 on your spellcasting check, the information you receive is more clear and precise, though this is still subject to the game master's discretion.

Divine Enhancements
- **Dowse (+1).** Choose some type of object or substance, such as water, gold, magic, or evil, or a broad group of creatures, like humans or cats. For the spell's duration you can concentrate for one round to determine the direction to the nearest significant quantity of that substance (what counts as 'significant' depends on the substance), regardless of range. If there are several different things of the chosen type within 60 ft., you are aware of roughly how many there are, and can concentrate on each one by one to determine its location. Once you are aware of specific items that are close, you can choose to ignore them and sense only further away items.
- **Dowse, Improved (+5).** Choose a specific object or creature, instead of a general type.
- **Knowledge (+1).** Choose an Intelligence-based skill. Affected creatures gain a +1 enhancement bonus to checks with that skill. You may choose this enhancement multiple times. This bonus does not apply to spellcasting checks using Knowledge (arcane lore) or Spellcraft.
- **Perception (+1).** Choose a Wisdom-based skill. Affected creatures gain a +2 enhancement bonus to checks with

that skill. You may choose this enhancement multiple times.

- **Precognition (+5).** You get a flash of insight into the future of a creature or object within range, seeing vaguely anything important that will happen in the next hour. If you ask a specific question of whether a specific event will occur, you learn about how likely that event was to happen. Of course, the very fact that you got the information may change whether the event occurs.
- **Precognition, Improved (+10).** Your precognition extends up to a day in the future. The further away the event is, however, the more vague it is.
- **Precognition, Greater (+15).** Your precognition extends a month into the future.
- **Reading (+1).** You learn the general nature of a creature or object within range, slowly getting more information the longer you concentrate. The target is allowed a Will save to resist. You can concentrate on another target at any time, but must start over from the first round of reading.

  1st round. You get a sense of any types of auras the target may have – magical, allegiance-based, intense emotions, or recent trauma.

  2nd round. You sense the strength of those auras – dim, faint, moderate, strong, or overwhelming.

  3rd round. You sense the specific nature of those auras, learning what type of magic, what specific allegiances, and what sort of emotions created the aura.

  Spellcasters with tradition feats have magical auras. A spell's level determines the power of its aura, and the highest skill ranks a character has in a magical skill determines the strength of the character's aura.

  This spell only reveals magical, emotional, and spiritual auras, not physical traits. You cannot use it to determine if a gun is loaded, or a door is trapped, for instance.

Table 4-4: Aura Strength

Spell Level	Skill Ranks	Aura Strength
1	1 to 4	Dim
2–5	5 to 8	Faint
6–11	9 to 14	Moderate
12–20	15 to 23	Strong
21+	24 or higher	Overwhelming

If you read an overwhelming aura of any sort, make a Will save (DC 15) or be stunned for 1 round.

- **Reading, Improved (+4).** You get a fuller sense of a creature or object within range. The target is allowed a Will save to resist. If it fails, you get all the information

from three rounds of the reading enhancement above, plus you receive impressions of events in the object's past, starting with the most prominent in the first round, then an additional one each round you concentrate. These impressions are indistinct, like watching a movie trailer in fast forward. You can see at most a year into the past.

For +1 level you can see a decade in the past. For +2 levels you can see a century in the past. Each additional level increases the timespan by a factor of ten.

- **Remote Viewing (varies).** You concentrate on a creature or location, and can see and hear what is going on there. You see an approximately 20-ft. radius, and creatures in your line of sight can make an Intelligence check (DC 20) to notice, though those unfamiliar with clairvoyance will most likely only have a sense they are being watched. Those familiar with divination will recognize the sensation.

The level depends on how far away the target is, and how familiar you are with it.

Table 4-5: Remote Viewing

Target Familiarity	Level
Within sight.	+1
Familiar (you know the target well).	+4
Firsthand (you have met the subject/been to the location).	+5
Second hand (you have heard of the target or have an object of the target).	+8
None (only hunch, rumor, or vague description).	+10
Distance to Target	Level
Within 800 ft.	+0
Same world	+2
Different world	+5

If you have a specially-prepared object to focus your remote viewing (Purchase DC 15), you can have the remote viewing be projected through that object, allowing others to see and hear what you do.

