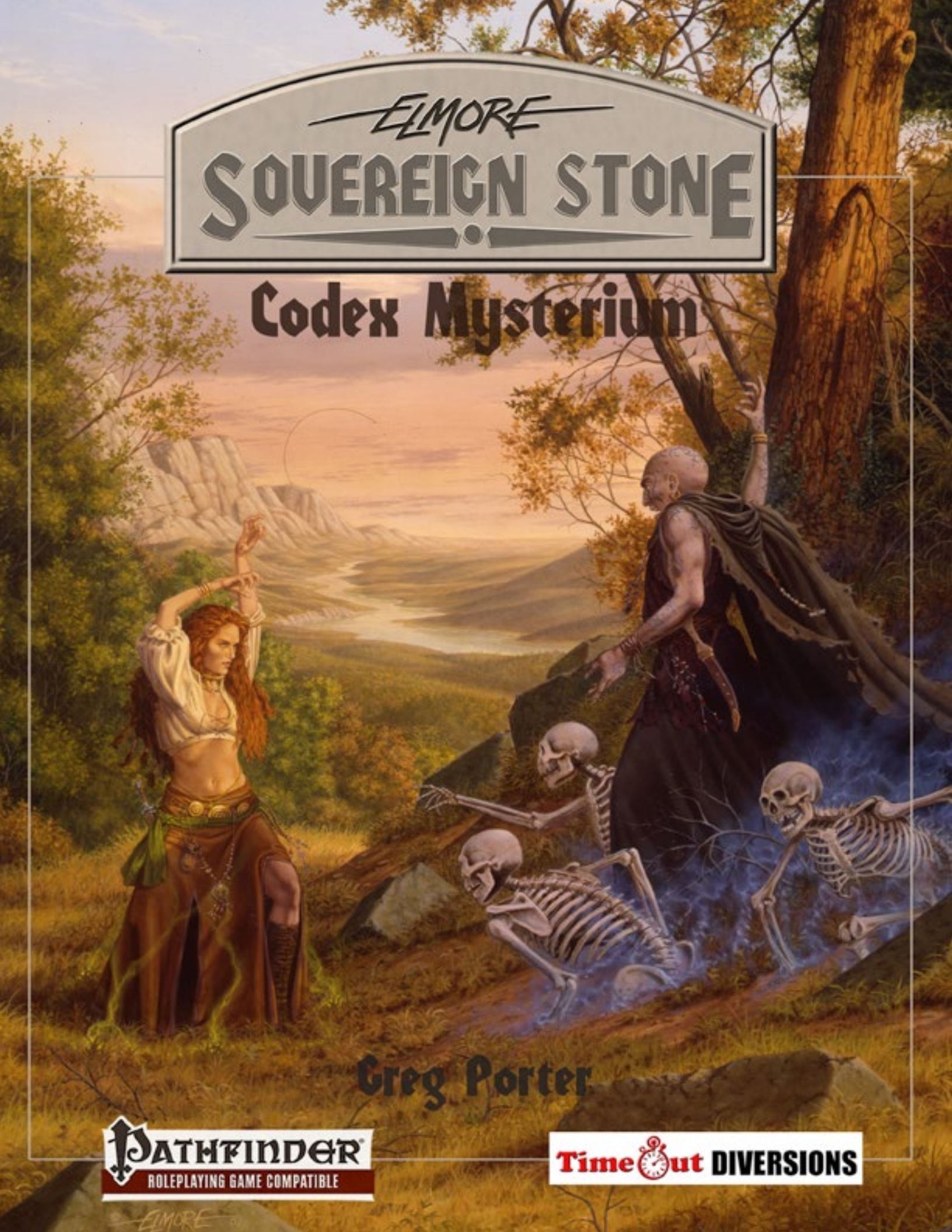




ELMORE SOVEREIGN STONE

Codex Mysterium

Greg Porter

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Time Out DIVERSIONS



CODEX MYSTERIUM



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Introduction



From Revered High Magus Lebintho's Address to New Acolytes

Who should be able to use magic? It is a question that has plagued us from time immemorial. Since anyone, anywhere, has the ability to cultivate their magic skills, regardless of race or social station, how can we dictate who can and who cannot wield magic?

The answer is simple. Only those who have received proper training through the Temple of the Magi or a Church-sanctioned tutor have earned the privilege to wield magic. Those who practice on their own have not. Their understanding of the forces at work is limited, and thus they are a danger to themselves and to all those around them.

Those like yourselves, who have come to the Temple to study the art as it has been perfected after centuries of magical experience, will learn how and why magic works. Here, you will begin your lives anew, secure in the knowledge that you will leave here in control of a force which so many claim to understand, but so few truly do.

*Welcome, acolytes, to
the Temple of the Magi!*



Magic is the soul of any fantasy role-playing game. Magic is a powerful tool in the hands of both players and referees. Because magic is so powerful, its use can often be abused. Players endowed with too much magical power have no need to think through problems. A pinch of bat guano and the problem is solved. Warriors with powerful magical weapons can slay dragons with one hand while holding a mug of ale in the other.

Magical spells in the Sovereign Stone world are designed to challenge the spellcaster, to encourage him to think before he casts. Spellcasting is a dangerous and physically draining experience, potentially weakening the mage (perhaps even killing him) each time he casts a spell. Magical items are rare and difficult to come by in the world of Loerem. Thus, when characters do find a magical object, they tend to value the item and use it carefully and treat it with respect.

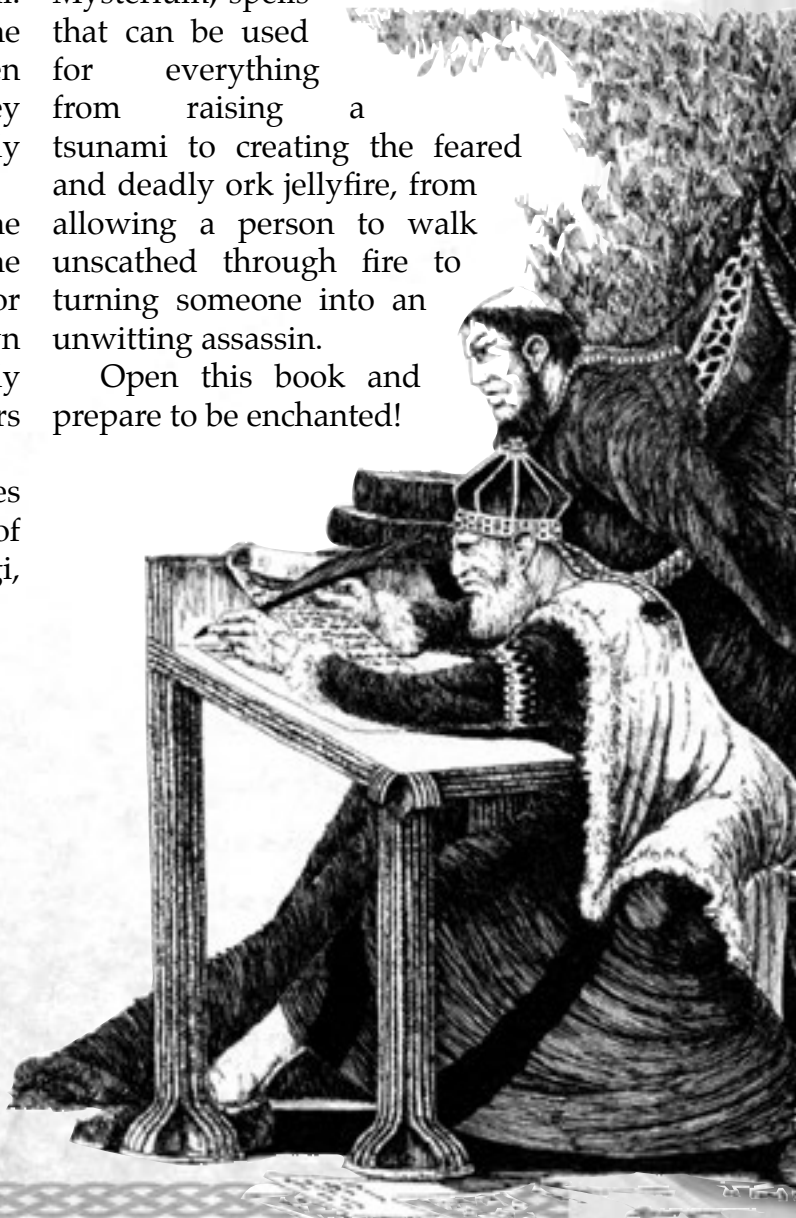
Magic in Loerem encourages the players and the referee to be creative. The Codex Mysterium provides the means for players and referees to create their own spells, rather than having to constantly rely on spells published between its covers and the covers of other books.

The Codex Mysterium penetrates the secret halls of famous institutions of magic such as the Temple of the Magi,

the Dunkargan mage-guilds, and the mysterious elven Wyred. The Codex Mysterium provides insights into the capabilities of magic, the reasoning and philosophy behind spellcasting, and how magic is harnessed, shaped, and put to use.

Ultimately, the Codex Mysterium offers a magic system that is native to Loerem, but may be used with a world of your own creation or another published setting. Everything you need to know about being a spellcaster is included in this book: classes, prestige classes, feats and skills, equipment, as well as the rules for spell and magic item creation. Finally, there are more than 200 new spells contained within the Codex Mysterium; spells that can be used for everything from raising a tsunami to creating the feared and deadly ork jellyfire, from allowing a person to walk unscathed through fire to turning someone into an unwitting assassin.

Open this book and prepare to be enchanted!





CHAPTER I: MAGE CHARACTERS



P'Tar, Lord of the Shark

I was young once, and wild. I loved climbing up the rigging of my father's ship and hanging from the top of the mizzen, or running along the rail of the main deck.

*I put in my fair share of work too, mind,
but I was an irresponsible lad.*

It was my mother, the ship's shaman, who taught me to see that I could be so much more than another deck hand. I could help the helmsman guide the ship through the roughest storms without ever coming close to the wheel. I could speed the ship along even in the midst of the doldrums. I owe my mother for the magic. I owe the magic for my life.



Magic wielders in Loerem come in two varieties: elemental mages and Void mages. (The term “mages” refers collectively to characters of both wizard and sorcerer class.)

Every member of every race of Loerem is capable of casting magic. But while the potential is there, the difficulties and hardships of channeling magic are so formidable that only a special few choose magic as a profession. Each natural magical element (Earth, Air, Fire, Water) is a mystery all its own, so must be learned separately. The selection of one elemental magic over another is usually determined by the culture in which one lives.

Each race or culture views magic differently. Because Vinnengaeleans regulate the practice of magic through the Temple of the Magi, many mages from Vinnengael are Church priests. Dunkargan mages are almost always affiliated with a mage-guild. Elven mages, known as Wyred, are considered societal outcasts and are viewed among their own people as disgraced individuals without honor. Of course, in any race, there are independent-minded mages who do not choose to adhere to the roles society expects of them.

There are also Void mages, despite the fact that Void magic is abhorred by most of the people living in Loerem. In times long past, the practice of Void magic was more widely accepted, but the tragic events that led to the fall of Old Vinnengael compelled the banning of Void magic, forcing its devotees to work their dark arcane art in isolation.

MAGICAL ELEMENTS

There are four different types of elemental magic, each corresponding to one of the four natural elements (Earth, Air, Fire, and Water), plus one for the “unnatural” element (Void). Each race (humans, dwarves, elves, orks, and pecwae) is advantaged in the casting of one magical element and disadvantaged in the casting

of another. The two remaining elements are considered neutral elements. Void mages are advantaged in Void magic. While tainted by the Void, they are disadvantaged in all other elemental magic.

Whether an elemental mage is advantaged, disadvantaged, or neutral reflects the ease with which he can withstand the hardships of channeling magic of that particular element.

Air Magic

Air magic grants the power to read and control the minds of others, gives the ability to create images without substance, to use the power of magic to aid movement, and to wield the air itself as a weapon.

Elves are naturally advantaged in Air magic. All humans and pecwae are disadvantaged in Air magic. Dwarves and orks are neutral.

Earth Magic

The magic of Earth grants the power of healing, gives the ability to create constructs of earth and stone, change the shape of objects, and provides protection from both magical and physical harm.

Humans and pecwae are naturally advantaged in Earth magic. Elves are disadvantaged in the use of Earth magic. Dwarves and orks are neutral.

Fire Magic

The magical element of Fire is both destructive and instructive. Flame may be used as more than a weapon, allowing Fire mages to see into the past to learn its many lessons.

Dwarves (both clan and unhorsed) are advantaged in Fire magic. Orken spellcasters are disadvantaged in the casting of Fire magic. Humans, pecwae, and elves are neutral.

Water Magic

Water grants the power of scrying, of seeing and hearing things in the present, and

communicating with others, in addition to fish and other aquatic creatures.

Orks are advantaged in the casting of Water magic. Dwarves are disadvantaged in Water magic. Humans, pecwae, and elves are neutral.

Void Magic

Void is the ultimate destructive force. It is the power of death, shadows, and undeath.

Anyone can become advantaged in the casting of Void, but at the expense of becoming disadvantaged in the casting of all other elemental magic, as well as receiving the taint of the Void.

SPELLCASTING CHARACTER CLASSES

Each elemental mage (Air wizard/sorcerer, Earth wizard/sorcerer, Fire wizard/sorcerer, and Water wizard/sorcerer) is a separate class unto itself, as is Void wizard/sorcerer. An Earth mage can cast Earth magic spells, while an Air mage can cast Air magic spells. A mage of one single elemental magic cannot cast spells from a different element. However, a character possessing levels in one element and then "multiclassed," i.e., taking levels in another, is able to cast spells from both elements. For example, a character with Elemental Wizard (Earth) multiclassed into Elemental Wizard (Air) is able to cast both Earth and Air magic spells.

Those who are interested in casting Void magic spells must take levels as a Void mage.

Elemental Sorcerer (Air/Earth/Fire/Water)

Elemental sorcerer replaces sorcerer as a core class in the Sovereign Stone campaign setting. However, it retains all rules and features of the sorcerer class (such as hit die, class skills, class features, etc.), except when a following entry specifies otherwise.

Advancement Benefits and Level-Dependent Bonuses: An elemental sorcerer must choose an element (Air, Earth, Fire, or Water) at 1st level and every level she gains

thereafter in this class. But she uses the sum of her levels in all elements to determine advancement benefits (such as hit die, base attack bonus, saving throw bonuses), as well as level-dependent bonuses (ability score and feat). For example, an Earth 3/Fire 1 elemental sorcerer is overall a 4th-level character and therefore has 4 HD, +2 BAB, and gains +1 increase to one ability score.

Spells: At 1st level as well as every time a character gains a level in elemental sorcerer, she must specify an element in which to apply the level. This can be any one element selected previously (increasing her level in that particular element by one), or a completely new element at 1st level (to reflect beginning study in that element). Use levels in each element to determine spellcasting benefits separately, such as spells known, spells per day, and caster level for that element. (An Earth 3/Fire 1 elemental sorcerer, for example, can cast five Earth spells and three Fire spells per day). Use total elemental sorcerer level to determine other class features, such as bloodline feat, bloodline power, and bloodline spells. (An Earth 3/Fire 1 caster is considered a 4th-level elemental sorcerer overall for this purpose.) The elemental sorcerer chooses spells from the "All Elements" list and the list for her chosen element appropriate to her current level. For instance, an Earth 3/Fire 1 sorcerer gaining a second level in Fire picks one new spell from the 0-level All Elements or Fire spell list.

If the elemental sorcerer selects an element in which she is advantaged, she gains one additional known spell in that element of any spell level or levels that she can cast, and receives an additional spell slot of each spell level she can cast, from 1st on up. Conversely, if she selects a disadvantaged element, she knows one less spell per level and loses one spell slot of each spell level she can cast, from 1st on up. An elemental mage gains no benefit

nor suffers penalty in spells known or spell slots for choosing a neutral element.

In addition to the rules above, an elemental sorcerer follows all rules under "Spell" for the sorcerer class (see page 70-71 in the Pathfinder® Core Rulebook).

Bloodline: Because the gods have decreed interbreeding impossible in Loerem, certain bloodlines such as abyssal, celestial, draconic and fey require a background explanation different from simply heritage. Rather than intermingling, it is more plausible that an elemental sorcerer inherits the source of her powers through an ancestral pact, encounter, or perhaps accident of supernatural and nonsexual nature. Furthermore, because this transcends mortality, racial elemental Advantage/Disadvantage has no effect on bloodline bonus spells.

Use the sum of an elemental sorcerer's levels in all elements to determine eligibility for bloodline abilities. An Earth 3/Fire 1 elemental sorcerer, for instance, is considered a 4th-level character and thus receives one additional bloodline power and a bloodline spell.

Cantrips: Use levels in each element to determine cantrips known for that element. For example, an elemental sorcerer of Earth 3/Fire 1 knows five Earth cantrips and four Fire cantrips.

Eschew Materials: The component-free threshold for this ability is 10 argents or less.

Void Sorcerer (Archetype)

It is said that Dagnarus, the Prince of Void, was the first Void sorcerer. Whether that is true, there is no contention that he is the most infamous and, as witnessed by history, most powerful.

Weapon and Armor Proficiency: Void sorcerers are proficient with all simple weapons and with light armor.

Skills: Void sorcerers do not gain Appraise (Int) and Fly (Dex) as class skills; instead, they gain Disguise (Cha),

Knowledge (local) (Int), and Knowledge (religion) (Int) as class skills.

Spells: A Void sorcerer gains access to Void magic, which comprises primarily of necromancy spells. She casts Void spells in the same manner that sorcerers of other elements cast theirs, with some exceptions. She uses her own life force to power Void spells, losing an amount of hit points equal to the level of the spell she is casting; it costs 1 hit point each time to cast a 1st-level Void spell, 2 hit points to cast a 2nd-level Void spell, and so on. For 0-level spells, the Void sorcerer takes 1d6 nonlethal damage per casting and is still considered tainted by Void (see below). She can also use her life force to push spells beyond their normal limits. Void sorcerers can sacrifice hit points instead of spell slots when boosting a Void spell with metamagic feats. They do this at the cost of 1d6 hit point damage per spell slot level substituted. For example, a Void sorcerer opting to empower (+2 levels) and enlarge (+1 level) a Void spell can take 3d6 damage to herself rather than burning a spell slot three levels higher. She can do this even if she does not normally have a slot of sufficiently high level to accommodate the metamagic feat — making even low-level Void sorcerers dangerous (not to mention potentially suicidal). She may choose whether to sacrifice life force for each metamagic feat applied, but she can never suffer fewer damage dice than the requisite spell slot level for any one. Therefore, while the Void sorcerer could decide which metamagic feats she wants to spend hit points or spell slots on for a Void spell, she could not, for instance, take just 2d6 damage and use a spell slot of two levels higher to quicken (+4 levels) a casting, but must fulfill all four levels required and take the full 4d6. The Void sorcerer suffers the damage after the spell takes effect or when she fails to cast the spell.

Void sorcerers are not prohibiting from taking levels in the elemental sorcerer or

wizard class, and advance in those classes as normal. (In fact, Void mages usually have a background in one of the four basic magical elements before delving into Void magic, and some continue to explore those elements afterward as well.)

Tainted by Void: Starting at 1st level, a Void sorcerer remains advantaged in his race's magic element until he casts a Void spell, at which point he immediately becomes "Tainted by Void." While tainted, the Void mage is considered advantaged in the casting of Void magic and disadvantaged in all other magical elements. A tainted character cannot be healed by magical means and must recover all damage naturally. Once the Void sorcerer has naturally healed all damage, the taint is removed and he becomes advantaged in his race's natural element, and can once again benefit from magical healing. This replaces the eschew materials ability.

Elemental Wizard (Air/Earth/Fire/Water)

Elemental wizard replaces wizard as a core class in the Sovereign Stone campaign setting. However, it retains all rules and features of the wizard class (such as hit die, class skills, etc.), except when a following entry notes otherwise.

Advancement Benefits and Level-Dependent Bonuses: An elemental wizard must choose an element (Air, Earth, Fire, or Water) at 1st level and every level he gains thereafter in this class. But he uses the sum of his levels in all elements to determine advancement benefits (such as hit die, base attack bonus, saving throw bonuses), as well as level-dependent bonuses (such as ability score and feat). For example, an Air 3/Water 1 elemental wizard counts as a 4th-level character and therefore has 4 HD, +2 BAB, and gains +1 increase to one ability score.

Spells: For description of magical elements, their domains and advantaged/neutral/disadvantaged races, please see "Spells" in the elemental sorcerer class, above.

At 1st level as well as every time a character gains a level in elemental wizard, he must specify an element in which to apply the level. This can be any one element selected previously (increasing his level in that particular element by one), or a completely new element at 1st level (to reflect beginning study in that element). Use levels in each element to determine spellcasting benefits separately, such as cantrips, spells known, spells per day, and caster level for that element. (An Air 3/Water 1 elemental wizard, for example, is considered to have a caster level of 3 for Air spells but 1 for Water spells.) Use total levels in elemental wizard to determine other class features, such as arcane bond, arcane school, Scribe Scroll, and bonus feats. (That same Air 3/Water 1 mage is considered a 4th-level elemental wizard for this purpose.) The elemental wizard chooses spells from the "All Elements" list and the list for his chosen element appropriate to his current level. For instance, an Air 3/Water 1 wizard gaining a second level in Water picks two new spells of up to 1st level from the All Elements or Water spell list.

If the elemental wizard selects an element in which he is advantaged, he gains one additional known spell in that element of any spell level or levels that he can cast, and receives an additional spell slot of each spell level he can cast, from 1st on up. Conversely, if he selects a disadvantaged element, he knows one less spell per level and loses one spell slot of each spell level he can cast, from 1st on up. An elemental wizard gains no benefit nor suffers penalty in spells known or spell slots for choosing a neutral element.

Although elemental wizards are not spontaneous casters like sorcerers, they can consult their spellbooks (or similar spell recording devices) and "replace" a prepared spell with another spell from their advantaged element of the same spell level. This re-preparation requires

a number of rounds equal to $2 \times \text{spell level} - \text{character's Intelligence modifier}$, minimum one round. For example, an elven Air elemental wizard with a +3 Intelligence modifier swapping out a prepared 5th-level spell for a known Air spell of the same level must spend $(2 \times 5 - 3 = 7)$ rounds re-preparing from his spellbook before he can begin casting the replacement spell.

In addition to the rules above, an elemental wizard follows all rules under "Spell" for the wizard class (see page 78 in the Pathfinder® Core Rulebook).

Arcane Bond (Ex or Sp): Use the sum of an elemental wizard's levels in all elements to determine the benefits of this ability. In other words, the character receives this ability only when he takes a level in this class for the very first time, not for another element.

Arcane School: Elemental wizards choosing a specialization remain subject to advantaged/disadvantaged spellcasting rules, as well as to all other rules governing arcane schools. For example, a human elemental wizard specializing in the evocation school gains one more spell slot for casting Earth evocation spells, but none for Air evocation spells (assuming he has at least one level in Air elemental wizard) since Air is a disadvantaged element for humans and the drawback cancels out the bonus specialization slot, while for a neutral element, he gains one extra slot for specialization but none from the element.

Casting opposition school spells in an advantaged element expends only one available slot instead of the normal two, whereas for a disadvantaged element, it costs three slots rather than two. The penalty for crafting a magic item involving opposition schools is reduced to -2 for advantaged element, but -6 for disadvantaged.

Cantrips: Use levels in each element to determine cantrip slots per day for that element. For example, an elemental wizard

of Air 3/Water 1 can cast four Air cantrips and three Water cantrips per day.

Scribe Scroll: A character receives this ability only when he takes a level in this class for the very first time, not for another element.

Bonus Feats: Use the sum of an elemental wizard's levels in all elements to determine eligibility for bonus feats. For example, an Air 3/Water 1 caster is overall a 4th-level elemental wizard and thus will receive a bonus feat upon gaining a new level in this class.

Spellbooks: Elemental wizards must keep a spellbook, scroll collection, or devise some other means of storing spells they haven't learned completely. An elemental wizard begins play with a spellbook containing all 0-level elemental wizard spells of his chosen element, and a number of 1st-level spells of his choice in that element equal to $3 + \text{his Intelligence modifier}$. This also applies to starting at 1st level in a new element. At each elemental wizard level thereafter, he gains two new spells of any spell level or levels in the specified element that he can cast (based on his new elemental wizard level for that element), modified by racial magical advantage/disadvantage, for his spellbook. At any time, an elemental wizard can also add spells found in other elemental wizards' spellbooks to his own.

Dwarven elemental wizards present a peculiar case here. The dwarves have a written language, but since a dwarf must carry all he owns on horseback, he is keenly aware that a book (or collection of books) takes up room that might be used for food, water or other necessities. However, dwarven mages, much like mages of other races, must face the fact that they cannot memorize every spell that is useful to them. To solve this problem, clan dwarf mages embroider their spells into their garments. Once the dwarven mage has mastered a spell (i.e., through the Spell Mastery feat), he tears out the stitching of that particular

spell, creating room for new spells. This can present problems for the mage, however, since spells embroidered into clothing are subject to destruction should the spellcaster's garments be harmed in anyway.

While elemental wizards from other races study or develop complex formulae to help them cast spells and keep their spells written in spellbooks, the pecwae use music and song to help them remember and cast spells. Pecwae possess beautiful voices and their music can be soothing and haunting at the same time. Some Trevenici claim that they can tell the type of spell a pecwae is casting simply from the tempo and pitch of the song he sings. This gift lets pecwae elemental wizards prepare spells without spellbooks. The drawback is they cannot copy or learn spells from any spellbook as normal, but must instead use the Spell Mastery feat on all newfound spellbook magic they want to add to their repertoire; this represents "transcribing" them as melodies and rehearsing the tunes until they are second nature. Pecwae spellcasters must still use elemental essences to cast their spells.

Void Wizard (Archetype)

Void wizards, like Void sorcerers, are shunned throughout Loerem. Not even the eclectic Temple of Magi has any staff proficient with this profane, forbidden art. However, the shadow of this element never ceases to seduce would-be casters with the promise of utterly destructive powers. Those who fell to the temptation are compelled to take up practice alone or, if fortunate, band with a few fellow outcasts in secret cults or circles, for only the like-minded could accept the constant disfiguration and corruption of the body that the Void discipline requires.

Weapon and Armor Proficiency: Void wizards are proficient with all simple weapons and with light armor.

Skills: Void wizards do not gain

Appraise (Int) and Fly (Dex) as class skills; instead, they gain Bluff (Cha) and Disguise (Cha) as class skills.

Spells: A Void wizard gains access to Void magic, which comprises principally of necromancy spells. He casts Void spells in the same manner that wizards of other elements cast theirs, with some exceptions. He uses his own life force to power Void spells, losing an amount of hit points equal to the level of the spell he is casting; it costs 1 hit point each time to cast a 1st-level Void spell, 2 hit points to cast a 2nd-level Void spell, and so on. For 0-level spells, the Void wizard takes 1d6 nonlethal damage per casting and is still considered tainted by Void (see below). He can also use his life force to push spells beyond their normal limits. Void wizards can sacrifice hit points instead of spell slots when boosting a Void spell with metamagic feats. They can sacrifice hit points instead of spell slots when augmenting a Void spell with metamagic feats, doing so at the cost of 1d6 hit point damage per spell slot level substituted. For example, a Void mage opting to empower (+2 levels) and enlarge (+1 level) a Void spell can take 3d6 damage to himself rather than burning a spell slot three levels higher. He can do this even if he does not normally have a slot of sufficiently high level to accommodate the metamagic feat—making even low-level Void wizards dangerous (not to mention potentially suicidal). He may choose whether to sacrifice life force for each metamagic feat applied, but he can never suffer fewer damage dice than the requisite spell slot level for any one. Therefore, while the Void wizard could decide which metamagic feats he wants to spend hit points or spell slots on for a Void spell, he could not, for instance, take just 2d6 damage and use a spell slot of two levels higher to quicken (+4 levels) a casting, but must fulfill all four levels required and take the full 4d6. The Void wizard suffers the damage after the spell takes effect or when he fails to

cast the spell.

Void wizards are not prohibiting from taking levels in the elemental sorcerer or wizard class, and advance in those classes as normal. (In fact, Void mages usually have a background in one of the four basic magical elements before delving into Void magic, and some continue to explore those elements afterward as well.)

Tainted by Void: Starting at 1st level, a Void wizard remains advantaged in his race's magical element until he casts a Void spell, at which point he immediately becomes "Tainted by Void." While tainted, the Void mage is considered advantaged in the casting of Void magic and disadvantaged in all other magical elements. A tainted character cannot be healed by magical means and must recover all damage naturally. Once the Void mage has naturally healed all damage, the taint is removed and he becomes advantaged in his race's element, and can once again benefit from magical healing. This replaces the arcane bond ability.

OTHER SPELLCASTING CHARACTER CLASSES

Other spellcasting classes, such as bard, cleric, druid, paladin and ranger, operate differently in the Sovereign Stone setting. Instead of conventional spellcasting, they wield spell-like abilities. Below are guidelines for converting those classes should the GM wish to include them in a campaign.

Characters still need all material components listed for the original spell in order to activate it as a spell-like ability. For example, a cleric must have powdered diamond worth at least 25,000 argents to activate *miracle*, a small loop of leather is still requisite for bards to use *displacement*, and so on.

Bard

Bards of Loerem do not cast spells in the conventional sense. Rather, they develop

mystical powers through experience and training that manifest as spell-like abilities.

A bard can use any spell-like ability he knows from the bard spell-like ability list without preparing it ahead of time. However, the bard must still include a verbal component (song, recitation, or music) to activate his class spell-like abilities. To develop or use a spell-like ability, a bard must have a Charisma score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a bard's spell-like abilities is 10 + the spell-like ability level + the bard's Charisma modifier.

A bard can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-3 in the *Pathfinder® Core Rulebook* for a bard's base daily spell-like ability allotment. In addition, he receives bonus spell-like abilities per day if she has a high Charisma score.

The bard's selection of spell-like abilities is extremely limited. A bard begins play with four 0-level spell-like abilities and two 1st-level spell-like abilities of the bard's choice. At each new bard level, he gains one or more new spell-like abilities, as indicated on Table 3-4 in the *Pathfinder® Core Rulebook*, but his Charisma score does not affect the number of spell-abilities he can develop.

Unlike bardic spells, a bard cannot "unlearn" old class spell-like abilities and replace them with new ones. However, he does not need to prepare his spell-like abilities in advance. He can use any spell-like abilities he has at any time, assuming he has not yet used up his allotment of spell-like abilities per day for that level.

Certain bard spell-like abilities with range of "touch" and/or target of "creature/object touched," such as *rage* and *undetectable alignment*, have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "P" (superscript P).

Cleric

Instead of conventional spellcasting, the clerics of Loerem pray to the gods for guidance and to imbue them with the power to manifest a wellspring of “miracles.”

A cleric develops and uses divine spell-like abilities from the cleric spell-like ability list. Her alignment, however, may still restrict her from casting certain spells opposed to her moral or beliefs. A cleric must choose and prepare her spell-like abilities in advance.

To prepare or activate a cleric spell-like ability, a cleric must have a Wisdom score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a cleric’s spell-like ability is 10 + the spell-like ability level + the cleric’s Wisdom modifier.

A cleric can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-5 in the *Pathfinder® Core Rulebook* for a cleric’s base daily spell-like ability allotment. In addition, she receives bonus spell-like abilities per day if she has a high Wisdom score.

Clerics must meditate or pray for 1 hour each day to regain their daily allotment of spells. A cleric may prepare and use any spell-like ability on the cleric spell-like ability list, provided that she can use spell-like abilities of that level, but she must choose which spell-like abilities to prepare during her daily supplication.

Certain cleric spell-like abilities with range of “touch” and/or target of “creature/object touched,” such as *protection from energy* and *water breathing*, have their range reduced to “personal” and target changed to “you.” They are marked in the spell-like ability list by “P” (superscript P).

Domains: Virtually every race on Loerem follows polytheistic religions, so all clerical domains are represented and available for selection in the Sovereign Stone setting. Clerics of Loerem, however,

choose only one domain instead of two, but domain spells become domain spell-like abilities instead. They also do not have access to curative spells, as healing is the purview of Earth Magic — unless they choose the Healing Domain.

A domain spell-like ability functions like the spell of same name from the *Pathfinder® Core Rulebook* in every way; i.e., remove the “P”, if any, to revert the range and target to normal (such as *death ward* and *protection from evil*).

Orisons: Clerics can prepare a number of orisons, or 0-level spell-like abilities, each day, as noted on Table 3-5 of the *Pathfinder Core Rulebook* under “Spells per Day.” These class spell-like abilities are activated like any other class spell-like abilities, but they are not expended when activated and may be used again.

Spontaneous Casting: All clerics are able to convert a prepared spell-like ability to a domain spell-like ability.

Chaotic, Evil, Good, and Lawful Spells: A cleric cannot cast spells or use class spell-like abilities of an alignment opposed to her own or her deity’s.

Druid

Druids of Loerem are able to channel their affinity for nature into something greater — the preternatural ability to harness, and sometimes manipulate, primal energy that runs rampant in the wilderness.

A druid develops and uses divine spell-like abilities from the druid spell-like ability list. Her alignment, however, may still restrict her from casting certain spells opposed to her moral or beliefs. A druid must choose and prepare her spell-like abilities in advance.

To prepare or activate a cleric spell-like ability, a druid must have a Wisdom score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a druid’s spell-like ability is 10 + the spell-like ability level + the druid’s Wisdom modifier.

A druid can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-7 in the *Pathfinder® Core Rulebook* for a druid's base daily spell-like ability allotment. In addition, she receives bonus spell-like abilities per day if she has a high Wisdom score.

Druids must meditate for 1 hour each day to regain their daily allotment of spells. A druid may prepare and use any spell-like ability on the druid spell-like ability list, provided that she can use spell-like abilities of that level, but she must choose which spell-like abilities to prepare during her daily contemplation. Druids, however, do not have access to curative spells, as healing is the purview of Earth Magic, cast by Earth elemental wizards and sorcerers.

Certain druid spell-like abilities such as *barkskin* and *jump* have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "P" (superscript P).

Spontaneous Casting: A druid can replace a prepared spell-like ability with any *summon nature's ally* spell-like ability of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A druid cannot cast spells or use class spell-like abilities of an alignment opposed to her own.

Orisons: Druids can prepare a number of orisons, or 0-level spell-like abilities, each day, as noted on Table 3-7 of the *Pathfinder Core Rulebook* under "Spells per Day." These class spell-like abilities are activated like any other class spell-like abilities, but they are not expended when activated and may be used again.

Paladin

As the gods' chosen defenders, paladins can focus their purity and will to call upon divine powers — no spellcasting necessary.

A paladin develops and uses divine spell-like abilities from the paladin spell-like ability list. Her alignment, however,

may still restrict her from casting certain spells opposed to her moral or beliefs. A paladin must choose and prepare her spell-like abilities in advance.

To prepare or activate a paladin spell-like ability, a paladin must have a Charisma score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a paladin's spell-like ability is 10 + the spell-like ability level + the paladin's Charisma modifier.

A paladin can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-11 in the *Pathfinder® Core Rulebook* for a paladin's base daily spell-like ability allotment. In addition, she receives bonus spell-like abilities per day if she has a high Charisma score. When Table 3-11 indicates that the paladin gets 0 spell-like abilities per day of a given level, she gains only the bonus spell-like abilities from her Charisma score for that spell-like ability level.

Paladins must pray for 1 hour each day to regain their daily allotment of spells. A paladin may prepare and use any spell-like ability on the paladin spell-like ability list, provided that she can use spell-like abilities of that level, but she must choose which spell-like abilities to prepare during her daily prayer. Paladins do not have access to curative spells or spell-like abilities, as healing is the purview of Earth Magic, cast by Earth elemental wizards and sorcerers.

A paladin receives no class spell-like abilities until 4th level. Thus, her caster level for those abilities is equal to her paladin level – 3.

Certain paladin spell-like abilities with range of "touch" and/or target of "creature/object touched," such as *endure elements* and *protection from chaos/evil*, have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "P" (superscript P).

Ranger

Rangers develop and use divine spell-like abilities from the ranger spell-like ability list. A ranger must choose and prepare his spell-like abilities in advance.

To prepare or activate a ranger spell-like ability, a ranger must have a Wisdom score equal to at least 10 + the spell-like ability level. The Difficulty Class for a saving throw against a ranger's spell-like ability is 10 + the spell-like ability level + the ranger's Wisdom modifier.

A ranger can use only a certain number of spell-like abilities of each spell-like ability level per day. Use Table 3-12 in the *Pathfinder® Core Rulebook* for a ranger's base daily spell-like ability allotment. In addition, he receives bonus spell-like abilities per day if she has a high Wisdom score. When Table 3-12 indicates that the ranger gets 0 spell-like abilities per day of a given level, he gains only the bonus spell-like abilities from her Wisdom score for that spell-like ability level.

Rangers must meditate for 1 hour each day to regain their daily allotment of spells. A ranger may prepare and use any spell-like ability on the ranger spell-like ability list, provided that he can use spell-like abilities of that level, but he must choose which spell-like abilities to prepare during his daily meditation. Rangers do not have access to curative spells or spell-like abilities, as healing is the purview of Earth Magic, cast by Earth elemental wizards and sorcerers.

A ranger receives no class spell-like abilities until 4th level. Thus, his caster level for those abilities is equal to his ranger level – 3.

Certain ranger spell-like abilities with range of "touch" and/or target of "creature/object touched," such as *endure elements* and *resist energy*, have their range reduced to "personal" and target changed to "you." They are marked in the spell-like ability list by "P" (superscript P).

FEATS

Feats enable the mage to accomplish the extraordinary. For characters in Loerem, the feat descriptions provided below supersede descriptions of similar feats that appear in other sources.

Item Creation Feats

An item creation feat lets a spellcaster create a magic item of a particular type. The cost of magical items is defined by item type, effect, or Casting Threshold (CT) of a given spell.

Metamagic Feats

A metamagic spell operates in all ways as described, even though it becomes more difficult to cast (with a spell slot of higher level or a greater CT). Saving throw modifications are not changed (unless stated otherwise in the feat description). A spellcaster can use multiple metamagic feats on a single spell. Changes to its spell slot required or CT are cumulative.

FEAT DESCRIPTIONS

Item creation and metamagic feats have been added or revised for those using the new Loerem-centric magic system that features Casting Threshold (CT); see "Alternate Spellcasting System" in Chapter 3.

Arcane Armor Mastery (Combat)

You have mastered the ability to cast spells while wearing armor.

Prerequisites: Arcane Armor Training, Medium Armor Proficiency, caster level 7th.

Modification: As a swift action, reduce the penalty for spellcasting rolls due to the armor you are wearing by 3. This reduction replaces, and does not stack with, the bonus granted by Arcane Armor Training.

Arcane Armor Training (Combat)

You have mastered the ability to cast spells while wearing armor.

Prerequisites: Light Armor Proficiency, caster level 3rd.

Modification: As a swift action, reduce the penalty for spellcasting rolls due to the armor you are wearing by 1 for any spells you cast this round.

Brew Potion (Item Creation)

You have learned to create potions that can be enchanted with magical spells.

Prerequisite: Caster level 3.

Modification: The mage can create a potion of any CT 45 spell (or lower) that he knows as Quick Reference or Intimate Knowledge and that targets a creature or creatures. When the mage creates a potion, he sets the caster level of the “stored” spell. The base price of a potion is the spell’s CT x 30 argents. To brew a potion, the character must spend 1/25 of this base price in XP and use up raw materials costing half this base price. Each day of creation, the



spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for the element of the spell, keeping a cumulative total for each day. (There is no chance of botching on this roll.)

When the cumulative Item Creation rolls equals or exceeds the Item Creation Threshold for creating the potion, the potion is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of nonlethal damage for elemental magic or 1d4 hit points of lethal damage for Void magic.

Cabalistic Spellcasting

You have learned how to cast spells cooperatively with a large group.

Prerequisites: Caster level 15, Shared Spellcasting, Cooperative Spellcasting.

Benefit: A mage with this feat may cooperatively cast a spell with up to nine other spellcasters who possess Cabalistic Spellcasting or three spellcasters who do not. The spell that is to be cast using Cabalistic Spellcasting must be known to everyone involved. Cooperative spellcasting is started as a free action. Everyone who is to participate in the cooperative spellcasting must agree to do so. The spell is cast with each mage making his spellcasting roll on his individual initiative. All rolls are totaled and applied toward the spell's CT (Casting Threshold).

If, for any reason, one of the casters cannot continue to aid in spellcasting, the remaining spellcasters may continue to cast and finish the spell without him. The spell takes effect on the initiative of the spellcaster whose roll equals or surpasses the spell's CT.

Special: This feat does not stack with either Shared Spellcasting or Cooperative Spellcasting.

Chain Spell (Metamagic)

You have learned how to cast spells that arc from a primary target to secondary targets.

Benefit: This feat allows the caster's spells to arc from target to target. Only spells with an area of "ray" or "cone" are affected by this feat (the GM may permit other spells as well). Spells with an area of "cone" become rays when cast with the Chain Spell feat.

Provided that the caster succeeds at his ranged touch attack, the chained spell hits a primary target first. Once the spell hits the primary target, secondary rays then arc from the primary target to hit a number of secondary targets. The caster may generate a number of rays equal to his caster level. The caster makes a ranged touch attack as normal to strike each secondary target. The caster may choose which secondary targets he hits, but they must all be within 30 feet of the primary target. While more than one secondary ray may be aimed at a secondary target, the target will suffer only the results of one secondary ray, no matter how many rays succeed in striking him. The caster may choose to affect fewer secondary targets than the feat allows.

The primary target is affected by the spell as normal, but secondary targets take half damage (or effect) from the spell. If the spell causes an effect other than damage, the secondary target receives a +4 circumstance bonus to any applicable save.

A chained spell uses up a spell slot three levels higher than the spell's actual level, or adds 45 points to the spell's CT.

Concealed Spellcasting

You have the ability to disguise your spellcasting so that others cannot determine its source.

Prerequisite: Dexterity 13.

Benefit: When casting a spell, the mage may make a Bluff skill check (opposed by a Spot check from anyone observing) to disguise the source of a spell. Somatic, verbal, and elemental components are still

required; their use is simply disguised as normal gestures and sounds. At the GM's discretion, some spells (such as *lightning bolt* and *fireball*) cannot be concealed.

Special: Using Still Spell or Silent Spell feat grants a +2 synergy bonus to Bluff skill checks when using this feat. These bonuses stack, granting a +4 bonus to Bluff checks when using a silent and still spell.

Cooperative Spellcasting

You have learned how to cast spells cooperatively with a small group.

Prerequisites: Caster level 10, Shared Spellcasting.

Benefit: The mage may cooperatively cast a spell with up to four other spellcasters who possess Cooperative Spellcasting or one spellcaster who does not. The spell must be known to everyone involved. Cooperative spellcasting is started as a free action. Participants in the cooperative spellcasting must all be willing. The spell is cast with each mage making his spellcasting roll on his individual initiative. All rolls are totaled and applied toward the spell's CT (Casting Threshold). If, for any reason, one of the mages cannot continue to aid in spellcasting, the others may finish the spell without him. The spell is cast on the initiative of the spellcaster whose roll causes the spellcasting total to equal or exceed the spell's CT.

Special: This feat does not stack with either Shared Spellcasting or Cabalistic Spellcasting.

Craft Magic Arms and Armor (Item Creation)

You can create magic weapons, armor, and shields.

Prerequisite: Caster level 5.

Modification: It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of enchanting, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a

cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the item, the item is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the crafter to suffer 1d4 points of nonlethal damage for elemental magic, or 1d4 hit points of lethal damage for Void magic.

Craft Rod (Item Creation)

You can create a magical rod.

Prerequisite: Caster level 9.

Modification: It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the rod, the rod is completed on that day. Each day spent enchanting the rod also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of nonlethal damage for elemental magic, or 1d4 points of lethal damage for Void magic.

Craft Staff (Item Creation)

You can create a magical staff.

Prerequisite: Caster level 12.

Modification: It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once

the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the rod, the rod is completed on that day. Each day spent enchanting the rod also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of nonlethal damage for elemental magic, or 1d4 points of lethal damage for Void magic.

Craft Wand (Item Creation)

You can create wands that cast spells.

Prerequisite: Caster level 5.

Modification: The character can create a wand of any spell he knows that is of CT 60 or lower. The base price of a wand is the spell's Casting Threshold x 450 argents. It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the rod, the rod is completed on that day. Each day spent enchanting the rod also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of nonlethal damage for elemental magic, or 1d4 points of lethal damage for Void magic.

Craft Wondrous Item (Item Creation)

You can create miscellaneous magic items.

Prerequisite: Caster level 3.

Modification: It takes one day per 1000 argents of an item's base price to prepare it for enchantment. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a

cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the rod, the rod is completed on that day. Each day spent enchanting the rod also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of nonlethal damage for elemental magic, or 1d4 points of lethal damage for Void magic.

Elemental Counter (Metamagic)

You are expert in negating spells from the opposite element.

Benefit: You can counter a spell with any spell from the target spell's opposite element (Air vs. Earth, Fire vs. Water, and vice versa) that is of equal spell level or higher. An elemental counterspell uses up a spell slot one level higher than the spell's actual level, or the counter spell's CT must exceed the target spell's CT by 1 or more.

Normal: As general rule, a spell can only counter itself.

Elemental Tolerance

You are resistant to spells from one magical element.

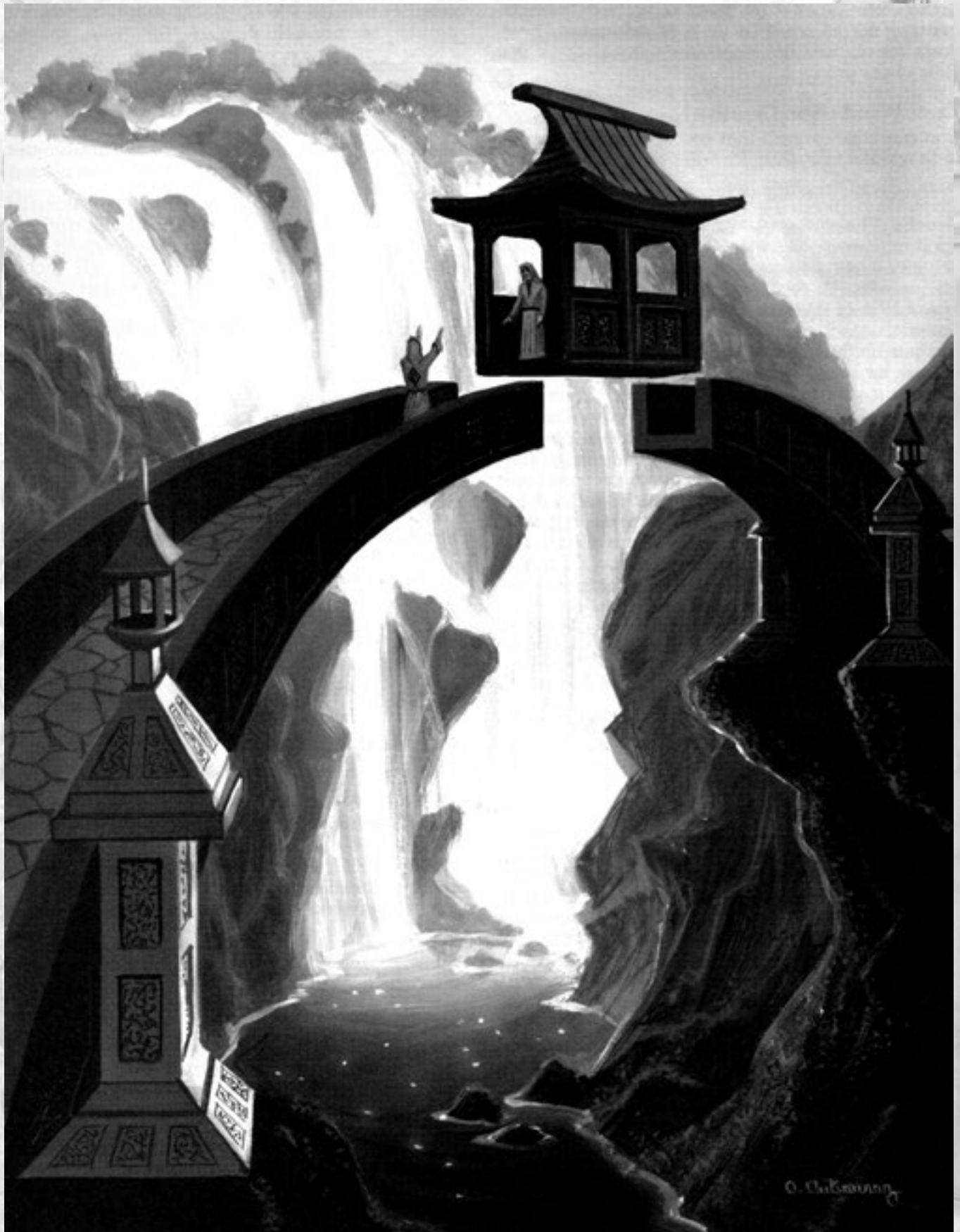
Benefit: Choose one element of magic (Earth, Air, Fire, Water, or Void). You gain a +2 resistance bonus to all spells and spell-like effects from that magical element.

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

Empower Spell (Metamagic)

You can channel additional magical energy to make a spell more effective.

Modification: An empowered spell adds 30 points to its CT (Casting Threshold).



Enlarge Spell (Metamagic)

You understand how to cast spells at longer range than what would normally be possible.

Modification: An enlarged spell adds 15 points to its CT (Casting Threshold).

Extend Spell (Metamagic)

You have learned how to increase the time during which a spell remains effective.

Modification: An extended spell adds 15 points to its CT (Casting Threshold).

Forge Ring (Item Creation)

You can create magical rings.

Prerequisite:
Caster level 12.

Modification:

It takes one day per 1000 argents of an item's base price to prepare it for enchantment.

Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical

element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the rod, the rod is completed on that day. Each day spent enchanting the rod also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the

spellcaster to suffer 1d4 points of nonlethal damage for elemental magic, or 1d4 points of lethal damage for Void magic.

Magical Attunement

You have the innate ability to sense and understand magic of a particular element.

Prerequisite: Wisdom 13.

Benefit: Choose an element of magic (Air, Earth, Fire, Water, or Void). You have the ability to sense magic of that particular element identical to *detect magic*. You can also identify specific magical effects of that element

without having to roll Spellcraft checks.

Special: You may take this feat only at 1st level.

Normal: Characters without this feat must use the sense magic spell to detect the presence of hidden magic or make use of the Spellcraft skill to identify specific magical effects.

Magical Savant

In Loerem, everyone is capable of casting spells, even those who

first appear to lack the requisite capacity for the simplest incantation. Then, there are those with the gift to grasp difficult magic beyond the comprehension of their peers.

Benefit: Your Intelligence, Wisdom, and Charisma scores are considered +2 higher for determining the maximum level of spells you can cast as well as spell-like abilities you can use. (You can learn and cast spells even if your ability is below 10 with this feat!)



Special: You can gain this feat multiple times, and its effects stack. Each time you gain this feat, increase the bonus by +2. (For instance, taking Magical Savant twice gives you +4.)

Maximize Spell (Metamagic)

You understand how to make the most of the magic you cast.

Modification: A maximized spell adds 45 points to its CT (Casting Threshold).

Quicken Spell (Metamagic)

You have learned how to more effectively channel magic during spellcasting, although the sheer physical effort required increases the toll that channelling magic takes on your body.

Modification: The caster gains a temporary +5 quicken bonus on spellcasting roll each round until the quickened spell has been cast. However, the mage suffers 1d6 nonlethal damage (or 1d6 lethal damage for a Void spell) every round in the meantime. Once you begin casting a quickened spell, you cannot “turn off” this feat. All its effects last until the end of spellcasting.

Quiet Spell (Metamagic)

You can muffle the noise made by the effects of your spells. Many a Void mage has used this feat with their vile castings to avoid detection.