Illusion

Illusion spells deceive the senses or minds of others. Illusions have no real effect, but they can mislead creatures and cause them to take dangerous courses of action.

If you roll a natural 20 on your spellcasting check to cast an Illusion spell, affected creatures suffer a −4 penalty to their saves to resist. Illusion spells that do not grant saves are unaffected.

Senses and Complexity of Illusions

Simple illusions are straightforward and easy to see through if anyone checks. Standard illusions are more detailed,

enough to fool a casual observer. Complex illusions are as good as real, though they still only follow directions you set in advance, being unintelligent themselves. A reactive illusion is a complex illusion that will react as if you were constantly directing it, obeying your directions and responding believably to any situation.

Visual. A simple visual illusion would let you make a fairly drab set of clothes, a wall with a repeating pattern of tiles, or a very rough approximation of a living creature. Simple visual illusions can move only slightly, and then in a very obvious pattern. A simple illusion can conceal an object with a bland image, so you could hide a scar, or make a elaborate rug turn a single color.

A standard visual illusion can create a bookshelf with a lot of books that look generally the same, make a ghostly glowing word appear in the air, create a convincing orc warrior (though if you made several orc warriors, they'd all look alike), or make you look like another humanoid creature. If you use a standard illusion to conceal something, you can at best make it blend and blur, granting a 20% miss chance from concealment.

A complex visual illusion can be anything you want, though any actions the illusion takes must follow a pattern or program set when you cast the spell. If used to conceal something, you can make an object invisible (50% miss chance, +20 to Hide checks). A creature that is struck by an invisible creature's attack is immediately allowed a Will save to disbelieve, with a +10 bonus. If the invisibility spell also has the Intensify enhancement, however, the invisibility cannot be seen through.

Auditory. Simple auditory illusions consist of a single repetitive sound no louder than a heated conversation of four people. A standard auditory illusion can be as loud as a lion's roar or a yelling crowd, and can be slightly articulate — a simple song, a conversation with two speakers, or the sounds of a swordfight, including footfalls, cries of pain, and the occasional yell. A complex auditory illusion can be
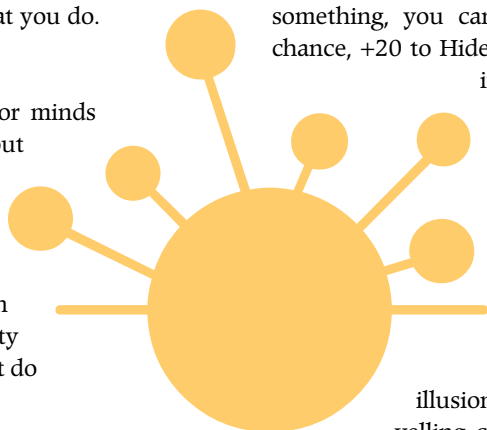
Table 4-6: Glamer Levels

Sense	Simple	Standard	Complex	Reactive
Visual or auditory	+1	+4	+7	+10
Visual and auditory	+3	+5	+8	+11
Tactile or olfactory	+1	+4	+7	+10
Tactile and olfactory	+2	+5	+8	+11
Visual, auditory, tactile, and olfactory	+5	+8	+11	+14
Magical auras	+2	+5	+8	+11
All senses and auras	+6	+9	+13	+17

anything you want, as loud as a dragon's roar or a volcanic eruption.

Tactile and Olfactory. These will seldom come up on their own, but subtle use of these illusions can easily confuse and mislead people. A simple tactile illusion could make clothes itch, while a standard tactile illusion could make blood trickling from a wound feel like worms crawling out of your flesh. A simple olfactory illusion might be strong, but it could not hide scents from creatures with the Scent feat.

Standard illusions of this sort grant a −10 penalty to checks of creatures searching for secret doors (tactile) or tracking or locating creatures with Scent (olfactory). Complex illusions grant a −20 penalty.

Magical Aura. You can create or conceal any number of magical auras, increasing or decreasing by one level with a simple illusion, two levels with a standard, or five levels with a complex illusion. The levels are none, dim, faint, moderate, strong, and overwhelming. You can affect auras for the purposes of divination spells that detect alignment, magic, and similar auras invisible to human eyes. You can even make your illusion detect as non-magical.

Illusion Enhancements
- **Glamers and Figments (Varies).** Glamers and figments are sensations that anyone can see, hear, taste or touch. An illusion that creates something where nothing was before is a figment. An illusion that conceals one thing with something else, or that subtly alters an object or creature, is a glamer.

  Characters are allowed a Will save to disbelieve a figment the first time they physically interact with it, and can also spend a standard action to attempt to disbelieve. When a character encounters a creature or object affected by a glamer, he does not receive a Will save unless he actively disbelieves it (the exception is invisibility glamers, which allow a Will save to disbelieve with a +10 bonus whenever a creature is struck).

  A glamer or figment can be no larger than the area of effect of the spell, and all glamers must be anchored to objects or creatures, so if you want to affect multiple creatures with a glamer, you need the discerning enhancement. The power of glamers and figments is measured by sense (how many senses are affected) and complexity (how detailed the glamer is). See Table 4-6.

- **Phantasm (Varies).** Phantasms are like glamers, except that they are only perceived by those you target with the spell. A character is allowed a Will save to disbelieve when he is first affected by a phantasm spell, and can take a standard action to try to disbelieve again.

  A phantasm is just as complex as a glamer of the same level, but phantasms are not limited by the area of effect of the spell. A glamer with a 20-ft. radius could be of a huge creature which everyone could see. A phantasm with a 20-ft. radius would affect everyone in the area, and could make them see anything, even a giant monster devouring the moon. However, no one outside the area of effect would experience the phantasm.

- **Intensify (+5).** If a creature succeeds in disbelieving the illusion, it recognizes it as an illusion, but still perceives the illusion. Thus, invisible creatures that attack remain invisible, and a phantasm of a building burning around a creature will remain to confuse the character, forcing him to rely on his memory to navigate the area.

Move

Move spells allow you to move creatures and objects from a distance, as if with telekinesis, or can enhance your movement abilities.

If you roll a natural 20 on your spellcasting check to cast a Move spell, affected creatures suffer a −4 penalty to their saves to resist. Move spells that do not grant saves are unaffected.

Move Enhancements
- **Enhance Ability Score (Varies).** Choose Strength or Dexterity. Affected creatures gain an enhancement bonus to that ability score. Consult Table 4-7 to determine by how much the ability score is enhanced. Unwilling creatures receive a Will save to negate.

Table 4-7: Ability Score Bonus

Level	Bonus
+3	+2
+5	+4
+7	+6
+10	+8
+13	+10
+16	+12
+20	+14

- **Mobility (+1).** Choose a Strength- or Dexterity-based skill. Affected creatures gain a +2 bonus to checks with that skill. You may choose this enhancement multiple times. Unwilling creatures receive a Will save to negate.
- **Telekinetic Movement (varies).** For the duration of the spell you can concentrate as a standard action to direct a telekinetic force. This force can lift, move, and manipulate objects, as well as perform various combat tricks such as trips, disarms, bull rushes, and grapples. It can even attack with objects it carries, though it cannot attack on its own. You cannot move objects or attack beyond the range of the spell.

When used to manipulate objects and perform skills such as Disable Device, the level of the spell determines its lifting capacity, and it manipulates objects with your skill modifiers, though you take a −1 penalty to such skill checks for every 10 ft. of distance.

When used to attack or to perform combat tricks, the spell has a Strength and Dexterity modifier of +0, and its base attack bonus is equal to the number of Move levels the spell has (note, however, that a high effective base attack bonus does not grant you multiple attacks with this spell). The spell has a size bonus to trip and bull rush grapple attempts based on the level of the spell, and higher-level Move spells can wield larger weapons. However, the spell does not receive a size bonus or penalty to attack rolls. For disarms it counts as a two-handed weapon. When attacking with a held object, most objects count as improvised weapons, dealing damage based on their size, and incurring a −4 penalty on the attack roll.

To direct the spell you must concentrate as a standard action. You can move the spell and any objects it carries up to 30 ft. per round while concentrating. If you cease concentration the spell will continue to hold its current burden, and will either stay still, or maintain the same position relative to you, moving as fast as 30 ft. per round to keep up. You can concentrate on multiple items at once, though generally you must move them as a group.