Benefit: A spell modified by this metamagic feat is much harder to hear. It produces the same effect, but the consequent noise is much and thus it is harder to notice the spell’s presence. For example, a quiet *fireball* emits a mere low rumbling rather than a loud explosion. Characters must make a Perception check (DC = 15 + 5 for every 5 feet outside of the initial area of effect) to hear any noise made by the spell. This feat cannot modify spells that deal sonic damage. A quiet spell uses up a spell slot one level higher than the spell’s actual level, or adds 15 points to

the spell’s CT.

Scribe Scroll (Item Creation)

You can create scrolls from which you or another spellcaster can cast the scribed spells.

Prerequisite: Caster level 1.

Modification: The mage can create a scroll of any spell that he knows. The base price of a scroll is the Casting Threshold of the spell multiplied by 25 argents. Each day of creation, the spellcaster must make an Item Creation roll, which is 1d20 + his spellcasting bonus for that magical element, keeping a cumulative total for each day. (There is no way to botch when making this roll.) Once the cumulative Item Creation rolls equal or exceed the Item Creation Threshold for creating the rod, the rod is completed on that day. Each day spent enchanting the rod also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. Failing the Fortitude save causes the spellcaster to suffer 1d4 points of nonlethal damage for elemental magic, or 1d4 points of lethal damage for Void magic.

Second Wind (Combat)

You have learned to control your body and mind to rid yourself of fatigue.

Prerequisite: Con 12, Endurance or Great Fortitude.

Benefit: You can use a full-round action to “shake off” an amount of nonlethal damage equal to 1d6 + your Constitution modifier.

Shared Spellcasting

You have learned how to cast spells with a partner.

Prerequisites: Caster level 5.

Benefit: The character and one other spellcaster may cooperatively cast a spell. In order to benefit from Shared Spellcasting, the mage’s partner must also possess this feat. The spell must be known to both the

character and the other spellcaster. Shared spellcasting is started as a free action. Both the mage and the partner who is to participate in the cooperative spellcasting must agree to do so. The spell is cast with each mage making his spellcasting roll on his individual initiative. All rolls are totaled and applied toward the spell's CT (Casting Threshold).

If, for any reason, one caster cannot continue to aid in spellcasting, the other spellcaster may continue to cast and finish the spell without him. The spell takes effect on the initiative of the spellcaster whose roll equals or surpasses the spell's CT.

Special: This feat does not stack with either the Cooperative Spellcasting feat or the Cabalistic Spellcasting feat.

Silent Spell (Metamagic)

You have learned to cast spells without making a sound.

Modification: A silent spell adds 15 points to its CT (Casting Threshold).

Speedy Reference

You have devised a highly organized system to quickly reference spells you do not have fully memorized or are familiar with.

Benefit: You study any Full Reference spell at the rate of one round per 50 points of CT it has.

Normal: To cast a Full Reference spell, you must first study the spell for one round for every 25 points of CT it has.

Spell Focus

You have become skilled in casting spells from a particular magical element. Spells cast by you from that element are more difficult for your targets to resist.

Modification: Choose a magical element. Add +2 to the Difficulty Class for all saving throws against spells from that magical element.

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

Spell Mastery

You grasp the nuances of spellcasting much better than an average mage.

Modification: Increase your base maximum CT (before Intelligence bonus) for Intimate Knowledge spells by +5 and for Quick Reference spells by +10. (See Table 3-3.)

For example, a mage with Spell Mastery increases the maximum CT for Intimate Knowledge spells from 60 to 65 and Quick Reference spells from 120 to 130 at 3rd level; from 65 to 70 and 130 to 140, respectively, at 4th level; and so on.

Special: You can gain this feat multiple times (normally or as a bonus feat for the wizard class), and its effects stack. Each time you gain this feat, add another +5 to your per-level CT maximum for Intimate Knowledge spells and another +10 for Quick Reference spells.

Still Spell (Metamagic)

You have learned to cast spells without making any somatic gestures.

Modification: A still spell adds 45 points to its CT (Casting Threshold). An elemental essence must still be available to initiate the spell.

Widen Spell (Metamagic)

You can cast your spells so that they occupy a larger space.

Modification: A widen spell adds 45 points to its CT (Casting Threshold).

HERO POINTS

The following gives a few new Hero Point options specific to the alternate magic/spellcasting system.

DC Increase: Increase the DC for a spell you cast by 1d6 for every Hero Point you spend.

Die Increase: Add one more die to the damage or healing effect of a spell you cast for every Hero Point you spend. The final sum can exceed the spell's listed maximum.

Instant Spellcasting: You can cast a spell instantly by spending 1 Hero Point for every 25 CT (round up) it has. You

must still spend the necessary rounds to consult your spellbook for a Full Reference or Quick Reference first.

Transfer Casting Threshold: By spending 1 Hero Point for every 50 CT (round up) you have already accumulated in casting a spell, you can end the spell and transfer the sum to a different spell, making it faster to complete. If the new spell has a lower Casting Threshold, it takes effect immediately and all excess CT points are lost. You can also transfer the CT of a held spell to a new spell.



CHAPTER 2: PRESTIGE CLASSES



Tiumun, Death Mage of Old Vinnengael

We came together in a circle on the edge of the riverbank, fifty of us, the largest gathering of Void magi in the history of the world. I, the eldest of us all, lifted my voice and began to call upon the Void, exhorting it to embrace us, to encompass us, to exalt us. One by one, my fellows joined me, adding their voices—deep bass, high-pitched treble. When each had recited the chant nine times, we began to walk the circle, each following one behind the other, feet shuffling as we disturbed the brown pine needles that littered the side of the riverbank. Round and round we moved, the chant rising and falling. Each was careful to walk in the other's footsteps, careful not to stray out of the path or to break the circle.



Each of Loerem's races has its own views and beliefs concerning magic. Despite these differences, cults, philosophies, and societies for mages have emerged that cross racial or cultural boundaries. These have evolved into prestige classes for mages.

ARTIFICER

Some mages dedicate their lives to the creation and enchantment of magical items. Some artificers set up shops where they sell their skills to the highest bidder, while others putter about their beloved hobby in the confines of their homes.

The artificer is most at home in his workshop, among the tools of his trade. This does not, however, preclude him from adventuring. Quite the contrary, artificers are more than happy to go on expeditions, especially those that have the potential for the discovery of new magical objects.

Other mages often seek out artificers to help them learn the history of magical items and/or how to properly employ their effects. Artificers have a knack for uncovering the enchantments of objects and the command words required to activate an item's power.

Role: In an adventuring party, artificers commonly take on a support role. Her affinity for all items magical, as well the ability to temporarily infuse armor and weapons with new properties, can be linchpin to an adventuring party's success.

Alignment: Artificers can be of any alignment, although they tended toward neutral, for they are typically more interested in their work than its moral implications. The flexibility enables them to create objects solely for pleasure as likely as items of tremendous destructive power.

Hit Die: d6.

Requirements

To qualify to become an artificer, a character must fulfill all the following criteria.

Skills: Craft (any two) 5 ranks, Spellcraft 5 ranks, Use Magic Device 5 ranks.

Feats: Any one item creation feat.

Spells: Ability to cast *mending* and at least one Earth or Fire spell of 2nd level or higher.

Class Skills

The artificer's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All the following are features of the artificer prestige class.

Weapon and Armor Proficiencies: Artificers are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).

Spells per Day/Spells Known: Starting at 2nd level and every two levels thereafter (4th, 6th, 8th, and 10th), the artificer gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class or magical element before becoming an artificer, she must decide to which class and/or magical element she adds the new level for purposes of determining spells per day.

Artificer Knowledge (Ex): An artificer adds her level to Knowledge (arcana) skill checks to Spellcraft skill checks made to identify magic items, as well as all skill checks related to artifacts and magical constructs.

Artisan Efficiency (Ex): Starting at 1st level and every two levels thereafter (3rd, 5th, 7th, and 9th), the artificer can select

either the cost or time required to create a magic item and reduce it by 25% (one-quarter). She gains an additional 25% discount each time she receives this ability, but must choose to apply it toward cost or time, and the maximum total discount for either cannot exceed 75%.

For campaigns using the optional magic system, an artificer can also add her class level to her item creation rolls.

Bonus Feat: The artificer concentrates on learning how to create new kinds of magic items. Starting at 1st level and every two levels thereafter (3rd, 5th, 7th, and 9th), the artificer gains a bonus feat from the following list: Brew Potion, Craft Construct, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Journeyman, Learned, Magical Aptitude, Scribe Scroll, Skill Focus (Spellcraft or Use Magic Device), Stroke of Ingenuity, plus all other item creation feats. Levels in the artificer class stack with elemental and Void sorcerer or wizard levels for meeting the bonus feat prerequisites.

Augment Armor and Weapons (Su): Beginning at 2nd level, an artificer can magically enhance an armor, shield, or weapon (or 50 projectiles). The armor, shield, or weapon she touches temporarily gains a special ability available for that item. She can choose any special ability whose market price is equivalent to a +1 bonus or up to 5,000 argent, such as glamered, light fortification, or bane. This bonus is increased to +2 or 20,000 argent at 4th level, +3 or 35,000 argent at 6th level, +4 or 65,000 argent at 8th level, and +5 or 100,000 argent at 10th level. The armor, shield, or weapons do not need to already be enchanted or of masterwork quality. She can use this ability for a number of times per day equal to 3 + her Int modifier. It is a full-round action that provokes attacks of opportunity (although she can “cast defensively” at DC 15 + 2 x augmentation bonus to avoid AoO). The duration per use

is the artificer’s class level in minutes.

Creative Ingenuity (Ex): At 2nd level, an artificer can create a magic item even if she does not have access to the spells that are prerequisite for the item. The artificer must make a successful Use Magic Device skill check (DC 20 + caster level) to emulate each spell normally required to create the item. Thus, to make a 1st-level *wand of entangle*, an artificer would need a check result of 21 or higher. To create a *cape of the mountebank* (caster level 9th), she would need a check result of 29 or higher to emulate the *dimension door* prerequisite.

Create Homunculus (Ex): At 4th level, an artificer can create a homunculus (see *Pathfinder Bestiary 1*, page 176) as if she had the Craft Construct feat. She must emulate the spell requirement (*arcane eye*, *mirror image*) as normal for making a magic item, and she must pay all the usual argent. An artificer can also upgrade an existing homunculus that she owns, adding 1 Hit Die at a cost of 4,000 argent.

If an artificer gives her homunculus more than 6 Hit Dice, it becomes a Small creature (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small creature.

An artificer’s homunculus can have as many Hit Dice as its master’s Hit Dice minus 2. No matter how many Hit Dice it has, a homunculus never grows larger than Small.

Metamagic Trigger (Su): At 6th level, an artificer gains the ability to apply a metamagic feat she knows to a spell trigger item (usually a wand). She must have the appropriate item creation feat for the spell trigger item she is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

For example, an artificer can quicken a spell cast from a wand by spending 5 charges (4 additional charges), maximize the spell by spending 4 charges, or extend it by spending 2 charges. The Still Spell feat

TABLE 2-1: ARTIFICER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Artificer knowledge, artisan efficiency +25%	+1 level of existing class
2nd	+1	+1	+1	+1	Augment armor and weapons +1, creative ingenuity	
3rd	+1	+1	+1	+2	Artisan efficiency +25%, bonus feat	
4th	+2	+1	+1	+2	Augment armor and weapons +2, create homunculus	+1 level of existing class
5th	+2	+2	+2	+3	Artisan efficiency +25%, bonus feat	
6th	+3	+2	+2	+3	Augment armor and weapons +3, metamagic trigger	+1 level of existing class
7th	+3	+2	+2	+4	Artisan efficiency +25%, bonus feat	
8th	+4	+3	+3	+4	Augment armor and weapons +4	+1 level of existing class
9th	+4	+3	+3	+5	Artisan efficiency +25%, bonus feat	
10th	+5	+3	+3	+5	Augment armor and weapons +5	+1 level of existing class

confers no benefit when applied to a spell trigger item.

An artificer cannot use this ability when using a spell trigger item that does not have charges or consists of only single, individual charges, such as *necklace of fireballs*.

DEATH MAGE

There are legends abound regarding wizards who have raised great undead armies to wage war against their enemies. While not necessarily accurate, the stories are based upon at least a modicum of truth. Death mages are Void spellcasters specializing in the creation of and mastery over undead, reviving grotesque parodies of life from the grave and using them for their own selfish ends.

Death mages are reclusive by necessity. However, death mages must remain near centers of civilization in order to have a ready supply of bodies.

Because every nation in Loerem has laws that condemn death mages to face execution, these Void mages often use undead to guard their homes and lands. They trust no one and are not likely to share their secrets with anyone, even other death mages.

Role: The power to raise dead and command them as a small private army is a boon for any adventuring party with little to no scruple or qualms about Void magic.

Alignment: Any non-good.

Hit Die: d6.

Requirements

To qualify to become a death mage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 5 ranks

Spells: Able to cast 3rd-level Void magic spells, or Spellcasting Bonus +5 in Void magic.

Special: In a special ritual, the death mage must offer himself completely to the Void, losing 2 permanent points in Constitution. After this, he is forever tainted by Void and suffers all appropriate penalties.

Class Skills

The death mage's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All the following are features of the element master prestige class.

Weapon and Armor Proficiencies: A death mage does not gain new weapon and armor proficiencies beyond what he already has.

Spells per Day/Spells Known: Each time a character attains a level in this prestige class, he also gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a spontaneous spellcaster), and an increased effective level of spellcasting (plus Spellcasting Bonus, if applicable). If a character had more than one spellcasting class or magical element before

becoming a death mage, he must decide to which class and/or magical element he adds the new level for



purposes of determining spells per day.

Gift of Unlife (Sp): At 1st level, a death mage can select one spell that becomes a spell-like ability for him as a gift from the force of unlife. This ability expands in the form of bonus spell-like abilities at 3rd, 5th, 7th, and 9th level. The spell is chosen from the following list: *command undead*, *detect undead*, *dissipate life*, *false life*, *gentle repose*, and *hide from undead*. At 3rd level, he adds *animate dead*, *enervation*, *feign death*, *halt undead*, *speak with dead*, and *unholy blight* to the list. At 5th level, he adds *antilife shell*, *blight*, *circle of death*, *create undead*, *disrupting weapon*, *slay living*, *undeath to death*, and *unhallow* to the list. At 7th level, he adds *control undead* and *create greater undead* to the list. At 9th level, he adds *finger of death*, *power word: kill*, and *symbol of death* to the list.

All Gift of Unlife spell-like abilities can be used once per day each, at the death mage's caster level in Void magic.

Animate Undead Minions (Su): At 2nd level, the death mage may animate 2 HD worth of skeletons or zombies. To do so, the death mage must spend an hour uninterrupted, performing the dark rites that will bring undeath to the corpse(s). The bodies that are to be animated must be appropriate for the sort of undead the death mage wishes to create. For instance, corpses that are still fleshy cannot be animated as skeletons, while skeletal corpses cannot be animated as zombies.

The death mage may animate up to 4 HD worth of undead at 4th level, 6 HD at 6th level, 8 HD at 8th level, and 10 HD at 10th level. Undead animated by the death mage in this way last 1 week per level in this prestige class. Afterward, the undead quit functioning and cannot be animated again.

Necromantic Possession (Su): At 3rd level, a death mage is able to transfer his psyche from his body to one of his undead creations. This takes a full-round action (that provokes an attack of opportunity)

to accomplish and leaves the death mage's own body helpless. The death mage can see through the possessed undead and use its body as if it were his own, within the constraints of the undead's physical ability scores (i.e., Strength and Dexterity). While the death mage is in the body, the undead is unaffected by attempts to rebuke or command.

At 6th level, the death mage gains the ability to speak through the possessed undead with his own voice. At 10th level, the death mage may cast spells through the possessed undead. The death mage is still subject to all applicable rules for spellcasting, such as attack of opportunity.

Should the death mage be injured through any means other than his own spellcasting or if the undead form that he has possessed is destroyed, he is automatically returned to his real form and is stunned for 1 round.

Intelligent Undead Minions (Ex): Skeletons and zombies created by a death mage of at least 5th level have a 3 Intelligence and can follow more complex orders than undead of normal manufacture. For example, when told to "go fetch a cup," such intelligent undead can do so, although they will not be able to discern one cup from another, unless specifically told or shown.

Necromantic Immunity (Ex): At 5th level, a death mage gains immunity to all extraordinary and supernatural abilities (such as a ghoul's paralyze, or a wight's energy drain) of any undead creature whose HD does not exceed the death mage's level.

Create Ghouls (Su): A 7th-level death mage gains the ability to create ghouls. The death mage must obtain a corpse that has been dead for one week or less. The ritual for creating the ghoul lasts for 1 hour, during which time the death mage must implant a jet stone worth no less than 75 argents in value into the corpse's chest. If the death mage is disturbed during

Table 2-2: Death Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Gift of unlife	+1 level of existing class
2nd	+1	+1	+1	+1	Animate undead minions (2 HD)	+1 level of existing class
3rd	+1	+2	+1	+2	Gift of unlife, necromantic possession (control and sight)	+1 level of existing class
4th	+2	+2	+1	+2	Animate undead minions (4 HD)	+1 level of existing class
5th	+2	+3	+2	+3	Gift of unlife, intelligent undead minions, necromantic immunity	+1 level of existing class
6th	+3	+3	+2	+3	Animate undead minions (6 HD), necromantic possession (speaking)	+1 level of existing class
7th	+3	+4	+2	+4	Create ghouls, gift of unlife	+1 level of existing class
8th	+4	+4	+3	+4	Animate undead minions (8 HD)	+1 level of existing class
9th	+4	+5	+3	+5	Create wights, gift of unlife	+1 level of existing class
10th	+5	+5	+3	+5	Animate undead minions (10 HD), necromantic possession (cast spells)	+1 level of existing class

the ritual, he must start all over again. The ghoul is not automatically under the control of the death mage, who must attempt to command it in order to bring it under his influence.

Create Wights (Su): At 9th level, a death mage is able to create wights. The corpse that is to be used cannot have been dead more than 3 days. The ritual for creating the ghast is the same as for creating the ghoul (except the jet stone must be worth 100 argents). The wight is not automatically under the control of the death mage, who must successfully command it in order to gain control.

ELEMENT MASTER

There are mages amazingly versed in the lore and power of all the natural elements. Element masters quest to become one

with the very elements whose power they harness.

They are a wild breed, and have more in common with the forces of nature than with mortal men or women. Element masters tend to keep to themselves, often living in the wilderness as hermits, or they may congregate in small enclaves where they can share their knowledge and preferred way of life. Although they come from any race and all walks of life, an element master's strict beliefs about magic and the world in general are alien to other people, even other mages.

Element masters are steadfast nemeses of Void practitioners, and will hunt a known Void-user relentlessly. They are not among those who believe the Void has any place in the world. They do not even approve of such mages as the Church inquisitors, who

study Void magic in order to fight it.

Role: An element master is the most versatile spellcaster of them all, able to unleash magic of all elements, from devastating blasts of fire to divining a sealed vault, or reading a captive's thoughts to healing the wounded. A true master of the elements is indeed a formidable foe—or an invaluable ally for those who manage to recruit him.

Alignment: Any non-evil.

Hit Die: d6.

Requirements

To qualify to become an element master, a character must fulfill all the following criteria.

Skills:

Knowledge (arcana) 10 ranks, Knowledge (nature) 10 ranks.

Spells:

Able to cast 2nd-level spells in each of all four natural elements (Air, Earth, Fire, Water),

or Spellcasting Bonus +3 in each of all four natural elements.

Special: An element master can never possess a level as a Void mage. An element master who takes a level of Void mage loses all the benefits of the element master prestige class, as the magical elements rebuke him. He cannot gain further levels as an element master.

Class Skills

The element master's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge

(planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All the following are features of the element master prestige class.

Weapon and Armor Proficiencies: An element master does not gain new weapon and armor proficiencies beyond what he already has.

Spells per Day/Spells Known: Each time a character attains a level in this prestige class, he also gains new spells per day as if he had also gained a level in a spellcasting

class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a

spellcaster), and an increased effective level of spellcasting (plus Spellcasting Bonus, if applicable). If a character had more than one spellcasting class or magical element before becoming an element master, he must decide to which class and/or magical element he adds the new level for purposes of determining spells per day.

Element Mastery (Ex): The element master delves into the secrets of all the magical elements in an attempt to better understand them and himself. This research and study enables the element master to overcome his natural predisposition toward one magical element.



TABLE 2-3: ELEMENT MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Element mastery (first neutral element)	+1 level of existing class
2nd	+1	+1	+1	+1	Elemental resistance weapons +1, (SR 20)	+1 level of existing class
3rd	+1	+1	+1	+2	Element mastery (second neutral element)	+1 level of existing class
4th	+2	+1	+1	+2	Elemental resistance weapons +2, (SR 30/15)	+1 level of existing class
5th	+2	+2	+2	+3	Element master (disadvantaged), elemental spell mastery	+1 level of existing class

At 1st and 3rd level, an element master may pick one of the magical elements in which he is neutral and make it an advantaged element for the purposes of spellcasting. At 5th level, the element master's disadvantaged magical element is considered neutral for the purposes of spellcasting.

Elemental Resistance (Ex): At 2nd level, an element master gains Spell Resistance 15 against all spells of the element in which the element master is naturally advantaged (because of his race).

At 4th level, the element master's SR increases to 30 against spells of the magical element in which he is naturally advantaged (due to race). Also, the element master gains SR 15 against spells of the elements in which he is naturally neutral in disposition.

Elemental Cleansing (Su): At 4th level, an element master can use elemental spells to their maximum effect against creatures and entities that are tainted by the Void or draw their power from the Void. Whenever casting spells against opponents who draw their power from the Void or are tainted by the Void (undead or Void mages, for instance), all variable, numeric effects of the element master's spells are maximized, i.e., duplicating the Maximize Spell feat without affecting the spell's level slot (or Casting Threshold).

Elemental Spell Mastery (Ex): At 5th

level, as a swift action an elemental master can alter the elemental effect of any spell with the "elemental" designation that he casts to another magical element of his choice, without having to learn it for that element previously. For instance, an *elemental shatterblast* he casts can now be of any natural magical element.

This ability also applies to all spells the elemental master casts that are categorized as "All Elements."

HALLOWED EARTH CULTIST

The Hallowed Earth Cult has grown in popularity in the years following the destruction of Old Vinnengael. Often mistaken for Void worshippers, Hallowed Earth cultists use Earth magic to tap into all that is dark and mysterious beneath the ground. These cultists believe that Earth magic is the most ancient of all magic, practiced in its true form by the vanished race known as the Ancients. To their minds, Earth magic has been polluted through the years. They want to return to the old, savage ways of their forefathers.

Most Hallowed Earth cultists are Earth mages who have become disillusioned by the attempt to institutionalize magic, most notably by the Temple of the Magi. However, some hedge-wizards, guild mages, and excommunicated semveci from the dark Nimran jungles have also become members of this dreaded cult.

Hallowed Earth cultists are considered fanatics and are hunted, in some countries, more fervently than Void practitioners. The Vinnengaeleans consider their beliefs heretical. The Dunkargans view these cultists as dangerous radicals (Hallowed Earth cultists advocate the destruction of guilds), while the Karnuans see them as a distinct threat to their well-ordered and disciplined society.

Role: Unlike conventional spellcasters, a Hallowed Earth cultist is able to better defend himself, given the uncanny protection afforded him from the earth. In combat, he can augment spells quickly should he choose to increase their potency and, at higher levels, are able to do so at other people's expense! All facts considered, the cultist can be more powerful than an ordinary front-line mage, especially when the enemy completely underestimates

him, mistaking the near-nakedness for weakness.

Alignment: Chaotic. The Hallowed Earth cultist does not believe in any laws established by man, but trusts only in the mercurial rules of nature. He does not fear death, because to die is to become one with the earth. He is not afraid to go forth to try to persuade others to join with him in practicing what he believes is the only pure, true form of magic.

Hit Die: d8.

Requirements

To qualify to become a Hallowed Earth cultist, a character must fulfill all the following criteria.

Skills: Knowledge (nature) 5 ranks.

Feats: Any two metamagic feats.

Spells: Able to cast 2nd-level Earth magic spells, or Spellcasting Bonus +3 as an Earth mage.

TABLE 2-4: HALLOWED EARTH CULTIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+0	Trusting the earth enhancement (1 metamagic feat)	+1 level of existing class
2nd	+1	+1	+1	+1	Protection of the earth +1	+1 level of existing class
3rd	+1	+2	+1	+1	Trusting the earth enhancement (2 metamagic feats)	+1 level of existing class
4th	+2	+2	+1	+1	Protection armor and of the earth +2	+1 level of existing class
5th	+2	+3	+2	+2	Trusting the earth enhancement (3 metamagic feats)	+1 level of existing class
6th	+3	+3	+2	+2	Minor sacrifice, protection of the earth +3	+1 level of existing class
7th	+3	+4	+2	+2	Trusting the earth enhancement (4 metamagic feats)	+1 level of existing class
8th	+4	+4	+3	+3	Protection of the earth +4	+1 level of existing class
9th	+4	+5	+3	+3	Trusting the earth enhancement (5 metamagic feats)	+1 level of existing class
10th	+5	+5	+3	+3	Major sacrifice, protection of the earth +5	+1 level of existing class

Special: In order to become a Hallowed Earth cultist, the mage must make a bond with the earth, vowing to rely on the earth for all his needs. Usually this vow involves a ritual, overseen by another member of the Hallowed Earth Cult, in which the mage casts off all his worldly goods, keeping nothing, not even his clothes, for himself. He must then spend seven days, naked as he was on the day he was born, in the wilderness, relying on the blessed earth and his magical skill for feeding and shelter.

Once he has passed this test, he can start his studies. He must, thereafter, wear nothing except that which the earth provides. He has no use for money or any other material goods and may not accept money in payment for anything. He may, however, accept food or some other necessity. He may build a shelter, but he may not cut or harm any living tree to do so. He may not cut his hair or shave. He may wear armor and wield weapons, but these have to be of his own making and must come from the earth. Further, he may not harm any living thing in order to gain the protection of the weapons and armor that he crafts. He may, however, take freely from either plants or animals that are already dead.