A creature targeted by this effect is not allowed any save to resist, but instead makes an opposed grapple check to avoid being moved by the spell.

On Table 4-8, the lifting capacity is the maximum weight the spell can carry. The weapon size is how large the spell is treated for the purposes of wielding a weapon, and the parenthetical entry is the typical damage for an improvised weapon of that size. The combat maneuver bonus applies to bull rush and trip attempts.

Example 1: Finagle casts Move 5/Gen 2 to get a medium range spell capable of lifting 75 lbs. If he wanted, he could concentrate and have it wield as a weapon an object about the size of a human's longsword or greatsword, attacking with a +5 attack bonus, dealing d6 points of damage.

Other Movement Types

Some move spells allow creatures to turn ethereal, fly, travel at great speeds, and even teleport or travel between planes. To gain access to these spells, however, you must take the Movement Specialization feat and choose one of the following movement types - flight, haste, incorporeality, or teleportation. Unwilling creatures receive a Will save to resist these spells. Affected creatures, however, are under control of their own movement, so a creature that does not want to fly does not have to.

- **Flight (+9).** Affected creatures can fly at their base speed with average maneuverability.
- **Flight, Improved Manueverability (+1).** Improve affected creatures' flight manueverability by one class from clumsy to poor to average to good to perfect.
- **Haste, Speed (+1).** Affected creatures gain a +10 ft. enhancement bonus to the movement mode of your choice — land, climb, burrow, swim, or fly. You cannot enhance a movement mode the creature does not have a speed rating for. You may choose this enhancement multiple times.
- **Haste, Attacks (+5).** Each round, affected creatures can take an extra attack at their full attack bonus if they are using their full attack bonus.

Table 4-8: Telekinetic Movement

Level	Lifting Capacity	Weapon Size	Combat Maneuver Bonus
+1	5 lb.	Tiny (d3)	−8
+2	10 lb.	Tiny (d3)	−8
+3	25 lb.	Small (d4)	−4
+4	50 lb.	Small (d4)	−4
+5	75 lb.	Medium (d6)	+0
+6	100 lb.	Medium (d6)	+0
+7	150 lb.	Large (d8)	+4
+8	200 lb.	Large (d8)	+4
+9	300 lb.	Huge (2d6)	+8
+10	400 lb.	Huge (2d6)	+8
+11	600 lb.	Gargantuan (3d6)	+12
+12	1,000 lb.	Gargantuan (3d6)	+12
+13	2,000 lb.	Colossal (4d6)	+16
+14	4,000 lb.	Colossal (6d6)	+16
+15	8,000 lb.	Colossal (7d6)	+20
+16	16,000 lb.	Colossal (8d6)	+20
+17	32,000 lb.	Colossal (9d6)	+24
+18	64,000 lb.	Colossal (10d6)	+24
+19	128,000 lb.	Colossal (11d6)	+28
+20	256,000 lb.	Colossal (12d6)	+28

- **Haste, Movement (+7).** Each round, affected creatures can take an extra move action.
- **Haste, Dodge Bullets (+10).** Each round, affected creatures can move 5 ft. as an immediate action, effectively a free action that can be taken even when it is not the creature's turn. This does not count toward their movement for the turn, but it is enough to move them out of the way of a single attack.
- **Incorporeality (+11).** Any number of times during the spell's duration, affected creatures are able to turn incorporeal or corporeal as a full round action.
- **Teleport (Varies).** Once during the spell as a move action, affected creatures can teleport (instantaneously travel) to another place. Alternately, you can simply teleport willing creatures with you, so that everyone ends up in the same place. The distance you can travel is determined by the spell's level.

If you teleport to somewhere out of your line of sight, you must make an Intelligence check. If you fail, you end up off course by 1d10 x 1d10% of the distance traveled. If you fail by 5 or more, you end up in an area that is visually or thematically similar to where you intended to go. If you fail by 10 or more, the spell gets "scrambled," and you take 1d10 points of damage. Make another check to try to redirect yourself, and if you keep on failing by 10 or more, you keep on taking damage.

Likewise, if you knowingly teleport into a solid object, keep making DC 20 Intelligence checks until you fail one by less than 5. If you choose the Precise enhancement, you never have to make this check; if the location does not exist, you instead simply end up someplace else within range, usually somewhere thematically similar.

Table 4-9: Teleportation

Level	Distance
+4	10 ft.
+5	30 ft.
+7	150 ft.
+9	800 ft.
+11	1 mile
+12	10 miles
+13	100 miles
+14	1,000 miles
+15	Same world
+2	Precise

Very Familiar: DC 2
Studied Carefully: DC 4
Seen Casually: DC 7
Viewed Once: DC 10
Description: DC 14
False Destination or Out of Range: DC 20

- **Teleport, Shift to Gaia (+10).** Affected creatures can shift to the fey world of Gaia, or back to the human world of Terra, one during the spell's duration as a move action. In settings other than the HIGH FANTASY campaign setting, this effect can transport creatures to other planes, though the level cost might be higher depending on how accessible

Illustration by J. L. Jones

the world is. You do not need to make an Intelligence check to reach your destination.

- **Teleport, Travel through Gaia (+17).** As above, except affected creatures can shift into or out of the fey world of Gaia and teleport to a destination anywhere in the world. Make an Intelligence check just like with normal teleportation to ensure you reach your destination.

Summon

Summon spells bring creatures to assist you. The creatures might be created by magic or ectoplasm, summoned from another dimension, or called from the local wildlife. The strength of the creature you summon depends on the spell level. Summoned creatures arrive indifferent if non-intelligent, or unfriendly if intelligent. You may attempt to negotiate with summoned creatures, or you can choose the Obedient enhancement.

The creature arrives immediately when you complete the spell, but the creature is dazed for one round. Thereafter it acts on the initiative count at which it was summoned. However, if you roll a natural 20 on your spellcasting check to cast a Summon spell, the summoned creature can act immediately; it doesn't arrive dazed.

Summon Enhancements

- **Summon Creature (Varies).** The cost in spell levels to summon a creature is 1 + the creature's Challenge Rating, rounded down. So to summon a CR 6 skinhusker would cost +7 levels.
- **Obedient Summon (Varies).** Summoned creatures are completely loyal, though they may resent being summoned. If you can communicate with them, they will obey your orders. Otherwise, they will simply act to defend you and attack those who endanger you. This enhancement doubles the normal cost in levels of summoning a creature, so summoning an obedient CR 6 skinhusker would cost +14 levels.

Transform

Transform spells turn creatures into other creatures. You can also transform gear on creatures into other items, but if the main purpose of the spell is to transform one object into another, Create is a more appropriate spell. Transform spells can only affect willing creatures unless you choose the Force Change enhancement.

If you roll a natural 20 on your spellcasting check to cast a Transform spell, affected creatures suffer a −4 penalty to their saves to resist. Transform spells that do not grant saves are unaffected.

Transform Enhancements

- **Cosmetic Changes (+1 or more).** If you choose this enhancement, you can change the shape and appearance of a creature. Changing mild features like ethnicity or hair color costs +1 level. Changing build or sex costs +3 levels. Any greater changes cost +6 levels, though it can only change one size category smaller or larger.

  Also, regardless of its new shape, the creature does not gain any new abilities. The creature's speed might decrease by assuming a less mobile form, but it cannot gain new movement abilities. Wings don't let it fly, gills don't let it breathe water, and extra limbs don't grant it extra attacks. If you want to grant the creature any special abilities, use the Creature Form enhancement. If you use this spell to create a disguise, the transformed creature gets a +10 bonus on the Disguise check.

- **Creature Form (Varies).** If you turn something into a creature and have it actually possess the abilities of that creature, you must choose this enhancement. To determine the level cost of this enhancement, find the form's Challenge Rating (CR), and consult the following table. The creature retains its mind, but gains the physical abilities scores, natural armor, attack forms, and extraordinary abilities of the new form. Spell-like and supernatural abilities cannot be granted this way.

  The creature's hit points also change to those of the new form, if the new form has more hit points. This change occurs in ratio, so if a character at half HP turns into a creature with a maximum of 50 HP, it will have 25 HP. The creature keeps its own class- and level-based abilities, so a 1st-level Strong hero transformed into a troll will have his +1 base attack bonus, modified by a troll's Strength and size. He does not gain the troll's +4 base attack bonus, but he does get a Strength of 23.