Class Skills

The Hallowed Earth cultist's class skills (and the key ability for each skill) are Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All the following are features of the Hallowed Earth cultist prestige class.

Weapon and Armor Proficiencies: A Hallowed Earth cultist does not gain new weapon and armor proficiencies beyond

what he already has.

Spells per Day/Spells Known: Each time a character attains a level in this prestige class, he also gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a spontaneous spellcaster), and an increased effective level of spellcasting (plus Spellcasting Bonus, if applicable). If a character had more than one spellcasting class or magical element before becoming a Hallowed Earth cultist, he must decide to which class and/or magical element he adds the new level for purposes of determining spells per day.

Trusting the Earth Enhancement (Ex): A Hallowed Earth cultist can use metamagic feats without actually increasing the level slot (or Casting Threshold) of the spell □ at the price of own health. The Hallowed Earth cultist can lower his magical aura's resistance to the magic inherent in the world, and absorb more Earth magic energy at one time. The cultist can do this only when he trusts himself to the earth and is wearing nothing but the barest essentials: no armor, weapons, or protective clothing of any sort. Because the cultist makes himself vulnerable to the elements and become a living well of Earth magic, he takes 1d6 nonlethal damage for every level of spell slot reduced. For example, using this ability for a maximized spell would incur 3d6 nonlethal damage for the three-level spell-slot reduction. The augmentation takes place at the time of casting. If the caster dies or becomes disabled from the damage, the spell fails.

At 1st level, the cultist can use this ability with only one metamagic feat, chosen at the time of casting. He may use the ability with one additional metamagic feat per spellcasting at 3rd, 5th, 7th, and 9th level.

For optional magic system, the cultist suffers an amount of nonlethal damage equal to the CT of the metamagic feat would normally add to the spell.

Protection of the Earth (Ex): When a Hallowed Earth cultist is completely bare of metal armor and weapons, he gains a +1 natural armor bonus and a +1 enhancement bonus to CMD against bull rush, overrun, and trip. These bonuses last so long as the cultist remains in contact with earth on bare feet, and increase by +1 every two levels thereafter.

Minor Sacrifice (Ex): At 6th level, a Hallowed Earth cultist can use his magic to steal energy from an unwilling victim. While casting a spell augmented with Trusting the Earth Enhancement ability, as a swift action the cultist needs to touch a wound upon the target (usually a melee touch attack against a creature within reach and has at least one hit point of damage). The target must make a Fortitude save (DC 10 + the Hallowed Earth cultist's caster level in Earth magic or Earth magic spellcasting bonus) or take damage as an energy donor. If the creature makes the saving throw, the cultist takes the damage himself as usual. Only one metamagic feat at a time can be applied to any spell cast in this way.

Major Sacrifice (Ex): Mastering the primal energies in blood, a 10th-level Hallowed Earth cultist can use every drop of energy in a victim. The cultist can stack multiple metamagic feats on any Trusting the Earth enhanced spell cast via a willing or unwilling donor. The DC of the victim's saving throw rises to 15 + the Hallowed Earth cultist's caster level in Earth magic or Earth magic spellcasting bonus.

HEBENTORIN

The tradition of Nimran magic runs deep. Many believe the Nimrans were the first human culture to ever use magic. Thus, it is no surprise that the name given to mages who specialize in the ways of animal magic

should come from them.

Hebentorin means "of an animal spirit." These mages are known to exist among all the races of Loerem. They are considered eccentrics at best, mad at worst, and are largely left alone. Most hebentorin discover early on that they have a special affinity for animals and that animals are drawn to them and trust them. Their magical studies guide them down a path that leads to a simpler life and a better understanding of what it is to be alive.

Some hebentorin have achieved success living among "civilized" people. They have received renown as hostlers and animal trainers. These are rare, however. Because most people do not understand a person who enjoys living with wolves, most people tend to fear the hebentorin, who may be shunned or exiled from communities. Therefore, most hebentorin find it easier to live in the wilds.

Hebentorin are highly welcomed and respected by the pecwae.

Role: A hebentorin is essential for any adventuring party regularly traversing through any sort of terrain dense with animals. In addition to being a valuable guide or scout, the hebentorin is quite capable of defending herself and fellow adventurers with her ability to call upon animals for aid, as well as the supernatural ability to shift into animal forms.

Alignment: Any non-evil.

Hit Die: d6.

Requirements

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

Skills: Handle Animal 4 ranks or Knowledge (nature) 4 ranks; Survival 4 ranks.

Feats: Animal Affinity or Skill Focus (Handle Animal).

Spells: Able to cast 1st-level Earth or Fire magic spells, or Spellcasting Bonus +2 as an Earth mage or Fire mage.

Special: The character must have never perpetrated a violent act against an animal except in self-defense or for self-preservation.

Class Skills

The hebentorin's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All the following are features of the hebentorin prestige class.

Weapon and Armor Proficiencies: A hebentorin does not gain new weapon and armor proficiencies beyond what she already has. She does find the use of armor and weapons made from animals to be reprehensible. A hebentorin never uses weapons or wears armor or clothing made from such materials, with the exception of wool, since shearing does not harm the sheep.

Spells per Day/Spells Known: Each time a character attains a level in this prestige class, she also gains new spells

per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a spontaneous spellcaster), and an increased effective level of spellcasting (plus Spellcasting Bonus, if applicable). If a character had more than one spellcasting class or magical element before becoming a hebentorin, she must decide to which class and/or magical element she adds the new level for purposes of determining spells per day.

Command Animal (Sp): This ability functions like a *mass charm monster* spell, but with the following differences: It affects animals only, whose combined HD cannot exceed the hebentorin's Cha modifier (minimum 0) plus 2 x level in this prestige class; save DC is 10 + 1/2 hebentorin level + hebentorin's Cha modifier; duration is 1 minute/hebentorin level; a hebentorin can use this ability up to 2 + her Charisma modifier times per day.

Wild Empathy (Ex): This is identical to the druid (or ranger) class feature of same name. Levels in hebentorin do stack with levels in either druid or ranger class that the character already has.

TABLE 2-5: HEBENTORIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Command animal, wild empathy	+1 level of existing class
2nd	+1	+1	+1	+1	Animal lore, empathic bond	+1 level of existing class
3rd	+1	+2	+1	+2	Animal kin	+1 level of existing class
4th	+2	+2	+1	+2	Wild shape (1/day)	+1 level of existing class
5th	+2	+3	+2	+3	Alter tracks	+1 level of existing class
6th	+3	+3	+2	+3	Wild shape (2/day)	+1 level of existing class
7th	+3	+4	+2	+4	Improved Animal kin	+1 level of existing class
8th	+4	+4	+3	+4	Wild shape (3/day)	+1 level of existing class
9th	+4	+5	+3	+5	Animal venom immunity	+1 level of existing class
10th	+5	+5	+3	+5	Wild shape (4/day)	+1 level of existing class

Animal Lore: At 2nd level, a hebentorin can identify animals (their species and special traits) with perfect accuracy.

Empathic Bond (Ex): At 2nd level, the hebentorin gains the Empathic Bond feat without needing to meet its racial prerequisite.

Animal Kin (Ex): At 3rd level, the hebentorin may choose one species of animal among which she will always be recognized as a member of the same species. (For instance, a hebentorin may choose to always be recognized as a horse when she is among horses.) This ability gives the hebentorin a +5 bonus to all Animal Empathy and Handle Animal skill checks made when dealing with an animal of that particular species.

Wild Shape (Su): A hebentorin gains the ability to shapechange into an animal. This is identical to the druid class feature of same name, except the character applies her hebentorin level wherever appropriate, and is limited to flying or land animals only.

Alter Tracks (Sp): A 5th-level hebentorin can change her tracks to match those of any animal. The Difficulty Class for tracking a hebentorin who is actively using this ability is increased by $5 + 1/2$ character's hebentorin level.

Improved Animal Kin (Ex): At 7th level, the hebentorin is accepted as a family member whenever dealing with animals of the species designated as her animal kin at 3rd level. This bestows a +10 bonus to all Animal Empathy and Handle Animal skill checks made by the hebentorin when dealing with members of that particular species.

Animal Venom Immunity (Ex): At 9th level, the hebentorin becomes immune to all poisons, toxins, and venoms of animals.

KALATORIN

The Nimorean priests of the Oden-Klidip Temple have long experimented with many forms of magic. In recent times, their

main focus has been marrying Earth magic to other elemental magic, including Water magic. Their studies led some to become kalatorin, meaning "plant wizard."

Kalatorin are rare, but are known among the Nimoreans and Vinnengaeleas, as well as Nimrans. A few are scattered among the pecwae, and a small number rumored to exist within the elven Wyred. Kalatorin are most comfortable when living in deep woods and dark jungles, where plants reigned and humanoids must play by their rules and obey their laws.

As kalatorin become more knowledgeable with plants and plant magic, they find that they have little in common with their own kind. Hence, kalatorin often seem aloof to those who do not know them, more interested in discussing the weather with an oak tree than hearing the latest gossip from the taverns.

Role: Kalatorin are much in demand from those adventurers whose expeditions lead them through impenetrable forests, or bring them into contact with dangerous plants. A kalatorin can be useful in a fight, for he is able to manipulate plants so that they can distract, confuse, and even harm opponents.

Alignment: Any.

Hit Die: d6.

Requirements

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

Skills: Knowledge (nature) 5 ranks, Survival 5 ranks.

Feats: Endurance or Great Fortitude.

Spells: Able to cast 2nd-level Earth and Water magic spells, or Spellcasting Bonus +2 as an Earth mage and Water mage.

Special: The character must have never perpetrated a violent act against an animal except in self-defense or for self-preservation.

Class Skills

The kalatorin's class skills (and the key ability for each skill) are Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Stealth (Dex), and Survival (Wis).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All the following are features of the kalatorin prestige class.

Weapon and Armor Proficiencies:

A kalatorin does not gain new weapon and armor proficiencies beyond what she already has.

Spells per Day/Spells Known: Each time a character attains a level in this prestige class, she also gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a spontaneous spellcaster), and an increased effective level of spellcasting (plus Spellcasting Bonus, if applicable). If a character had more than one spellcasting class or magical element before becoming a kalatorin, she must decide to which class and/or magical element she adds the new level for purposes of determining spells per day.

Plant Lore (Ex): At 1st level, a kalatorin can identify plants (their species and special traits) with perfect accuracy.

Plantspeak (Sp): At 2nd level, a kalatorin gains the ability to communicate with plants and plant creatures. The kalatorin can ask questions and receive answers from plants. However, since plants usually have a limited sense of their surroundings, plants cannot answer questions about events beyond their immediate vicinity, nor can they relay detailed descriptions of creatures.

Woodland Stride (Ex): Starting at 2nd level, a kalatorin can move through

naturally growing thorns, briars, overgrown areas and similar terrain at her normal speed without suffering damage or other impairment.

Thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect the kalatorin.

Camouflage (Ex): At 3rd level, a kalatorin can blend effectively into any plant-rich environment (such as woods, forest, jungle, etc.) that, when at rest or unmoving, a DC 20 Perception check is required to notice her before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the kalatorin.

Command Plants (Sp): A 3rd-level kalatorin gains this ability, which functions like a *command plants* spell, but with the following differences: It affects plants and/or plant creatures whose combined HD cannot exceed the kalatorin's Cha modifier (minimum 0) plus 2 x level in this prestige class; save DC is 10 + 1/2 kalatorin level + kalatorin's Cha modifier; duration is 1 minute/hebetorin level; a kalatorin can use this ability up to 2 + her Charisma modifier times per day.

Flesh of Ironwood (Ex): A 4th-level kalatorin's flesh becomes the consistency of ironwood. This empowers the kalatorin with damage reduction 5/adamantine. At 8th level, this increases to 10/adamantine.

Plant Venom Immunity (Ex): At 5th level, a kalatorin gains immunity to all poisons, toxins, and venoms of plant and plant creatures.

Infallible Guide (Ex): At 6th level, a kalatorin can never become lost in a plant-rich environment (woods, forest, jungle, etc.).

Preternatural Spellcasting (Ex): An 8th-level kalatorin's understanding of plant magic is so great that she no longer needs to use material essences to cast plant-related spells. Instead, she draws the

TABLE 2-6: KALATORIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Plant lore	+1 level of existing class
2nd	+1	+1	+1	+1	Plantspeak, woodland stride	+1 level of existing class
3rd	+1	+2	+1	+2	Camouflage, command plants	+1 level of existing class
4th	+2	+2	+1	+2	Flesh of ironwood (DR 5/ adamantine)	+1 level of existing class
5th	+2	+3	+2	+3	Plant venom immunity	+1 level of existing class
6th	+3	+3	+2	+3	Infallible guide	+1 level of existing class
7th	+3	+4	+2	+4	Preternatural spellcasting	+1 level of existing class
8th	+4	+4	+3	+4	Flesh of ironwood (DR 10/ adamantine)	+1 level of existing class
9th	+4	+5	+3	+5	Tree shape	+1 level of existing class
10th	+5	+5	+3	+5	Timeless body	+1 level of existing class

energy directly from the magical plane.

Further, for the optional magic system, the DC for the kalatorin's Fortitude save against channeling magic is always treated as if she were advantaged in the element she is casting, so long as the spell is a plant spell.

Tree Shape (Sp): At 9th level, a kalatorin gains this ability, which is identical to the tree shape spell. It is usable once per day, at caster level equal to her level in this prestige class.

Timeless Body (Ex): A 10th-level kalatorin no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered remain in place. Bonuses still accrue and the kalatorin still dies of old age when her time is up.

SEA SPEAKER

Certain mages feel at one with the mighty oceans. Even safe at home on shore, they retain an intense longing for the sea and are never happier than when strolling the pitching deck of a sailing ship. These seafaring mages protect their ships and crew from the often-destructive forces of the sea. They share an intimacy with the creatures of the sea, communicating with them and entreating them for aid when

necessary. Some command ships, pushing their crews and their vessels to their limits as they sail to find riches and adventure.

Most sea speakers come from among the orks. That seafaring race is most at home on the high seas, and their highest ranking shamans are often sea speakers. But there are sea speakers among the other races too, who most likely learned their art from the orks.

Sea speakers respect the sea, and although they often pursue their own ends, they are careful to pay homage to the power of the sea and the many creatures that call the sea their home. Sea speakers are quick to placate the gods if they believe that they have made a transgression against the sea, but have no hesitation eating of the bounty of the sea. Indeed, orken sea speakers insist that a steady diet of fish is good for health. They insist that nothing be wasted, however, and are adept at finding a use for every left-over fish bone.

Sea speakers sail the sea until the sea takes them at the end. A death on land is much to be avoided and elderly sea speakers, who feel their time is upon them, often take boats out alone to become one with the rolling waves.

Role: Only a fool would set a lengthy sail without giving a thought to locating

and employing a sea speaker. While a sea speaker's powers undoubtedly lie in seafaring, her command of both the Air and Water magic elements makes her a perfect, surreptitious information-gatherer no matter where she goes.

Alignment: Any.

Hit Die: d6.

Requirements

To qualify to become a sea speaker, a character must fulfill all the following criteria.

Skills: Knowledge (nature) 3 ranks, Profession (sailor) 5 ranks, Survival 3 ranks.

Spells: Able to cast 1st-level Air magic spells and 2nd-level Water magic spells, or Spellcasting Bonus +1 as an Air mage and +3 as Water mage.

Special: A mentor sea speaker must accept the character as a student and arranges tests that try her resolve and abilities. The time that a pupil will remain with her mentor varies, but is usually no more than one year.

Class Skills

The sea speaker's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All the following are features of the sea speaker prestige class.

Weapon and Armor Proficiencies: A sea speaker does not gain new weapon and armor proficiencies beyond what she already has.

Spells per Day/Spells Known: Each

time a character attains a level in this prestige class, she also gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a spontaneous spellcaster), and an increased effective level of spellcasting (plus Spellcasting Bonus, if applicable). If a character had more than one spellcasting class or magical element before becoming a sea speaker, she must decide to which class and/or magical element she adds the new level for purposes of determining spells per day.

Sea Lore (Ex): At 1st level, a sea speaker can identify aquatic creatures (their species and special traits) with perfect accuracy. Also, she is never lost at sea and always knows the direction to the nearest land.

Sea Wild Empathy (Ex): A sea speaker can influence the attitude of water-dwelling animals and animals living along coasts and shores, including birds, as if using wild empathy. The sea speaker uses her level in this prestige class as her druid level for this ability. If the sea speaker has wild empathy from another class, her sea speaker levels stack with the other class's levels to determine her wild empathy bonus for these kinds of creatures.

Ship Bond (Su): When casting any spell with a personal range, a sea speaker can target the ship on which she is sailing. This ability works for all such spells cast by the sea speaker, regardless of the mage class that provides them. To bond to a ship, the sea speaker must perform a day-long (12-hour) aboard the vessel. The sea speaker must be in contact with the target ship for the duration of the ritual. The sea speaker may eat and drink during the bonding but may not engage in combat, spellcasting or extended conversation.

The sea speaker may only be bonded to one vessel at a time, but may change the

bond whenever she wants. If she changes ships, she must go through the ritual to bond to a new ship.

For the purposes of this ability, a small ship is a vessel up to 25 feet long. A medium ship is between 25 and 50 feet long. A large ship is between 50 to 100 feet long. A huge ship is any vessel over 100 feet long.

Aquatic Communion (Sp): A 2nd-level sea speaker can commune with any natural aquatic environment (such as river, stream, lake, or pond) when she is within or near the vicinity. Treat this ability as a *commune with nature* spell at the sea speaker's caster level. She can use this ability a number of times per day equal to 2 + her Cha modifier.

Speak with Aquatic Creatures (Ex): At 2nd level, a sea speaker gains the ability to communicate with aquatic creatures.

Gift of the Sea (Sp): At 4th level, a sea speaker can select one spell that becomes a spell-like ability for her as a gift from the sea. This ability expands in the form of bonus spell-like abilities at 6th, 8th, and 10th level. The spell is chosen from the following list: *amplify voice*, *eavesdrop*, *hill of water*, *magnify*, *obscuring mist*, *spying eye*, *summon nature's ally II* and *whispering*

wind. At 6th level, she adds *clairaudience/clairvoyance*, *quench*, *solid fog*, *summon nature's ally IV*, *water breathing*, *water knows all*, and *water walk* to the list. At 8th level, she adds *control winds*, *commune with nature*, *freezing sphere*, *summon nature's ally VI*, *water speak*, and *wind walk* to the list. At 10th level, she adds *control weather*, *moment of prescience*, *summon nature's ally VII*, and *vision* to the list.

All Gift of the Sea spell-like abilities can be used once per day each, at the sea speaker's caster level.

Aquatic Wild Shape (Su): Starting at 3rd level, a sea speaker gains the ability to shapeshift into an aquatic animal. This is identical to the druid's wild shape class feature, except the character applies her sea speaker level wherever appropriate, and is limited to aquatic animals only.

Command Aquatic Creatures (Sp): This ability functions like a *mass charm monster* spell, but with the following differences: It affects aquatic animals only, whose combined HD cannot exceed the sea speaker's Cha modifier (minimum 0) plus 2 x level in this prestige class; save DC is 10 + 1/2 sea speaker level + sea speaker's Cha

TABLE 2-7: SEA SPEAKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+1	+1	Sea lore, sea wild empathy, ship bond (small)	+1 level of existing class
2nd	+1	+1	+1	+1	Aquatic communion, speak with aquatic creatures	+1 level of existing class
3rd	+1	+1	+2	+2	Aquatic wild shape (1/day), command aquatic creatures	+1 level of existing class
4th	+2	+1	+2	+2	Gift of the sea, ship bond (medium)	+1 level of existing class
5th	+2	+2	+3	+3	Aquatic wild shape (2/day)	+1 level of existing class
6th	+3	+2	+3	+3	Gift of the sea	+1 level of existing class
7th	+3	+2	+4	+4	Aquatic wild shape (3/day), ship bond (large)	+1 level of existing class
8th	+4	+3	+4	+4	Gift of the sea	+1 level of existing class
9th	+4	+3	+5	+5	Aquatic wild shape (4/day)	+1 level of existing class
10th	+5	+3	+5	+5	Gift of the sea, ship bond (huge)	+1 level of existing class

modifier; duration is 1 minute/sea speaker level; a sea speaker can use this ability up to 2 + her Charisma modifier times per day.

WAR MAGE

To some, combat is the ultimate test of a mage's ability. It is during combat that a mage has to come to terms with his deepest fears, measure the depths of his courage. There are mages who trained to use spells and sword equally well, wreaking ruin upon those dared to stand against them. War mages are usually trained as military units. Men and women who become war mages are subject to rigorous training that may injure or even cause the death of some recruits. Only the best and strongest are finally accepted into the ranks, for victory may be dependent on the skills of the war mage.

War mages are found mostly within the ranks of Karnuan armies and among the elven Wyred. (The Karnuans are rumored to include Void mages among their forces.) Dunkargan war mages have their own guild that offers, among other benefits, employment to retired war mages. The peaceful Nimrans and Nimoreans also train war mages, often employing them as temple guards.

The dwarves have never in the past had much use for war mages, considering that any dwarf who prefers magic to steel in battle is a coward. Rumor has it that a rising new clan chieftain among the dwarves has been training dwarven Fire mages for this purpose with great success. Few orken ships set sail without a war mage or two on board, and although the orks have rarely deployed war mages in land battles, it's a policy that may change following the ork's disastrous loss of their sacred mountain to the Karnuans. War mages are unknown among the pecwae and are despised by the Trevenici.

Role: During times of peace or after retirement from active duty, war mages are often left to their own devices, free to pursue

their own interests. Many war mages become mercenaries and adventurers, selling their abilities to the highest bidder. Due to their amazing skill with combative magic, they often demand and receive top wages. A war mage who chooses to live outside the law is considered especially dangerous.

Alignment: Any.

Hit Die: d8.

Requirements

To qualify to become a war mage, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Combat Casting, Weapon Focus (any)

Spells: Able to cast 2nd-level spells in any elemental magic, or +3 Spellcasting Bonus in any elemental magic.

Special: War mages must be accepted and trained by an existing order of war mages. Examples are a Karunan war wizard unit or a militant faction of the elven Wyred. Orken war mages receive training in the newly formed ranks of the Captain of Captains' Battle Shamans. Since locating the roaming dwarven clan chief can be difficult, dwarves can receive training from a mentor dwarf who has been trained in the art. The initial training takes six months and is extremely arduous.

Class Skills

The war mage's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Linguistics (Int), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

All the following are features of the war mage prestige class.

Weapon and Armor Proficiencies: A war mage is proficient with all simple and martial weapons, all armor (light, medium, and heavy) and shields.

Spells per Day/Spells Known: Starting at

2nd level and every two levels thereafter (4th, 6th, 8th, and 10th), the war mage gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (for a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class or magical element before becoming a war mage, he must decide to which class and/or magical element he adds the new level for purposes of determining spells per day.

Arcane Armor Training (Ex): At 1st level, a war mage gains the Arcane Armor Training feat. If

he already possesses the feat, he gains Arcane Armor Mastery instead.

Metamagic Battlecasting (Ex): At 2nd level, a war mage can reduce the spell slot used for all metamagic feats in a round by 1 level, providing the total cost is at least 2 levels. (Thus, Silent Spell by itself does not qualify since it has a cost of 1 level, but a spell that's both silent and still does, as they combine to take a spell slot of 2 levels higher, which becomes just 1 level higher after applying this ability.) For the optional magic system, the war mage is able to eliminate up to 15 points from a metamagic feat's additional CT cost.

Defensive Spellcasting (Ex): At 3rd level, a war mage is trained in the secret of casting spells defensively and never provokes an attack of opportunity when



TABLE 2-8: WAR MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+1	+0	+1	Arcane armor training	
2nd	+2	+1	+1	+1	Metamagic battlecasting	+1 level of existing class
3rd	+3	+2	+1	+2	Defensive spellcasting	
4th	+4	+2	+1	+2	Bonus combat feat	+1 level of existing class
5th	+5	+3	+2	+3	Arcane armor mastery	
6th	+6/+1	+3	+2	+3	Bonus arcane feat	+1 level of existing class
7th	+7/+2	+4	+2	+4	Bonus combat feat	
8th	+8/+3	+4	+3	+4	Improved metamagic battlecasting	+1 level of existing class
9th	+9/+4	+5	+3	+5	Bonus arcane feat	
10th	+10/+5	+5	+3	+5	Bonus combat feat	+1 level of existing class

casting a spell.

Bonus Combat Feats: At 4th, 7th level, and 10th level, a war mage gains one bonus feat selected from those listed as combat feats, and he must still meet all feat prerequisites (if any).

Arcane Armor Mastery (Ex): A 5th-level war mage gains the Arcane Armor Mastery feat. If he already possesses the feat, he can reduce the spell failure chance due to armor interference by 40% (or up to -6 in the optional magic system) as a swift action. This bonus replaces and does not stack with previous bonuses.

Bonus Arcane Feats: At 6th and 9th level, a war mage gains one bonus feat selected from the following list: Arcane Strike, Augment Summoning, Elemental Counter, Empower Spell, Enlarge Spell, Extend Spell, Greater

Spell Focus, Greater Spell Penetration, Heighten Spell, Magical Attunement, Magical Savant, Maximize Spell, Improved Counterspell, Improved Familiar, Magical Aptitude, Quicken Spell, Quiet Spell, Silent Spell, Spell Focus, Spell Penetration, Still Spell, Widen Spell. The war mage must still meet all feat prerequisites (if any).

Improved Metamagic Battlecasting (Ex): At 8th level, a war mage's total spell slot cost to use metamagic feats is reduced by 2 levels instead of 1, providing the cost is at least 3 levels or more. For the optional magic system, the war mage is able to eliminate up to 30 points from a metamagic feat's additional CT cost.





CHAPTER 3: THE NATURE OF MAGIC



Griffith, Elven Wyred

I have seen my mighty nation fall into bloody civil war. I have seen my Shield fall prey to the duplicity of a prince believed to have been dead these past two centuries.

The Mother and Father look down upon us with concern. The Void is ascendant. The power of the elements wanes. I can feel it in the magic.