- **Force Change (+2 or more).** If you do not choose this enhancement, the transformation only affects unattended objects or willing creatures. If you do choose this enhancement, the creature receives a Fortitude save to resist. The minimum cost of this enhancement is 2 levels, but if the spell level is less than 9, this enhancement increases the spell level to 9.

Table 4-10: Creature Form

CR	Level
up to 2	+4
3	+6
4	+8
5	+10
6	+12
7	+14
8	+16
9	+18
10	+20

Appendix One: Mythic Fantasy d20

This appendix helps you use *Mythic Earth* in a Fantasy d20 game.

Fantasy d20 Conversions

Classes: This system works in Fantasy d20 even if the other spellcasting classes are available. Characters in any class can take tradition feats and spend skill points in magical skills they have access to. See the Mage class below for a specialized *Mythic Earth* spellcaster.

Magical Skills and Tradition Feats: The same 10 magical skills exist, and they are only available with the proper tradition feats. If you are playing in a fantasy version of historical earth, you can use many of the same traditions, but several alternate fantasy traditions are included below. Ritual spells are based on Knowledge (arcana) instead of Knowledge (arcane lore). Because of the lack of the Savant talent, reduce the base ritual spellcasting DC from 20 to 15.

Feats with skill prerequisites will require some slight conversion, but it should not be hard to see the connection between Knowledge (popular culture) or (technology) and Knowledge (local) or (architecture and engineering).

Action Points: Because the core Fantasy d20 rules do not use action points, casting overpowered spells will always cause ability burn. Item creation uses the same XP cost rules as in the core rules. Curative spells in this system that have a Craft Point cost instead cost an equivalent amount of XP if there are no normal spellcasting classes. If there are other spellcasting classes, ignore the CP cost, but consider adding a gold piece cost in exchange for lowering the level of some of the most powerful effects.

Magic Item Costs: To determine the gold piece cost of magic items created with this system, determine the item's Craft Point cost and multiply by 20 gold pieces.

Specific Spells: The Create spell is almost impossible to convert properly. Because few non-magical items in Fantasy d20 are as useful as things that can be bought in Modern d20, the table ends early.

If you want to keep magical healing as readily available as it is in the core Fantasy d20 rules, remove the lesser heal option, and the greater heal option should cost 6 levels.

You might want to add to the Charm and Divine skills the option to increase Charisma, Intelligence, and Wisdom the way Cure and Move can improve Constitution, Dexterity, and Strength.

Table A1.1: Create Costs by Gold Piece Value

GP Cost	Level Cost
0	+1
Less than 1	+2
1 − 20	+3
21 − 50	+4
51 − 100	+5
101 − 500	+6
501 − 2500	+7
2501 − 10,000	+8
10,001 − 100,000	+9
100,001+	+10

Mage Basic Class

The Mage is a character who has devoted himself to learning magic. This class is different from the core rule Mage in Modern d20, the Mage in the basic *Elements of Magic* rules, and the Mage presented in chapter three of this book. "Mage" is simply the most appropriate name for the class.

Hit Die: d4.

Class Skills

The Mage's class skills are: Concentration (Cha), Craft (any) (Int), Decipher Script (Int), Knowledge (any) (Int), Profession (Wis), Speak Language (none), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Intelligence modifier.

Class Features

The following are the class features of the Mage.

Weapon and Armor Proficiencies: Mages are proficient in simple weapons, but no armor or shields.

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

Tradition Feat: At 1st level, a Mage gains a bonus tradition feat.

Tradition Specialization: At 2nd level, a Mage chooses one magical tradition he has. When casting spells in that tradition, he gains a +1 bonus to magical skill checks.

Boons (Sp): At 3rd level, a Mage gains one or more permanent magical abilities — activated or continuous — that cost up to 250 Craft Points. The magical abilities can be derived from any spell the Mage can cast, but unlike crafting a magic item or permanent spell, the Mage does not have to spend time or make spellcasting checks to create the permanent spell. See page 13 for information on permanent spells.

With the game master's permission, some of these abilities could be in the form of items, but typically the powers manifest exclusively for the Mage himself. If the Mage does not spend these Craft Points, he can keep them and spend them later, though accessing a permanent spell-like ability should take at least eight hours of meditation.

At 7th level, the Mage gets 1,000 CP worth of permanent magical abilities. At 10th level he gets 2,000 CP, at 15th level he gets 4,000 CP, and at 20th level he gets 8,000 CP.

Bonus Feat: At 4th, 8th, 12th, 14th, 16th, and 18th level, a Mage gains a bonus mage or tradition feat. Alternately, he can choose to replace this bonus feat with Tradition Specialization for an additional tradition.

Arcane Sight (Sp): A 5th level Mage is automatically aware of magical auras that come within 60 ft., as long as they are in his line of sight. He knows the number and location of magical auras, and can concentrate on a single aura to know

Table A1.2: The Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Tradition skills, tradition feat
2nd	+1	+0	+0	+3	Tradition specialization
3rd	+1	+1	+1	+3	Boon (250 CP)
4th	+2	+1	+1	+4	Bonus feat
5th	+2	+1	+1	+4	Arcane sight
6th	+3	+2	+2	+5	Magic weapon
7th	+3	+2	+2	+5	Boon (1,000 CP)
8th	+4	+2	+2	+6	Bonus feat
9th	+4	+3	+3	+6	Improved spell power
10th	+5	+3	+3	+7	Boon (2,000 CP)
11th	+5	+3	+3	+7	Greater arcane sight
12th	+6	+4	+4	+8	Bonus feat
13th	+6	+4	+4	+8	Greater spell power
14th	+7	+4	+4	+9	Bonus feat
15th	+7	+5	+5	+9	Boon (4,000 CP)
16th	+8	+5	+5	+10	Bonus feat
17th	+8	+5	+5	+10	—
18th	+9	+6	+6	+11	Bonus feat
19th	+9	+6	+6	+11	Archmage
20th	+10	+6	+6	+12	Boon (8,000 CP)

its intensity. This also allows him to identify magic users. See the Divine skill (page 47) for more information.

Magic Weapon (Su): A 6th level Mage treats all attacks he makes as magic weapons for the purpose of bypassing damage reduction. This applies to all attacks, including unarmed, melee weapons, and ranged weapons.

Improved Spell Power: A 7th level Mage can cast overpowered spells that are up to 10 levels higher than the number of ranks he has in the appropriate skill.

Greater Arcane Sight (Sp): An 11th level Mage is automatically aware of all spells and spell-like abilities that come within 60 ft., as long as they are in his line of sight. He can concentrate on a single aura to know its exact level and what effects it has.

Greater Spell Power: A 13th level Mage who casts an overpowered spell takes 1 point less of ability burn per die of ability damage, so if he cast a spell 8 levels higher than his skill rank, he'd take 4d4–4 points of Strength ability burn.

Archmage: A 19th level Mage can cast any spontaneous spell as if it were a signature spell, requiring a standard action instead of two full rounds.

Sample Tradition Feats

Embrace of the Queen [Tradition]
You believe that by worshipping spiders and their deceptive ways, you gain power which you can slowly weave into your own web of influence.

Prerequisite: Cha 13, Bluff 4 ranks, Sense Motive 4 ranks, must be female and evil.

Benefit: You gain the magical skills Attack, Charm, Create, Cure, Defend, Divine, Illusion, and Summon as class skills.

Whenever you succeed a Bluff check opposed by a Sense Motive check, be it to deceive or simply feint in combat, the creature you bluffed becomes caught up in your "web" for one day. This web is simply your metaphysical influence upon the world, and does not necessarily have any physical representation. If you cast a spell whose targets only include creatures caught up in your web, you add your Charisma bonus to your spellcasting check. Thereafter, all creatures targeted by that spell are no longer in your web, and bluffing them again cannot return them to your web until at least a day has passed.

Rituals: Ritual spells often involve the sacrifice of a living creature, or some other offering to the Queen. Often, a ritual will require a pledge to the Queen that the spell will somehow serve her; if it does not, you suffer a mishap. Once trapped in the Queen's web, you would be a fool to try to escape.