An old elven curse states, "May your days be filled with excitement." Since I was three years old and stolen away from my family by the Wyred, my days have been filled with excitement. I hope that I may live long enough to find peace.



The whole of existence in Loerem is not limited to what can be seen, touched, heard, smelled, or tasted. Nor is it limited to locales that can be reached by land or sea. The Portal to the Gods in Old Vinnengael was a testament to this. Elves speak with ancestors who have been dead hundreds of years. Orks read omens that are sent to them by the gods. The universe is large, and only the gods know its true extent.

To understand the nature of magic in Loerem, it is useful to think of the world as existing on two "planes." The first plane is the physical world, the "real world," where men and women live everyday lives. The physical plane is the world of the senses, a place that is tangible and easy to comprehend. The second plane is the world of magic. This is a complex web of elemental energy that courses through everything that exists in the physical world. Everything and everyone in the physical plane is connected to the magic plane, some more strongly than others.

Mages use a small amount of an element to bridge the gap between the physical world and the magical one. Known as an essence or "spark," this could be a pinch of dust, a single puff of breath, a tiny bit of burning charcoal, or a drop of water. This spark opens a conduit for magic to flow from the magical plane to the physical one.

Every living thing, be it plant or animal, possesses what is known as a magical aura. The magical aura surrounds a creature out to a distance of six inches. The aura enables mages to use raw magic, providing protection to mages while they are channeling magic, thus permitting them to cast spells.

When a wizard learns a spell, he records the syllables that he must utter and any physical gestures he must make in his spellbook, which then let him use the elemental essence to pierce the veil between the physical world and the magical. Running through these paradigms in his mind, the wizard is able to manipulate the

constituent element(s) within his magical aura and compel a small opening in the veil. Once such conduit is established, the wizard then proceeds to the next set of memorized patterns that help him shape the magic into its desired effect.

It is a similar process for a sorcerer, who differs in that her special bloodline enables creations of the same conduit intuitively, without having to commit sets and patterns to memory. Her freedom and versatility is, however, at the expense of a greater repertoire of spells possible only from intense repetition and preparation.

All members of the major races on Loerem have the potential to manipulate the elemental energy of magic. Other intelligent creatures are capable of utilizing magical energy, but are usually limited for they are typically confined to just one specific element. Many creatures can create magical effects through instinct or force of will, but the scope of their "spellcasting" is not nearly as broad as that of humans, orks, elves, dwarves, and pecwae.

Although the gods blessed each race with an affinity for a particular type of elemental magic, all of the major races are able to use magic born of any element. Thus dwarves, for instance, whose advantaged magic is Fire, have the ability to cast Water, Earth, and Air spells. Not so with the other magic-wielding creatures of Loerem. Each magic-capable species is affiliated with one particular elemental magic than any other and therefore derives its power almost exclusively from that element. (There are, however, a rare few magical creatures that draw their power from two elements.) This means some of the more powerful entities are able to produce magical effects that have long eluded spellcasters. These creatures do not need a "spark" or an elemental essence within their living aura to shape or channel magic. Rather, they use magic instinctively.

TABLE 3-1: RACES AND THE MAGICAL ELEMENTS

Race	Advantaged	Neutral	Disadvantaged
Humans	Earth	Fire & Water	Air
Dwarves	Fire	Air & Earth	Water
Elves	Air	Fire & Water	Earth
Orks	Water	Air & Earth	Fire
Pecwae	Earth	Fire & Water	Air
Taan/Half-Taan	Void	None	All Others

MAGIC ASPECTS

Magic aspects define the magical effects produced by different elements. Every magical element (Earth, Air, Fire, Water, and Void) is capable of producing elemental effect spells. These spells manipulate or transmute their particular element. For example, *hungry water* changes water into acid.

Elemental magic can also detect, dispel, or augment spells of the same element. There are dual-element spells available to mages of either element listed; they are not required to have level in the other magical element to learn that spell. Dual-element spells, such as *control weather* (Air/Water), can be detected or dispelled by spells of either element.

Air Magic Aspects

The purviews of Air magic include:

Charm: Spells that can affect the behavior of other intelligent beings (animals are unaffected by such spells). Charms can also animate normally inanimate objects for short periods of time. Some charms are used to enchant items in order to beguile or entice those who look at them.

Mentalism: Spells that discern between truth and falsehood and between that which is real and unreal. Spells of this aspect are used to detect hidden or secret doors and compartments, reveal traps, discount illusions, ascertain the veracity or accuracy of one's statements, read another's mind, and uncover objects that are hidden or shrouded by magic.

Travel: Those magic that affect either

the speed at which a creature or an object moves or its means of movement.

Illusion: Spells that are created to mislead the senses or minds of the affected. Illusion spells typically create scenes, sounds, or smells that do not exist in reality. Illusion aspect spells do not normally affect animals or beasts, since their perceptions of the world are different from those of other creature types, and their senses tend to be sharper.

Earth Magic Aspects

The purviews of Earth magic include:

Healing: These spells deal specifically with restoring health and well-being to the injured or the diseased. Magical healing is not always effective, mainly due to the aura that surrounds every living person. Healing magic does not have the ability to restore life to someone who has expired, no matter what the circumstances of death. Spells of the healing aspect will not rid a being of parasitic infestation or malignant growths, but will be able to repair damage and temporarily ease the pain caused by these.

Protection: Spells of this aspect are designed to shield the recipient from physical injury and/or magical attack. These spells often imbue otherwise mundane items with temporary magical power that deflects or diminishes physical damage, affects spellcasting or interrupts magical effects. Other protection aspect spells can guard areas against intrusion.

Construction: These spells cause a change in the properties of an already

existing object or substance, as long as that object does not clearly belong to another element. For instance, while a construction aspect spell might erect a wall of mud, it would not be able to erect a wall of flame (clearly the purview of Fire magic). Even though a poison can be neutralized or transformed into a non-harmful substance, its constituents still retain their basic elemental properties. For instance, although a poison might have both arsenic and wine mingled together, the wine will be unaffected by the Earth spell, while the arsenic is neutralized.

Fire Magic Aspects

The purviews of Fire magic include:

Divination (past): Spells of this aspect allow the caster to scry events that happened sometime in the past. Such spells do not allow the caster to determine the veracity of scenes witnessed while scrying. For example, it is possible that a spellcaster might scry a time when an area is cloaked with an illusion or view a meeting that was staged for the benefit of any who might be "watching." The spellcaster will not be able to penetrate the illusion, nor will he be able to tell that the meeting was being staged. Divination (past) spells penetrate Time, not Space, and thus do not allow the mage to scry over distances. Divination (past) spells are effective only if cast in the location where the event in question took place.

Conversion: These spells are often mistaken for construction aspect spells. Conversion spells deal solely with fluctuations in temperature and illumination in small, localized areas. Conversion aspect spells are not capable of changing the shape of an object or its basic properties, unless the object can be altered by heat (melt ice, boil water). Conversion aspect spells cannot be used to cause magical darkness, although they might prove useful in combating such magic.

Water Magic Aspects

The purviews of Water magic include:

Divination (present): Such spells allow the caster to divine events as they are currently happening. Divination (present) spells can be accomplished over long distances and are useful for overhearing conversations and for spying.

Communication: Spells that allow the exchange of information, signals, or messages in various ways including verbal, physical, and written.

Void Magic Aspects

The purviews of Void magic include:

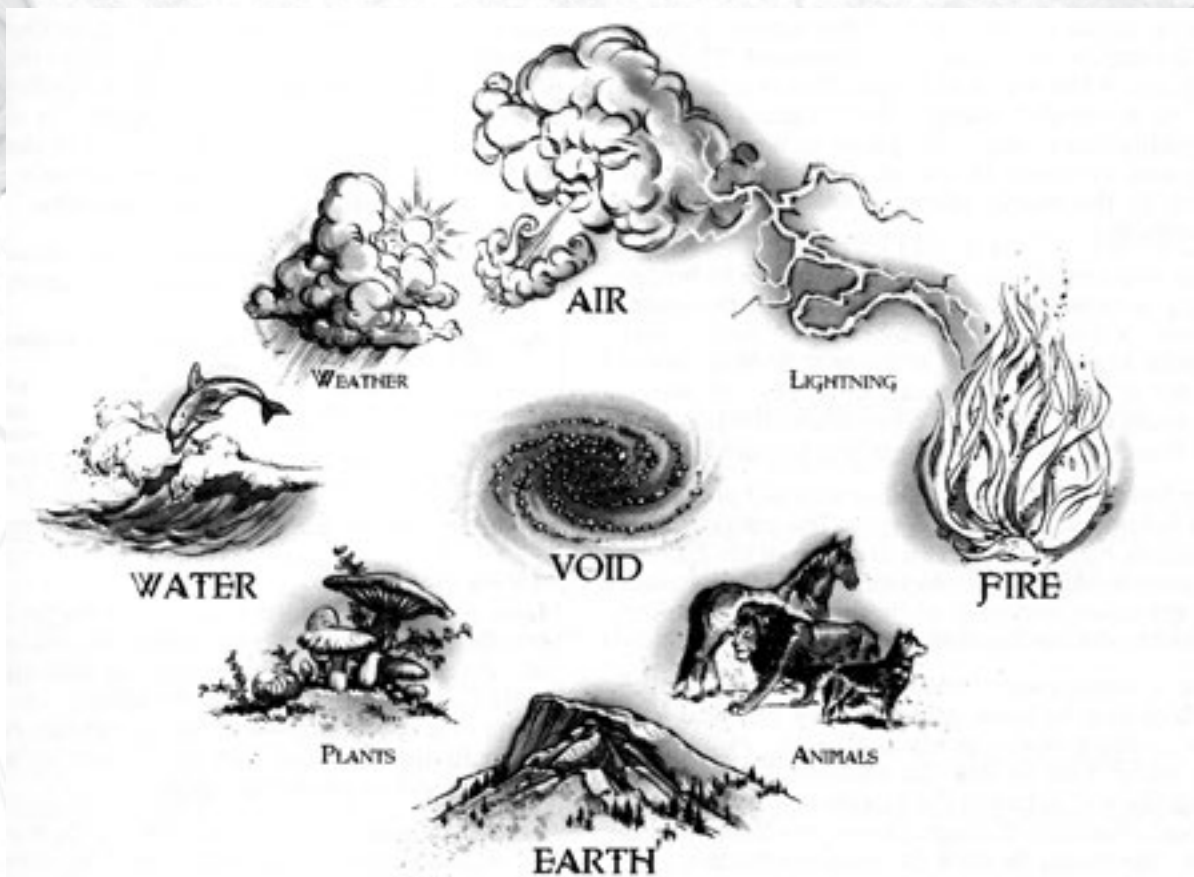
Destruction: Spells that can replicate any harmful or destructive effect produced by spells of other elements. Void spells of this aspect are capable of harming not only other living creatures, but the other elements themselves. For example, destruction aspect spells might cause water to become brackish or make once fertile fields barren and unable to support life.

Necromancy: Spells that deal with death, dying, the dead, decay, despair, disease, communication with spirits beyond the grave, the manipulation of bodies (living or dead), the transference of life essence, and the creation of undead.

Shadow: Spells capable of utilizing shadows for travel, causing darkness, and constructing semi-real illusions.

Air/Water Magic Aspects

Weather: Spells that allow the caster to control the forces of nature. These spells allow the conjuration of all types of weather from a blizzard to a thunderstorm, as well as the commensurate side-effects, such as a drop in temperature, fierce winds, thunder and lightning. Weather aspect spells also allow the caster to mitigate the effects of weather, both magical and natural.



Earth/Water Magic Aspects

Plant: Spells that can restore health to plants, speed plant growth, improve crops and establish an ability to communicate with plants and plant-like beings. Such spells can also cause transmutations that involve plants, the changing of one type of matter into plant-matter, or vice versa.

Air/Fire Magic Aspects

Lightning/Electricity: Spells that allow the caster to harness and shape electrical energy. Some lightning/electricity aspect spells provide protection from the effects of electricity or electrical attacks.

Earth/Fire Magic Aspects

Animal: Spells that affect creatures classified as animals (including dire animals), beasts, humanoids, magical beasts, or vermin. (Affected creatures belonging to one of these types can be land-based or avian, but not aquatic.) Transmutations from one form to another fall under this aspect, as well.

MANIFESTATION OF MAGIC

Each living thing (be it person, plant, or animal) in Loerem has a magical aura. Such aura envelopes the body and extends out to 6 inches. In essence, the aura protects living things from random magical energies of the world. For most (i.e., those without any supernatural abilities), it does not affect directed magical energies (such as spells or effects).

Beyond the personal aura, the denizens of Loerem have discovered (intentionally or otherwise) means to manipulate the magical energies permeating the world. The end result manifests either as spells or spell-like abilities.

Spells

When casting a spell, the elemental mage serves as a vessel for gathering magical energy. Once he has gathered the energy, he molds and shapes the energy into the desired result — the spell. The more experienced a caster becomes in channeling and shaping magic, the more potent the

spell effects.

This is the conscious form of controlling magical energies. The mage is fully aware of the entire course of action, from preparing the spell to launching it with arcane gestures, and even tracing all the way back to the choice of learning that particular spell. To wizards, it is a science in the sense that they have developed a complex yet reliable system to bring about the same magical effects consistently; one just has to invest the effort into mastering it. Much like adding two 1's together will always give you 2, moving your hands in certain patterns while chanting certain words and using certain material components will always cause the magical energies to behave in a certain way — this is known as spellcasting, and how magic usually manifests.

The same principles apply for sorcerers, except they are able to grasp the system on the intuitive level like prodigies of other sciences and art.

Spell-Like Abilities

Spell-like abilities use the same magical energies as spells. Unlike a conventional campaign, classes such as the bard, cleric, druid, paladin, and ranger do not cast spells in the Sovereign Stone setting. For them, class spell-like abilities become the interpretation for the wondrous magical effects they are capable of producing. When a bard senses magic, a cleric blesses a pool of water, a druid speaks with animals, a paladin empowers his weapon, or a ranger gains the endurance of a bear, the character is able to innately channel personal magical aura to mimic spell effects. They do this on a less deliberate, more reflexive level than mages with spellcasting because it is attributed to preternatural talent developed through experience, training, instinct, insight, willpower, and partially a “gift from the gods” rather than magical spells. For example, a hermit can order vines to entangle opponents not because

he knows what gestures and materials to use, but because the unique spiritual connection he has forged with nature enables him to communicate with plants intuitively and ask them to do his bidding, all without external components. By comparison, clerics use their religious ties and inner faith in the divine to drive their class spell-like abilities.

Characters may also use scrolls, staves, wands, and other devices operating on spell trigger activation if they have the spell on their class spell-like abilities list. They must also be able to read magic to “cast” spells from scrolls.

That said, class spell-like abilities have their limitations. Characters must still “prepare” them like wizards do with spells. The rationale is that they have limited magical energies in reserve, so they must try to anticipate what abilities they might need and how often for the day. Because characters manifest them primarily on a personal level, some touch spells like *cat's grace*, *protection from evil*, and *resist energy* have their range and target reduced to “personal” and “you” in spell-like ability form (marked with “p”). While some abilities permit characters to transmute themselves, they usually cannot alter the size or form of another. Certain other spells are dropped to better reflect the interpretation and concept for the respective classes, such as *reduce animal* for rangers, as well as curative spells since they are solely the purview of Earth magic.

Characters still need all material components listed for the original spell in order to activate it as a spell-like ability. For example, a cleric must have powdered diamond worth at least 25,000 argents to activate *miracle*, a small loop of leather is still requisite for bards to use *displacement*, and so on.

Arcane/Divine Spells

Although magical energies come from the gods, the Sovereign Stone setting makes no

distinction or division to classify spells as either arcane or divine. For purpose of ease, all spells and class spell-like abilities retain their status from standard Pathfinder® rules. Thus, spells for elemental wizards and sorcerers as well as the bard's class spell-like abilities are considered arcane, while the class spell-like abilities of clerics, druids, and paladins remain divine.

Magical Element Energy Types

The types of energy each magical element usually produces are shown below. As well, the elements can replicate force effect, though the spells retain their elemental appearance. (For example, *fire magic missile* is a force spell that manifests as energy darts sheathed in flame.)

Air: Cold or sonic; sometimes physical damage.

Earth: Rarely does an Earth magic spell inflict damage other than the physical type.

Fire: Purely fire damage.

Water: Acid or cold; sometimes physical damage.

Void: Negative energy, which in this setting is a composite energy consisting of shadow, death, unlife, and incomprehensible dark, unholy forces. No spell other than *death ward* offers energy defense against the Void, although the damage can be recovered normally.

MAGIC IN LOEREM

Although it has been said that every members of every race on Loerem is capable of casting spells, magic requires time and dedication to wield properly. Because of the difficulty and time-consuming nature of these studies, the dangers involved and cultural aspersions cast upon the use of magic, those who have persevered in their journey to become even semi-proficient mages are comparatively few in number.

Only about one in every two hundred individuals becomes a full-fledged spellcaster, devoting an entire life solely to the advancement of the art. They are

typically Revered Magi from the Temple of the Magi, guild mages, elven Wyred, or orken shamans.

About one in every three hundred people has had training in the ways of magic, but does not actively hone the skills further. Such a person has other priorities and considers magic a tool to facilitate daily chores. A stonemason, for example, might use Earth magic to simplify occupational routines.

Self-taught users of magic are the most uncommon. Perhaps only one out of five hundred has the means and latent talent to pursue magical studies by oneself alone. Those who do often find the progress quite slow, and either surrender the endeavor for easier pastimes or hire suitable mentors to help them along.

Limits of Magic

While magic in Loerem is extremely powerful, centuries of studies in the arcane art have led mages to the conclusion that magic does have its limits.

Healing: When a spell or magical power cures hit points of damage, it does not automatically cure the equal amount of nonlethal damage. Curative spells have the power to repair damage to the body but cannot cure exhaustion and fatigue. Nonlethal damage must be healed naturally, through rest.

Resurrection: There is no power (short of the reclusive gods) able to restore life to a living being that has died. Attempts to raise the dead always fail. The reunion of a dead physical form with the soul that once inhabited it creates an undead creature, which has limited memory of its previous life, but enough comprehension to know that it is an abomination and to hate the still-living (especially those who disturbed its well-deserved rest).

Teleportation: The arcane art of teleportation was at its height with the creation of the Portals that linked the nations of the dwarves, elves, orks, and

ultimately the gods, to Old Vinnengael. The knowledge of such magic was lost in the fiery explosion that obliterated the city and sundered the Portals. Mages who have tried to recreate the Portals agree that because of a fundamental change in the nature of magic during Old Vinnengael's destruction, new teleportation spells are now a near-impossibility.

Illusions

There are two very distinct types of illusions. The first and the most common type of illusion creates false sensory perceptions such as images, noises, and scents, all within a perimeter. Those close enough to perceive the illusion — be it visual, auditory, olfactory or tactile — are affected by it.

The second form of illusion acts solely on the mind of one particular creature. These illusions are not perceivable by others, and affect only the intended target. This sort of illusion can be used to entice the creature, refocus its attention, force it to ignore a particular object or creature, or impel it to feel fear or other emotions.

The most difficult aspect of using illusions effectively in a roleplaying game is judging whether an illusion is believable. An illusion's believability hinges heavily upon the situation, as well as on the mental condition of the intended target(s) at the time of the spell's casting or duration. Both players and the GM should take special care to fairly ascertain and judge these circumstances, so that illusions are conjured within reason and have a reasonable chance of success.

It is important to remember that so long as you work within the framework of the spell, you are able to create any sort of image or deception you want. However, the believability of the illusions is affected by the amount of information or personal knowledge you possess about the illusion you are about to create. For instance, a mage looking at a stone floor

might easily weave an illusion of it over a pit lined with steel spikes. However, a spellcaster trying to create an illusionary thermrider without ever having seen one is likely to produce a monstrosity with only the vaguest resemblance. If the mage intends to fool the local peasant folk who also have never seen a thermrider, they may be impressed simply because they see a monster. Repeating the same trick on someone versed in monster lore, however, will only make for a laughable attempt.

How does an illusion fit with the surroundings or events should be considered when gauging its believability. A person already walking across a stone floor can be fooled by the illusion of a spiked pit suddenly opening up, but having a giant bear with squid-like tentacles rise up from a solid floor instead would make the illusion much harder to swallow.

The final factor for believability is the overall complexity of the spell itself. If the spell is capable of producing an illusion with only visual properties, you probably do not want to use it to fashion the image of a trumpeting elephant. Spell limitations often determine what sort of illusion can be created and still maintain believability. A spellcaster wanting the illusion of a fully armored knight on horseback must also include the sound of clanking armor, the snort of the horse, the stamp of the horse's hooves upon the ground, the smell of the horse, etc. Creating such a complex spell is far more difficult than creating the illusion of a mouse running across the floor.

The base DC for disbelieving an illusion is included in the spell's description. Propriety and suitability can affect an illusion's DC to disbelieve (see Table 3-2).

Some illusions permit the target an immediate attempt to disbelieve. In most cases, the target(s) do not automatically get a chance to disbelieve. A rationale for the disbelief must be present; for instance, a character seeing a bear phasing out of a wall can reasonably disbelieve it, since no

TABLE 3-2: DC MODIFIERS FOR DISBELIEVING ILLUSIONS

Modifier	Situation	Example
-5	Completely inappropriate	Taan warrior dancing in a Vinnengaelean wedding gown
-3 or -4	Mostly Inappropriate	Elven noble drinking ale and telling bawdy jokes in a tavern
-1 or -2	Slightly Inappropriate	Iron door without rust in a damp, abandoned mine
0	Believable	A bridge over a river
+1 or +2	Very Believable	A marble bust of the king in the king's palace
+3 or +4	Completely Believable	Orken sailor on a ship
+5	Incredibly Believable	A bird flying overhead in a lush forest

normal animal is able to phase through walls. On the other hand, an illusion of a ghostly figure drifting out of the wall of a haunted house would give virtually no ground for immediate disbelief. In cases where the illusion contradicts or defies common reasons, the DC for disbelieving should be lowered.

Disbelieving an illusion is a free action. If successful, the creature is able to see through the illusion, recognizing it for what it is. Otherwise, the creature believes the image is as it appears.

It is not easy for one person to convince another that what he is seeing is an illusion. Since illusions work by deceiving and manipulating a person's perceptions of reality, an affected person will not readily concede that he is being deceived. The mind tends to rationalize what it perceives as reality. Simply telling someone that he is viewing an image alone will not persuade him. In some instances, even trying to convince him through example might fail. A person who sees through an illusionary stone floor at the pit below may try to warn others of the illusion by throwing a stone

into the pit, but those who believe the image will see the stone hit a "solid floor" and skitter away. You must be creative in trying to persuade your comrades that they are under the effects of a spell, and the GM should take such creativity into consideration.

The dead, undead, animated items, creatures with an Intelligence of 2 or less and all manner of magical constructs are unaffected by illusions. Magic-using undead (such as Vrykyl) may cast illusion spells, but they are never fooled by them.

Illusory Damage: Damage caused by an illusion predicates on the nature of the illusion. An illusionary wolf deals bite and claw damage. An illusionary giant armed with a club smashes opponents on the head. In most cases, damage from illusions is almost always nonlethal. An illusion cannot deal damage on an unconscious creature, but should the creature remains within the affected area when it regains consciousness, it is again subject to the illusion's attacks and is entitled to another Will save to disbelieve.

Multiple Mental Control Effects

Some spells and magical effects can establish mental control over creatures. Sometimes these spells and effects cancel each other out. Mental controls that do not remove the target's ability to act usually do not interfere with each other. Those mentally controlled by two or more spellcasters try to obey each controller to the best of their ability. If a creature receives conflicting orders, the controllers must make opposed Charisma checks for which command the controlled creature will follow.

Transmutation Spells

If a spell changes the nature of an object or living being, either temporarily or permanently, the essence of the original object or creature is detectable to those who can cast the same magic that achieved the transmutation. To do so, you must make a Spellcraft skill check

(DC = 20 + caster level of casting mage). If successful, you are able to determine whether the object or creature is what it appears to be. Its true shape is seen only as a vague shadow outline.

Spell Classifications

Spell classifications provide the GM with a framework to help determine the availability of spells. Spells fit into one of three following classifications.

Trade Spells: Spells that have been around for such a long time or have been used so often that knowledge of their existence has become commonplace among both mages and the uninitiated.

Since trade spells are the easiest to learn on one's own, they are normally the first spells taught to aspiring wizards and it is rare to meet a mage who does not know at least one or two. Most of the lower-level spells (0 to 2nd level) in the *Sovereign Stone Campaign Setting Core Rulebook* are trade spells.

Dweomers: Spells most commonly known among persons who seriously study magic and those who have dealings with mages. Because these spells tend to be more difficult to learn, finding mages able or willing to teach dweomers is more difficult than finding those willing to teach trade spells. Resource materials for dweomers are scarcer as well. Some dweomers may

have religious connotations and are not taught to the unqualified or nonbelievers. Others may be available only in certain geographic regions or among certain cultures.

Forbidden

Spells: These are spells unleashing such awful magic that they are almost impossible to control, or those twisting the powers of the elements toward the Void to cause terror, pain, suffering, and death. Most civilized nations have implemented laws against the use of forbidden spells. Many a sorry wizard has been burned at the stake, drawn and quartered, drowned, or horribly maimed simply from suspicion of casting forbidden spells.

The laws for casting magic differ from one land to another. Forbidden spells banned in one country may not be in another. The use of Void spells is prohibited in the Vinnengaelean Empire, Nimra, and



Nimorea, for example, while Dunkargans share not the same prejudice and tend to take a more lenient view of Void mages, so long as they do not stir trouble. Orks believe that all magic other than Water magic is forbidden, and only rarely do they allow their spellcasters to learn the magic of other elements.

Learning Spells

Throughout Loerem, mages learn spells by different means: taught within an institution, taught by paid tutor, self-taught.

Taught in an Institution: Spells are taught according to need and difficulty in an institutional setting, and they may be divided into classifications and schools of magic. Each institution has a list of spells that are routinely taught to students (usually trade spells and perhaps a few dweomers). An example of such an institution is the Temple of the Magi in New Vinnengael.