Mishaps: Some manner of demon or swarm of spiders appears and attacks, of a CR approximately half of the failed spell's level. You can defend yourself against the demon, but if you harm the spiders, another swarm simply appears. You can only either flee or accept their attacks. Either threat vanishes after one minute.

Magefire [Tradition]
You believe you can absorb magical energy, then shape and release it with your will.

Benefit: You gain the magical skills Attack, Cure, and Defend as class skills. You also gain Concentration and Spellcraft as class skills.

You can only cast a spell if you have magical focus (see page 9), and you must expend that focus to cast the spell with no verbal or somatic components every time you cast a spell.

While you have magical focus (see page 9), you can ready an action to absorb incoming magic. This is like countering a spell with the Spellcraft skill (see page 12), requiring a Spellcraft check (DC 15 + the targeted spell's level, not counting general enhancements), but it can only be used against spells that target you or that include you in their area

of effect. Unlike normal dispelling with Spellcraft, you do not incur a −1 spellcasting penalty for either success or failure. If you succeed the Spellcraft check, the spell is countered and you absorb its magical energy.

When you absorb magical energy this way, note how many spell levels of each type of magical skill you absorbed, not counting general enhancements. If you use enhancements of those spell types in the next spell you cast, you can ignore up to the same number of levels for the purpose of determining the spellcasting DC. You can also convert any two levels into one level of an Attack spell, and any four levels into one level of Cure or Defend. When casting an overpowered spell this way, you can cast overpowered spells 5 levels higher than your usual limit, and you ignore the first two dice of ability burn.

When you lose your magical focus (as you must whenever you cast a spell with this tradition), you take 1 point of damage for every unspent spell level you have absorbed. If you try to switch traditions, the absorbed spells are lost and deal damage to you as if you had lost your magical focus. Additionally, at the end of each round you have more absorbed spell levels than your Hit Dice plus your Constitution modifier, you take 1 point of damage for each excess spell level.

For example, Greenbranch, a 6th level Mage with a +4 Constitution modifier, has absorbed 4 levels of Charm, 6 levels of Divine, and 12 levels of Attack spells. He has 9 ranks of Attack and 9 ranks of Cure, and if he does not spend the absorbed energy this round he will take 12 points of damage (his limit is 10, and he currently has 22 spell levels absorbed). He decides to retaliate against his foe with an Attack spell. This tradition lets him cast an overpowered spell up to 19th level, though he'll take 3d4 points of Strength ability burn.

He can convert the 10 levels of non-Attack spells into 5 Attack levels, and combine them with the 12 actual Attack levels. Greenbranch ends up casting an Attack 17/Gen 2 spell, and only has to make a DC 12 spellcasting check.

If he had instead wished to heal an ally, he could have converted the absorbed energy into 5 Cure levels, and would invariably have taken 2 points of damage from the 2 levels he was unable to use.

Rituals: There are no rituals for this tradition.

Mishaps: You lose the ability to voluntarily fail saves against magic, and whenever you succeed a save against a spell you take 1 point of damage per spell level. This lasts as long as the spell's intended duration.

Unity Song [Tradition]

You believe the music you perform can affect the mind, spirit, and sometimes even body of creatures.

Benefit: You gain the magical skills Charm, Illusion, and Move as class skills. If you cast Attack spells, they deal sonic damage (see page 40).

You can spend an action point to cast a spellsong. You make a Perform check for your spellcasting check, instead of a magical skill check. You must sing or play an instrument to cast a spellsong. A spellsong can have enhancements from any magical skills you have at least ½ rank in, but the spell's duration is special. The spell lasts as long as you continue performing, which requires a move action each round. This is as difficult as concentrating on a spell, for purposes of Concentration checks.

If you cast an overpowered spell as a spellsong, the ability burn is not dealt until the spell ends. You can set a spellsong as a signature spell, but if you don't, the spell takes the usual two rounds to cast. Spellsong rituals do not require an action point to cast, and you make Perform checks instead of Knowledge (arcana) checks.

Rituals: You must sing the ritual, requiring a Perform check (DC 5 + ½ spell level) each round in addition to Knowledge (arcana) checks.

Mishaps: Your speech is distorted, or you lose your hearing, or you take 1 point of damage every round you hear someone sing for the spell's duration.

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