Due to the number of students, spell learning tends to progress slowly in an institution. However, an affiliated mage would have access to an immense collection of spells, far more than a self-taught mage or those who study under tutors.

Taught by a Tutor or Mentor: Spells are taught according to the amount of money paid and the length of time contracted. Every tutor or mentor charges a different rate and each one specializes in different spells.

Self-Taught: Finding or gaining access to spellbooks, scrolls, or other recordings of spells is probably the most difficult aspect of teaching oneself. All major cities have shops that specialize in arcane merchandise, but they tend to be pricey and their owners may try to take advantage of a novice. Some religious institutions in Nimra and Nimorea tolerate the study of magic on one's own, although the priests will keep close watch on the material used in a mage's studies. Most Vinnengaelean

temples do not permit self-taught mages in their libraries. Guards will escort them to the door and may even have them arrested. Dunkargan guilds are very jealous of their spellbooks and arcane repositories. Only guild members in good standing can access them. Karnuans have laws against self-taught mages and will either recruit such a spellcaster into the military or execute the practitioner for treason.

Due to their secretive and dangerous practices and lack of trust of others, Void mages are almost always self-taught. Occasionally a Void mage will take a student, but such instances are rare.

Once you gain access to a spell, you must learn the spell through self-study and trial and error. Because every mage uses personal notation and shorthand in spell recording, a student often has difficulty deciphering the written version of a spell obtained from another mage.

Independent Research

Many talented mages like to devise their own spells, which they can then name after themselves, lending them an immortality of sorts that will last long after they have departed this life. Or, sometimes, a wizard simply cannot find a spell that produces the exact desired effect. Whatever the reason, mages often find themselves in the position of researching and creating spells from scratch.

Researching a spell is no easy proposition, neither is it inexpensive. You must purchase books and laboratory equipment, rent work space, and commit to great many expenditures, all adding up to 750 argents per week. The time it will take you to research a new spell varies from spell to spell and from mage to mage. To determine the amount of time required, roll 1d20 + Intelligence modifier, double the result and subtract it from 80 days, +1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and

+1 week more for every 50 points beyond CT 100. After this time has elapsed and you have paid all of your bills, you can roll $1d20 + \text{Intelligence modifier} + \text{your level}$ (in the appropriate mage class) against a DC $20 + 1$ per 10 points in the new spell's CT. If successful, you learn the spell and it is added to your spellbook and repertoire as normal. Failure means that the research has not yielded a viable spell and you must start over again. The expenses remain the same, due to breakage and damage.

Locating Teachers and Spell Resources

When you want to learn or research a new spell, you have several options. One is to learn the desired spell from a spellcaster

who is familiar with the spell (if it exists). This is the preferred way for mages to learn spells, since it takes the least amount of time, even though it can be quite expensive. If you cannot locate anyone who knows the spell and is willing to tutor him, you can visit local libraries, bookstores, or mageware merchants (dealers specializing in arcane merchandise) in hopes of gathering enough information to teach yourself the spell. This method is often long and tedious, but can be more rewarding in the end.

You may enroll in an institution where the spell is taught, although this often means performing services for the institution or undergoing lengthy initiation. If all these



fail or are unsatisfactory, you may attempt to devise a spell of your own that produces the desired effects.

The ease of obtaining tutors and spell resources varies by the region's population and the spell's classification. Typically, it is easiest to find tutors or source material for trade spells. Dweomers are harder to track down, while forbidden spells are the most difficult. It is easier for an aspiring mage to secure a tutor or spell resources (scrolls and books pertaining to the particular spell, its effects, and magic in general) among the race advantaged in the sought spell's element. The hunt becomes increasingly challenging among races neutral or disadvantaged in the spell's element. You will have better luck accessing magic-related texts, teachers, and institutions (such as the Temple of the Magi and mage-guilds) in larger population centers, with major cities providing the most opportunities, villages the least.

Roll a Knowledge (arcana) skill check. The DC for finding source materials or a teacher for a trade spell is 8 among a race or culture advantaged in the element of the spell, 13 among races neutral to the element, and 18 among those who are disadvantaged. This DC increases by +1 you are searching for a teacher or source material concerning a dweomer. (Source materials for independently researched spells always count as dweomers.)

Discovering forbidden spell resources and teachers is extremely difficult. Mages who know these sorts of spells usually live outside the law. They understand the consequences for possessing such knowledge and are loath to impart the same power to others, who might use it against them. Manuscripts and treatises on forbidden magic are closely guarded and rarely discussed. Large universities, mage-guilds, and the larger churches of the Temple of the Magi house books of this nature, but severely restrict access to them. The DC for finding forbidden spell

resources is increased by +3.

Searching for magical resources in a city reduces the DC of your Knowledge (arcana) skill check by -1, but by +1 in a village since mages living in rural areas far from cities usually have a very good reason for doing so. They may be hedge-wizards on the run from the authorities or they may have simply grown tired of hounding upstart mages who seek a tutor. Those practicing dark magic also find it safer to reside in remote locations where their magic will not be as noticeable. Guild mages are rarely seen in small towns or villages. A Church temple might be present in rural parts, but an aspiring mage will not find many valuable magical texts other than the resident Revered Brother's personal spellbooks. Towns larger than villages, but smaller than cities, do not modify the endeavor's DC.

If the skill check is successful, the GM may inform you that you have found a willing tutor (the rate can be negotiated) or a sufficient resource from which to learn the spell.

If the skill check fails, your efforts do not come to fruition. You are unable to locate a tutor who knows the spell(s) or any suitable resources. This does not mean all hope is lost. The GM may permit multiple checks if you are in a town or city, each check representing one week spent searching every nook and cranny, following up every lead. Depending on the size of the town, the GM could allow up to three separate checks. In a city, you might poke around for six or seven weeks before exhausting all possibilities.

A failed roll does not necessarily mean no resources exist. A mage who knows the spell might be unwilling to teach it. Perhaps the local mage-guild or Church temple does not allow a struggling wizard inside their libraries, or a cranky old book vendor thinks that the dusty tome in the corner is simply too valuable to part with. The roll of a die should never replace the

roleplaying aspect of the game. Through roleplaying, you might be able to persuade the tutor to take on another student, bribe a guild member to let you have a few hours in the library, or even steal the book if thievery is not out of character.

For example, Triana, a human Earth mage, wants to learn *mount*, an Earth magic trade spell. She is in a small Nimorea town where she makes some inquiries and visits the town's only book dealer. She rolls

a Knowledge (arcana) skill check against a DC 7 (DC 8 because the spell is a trade spell, -1 because she is among a populace advantaged in Earth magic). Triana succeeds by rolling a 15. Visiting a blacksmith's shop, she finds a dusty old spellbook left as collateral by a mage some years before that was never retrieved.

Triana flips through the tome, finds the *mount* spell, purchases the book and teaches herself the spell.

Weeks later, Triana tries to hire a tutor for an Air magic trade spell. Since she is in Dunkar and the population is disadvantaged in Air magic, and because Dunkar is a large city, finding a teacher or resources for the spell requires her to succeed on a DC 17 Knowledge (arcana) skill check. In such an environment, if she

isn't able to find the resources or teacher on her first try, she definitely has other opportunities to do so.

Magical Writing

Mages use complex formulae and symbolization as mnemonic devices to help them harness the powerful forces of magic. The notations vary from spellcaster to spellcaster, but the system for writing out a spell rarely changes. A spellcaster

generally has no trouble deciphering his own handwriting and notations. Other mages who try to read his spells must take time to study and make sure that they understand his meaning.

To decipher magical writing (such as a single spell in written form in another mage's spellbook or on a scroll), you must make a successful Spellcraft check (DC = 15 + 2x spell level, or 15 + 1 per 10

CT). Failing the check means you cannot attempt to read that particular spell again until the next day. If the creator is available to help you, success is automatic.

Once a character deciphers a magical writing, he does not need to decipher it again. Doing so lets you identify the spell and gives some idea of its effects. If the magical writing is on a scroll and you can cast spells, you can try to use the scroll



TABLE 3-3: SPELL FAMILIARITY AND TOTAL CT BY LEVEL

Level	Intimate Knowledge	Quick Reference
1	50	100
2	55	110
3	60	120
4	65	130
5	70	140
6	75	150
7	80	160
8	85	170
9	90	180
10	95	190
11	100	200
12	105	210
13	110	220
14	115	230
15	120	240
16	125	250
17	130	260
18	135	270
19	140	280
20	145	290

ALTERNATE SPELLCASTING SYSTEM

The Sovereign Stone setting presents an original magic system in all previous editions. It is a unique, interesting alternative to the Pathfinder® magic system that makes spellcasting less predictable, as mages accumulate die rolls to complete the task without preset casting time for any spell.

Also, a mage may cast any spell in his repertoire, without limitation. This does not mean a mage's access to spells is unlimited, but rather that he can cast the spells he knows in any order, as many times as he wants (so long as he is still conscious). Mages can attempt to cast whatever spells they know at any time. (A GM planning to use this system should consider banning highly unbalancing spells like *greater spell immunity*, *time stop* and *wish*.)

Character Classes

The following base classes are not compatible with this magic system, so it is recommended that a GM remove their

spellcasting class feature altogether: bard, cleric, druid, paladin, and ranger.

Spells

A mage can attempt to cast magic spells comprised of his particular element. For example, an Air mage can cast Air magic spells, and a Void mage can cast Void magic spells. Each round you spend casting a spell (as a standard action), you roll 1d20 and apply your spellcasting bonus and any additional special modifiers (such as using an essence of quality or racial casting bonus). All results of these spellcasting rolls are added together each round until reaching or exceeding the Casting Threshold (CT) for the spell to launch and take effect.

Spell Familiarity

Mages are limited in the number of spells they know from memory. Thus, all mages in Loerem keep spellbooks, scrolls, or some other devices for storing spells. The more powerful and intelligent you are, the more

spells you can cast without referring to a book or scroll.

Full Reference: Spells that are in your repertoire but still unfamiliar to you are called Full Reference spells. To cast a Full Reference spell, you must first study the spell for one round for every 25 points of CT it has. For example, if you are casting *mage armor* (CT 40), you would have to spend two full rounds studying the spell before trying to cast it. You may possess any number of Full Reference spells, but must always refer to them before casting. All newly learned spells begin as Full Reference spells.

Quick Reference: You can have a number of spells that you know fairly well, but still need to refer to written notes in order to cast. These spells are Quick Reference spells. You must study a Quick Reference spell for one round before you can begin casting. Once you have consulted the spell's notes, you do not need to review them again for one hour and may cast that spell at Intimate Knowledge level in the interim. The numbers listed on Table 3-2 represent the total Casting Threshold in Quick Reference spells you know. This value is modified by your Intelligence modifier $\times 10$. For example, a 4th-level mage with a 17 Intelligence (+3 Int modifier) could have a number of Quick Reference spells whose collective Casting Thresholds did not exceed $(130 + 3 \times 10 =) 170$.

You can also increase your CT-per-level maximum for Quick Reference (and Intimate Knowledge) spells with the Spell Mastery feat.

Intimate Knowledge: All mages know a number of spells at the Intimate Knowledge level. When casting an Intimate Knowledge spell you do not need to refer to a spellbook, but may immediately begin casting. The numbers listed on Table 3-3 represent the total Casting Threshold in Intimate Knowledge spells you have. This value is modified by your Intelligence modifier $\times 10$. The mage from the example

above can retain up to $(65 + 3 \times 10 =) 95$ CT worth of spells as Intimate Knowledge.

Should an elemental mage or Void mage decide to multiclass into various elements, the totals listed on Table 3-3 do not stack. These totals apply only to the element of magic chosen for the class.

You can also increase your CT-per-level maximum for Intimate Knowledge (and Quick Reference) spells with the Spell Mastery feat.

Starting Spell CT: There is no restriction to how many spells you can know or learn, nor are you forbidden to learn powerful at low level. Indeed, the freedom of this magic system means any mage can cast any spell regardless of "spell level" (which does not exist). A starting character normally has spells with a CT sum not exceeding $200 + \text{Int modifier} \times 10$. So, a 1st-level mage with Intelligence 14 would choose spells adding up to $(200 + 2 \times 20 =) 240$ CT, from which he must then designate spell familiarity.

Assigning and Rearranging Spell Familiarity: You are free to choose and designate which spells you know as Quick Reference and Intimate Knowledge, as long the total CT for each designation does not exceed your maximum. Every time you gain a level as a mage, you may rearrange spells between the designations however you like, with the exception that a spell can improve only one category per level. For example, you would have to gain two levels before a Full Reference spell could be understood at Intimate Knowledge. You may drop a spell from Intimate Knowledge to Full Reference without restriction.

Dual-Element Spells: Dual-element spells may be learned as Quick Reference and Intimate Knowledge, using spell familiarity total from any of the two eligible mage classes.

Sorcerer Character Class: If you are a sorcerer, you are limited to designating spells at only Intimate Knowledge familiarity; you do not get Full Reference or Quick Reference spells since you cast

magic on an intuitive level and without references. You also use Charisma modifier instead of Int modifier to determine your bonus CT for Intimate Knowledge.

Spellbook

You begin play with a spellbook containing spells you have learned. Within it are spells whose total Casting Thresholds cannot exceed $1d20 + (\text{your Int modifier} \times 10) + 100$. You and the GM should decide which spells are appropriate for the start of the adventure and choose from those that are available. You can designate spell familiarity for these as you like, so long as the total CT of the spells does not exceed the maximum listed for your level on Table 3-3. All spells that cannot fit into Quick Reference or Intimate Knowledge are considered Full Reference.

A non-spellcasting character multiclassing into elemental or Void wizard must have some means of acquiring a spellbook. Sorcerers do not get (or use) a spellbook for spells they gain as a sorcerer.

Spellbook Size: Spellbooks can be sizable. Several volumes might be required to house a wizard's entire repertoire. A spell takes up 1 page for every 10 CT. A spell with a Casting Threshold of 64, for instance, requires 7 pages. Spellbooks are usually made to contain 100-200 pages.

Writing a Spell: Writing a spell is a time-consuming process. To write a newly learned spell into a spellbook requires 1 day plus 1 additional day for every 20 points of the spell's Casting Threshold. A spell always requires at least 2 days to write.

Apply this when scribing spells from a spellbook or copying spells from another source (after the spell has been learned).

Materials and Costs: Special materials are required for writing spells, including unique quills and rare inks. The cost for these materials is 100 argents per page.

Losing a Spellbook: If you lose your spellbook, you lose the ability to cast all

Full Reference and Quick Reference spells written in it. Unless you have copies of these spells or are able to retrieve the lost spellbook, you must relearn these spells as normal, except the learning time is halved due to your previous studies. Any Intimate Knowledge spells you know at the time can be transcribed to a new spellbook.

Learning Time

The time necessary to learn a new spell is predicated on which option you pursue.

Taught in an Institution: After one month, +1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond CT 100 spent in study within an institution, you may attempt to learn one new spell.

You then roll $1d20 + \text{Intelligence modifier} + \text{your caster level in the appropriate mage class}$ against a DC of $10 + 1 \text{ per } 10 \text{ points of Casting Threshold}$. If successful, you learn the spell and can add it to your repertoire and spellbook. If the check fails, you are unable to learn the spell and must wait until you attains a new level in the appropriate mage class before trying to learn it again (repeating the process).

Taught by a Tutor or Mentor: After every two weeks, +1 week for spells with a Casting Threshold over 50, +2 weeks for spells with a CT over 75, +3 weeks for spells with a CT over 100, and +1 week more for every 50 points beyond CT 100 spent in study with the tutor, you may attempt to learn one new spell.

You then roll $1d20 + \text{Intelligence modifier} + \text{your caster level in the appropriate mage class}$ against a DC of $15 + 1 \text{ per } 10 \text{ points of Casting Threshold}$. If successful, you learn the spell and can add it to your repertoire and spellbook. If the check fails, you are unable to learn the spell and must wait until you attains a new level in the appropriate mage class before trying to learn it again (repeating the process).

Self-Taught: Learning a spell from a purchased or scrounged manuscript requires more time than scribing a spell that you already know or have been taught. You must first be able to use the element (or elements) of the spell in question. Second, you must spend one day simply trying to figure out the meaning of the different notations and symbols used by the original owner. This requires a Spellcraft skill check (DC = 15 + 1 per every 10 points of Casting Threshold). Should the spell be from your advantaged element, you gain a +2 bonus to the check. A spell may be copied in this manner from a spellbook or magical scroll without harm to the source.

If the check fails, you can attempt to decipher the spell again once you have gained at least one additional rank in Spellcraft. While source may prove to be beyond the mage's ability to decipher and understand for now, new experience and information may make comprehension easier for you later.

If successful, you discover the name of the spell and its effects. This does not enable you to cast the spell, although such knowledge might indicate that you already know a spell with the same or similar effects. Once you have deciphered the writing of the original manuscript and decided you want to add the spell to your repertoire, you must spend time trying to translate the information into a format that is useful and understandable to yourself.

Casting Spells

You must first select the spell you want to cast. All spells have verbal, somatic, and material (also known as essence) components. This means you must be able to speak and use your hands (and sometimes your feet) in order to successfully complete a spell. The verbal and somatic components of a spell serve as mnemonic devices, helping you navigate the mental hurdles required for channeling and shaping raw magic into spell effects.

Essences: You must also possess some of the element to which the spell belongs within your magical aura in order to initiate the spell. If you want to cast a Fire magic spell, you must have the means of producing a spark or have access to an open flame. The same is true of the other elements. A Water magic spell needs a drop of water to initiate. An Earth magic spell requires a stone or a pinch of dirt or dust. A spell born of Air magic requires some of the air surrounding you, or perhaps your own breath.

Spellcasting Roll: To cast a spell, roll:

1d20 + Spellcasting Modifiers

Each spell has a Casting Threshold (CT). This roll is applied toward the CT of the spell you are casting. You perform the spellcasting roll each round until the total of all results equals or exceeds the spell's CT. Once this happens, the spell takes effect.

Spellcasting modifier includes the mage's spellcasting bonus and special modifiers.

Spellcasting Bonus: This is equal to your elemental wizard/sorcerer level in the appropriate element; for example, an elemental wizard of Air 5/Water 2 gets a +5 spellcasting bonus to every one of his rolls to cast Air magic spells, but just +2 when casting Water magic spells.

Essence: Using a fine essence grants a +2 bonus to all spellcasting rolls, +4 for exceptional essence, and +10 for holy. Conversely, a subpar essence incurs a -2 penalty, -4 for poor, and -10 for corrupted essence.

Metamagic Feat: Using feats such as Empower Spell and Quicken Spell increases or decreases a spell's Casting Threshold.

Racial: Pecwae excel in Earth magic. They gain a +1 bonus to spellcasting rolls when casting Earth magic spells.

Miscellaneous: Any condition ruled by the GM to help or hinder the casting, from

TABLE 3-3: SPELL FAMILIARITY AND TOTAL CT BY LEVEL

Spell Element	Concentration DC	Fort Save DC
Advantaged	12	8
Neutral	15	10
Disadvantage	Automatic fail	12

another mage's assistance (aid another) to minor distractions.

For example, Dugal, a dwarven Earth 3/Fire 7 elemental wizard, decides to *fireball* a taan war party. The spell has 66 CT. On his initiative, Dugal uses a small ember from his campfire as essence and begins casting. He rolls 1d20 and adds +7 as the spellcasting bonus for his elemental wizard level in Fire. Dugal tallies a 22 this round. On next round, he rolls again and gets a total of 12. He is at 34 after two rounds, or just a tick above half of what he needs to finish the spell. Dugal gets 16, 13, and 10 over the next three rounds, so he finally exceeds the CT on the fifth round with a combined sum of 73 for the *fireball* spell to take effect.

Spellcasting Strain: Channeling elemental magic is dangerous work, draining the mage both physically and mentally. For each round you spend spellcasting (including the first), you must make a Fortitude save. The DC is based on whether you are advantaged (DC 8), neutral (DC 10), or disadvantaged (DC 12) with regard to the elemental magic you are channeling. For each round after the first spent in casting, the save DC increases by +1. You take 1d4 points of nonlethal damage every time you fail this save. This damage does not interrupt casting, unless it is sufficient to cause incapacitation.

Botching: If you roll a 1 on a spellcasting roll, it is considered a botch (regardless of modifiers). If you are casting a spell of an advantaged or neutral element, you may attempt a concentration check at DC 12 for casting spell of an advantaged element, or DC 15 for neutral. Botching while casting a spell of a disadvantaged element means

the spell automatically fails without a roll.

A successful concentration check lets you apply the 1 you just rolled (plus any bonuses) toward the spell's CT and to continue casting on the following round. If you botch on what would have been the final round of casting and makes the concentration check, the spell takes effect normally. Failing the check means the spell fizzles and you must start all over again.

Whether you regain control or not, a botch always means you suffer spellcasting strain automatically without a save and take 1d4 nonlethal damage.

For example, Dugal is casting *bear's endurance* (CT 24), an Earth magic spell. On the first round of casting he rolls a 1. He is a 3rd-level Earth wizard and receives a +3 spellcasting bonus to his roll, but it is still a botch because he rolled a 1. Fortunately, Earth is a neutral element to dwarves so he can try to salvage the casting. Dugal rolls 17 for concentration check against DC 15. He is able to apply 4 points (1 + 3 spellcasting bonus) toward the spell's CT and continues casting next round, but takes 1d4 nonlethal damage from spellcasting strain.

Holding a Spell: You can choose not to discharge a spell on the round you complete casting. For every round you hold a spell, you must succeed on a concentration check at DC 10 + 1 per round on hold. On a failed check, you lose the spell and take a number of d4 in nonlethal damage equal to the rounds you held the spell. For example, Triana completes an Earth magic spell and decides to hold it. She has to pass a DC 11 concentration check the next round or lose the spell and take 1d4 damage. On the following round, the DC increases by 1 to 12 and potential damage goes up to

2d4. The difficulty and damage continue to rise every round thereafter until she finally releases the spell.

Void Magic Spellcasting: Channeling Void magic is very dangerous. For each round of spellcasting (including the first), you must succeed on a DC 8 Fort save. For every round thereafter spent in casting, the Fortitude save's DC increases by +1. You take 1d4 points of normal (not nonlethal) damage every time you fail the save!

Tainted by Void: As a Void mage, you are normally advantaged in your race's natural element (Air for elves, Fire for dwarves, etc.). Once you begin to cast a Void spell, you become tainted by Void. While tainted, you are considered advantaged in the Void element and disadvantaged in all other magical elements. While tainted, you cannot be healed by magical means. You must heal all damage (taken through casting and suffered through other means) naturally. Once you have naturally healed all damage, the taint is removed and you become advantaged in your race's natural element and can once again benefit from magical healing.

Some creatures and spell effects can taint their targets with Void magic. In these cases, the targets suffer the same penalties to healing and spellcasting as Void mages who are tainted by Void. Regardless of when a Void mage actually becomes tainted by Void, the last point of damage healed is always considered to be the one that lifts the taint.

Voluntarily Sacrificing Life Essence: Since Void magic is powered by the very life force of the spellcaster, it is possible for you to sacrifice hit points to the Void in order to finish a Void spell more quickly.

Spells cast in this manner activate on the same round in which you sacrifice life essence. By casting a spell this way, you need not worry about botching or making a Fortitude save. It is possible for Void mages, in desperate situations, to

cast entire spells by sacrificing their life essences to the Void.

The Void is a greedy partner. You cannot parcel out life essence a little bit at a time. To use this ability, you must either give all your life essence at the beginning of casting or make up the remainder at the end of casting. You cannot sacrifice life essence piecemeal in between spellcasting rolls. If you should fall unconscious or die because of sacrificing life essence to the Void, the spell is ruined.

Spellcasting in Armor: Armor interferes with your ability to make precise somatic movements, while visors can sometimes make it difficult for you to speak clearly and succinctly. Because of this, casting spells while wearing armor incurs a penalty to your spellcasting roll throughout. Mages wearing light armor suffer a -2 penalty to their spellcasting rolls. Those in medium armor suffer a -4 penalty, and mages donning heavy armor suffer a -6 penalty to their spellcasting rolls. A mage using the Still Spell or Silent Spell feat halves the armor penalty for casting. Using both can eliminate this penalty completely.

Interruptions During Spellcasting: You can be distracted during spellcasting. The distraction might be minor, such as having you elbow jostled, or as major as having a knife plunged between your ribs. An interruption is effective only if it occurs during the small window when you are actively going through the motion of casting a spell. Therefore, an attack just prior to you starting to cast a spell does not cause an interruption.

If you are distracted during spellcasting, you must succeed on a concentration check to maintain control of the spell. The DC is based on the severity of the interruption.

Attack: The quickest way to stop you from casting a spell is to cause you physical harm; taking damage while casting puts you in peril of losing the spell.

Your concentration check DC is 10 + points of damage taken + number of previous rounds spent casting your spell. If you fail the check, the spell ends immediately without taking effect.

Spells: Affecting a spellcaster with magic is another way to ruin a spell before it launches. Regardless of whether you made your saving throw, a damaging spell against you forces a concentration check. The DC is 10 + points of damage + number of previous rounds spent casting your spell. Spells that distract or interfere with spellcasters, but do not necessarily deal damage, force a concentration check against the hostile spell's save DC + number of previous rounds spent casting your spell. Spells without a saving throw have a concentration check DC of 10 + 1 per 20 points of CT + number of previous rounds spent casting your spell.

Some spells and physical attacks cause continuous damage (such as *flaming sphere*). Since spellcasting can last several rounds, continuous damage is considered to be a separate attack every round, each triggering a new concentration check.

Grappled or Pinned: Since all spells have somatic components, it is almost impossible for you to cast spells while grappled or pinned. When grappled or pinned while casting a spell, you are still entitled to a concentration check. The DC is 20 + the number of previous rounds spent casting your spell. Success affords you one more round of casting. Otherwise, the spell is ruined and you must start over.

Feats such as Still Spell enable you to cast spells even when grappled or pinned. If you are already casting a spell when grappled or pinned, you may decide to add the extra CT to the spell and continue spellcasting without a somatic component. You must still pass concentration checks for every round he is grappled or pinned, but the DC is reduced to 10 + the number of previous rounds spent on casting.

Vigorous Motion: When you are trying to cast a spell while being jostled, you must succeed on a Concentration check (DC 10 + the number of previous rounds spent on casting) or lose the spell. Examples of such circumstances include casting magic from the back of a moving mount, in a canoe on a choppy lake, during a moderate earth tremor. You must make this check for every round you are casting under such adverse conditions.

Violent Motion: A mage attempting to cast a spell in situations in which he is being severely knocked about must make a Concentration check (DC 15 + the number of previous rounds of casting) or the spell is ruined. Examples of such situations are casting magic from the back of a swooping hippogriff, while in a kayak sailing in whitewater, during an earthquake. You must make this check for every round you are casting under such adverse conditions.

Violent Weather: Casting a spell while exposed to strong winds with rain, sleet, dust, or snow requires make a concentration check at DC 5 + the number of previous rounds spent casting the spell. For extreme conditions like gale-force winds, hail, or blizzard, the starting DC increases from 5 to 10. Concentration check is made against a DC 10 + the number of previous rounds spent casting the spell. You must make this check for every round you are casting under such adverse conditions.

Casting Defensively: If you want to cast a spell without provoking an attack of opportunity, you have to keep a constant eye on enemies close at hand. This requires a concentration check at DC 15, with the caveat that rolling a natural 1 always indicates failure. The spell is ruined if you fail the check. Casting a spell provokes attacks of opportunity only in the first round of the act, when the spell is initiated. Casting defensively lets you avoid attacks of opportunity on the first round of casting.

Entangled: Casting a spell while caught

in a net, chained to a wall, bound with rope, or in a similar constrained situation requires a concentration check at DC 15 (and a natural 1 is always failure). You must succeed on the check for every round

you are entangled. Failing the check means the spell is ruined.





CHAPTER 4: RACES AND MAGIC



Telwin, Order of Scribe, to a colleague:

The novitiates speak of their dreams of glory and of battle. They tell how they are going to make themselves famous by solving the mystery of the Portals.

They never speak of days spent in quiet solitude, copying spells. No, that is not glory enough for them.

Where would they be without us scribes? In sad straits, I can tell you. We compile the records of their explorations. We record their battle spells.

We keep the cogs of magic's wheels turning. And do we receive any thanks? No. Only orders to work faster and better. It's almost enough to make me go out and burn a book.



HUMANS

The differing attitudes of humans regarding magic are born from each culture's diverse history, political climate, and religious movements. The humans of Loerem have an affinity for shaping and channeling Earth magic. Most humans, believing that magic comes from the gods, combine magic with religion, which varies from culture to culture. Although the major aspects of Earth magic are healing, protection, and construction, not all spells rooted in Earth magic are benign. Like any tool, magic is neither good nor evil. The morality for which magic is used comes from the will of the caster. Because of the potential misuse and abuse of magical power for diabolical ends, each culture has established laws and ethics to govern the utilization of magic. Each human culture's laws and attitudes toward magic may differ from the rest, but all are linked to some degree.

Vinnengaeleans

As a people, the Vinnengaeleans believe magic is a gift bestowed upon mortals by the gods. The majority of Vinnengaelean mages are members of the Temple of the Magi. The Church, founded some five hundred years ago, has come to dominate the worlds of religion and magic in Vinnengael. The Church teaches that the proper application of magic comes only from being educated at the feet of Temple mages, because if such is not kept in check and watched vigilantly, it may spiral out of control and wreak havoc upon the nation, akin to the disaster that destroyed Old Vinnengael. For the most part, the people of the Vinnengaelean Empire believe what the Church patriarchs tell them.

There are, within Vinnengael, mages of a more individualistic mind-set who decide they cannot abide by the rules of the Church and that they want to learn the art of spellcasting on their own. There are also mages in Vinnengael who secretly study Void magic. Such mages, known as "hedge

wizards," exist outside of the Church and therefore outside the law. Lawful-minded Vinnengaeleans are wary of such outlaws, and are quick to report man or woman spellcasters who do not don the identifying robes and trappings of a Revered Magus from the Temple of the Magi. When a hedge wizard is caught, he is usually turned over to the local Revered Magus of highest rank, or to Church authorities (if in a large town or city). Depending on his crime, the Church authorities either try to persuade him to join the fold or recommend a suitable punishment. Foreign spellcasters who are not Church members are to visit the nearest Temple of the Magi upon arrival in Vinnengaelean lands, so they can obtain the proper documents that permit them to practice magic while within the empire.

Dunkargans

The King of Dunkarga is also the nominal head of the Dunkargan religion. Some Dunkargan kings have taken on both tasks, while others — most notably their current ruler, King Moross — leave the leadership of religion to powerful advisers. Unlike most of his subjects, Moross is a believer in the tenets decreed by the Temple of the Magi, and thus makes his decisions based upon the advice of the head of the Temple of the Magi in Dunkarga, Revered High Magus el'Kabir.

Dunkargans, by and large, take a less reverent view of magic than do Vinnengaeleans. Dunkargans believe the gods created magic. But the gods created trees and cows, as well, and like trees or cows, magic was put on earth for human use. Dunkargan religion is therefore separate from magic. Some Dunkargan priests use magic, but spellcasting is not a requirement.

Dunkargans have always treated magic as an object to be studied, learned, and shaped. Magic's mysteries are meant to be penetrated. For centuries, Dunkargan universities taught mathematics,

philosophy, history, language, and magic to children of aristocrats and affluent merchant families. The rise of the mage-guilds in Dunkarga removed the teaching of magic from the university, primarily for economic reasons.

During the time of King Tamrond II of Vinnengael, the Temple of the Magi sent missionaries to Dunkarga and established a foothold there. Never fully accepted by the Dunkargans, the Church worked hard to gain a following. The universities and mage-guilds fought with the Church over the proper teaching of Dunkargan mages, and who was or was not qualified to wield magic.

Dunkargan mages believed whoever wanted to practice magic should be permitted to do so without having to join the Church. Dunkargan mages affiliated with the mage-guilds were offended by the "hedge wizard" label that the Revered Magi bestowed upon a practitioner not educated by the Church. For their part, the Temple of the Magi believed any uncontrolled, unauthorized use of magic would lead to a chaotic society. They pointed out, with some justification, that magic was misused for evil in Dunkarga and very little was done to stop it.

The mage-guilds were forced to concede this point and for many years, an uneasy truce existed between the Dunkargan government and Church officials. During the reign of the legendary Vinnengaelean king, Tamaros, and the creation of the magical Portals, the Church made considerable headway in changing the opinions of Dunkargan mages toward magic, for the gods obviously favored Tamaros and his charges. The Dunkargan people at large were not so easily convinced, however, and with the subsequent destruction of Old Vinnengael, the Church presence in Dunkarga collapsed. Their power base destroyed, the Church leaders in Dunkar were thrown into turmoil. The Dunkargans could not help but notice

the gods had not come to the rescue of Old Vinnengael, nor did they come to the rescue of Church officials in Dunkarga.

The current Dunkargan king, Moross, is a devout man, and under his rule the Temple of the Magi has risen in stature once again. Illiem el'Kabir, the present Revered High Magus and Dunkargan by birth, was trained at the Temple of the Magi in New Vinnengael. An intelligent man with a forceful personality, the Revered High Magus holds considerable sway over King Moross, so much so that some whisper the High Magus is the true ruler of Dunkarga.

The common Dunkargan cares little about any of this. He is aware of the existence of magic. However, he does not see magic as something that impacts his everyday life and he certainly sees nothing mystical about it. Dunkargans do not discriminate between one type of magic and another. The practice of Void magic is not outlawed among the Dunkargans, although those who use it are generally shunned or watched with suspicion. Because of this, Void practitioners working in the open are rare, although they are more plentiful in Dunkarga than anywhere else in Loerem.

Karnuans

Karnu is a military state. Every Karnuan citizen is required to serve in the military. From childhood forward, all Karnuans are trained to be soldiers first, all other pursuits second. But to say the Karnuans aren't a religious lot is inaccurate. Caliph Krana Dhur, like his predecessors, has effectively combined his people's fervent nationalism and his country's military might into a strong religion. Instead of worshipping the gods that others believe to have created the world, the Karnuans exalt national heroes, generals, and past caliphs. All the power of the Karnuan religion rests with the caliph.

Karnuans, like their Dunkargan cousins, do not associate the use of magic with gods. Gods may have created the

world and magic, but it was the Karnuans who learned to use it. Just as the gods may have provided Karnuans with iron, it was the Karnuans who forged the iron into swords. The way the Karnuans see it, the gods have done nothing for Karnu that the Karnuans have not already done for themselves. Besides, there is no proof that a belief in great mystical beings that affect the destinies of mortals is anything but erroneous. The orks merely babble about superstitious omens as their evidence. Nimrans and Nimoreans have deluded themselves into thinking that quietly praying for divine influence will enable them to negotiate better with their trading partners. The elves never speak plainly, so it is impossible to ever tell what their true beliefs are, and the Vinnengaeleans will lie about anything simply to save their own hides.

With these attitudes prevalent in Karnu, it is little wonder that Karnuan mages are trained for war. To this end, some are learned in the healing arts, while others excel at combat. It is not uncommon to see Karnuan mages wielding swords or hammers, sometimes with as much efficiency as they wield their magic. The Karnuans have made a special study of magic in warfare with two important conclusions: (1) war-wizards cannot lend magical support if they are dead, and (2) it is wasteful to hold a force in reserve just to protect spellcasters. Therefore, mages must be able to defend themselves on the battlefield.

Karnuan war-wizards are some of the most feared mages in Loerem. They are held to be even more powerful than the famed battle mages fielded by the Temple of the Magi during the reign of King Tamaros of Vinnengael. While this is arguable, Karnuan war-wizards are skilled in the use of arms as well as magic, and can unleash a vast array of devastating magic before charging headlong into hand-to-hand combat. Rumor has it that

one entire regiment of Karnuan war-wizards is dedicated to the use of Void magic. Karnuans countered that such "unfounded" speculation was started by the Vinnengaeleans after the disastrous battle of Delak 'Vir and should be discounted. The goal of battle is to win, and preserve your forces in doing so. Casting Void magic can severely weaken a mage's usefulness on the battlefield, the Karnuans contended, especially since the damage he suffers from Void-magic casting cannot be magically healed.

Neither mage-guilds nor temples are permitted in Karnu. Both have been deemed divisive to the unification of one strong Karnuan state. Temples that existed prior to the civil war with Dunkarga have been demolished and replaced with barracks. Every major city in Karnu is host to an Academy for the Study of Magic, sanctioned by the monarchy. The training of young men and women at these institutions is grueling, with a much greater difficulty than that for a regular foot-soldier. Since the training of war-wizards is so costly, war-wizards rarely retire from military life. Veteran war-wizards make worthy military advisers, law officers, and in some cases skillful field commanders. Like all Karnuans, those war-wizards who do leave the service are expected to keep themselves ready to be recalled for active duty. The profession of choice for retired war-wizards is to teach at one of the Academies for the Study of Magic.

The unauthorized and unregulated use of magic, of any type, anywhere in the Caliphate of Karnu is not tolerated and may be severely punished by Karnuan authorities.

Nimrans

The Kingdom of Nimra is believed to be Loerem's oldest human civilization, having existed as it does now for more than two millennia. The Nimran religion and their religious association with

magic goes even farther back in Nimran history. Although there are slight regional variations in dogma, the Nimran belief that the gods are the wellspring of all magic is a common bond that binds all Nimrans in one faith. The Nimrans believe magic is a gift bestowed unto the races of Loerem with the understanding that misuse can bring down punishment from the gods themselves. Fearing to invoke the wrath of the gods, the Nimrans are very private about their religion. Since they strongly associate with the Earth Mother, Milakk, and worship her almost exclusively, the Nimrans build all of their temples underground and restrict entry to only recognized members of the community.

All Nimran priests and priestesses are required to be wielders of magic and all are deeply involved in religious life. Their children are born and raised within the temple community and most go on to become priests and priestesses like their parents, although this is not required. A child reaching the age of majority may choose to leave and enter the outside world. Many become semveci, or "watchers." Semveci are the only Nimrans appointed to high ruling positions, with women achieving the highest ranks. The Nimrans, as a nation, have always been ruled by a queen, and she serves as the supreme semveci.

While Nimran priests and priestesses live cloistered lives within their temples,

the semveci travel about Nimra and into other lands, helping the injured, comforting the infirm, acting as teachers, advisers, historians, and storytellers. While most Nimran mages are semveci, magic-use is not restricted solely to their ranks. Anyone in Nimra can learn magic. Studying magic is viewed as a way to benefit the community and is therefore considered a pious act. Thus, most Nimran mages concentrate on the healing and construction aspects of Earth magic.

One of the semveci's duties is to visit nonsemveci mages to ensure that these spellcasters have not been corrupted by malign influences (namely Void practices), or that they have not used their magical powers to do harm to others. The Nimrans value and cherish all life, even the lives of those who cause pain to others. Rarely does a Nimran spellcaster fall away from his beliefs and turn to evil. Rather than return evil for evil, the semveci do not punish a strayed spellcaster but try to bring him back into the fold. They attempt to divert him from a path that they know will ultimately lead to sorrow and death. If they cannot dissuade the individual, they banish him from their community. Since the rogue mage might pose a danger to others, he is branded on the face with the symbol of a skull, so that all who meet him are forewarned.

Religious practices differ from one region to another in Nimra. Many remote Nimran tribes have never seen, or are completely unaware of, the great cities



of Neyshabur and Kaltay that were built centuries ago. For these isolated Nimrans, time stands still. Their lives have not changed in the last thousand years. It is among these isolated groups that ancient practices of Earth magic can still be found. Tribal rulers rely on strong wizards to aid them in battle. Because these primitive people hold all magic in fear and awe, and because they have not been taught that the gods abhor the use of evil magic, forbidden spells are more likely to be performed in such remote areas, including Void magic.

Any foreign mage in Nimra is visited by semveci almost immediately upon arrival in a town or city. This is a nominally social visit and may include the giving of gifts to welcome him to Nimra. Beneath the friendly exchange, the semveci will assess the stranger closely. If they see any signs that he is tainted with Void or has knowledge of forbidden magic, he is escorted to the edge of town by armed guards and ordered not to return.

Nimoreans

Like their Nimran cousins, Nimoreans strongly associate magic with their religion, believing Milakk is the source of all Earth magic. Nimoreans are more open to various sorts of magic, but because they live and work closely with the elves, Nimorean mages are less inclined to resort to spellcasting than mages of other races. Worship of gods associated with other forms of magic is not uncommon among the Nimoreans, although the majority still exclusively reveres the Earth Mother.

The Nimoreans do not adhere to the tradition that all priests and priestesses are born to the use of magic. Those wishing to study magic are encouraged to develop their skills for the betterment of all Nimoreans and devote themselves to the service of a temple, but they are not required to do so. Practitioners of the arcane art are numerous in Nimorea, making life easier for those living in the harsh climate

of this mountainous region.

Although they are a deeply religious people, Nimoreans take a more practical view of magic than do their Nimran cousins. They are more likely to tolerate destructive magic, aware that in some instances the soothing word must make way for the sword. They do not tolerate Void magic, which deals with Death, and they are far less gentle in their dealings with Void practitioners than their Nimran cousins.

Entrance into Nimorean temples is restricted to Nimoreans only, except in extreme or very special circumstances. They do not wish to try the patience of the gods and risk defiling their holy sanctuaries by permitting foreigners to enter. Magical texts in the temples are kept for the use of the priests and priestesses. No one else, not even other Nimoreans, are permitted to see them. Because Nimoreans tend to travel to other parts of the world more frequently than do the Nimrans, the Nimorean temples are said to have collected veritable treasure troves of knowledge pertaining to all types of magic. Nimorean priests and priestesses will pay well for books on magic. The largest of these libraries is at the temple at Myanmin.

Recently, under the influence of their Dunkargan neighbors, mage-guilds have begun to proliferate in Nimorea. The guilds were founded because mages not affiliated with the Nimorean priesthood needed a place to meet and exchange ideas, buy and sell magic paraphernalia, and find resource materials. The mage-guilds are very good about policing their own, and have not yet come into conflict with the priests.

As more Nimoreans are traveling abroad, the use of Void magic is becoming a growing problem among them. The Nimorean temples, along with the mage-guilds, are doing all that they can to remove Void cultists and practitioners from their society. Because of this problem, they act swiftly to arrest and remove any

mage, native or foreign, caught using Void magic. Accused Void-users are tried before a tribunal of priests. Guilty parties are put to death.

Foreign elemental mages are treated with causal courtesy in Nimorea, so long as they respect the customs of the Nimorean people, particularly in regard to the privacy of their temples.

Trevenici

Unlike other human cultures of Loerem, Trevenici spellcasters are extremely rare. In the Trevenici mind, magic is a gift of the gods to those too weak to wield a sword. The Trevenici consider that the use of magic is logical for those with no other means of defending themselves, but it is not right for a Trevenici to relegate to such cowardly means of fighting his enemies.

Even healing magic is seldom used among the Trevenici. They are a hardy people, but the entire population and the Trevenici way of life might have died out if they had not developed a symbiotic relationship with a race of humanoids known as pecwae, who have vast knowledge of Earth magic. Trevenici provide the pecwae protection, both at home and abroad. In return, the pecwae perform magical services for the Trevenici.

The pecwae supply the Trevenici tribes with magical aid whenever it is needed. The spells cast by the pecwae are almost always healing or constructive in nature, usually having to do with plants and animals or the creation of the marvelous pecwae jewelry that is so highly prized by other races in Loerem. The Trevenici would never under any circumstances turn to the pecwae for any type of martial magic.

Trevenici are usually cool toward mages other than pecwae. Trevenici who have befriended mages of other races tend to ask awkward and embarrassing questions about spellcasting. The Trevenici may loudly criticize the mage's reliance on spellcasting, and will constantly attempt

to wean the mage away from his magic by urging him to perfect his skills in other, more acceptable professions.

Trevenici who decide to study magic are treated as outsiders. While they may prove useful to the community, they are considered highly eccentric, if not dangerous, and are given a wide berth. Those Trevenici spellcasters usually end up living alone, on the outskirts of their village, lending aid when they think it appropriate. Trevenici wizards are rarely, if ever, asked for help from other tribe members. There have been stories of Trevenici spellcasters who have become respected elders of their tribes, but these Trevenici have been able to wield a weapon as well as any of their tribesmen, and restricted their magic to healing and other spells beneficial to the tribe.

Trevenici who discover a mage using his talents to do harm do not argue or ask questions, arrest him or try to convert him. They simply kill him.

DWARVES

Dwarves believe they are descended from the wolf, an animal not noted for its skill in the magical arts. Seeing the wolf live its life free of magic, the dwarves do not see much reason for using magic in their lives. Dwarves do take note that the wolf fears only one element and that element is Fire. Because the wolf respects Fire, the dwarves have also come to revere Fire, an element that can both sustain life and take it.

Down through the centuries, the dwarves have become adept at the use of Fire magic. Just because they are proficient with it, however, does not mean they rely on it. Dwarven mages, regardless of whether they are clan or unhorsed, see themselves as productive members of dwarven society first and mages second. Magic is considered a secondary ability, used to aid the completion of a dwarf's daily labors. For instance, a smith skilled with Fire magic might use a spell to light

his forge or heat it to high temperatures. A herdsman might use Fire spells to quiet his horses for the night.

Neither the clan dwarves nor the unhorsed have schools for teaching magic to aspiring mages. Magic is self-taught, with little or no help from other mages. Dwarven mages are an independent lot, and they believe since they had to teach themselves magic, everyone else should have to do the same. Rumor has it that this practice is starting to change. A new clan chief is said to believe Fire magic would aid his people in battle against other races—most notably humans. He is said to be gathering together a cadre of Fire mages and giving them the task of passing on their knowledge to other clans. Dwarves deny such rumor.

The dwarves do not have an organized religion, no central body or authority that guides religious thought. Instead, certain basic themes, mainly dealing with the wolf, run through the dwarven faith. Each clan builds off these themes, creating a mythology unique and sacred to its people.

Only one task is considered sacred by the dwarves—the nightly lighting of the Clan fire. That task is always performed by the eldest Fire mage in the clan. As the elder nears death, the ceremonial rite is passed down from one Fire mage to another, and it is the only education evident between any two dwarven mages.

Spellbooks are rarely found among the clan dwarves. The dwarves have a written language, but since a dwarf must carry all he owns on horseback, he is keenly aware that a book (or collection of books) takes up room that might be used for food, water,

or other necessities. However, dwarven wizards, much like wizards of other races, must face the fact that they cannot memorize every spell useful to them. To solve this problem, Clan dwarf mages embroider their spells into their garments. Once the dwarven mage knows a spell on an innate level, he tears out the stitching of that particular spell to create room for new spells. This can present new problems for the mage, since spells embroidered into clothing are subject to destruction should the spellcaster's garments be harmed in anyway.

Since one of the aspects of Fire magic is divination of the past, dwarven Fire mages are the historians for their clans, using their spells to look back in time to discover the truth about past events. This can be important in determining which clan was at fault in a blood feud, for example, or discovering the truth between boundary disputes. Such determinations can either start wars or stop bloodshed.

When spells enabling a mage to look back in time are lost, it can put a dwarven mage's clan at risk. To insure against destruction, dwarven Fire mages have taken to replicating past-divination spells on more than one garment.

ELVES

The elves believe that magic springs from the gods, whom they term the Mother and the Father, divine beings from whom all elves are descended. According to elven tradition, magic is the tool that the Mother and the Father used to create the world. For mortals to tamper with such a divine tool is believed to be highly dangerous,



almost sacrilegious. Magic's workings are unfathomable, chaotic, and destructive to the well-ordered elven mind.

That said, elves understand magic is highly useful both in warfare and in daily life. Since other races utilize magic, the elves would be foolish to leave themselves vulnerable to an enemy by renouncing the use of magic. Faced with this conundrum, the elves had to devise a means to use the power of magic without seeming to do so. Thus was created the mysterious elven order of mages known as the Wyred (pronounced "weird").

The Wyred are elves who study the ways of magic and use it to further the aims of their families and Houses. Although the Wyred are often responsible for the very survival of the family or House, they are never acknowledged and publicly reviled, if secretly rewarded. Wyred are never formally lauded for their abilities. Non-magic-using elves do not acknowledge the presence or even the existence of elven mages. The worst insult one can offer an elf is to accuse him of using magic or of having magic-using members in his family (regardless of the accusation's veracity). Such comments have led to bloody and unending feuds.

Although they operate outside the bounds of elven society, the Wyred are expected to acquiescent to the strictures of elven society. They are to honor and serve their families, but remain secret and aloof from those families. The Wyred are separated from their families when they are very young (usually between the ages of three and four years) and taken to a mysterious location to receive their training. When their training is complete, the now-adult Wyred are sent back to either their families or House to enter into service. By this time, the Wyred is a complete stranger to his family. He has siblings he has never met (and who may not be pleased to meet him!). Family members, perhaps even his parents, may have passed on without his

knowledge.

The most important aspect of Wyred training maintains that a Wyred's first duty is to his family and his House. Such loyalties take precedence over bonds developed among the Wyred themselves. Wyred may form deep, abiding friendships or even fall in love with each other during training, but when each departs to take up his or her familial duties, those friendships and trysts might well end in war, as they find themselves on the opposing sides of a conflict.

Of all spellcasters on Loerem, the Wyred undoubtedly pay the highest price for their magic in terms of personal comfort and relationships. The life of a Wyred may be lonely and barren, for Wyred are not considered suitable candidates for marriage by elven parents. Understanding this reluctance, the elders of the Wyred has begun to offer a substantial dowry for their people—a dowry so tempting, it often encourages even noble families to permit a fifth or sixth child lacking other prospects to wed one of the mysterious mages. The Wyred have a good reason for such generosity, for they have discovered that skill in the magic art runs in families. Having also discovered that interbreeding among the Wyred tends to dilute the talent in magic, the Wyred generally refuse to permit marriages between mages.

Honored Ancestors

Every elven family has an honored ancestor, who voluntarily leaves the eternal family of the Father and Mother to return to the living and offer them counsel and guidance. Every elven household has a shrine setup to honor this ancestor. Even when traveling, the elf may take the means to construct a small shrine with him and may sometimes be seen consulting with the ghostly presence. Since the elf would regard this as spying, the person witnessing this ceremony is warned to leave and make no mention of it.

Other races view this practice with curiosity, suspicion, or outright hostility. The Temple of the Magi is divided on the practice^{3/4}some see it as consorting with the undead, while others take a more lenient stance, pointing out, rightly, that the elven ancestor is not dragged back by magical means but returns of his or her own free will. Orks consider the practice rude, since the elves keep pestering someone who has passed on to the next world. The elves point out that if an honored ancestor decides to leave the family and return to the Father and Mother, the ancestor is free to do so. Another ancestor usually volunteers to fill the vacancy.

Because the honored ancestors can draw on their own past wisdom and experiences, their counsel is highly valued by the living. Reliance on the counsel of the honored ancestor may or may not be justified. The honored ancestor sometimes has his own agenda and may try to persuade the living to take a course of action that is not beneficial to the elf, his family, or his House. The advice of an honored ancestor may always be ignored, but only by risking the ire of the ancestor and its probable departure.

Honored ancestors cannot see into the future. Since an honored ancestor cannot manipulate objects in the physical world, it cannot perform magic or undertake any other physical task for the living. Never, to anyone's knowledge, has there been an honored ancestor who was a member of the Wyred. Rumor has it that the spirits of dead Wyred return to the mysterious place where the Wyred undergo their training, but what it is they do there is unknown.

ORKS

Orks liken magic to the sea. Magic is unpredictable and can be very dangerous. Magic can also be bountiful, helpful and beneficial. Orks gladly reap the rewards magic can bestow, but are continually wary of the perils that lurk beneath its surface.

Orks mingle magic and omens to formulate their religious beliefs. All orks are believers in a synchronicity between events, a bridge between the mundane and the important. In short, orks are a superstitious people, devout believers in omens and portents.

According to most orks, the gods take a great interest in Loerem and its people, but will not directly interfere in the lives of the people, since this would violate a person's free will. Because the gods love the orks so much, they are unable to resist tossing out little hints here and there as to which path the orks should take. Orks constantly watch for these omens, and rarely make an important move without first studying to see what the gods might have in mind.

Sighting an omen is easy; interpreting its meaning can be difficult. Although all orks can attempt to interpret omens, most agree that trained shamans are best suited for such serious business. Shamans are the orken mages and holy men. Every orken ship has at least one shaman onboard, if not more. Omens may portend good fortune or warn against evil. The orks know that if an omen can be recognized and interpreted in time, it is possible to take action to counter or minimize the evil or to take advantage of the good.

Orks who want to become shamans are apprenticed to an elder shaman. Training as an apprentice involves memorization of commonly encountered omens (for example, a red streak running vertically down a pregnant ork's belly means she is going to give birth to twins). The apprentice shaman learns the proper rituals used to avoid creating evil omens of one's own, while studying the various rites required to use magic safely.

Ork who are not trained shamans can still practice magic and may try to interpret omens, but they are not to be trusted. The interpretation of omens separates orken shamans from other orken mages. The shaman must learn to interpret

omens correctly, for if he does not, he is labeled a “fork-tongued crow,” a teller of falsehoods. Such a shaman is reviled and may be shunned, cast out, or even slain. Thus, shamans often remain with their mentors even after they have completed their training, learning all that they can from the elder ork, until the mentor has died and the apprentice takes over in rank and duties. The bond between a shaman and his mentor is a strong one, stronger even than the bond between a parent and a child. If an apprentice decides to leave his mentor and go out on his own, the two will maintain in touch, usually through magical means.

As orken mages gain in power they are able to branch out into other forms of magic. Orks tend to frown upon the use of any other magic than that of Water. This distrust of other elemental magic is a tricky subject. Mages understand there are benefits in studying other sorts of magic. However, they try to shield the casting of other sorts of magic from the view of their orken brethren. Orks who are notorious for using other forms of magic are believed to be a little “touched” in the head, and aren’t to be trusted.

The leader of the orken people, the Captain of Captains, keeps a retinue of ork shamans specializing in casting other forms of magic, including Void magic. The orks honor these shamans, since all know that they do this against their will, out of loyalty to the Captain of Captains.

Orks tend to be receptive of foreign mages, even those who practice Void magic, so long as they leave the orks alone. Any foreign mage attempting to use magic on an ork for any purpose, even healing, will find himself in a great deal of trouble if he has not received permission from the ork, who, of course, must first check the omens.

PECWAE

Pecwae are not a religious people, and

do not attribute magic to the gods. They believe every living thing is magical and that magic was in the world before the gods found it. All pecwae are strongly associated with the earth and Earth magic, but their very laidback disposition ensures the pecwae will never rise to prominence in the field of magic.

The hard-working Trevenici considered the pecwae to be lazy, for the pecwae would much rather create lovely works of art than till the land. Pecwae have no ambition, no lust for power, no desire for wealth. Small and weak, they are cowards by nature and will flee at the first sign of danger. The use of magic in combat is completely foreign to them.

The head of a pecwae village is the oldest of the village’s family elders. The other elders serve in an advisory capacity to the village leader. Pecwae life is simple. They tend to live from moment to moment, rarely worrying about the future. Rare is the pecwae who decides to leave the village for parts unknown, although some adventurous youths often travel with Trevenici warriors. The pecwae approve of this, knowing the youths will return (if they survive) with new-gained wisdom, patience, and a love for life.

Magic lore is taught to pecwae from the time they are old enough to walk. Pecwae teach magic in the same leisurely manner that they do everything else. Spell-learning takes time, it is not rushed. Each spell must be mastered before proceeding to the next. Having no written language, the pecwae do not learn spells in the “normal” manner. Village elders pass what magical knowledge they possess on to the youths through means of legends, parables, stories, and songs. Each generation of pecwae is expected to do the same for their offspring.

While mages from other races study or develop complex formulae to help them cast spells and keep their spells written in spellbooks, the pecwae use music and song

to help them remember and cast spells. Pecwae possess beautiful voices and their music can be soothing and haunting at the same time. Some Trevenici claim they can tell the type of spell a pecwae is casting simply from the tempo and pitch of the song he sings. Pecwae mages must still use elemental essences to cast their spells.

Since magical knowledge is handed down by word of mouth, some spells may be lost over time, but pecwae know there is wisdom to be gained in seeking and discovering lost magic. Since most pecwae consider magic to be as natural as eating or breathing, they rarely devote their lives to its study. Occasionally, one might come across the odd pecwae who has dedicated his life to magic, experimenting with and formulating new spells and rediscovering old ones.

Pecwae also have a strong affinity for animals. Pecwae will not cast nor teach spells that coerce plants or animals to do their bidding, but instead use them to benefit the target. For example, a pecwae with a squirrel friend might cast *command animal* if he is worried that the squirrel might be in danger. The pecwae would not use the same spell to rid a Trevenici house of animal visitors, even if they are annoying. Pecwae do not normally teach or use lethal combat magic. Damaging spells are cast only in the most dire of circumstances (i.e., life or death), and are taught with great caution.

TAAN

Shamans are the only taan permitted to use magic spells. Casting spells differs from the type of magic warriors use, which is not considered spellcasting, but magic that comes from the enchanted stones embedded in their bodies.

Anyone other than shamans who attempt to cast Void magic invite the wrath of Dagnarus and his shamans. Few taan break this law, due to the fact that any young taan who are talented in Void magic are

sought out at an early age and apprenticed to a shaman. Although warriors respect the shamans, the warrior class disdains the use of magic spells, believing such magic to be unworthy of them.

The taan are advantaged in Void magic and disadvantaged in all other elements. The taan have given themselves over to the Void and consider themselves children of the Void. Taan may become elemental mages, but rarely do so. Shamans who are skilled in other forms of magic are very highly respected, since they are known to have to work harder and study longer in order to utilize such magic. Taan shamans have been known to practice all elemental magic with the exception of Water magic. They distrust this form of magic intensely.

Some among the taan believe that since the God of the Rock is the Lord of the Void, all of his shamans should practice Void magic to the exclusion of all other elemental magic. Other taan scoff at this notion, pointing out that the taan should use all forms of magic if that makes them stronger against their enemies. Conflicts between these two differing viewpoints have continued since Dagnarus first brought them to Loerem. Arguments have deteriorated into magical duels, with shaman pitted against shaman, releasing devastating spells upon one another in order to prove their points. Dagnarus encourages these competitions, believing they make his shamans stronger.

The taan are highly efficient spellcasters. Shamans enchant stones with Void magic, then embed the stones beneath their hides in order to cast spells more quickly and with less chance of injury than would normally be suffered over the course of casting. Stones enchanted with Void magic are also embedded into the flesh of warriors to protect them from enemy attacks or to enable a warrior to unleash punishing attacks against the enemy. Warriors consider the use of Void magic in this way to be entirely proper, for the

magic of the stones merely enhances their own physical prowess.

Semi-precious or precious stones are preferred for use with stone enchantments. The taan also use agates and rock salt, since they have found that agates and rock salt are more accepting of certain enchantments than even the most precious gems. Shamans search to find perfect, flawless stones to use for ritual embeddings. If the stones are flawed, the shaman must decide whether they are worth using or if the stones will cause more harm than good. A flawed stone may fail at a critical moment, leaving the shaman or warrior in dire straits.

Magical healing is impossible for the taan (unless it is accomplished by using Void magic), since they are all considered to be tainted by the Void (even those who are not shamans). This makes healing from both spellcasting and battle a long

and painful process, but one that the taan relish.

Taan spells are not written down in great tomes like those of human wizards. Instead, taan shamans prefer to write their spells on the tanned hides of animals or the preserved skins of their adversaries (usually orks or humans). The shamans carry these scrolls with them, in packs that hang from tethers tied to their belts. Upon coming to Loerem, the taan discovered the art of tattooing. They learned that they could punch potent dyes beneath their hides, leaving designs and markings behind. Some shamans have taken to keeping spells they have created in this way, as well as spells that they want to have close at hand for easy reference. The tattoos are placed on areas of the body that are not marred by ritual scarification.





CHAPTER 5: MAGES, MONARCHIES & MONEY



Guild Master Sekim ibn Alakir, Serpent's Tongue Mage-Guild

*A mage's greatest strength and strongest defense
is not his prowess but his reputation.*

*We dress as wizards because that is how we are expected
to dress. When we look the part we gain the respect that is
commensurate with the part. The soldier has his sword; we have
our rings and chains of office. They mark us as powerful men.
The lowly should be wary that they do not anger
us, for we control the power of the gods!*



Three major institutions govern magic on the continent of Loerem. These are the Temple of the Magi, mage-guilds, and the Wyred. The first two are human in origin, ostensibly created to teach spells and proper casting techniques, give wizards access to libraries of magical information, and introduce them to others who share the same aspirations. In reality, the Church and mage-guilds regulate the use of magic. The Wyred was created by the elves in order to extract potentially dangerous spellcasters from common society, take from them rights and privileges given to most elves, and keep them constantly under surveillance. The most important function of all three of these institutions is to maintain control, in their respective societies, of who uses magic, where, how, and when.

Predictably, humans were the first to

turn magic into a business. Healers peddle their wares in market squares and on street corners of all cities, towns, and villages in human lands. Visitors should be wary of these, since many supposed healers are charlatans, out to bilk hopeful or needy consumers with fake potions. Some may actually have healing skills, but these tend to have more to do with herbs and common sense than magic. Those who require healing in Vinnengael would do well to go to the official, Church-sanctioned Houses of Healing. The Church never denies healing to anyone. Fees are based on the ability to pay and on the complexity of the services rendered.

Houses of Healing in Karnu are run by the state. Foreigners are treated, but without much enthusiasm, and the fees charged may be exorbitant. Mage-guilds handle healing in Dunkarga. These



establishments are well-run and efficient with set fees. Foreigners are not typically welcomed, but those with money will receive treatment, while those without means to pay are expected to perform services in exchange. In Nimra and Nimorea, the semveci perform magical healing. No payment is ever required, for the semveci consider healing to be a gift of the gods and thus do not take money for it. Donations are accepted, however.

Since elves refuse magical treatment for their injuries and ailments, they boast specialists skilled in the arts of medicine and surgery, complemented with peaceful recuperative retreats. Elves are reluctant to heal foreign races for the simple reason that they feel they know too little about them to do much good and fear that they might cause greater harm. Only an elf who has come to trust a mage (a great feat, indeed) will let himself enjoy healing magic (and never from an elven mage).

Orken healing techniques are considered outlandish and even dangerous by other races. These include playing loud and raucous music to frighten away the ill humors, filling the healing hut with noxious odors, smearing fish oil on the patient's body, pouring kelp concoctions down the patient's throat, dousing the patient in sea water, and other cures that seem far more likely to kill the patient rather than heal him. The orken methods have worked well for centuries, although some thought that the patient survives in spite of the treatment rather than because of it. Orks cheerfully accept healing from other races (with the exception of Karnuans), but often insist on having some of their own remedies applied as well. Those of other races injured in orken lands would do well to suffer in silence.

Dwarven healing arts are crude at best. The dwarves have no patience for those who fall ill or are injured, for if a dwarf cannot ride, he puts his entire clan in danger. Dwarves have some rudimentary

skill in herbalism, but if the patient does not recover within a day or two, the dwarves simply ride off and leave him or drop him off at one of the unhorsed cities for further care. In either instance, the patient is considered to be cast-out of the clan and may not return. The unhorsed have more skills in the healing arts, gained through years of having to care for their own. Being naturally private, independent and mistrustful, dwarves are not eager to share their healing expertise with non-dwarves and will do so only under dire circumstances. Magic is not wholly trusted by clan dwarves, and they will only accept magical healing if they are unconscious or have great faith in the administering mage.

Charlatans and other ilk of fake healers are a problem mainly in human lands. In Vinnengael, the local lords and the Church are accustomed to dealing with these individuals, who may be arrested and fined or even imprisoned if their wares or claims are found to be harmful. Hedge wizards (spellcasters practicing magic without the consent or the teachings of the Temple of the Magi) are considered outlaws only in Vinnengael, where hedge-wizardry is specifically banned. Church officials decide whether a suspected hedge wizard is pursued and punished. In these cases, local soldiers and levies are at the Church's disposal to bring the accused to trial.

Quacks and swindlers are fewer in Nimra and Nimorea, since these nations do not officially regulate magic. The semveci manage all issues in this area, first gently admonishing the person and then, should he not change ways, taking more drastic action. In Dunkarga, magic is an open market, although the guilds take it ill when someone (particularly an outsider) is seen profiting at their expense. Usually a payment to the guild is sufficient for them to turn a blind eye to shady dealings.

Because magic is an unregulated (for the most part) in Dunkarga and what is

now Karnu, mages once exhibited their prowess and dealt with rivals through spectacular magical duels. Since such encounters often resulted in extensive property damage and loss of limb and life, they have been banned in Karnu. Duels are still held in Dunkgarga, often between members of rival guilds. Duelists are financially accountable for any damage they cause to the public and surrounding property. Refusal to pay could result in a revocation of a mage's guild license and possible legal complications.

THE TEMPLE OF THE MAGI

Under the reign of the Vinnengaelean king, Hollorond, the Vastgorge Bridge was completed to open the overland route between Vinnengael and Nimra. Trade between Vinnengael and Nimra increased markedly. Many Nimrans came to study at the College of Wizardry located in the empire's capital, Vinnengael. Through this influx of new ideas, the College began to reevaluate its ideology and beliefs concerning magic. Prior to this, the College and most Vinnengaeleans had viewed magic as a part of nature, something to be utilized like the wood that grows in the forest, or the current of a mighty river that can be harnessed to run a mill. The devout Nimrans brought with them the notion that magic was tied directly to the gods, and that it was a force to be revered and respected.

Enthralled by this philosophy, the College of Wizardry became a hotbed of religious fervor. After a decade of debate, and a changing of the hierarchy in the upper echelons, the heads of the College of Wizardry issued what is now known as the Edict of Arcana. This edict affirmed that (1) magic is a gift from the gods to mortals; (2) the use of magic is a privilege, not a right; (3) mortals are not to use magic without first having a firm religious foundation to build upon. After the announcement of this edict, the College disbanded itself.

The Temple of the Magi, an institution dedicated to the gods and the study of magic, was established in its place.

The Edict's impact was felt immediately throughout the kingdom. Universities that included magic studies as part of the curriculum converted to the new faith. Wizards who taught at these institutions were given the choice of becoming part of the clergy or forfeiting their right to use magic. Magi who decided they would prefer to study magic without the guidance of the Church were labeled heretics and were jailed until they had recanted and recognized the divine authority of the Church.

As it happened, the change in the Vinnengaelean perspective of magic turned out to be beneficial to most of the populace. Temple missionaries were sent forth to educate the masses who had previously feared magic, to bring hedge wizards and folk-healers into the fold, and to make the use of magic safe throughout the realm. The Temple of the Magi was active in promoting religious beliefs beyond its borders, and missions moved into the Dunkargan Empire and into Nimra.

In Nimra, the Church was accepted as an offshoot branch of the Nimran religion. The Church hierarchs learned from the Nimrans, who were long known to be masters of Earth magic. In Dunkarga, however, the Temple of the Magi never did gain significant inroad. Jealousy of Vinnengael and its soaring wealth, as well as fear of Vinnengael wanted to rule Dunkarga, cast much suspicion upon the Church. Most Dunkargans saw Church teachings as yet another attempt by Vinnengael to subvert Dunkarga. The Dunkargan university and mage-guild systems had been long entrenched in Dunkargan society and were difficult to dislodge, especially where money was concerned. Still, the Church made some headway and is credited with cleaning up the corrupt mage-guilds of Armrah.

'Lin and Karfa 'Len, ridding them of mountebanks and Void practitioners. The Church educated the poor, fed the starving, and taught to youths the wonders of the gods' gift of magic. The heads of the magic guilds, meanwhile, saw how these efforts impressed the Dunkargan people. Fearing that the masses might come under the sway of the Temple of the Magi, they pressured the Dunkargan monarchy to curb the Church's growing influence. The guilds took measures to police themselves and set out to take care of their own poor and indigent.

After the destruction of Old Vinnengael, the Church's power throughout the continent waned. Inner turmoil rocked the institution to its core. Most of the heads of the orders perished in the destruction of Old Vinnengael. Central authority no longer existed to oversee the Church's far-flung branches. Worse, many mages were disillusioned by the destruction of Old Vinnengael and the sundering of its Portals.

Debate raged over what had caused the explosion. The devout maintained the gods had punished the Vinnengaeleans for their hubris. The more pragmatic held that the explosion had been due to the awful Void magic from Dagnarus and his armies, as well as the powerful elemental magic unleashed by the city's defenders. Adding those to the potent magic of the Portals, the combined supernatural force became uncontrollable. This theory was corroborated by survivors of the blast, who reported feeling strange eddies and fluxes in the magical currents just prior to the explosion.

Modern thinking now adhered to the later theory (the Second Edict of Arcana), but two hundred years ago most Vinnengaelean mages held fast to the religious view. They were upset that the gods would repay the mages' devotion with death and destruction. Like small children who think they deserve special

treatment just because they've been good, the mages claimed it wasn't fair and took their toys and went home, closing down the temples and leaving them abandoned. Others took the destruction as a divine punishment for their lack of devotion and strived to become even more devout, often to the point of persecuting those who held different beliefs or were lukewarm in their faith.

In regions where temples closed and mages departed, hedge wizards moved in to fill the void, practicing magic in the open, with the Church powerless to stop them. In larger cities such as Forden and Krammes, the Church's leadership was able to exert a calming influence over its members and the general population. They also retained some semblance of control on the use of magic in their proximities.

The struggle to reestablish the Church hierarchy took two decades, during which the Temple of the Magi almost did not survive. Civil war wracked the kingdom. Worship of the Void was on the rise everywhere and the practice of Void magic, long thought to be eradicated from Vinnengael, reappeared in force. Political struggles within the Church rendered it ineffectual to help with the political turmoil gripping the kingdom.

With the founding of New Vinnengael and the crowning of a new king, Ervan, born of an obscure scion of the Ildurel line (rumors floated that he was descended from a bastard son of Prince Dagnarus), the Church was able to begin rebuilding. Whatever his heritage, Ervan proved to be a courageous and wise ruler. A grand new temple was built in New Vinnengael, for it was agreed that the heart of the kingdom should also be the heart of the faith. The Heads of the Orders were reestablished. The lines of communication were restored to temples in distant places that had long been on their own. The reconstruction of the Church saw some of the old temples reopened, but a majority of them remained

closed.

Most important to the reorganization, the Church issued the Second Edict of Arcana. This edict announced that after much research and prayer, the Church hierarchy had determined that the gods had not acted to punish Vinnengaeleans by destroying Old Vinnengael. The annihilation came about because powerful magic had been allowed to spiral out of control, thus causing a whiplash that obliterated the city and ripped the Portals apart. These findings supported the Church's overarching belief that magic should be tightly controlled, and that strict laws must be emplaced governing magic-use and enforced with ruthless efficiency. All of Loerem had witnessed the sorrow and devastation caused by spellcasters not properly educated and merely feigning understanding. Most Vinnengaeleans readily accepted the edict and took comfort in it.

Church temples in Dunkarga and Karnu did not fare well after the fall of Old Vinnengael. When the tensions between the Karnuans and Dunkargans exploded into war, the leaders of the Church in the newly formed Karnuan Caliphate faced either conscription or execution. They were forced to abandon their bastions in Dalon 'Ren and Karfa 'Len and flee back to Vinnengael. The mages of the main temples in Dunkar and Armrah 'Lin, remained. While distrusted by the populace at large, the mages proved useful to the Dunkargan war effort. Revered Magi offered their aid as healers, and due in large part to their tireless work, Dunkargans survived the war in greater numbers than they might have done otherwise. This is probably the single most significant reason that the Temple of the Magi basilica in Dunkar still exists today.

Currently, Dunkargan support for the Temple of the Magi is tepid at best, even after so many years of relative peace. The Church temples in Dunkarga carry on

their original mission. Although facing diminishing numbers and authority, the Temple of the Magi in Dunkar and Armrah 'Lin are given grudging respect for the services they render. The present ruler, King Moross, is a staunch supporter of the Temple of the Magi and its teachings, and relies heavily upon the advice of the Revered High Magus Illiem el'Kabir. This could mean the rise of Church prominence in a land that has always been inhospitable to them.

In Nimra and Nimorea, the Revered Magi kept their faith after the fall of Old Vinnengael and carried on as usual. Since these temples were built as centers of learning to investigate the depth and breadth of the magical experience as embodied by the Nimrans and Nimoreans, the temples were little affected by the strife. They remained in touch with the various larger temples in Vinnengael but refused to get embroiled in politics, staying independent and outside the internal fighting. Their independence has tapered in the years since the Church's revitalization.

The first goal of the newly rebuilt Church was to re-entrench its beliefs and teachings throughout the Vinnengaelean Empire. The Church was also determined to crush the practice of Void magic and wipe out Void worship. Upon investigation, the Church blamed the rise of Void magic on the Dunkargans, who were doing little to halt its practice and proliferation, as Void cults has spread from Dunkarga like a plague. The Church cracked down on unauthorized magic-use in the large cities containing major temples. Through savvy political maneuvering, the Temple of the Magi was able to persuade the emperor to grant them sole legal authority and jurisdiction in matters involving magic, outranking all local magistrates and any claims by local nobility.

Such a system works well for the most part, although there are occasional

conflicts between local authorities and the Church. In places where the Temple of the Magi does not have a branch or official to oversee such matters, the accused is usually imprisoned until such time that a Church inquisitor can be dispatched. Convicted hedge wizards usually end up joining the Church. Convicted Void practitioners are incarcerated or put to death—latter if their magic has been deemed to result in the death of any person.

In Vinnengael, the only recognized form of magical training is available through the Church or Church-sponsored tutors. Students wishing to study magic must join the Church and learn from the Revered Magi. Despite the Church's seemingly draconian measures to ensure its power base, most apprentices are glad to vie for the Revered Magi's acceptance. The benefits are exceptional: room and board, instructions from some of the best mages in the world, access to the vast knowledge within Church libraries. Many mages choose to remain within the Church temples, pursuing their work out of faith and a desire to serve, although they are not required to do so. Celibacy is not a requirement for any temple magi. Special housing is provided for married persons and their families.

The Church recognizes that not all those with magical talent are suited for ecclesiastical life. After a suitable number of years spent in study, Revered Magi may leave the Church, reside where they will, and even run private schools or business if that is their choice. The Church collects a yearly tithe of ten argents from Revered Magi who operate in the secular world. These tithes help support the mages of the Church who do their work for charity, such as the Order of Hospitaliers. Extensive records are kept by the various temples to identify those mages who have paid their tithes from those who have not. Delinquent mages are denied Church resources until their debts are settled.

Small towns and villages often have a small Church temple or shrine. These temples are usually devoted to the Order of Hospitaliers or perhaps the Order of Acolytes. The local lords are sworn to protect the temple and their Revered Magi. The Revered Magi, in turn, support the lord in times of need, serving in whatever capacity the lord sees fit.

Church Ranks

Every member of the Temple of the Magi deciding to stay with the Church must join one of eight orders: the Order of the Art, Order of Diplomacy, Order of the Watch, Order of Battle, Order of Instructors, Order of Scribes, Order of the Inquisition, and the Order of Hospitaliers. Each order has its own special role within the institution's infrastructure and each is directed by a Magus Provost. Every order has its own color, determined long ago when it was first formed. The color of the ceremonial robes worn by a Revered Magi corresponds to the order to which he belongs. Low-ranking magi are not required to wear such attire on a daily basis, but are expected to do so on formal occasions. Normally, magi display their order's color and their rank prominently, including a belt or sash worn around the waist or a badge of office hung around the neck. High-ranking officials tend to wear their formal raiment regularly, since it immediately marks their standing within the Church.

Order of the Art

Members of this order are the Church's innovators. Under the guidance of the Magisteria Appercept, they forward the art of magic through experimentation, examination, and the creation of new spells and enchantments. Such innovations keep magic alive and continually advance it ahead. Members of this order are usually the most adventurous of all Revered Magi, often embarking on quests to distant locations to investigate rumors of lost

magical knowledge, relics, and artifacts.

The Order of the Art was responsible for the daring expedition into Old Vinnengael, where they recovered the body of King Helmos and the silver-chained pendant that had once held the human portion of the Sovereign Stone. (Regrettably, they did not find the Stone itself.)

The Revered Magi of this Order experiment with all magical elements, except Void. They are the only Revered Magi actively pursuing levels as Air mages. Members proudly display the orange colors of the order in their everyday attire, sometimes offsetting the loud hue with muted yellows or white.

Order of Battle

The Order of Battle is perhaps the most well known of all Church orders. These Revered Magi were once feared across Loerem and are still highly respected for their abilities. Battle mages undergo the most strenuous training of any Revered Magi. They are schooled not only in the art of magic but martial skills, as well. They are equally comfortable wielding steel or sorcery, or both. The Crusader Marshal is the supreme commander of the battle mages, answering only to the Most Revered High Magus and the emperor. The Order of Battle is divided into companies, sent to guard every major Temple in Vinnengael. One battalion of the Vinnengaelean army is comprised entirely of battle mages. Battle mages are an impressive sight when encountered in full regalia. They usually appear in half-plate or full plate armor, covered by crimson capes clasped at the neck with gold brooches. Those at the highest levels don armor gilded with gold.

Order of Diplomacy

The Order of Diplomacy is a small contingent among the Temple of the Magi. Led by a Magus Provost known as the Diplomat, the Order of Diplomacy acts as a liaison between the Temple of the Magi

and the magi of other races and nations. The diplomats serve as a buffer for foreign mages visiting Vinnengael, shielding them from the full extents of Church law in minor disputes and misunderstandings. They also advise political diplomats. Although skilled in Earth magic, these mages are expert in Water and Fire spells that provide communication over long distances, as well as the divining of past events. Mages of this order are recognized for their flowing blue robes. Those with the darkest color robes are lower-level functionaries, while the Diplomat's garb is of the azure sky on a cloudless day.

Order of the Hospitaliers

The Order of Hospitaliers is responsible for magical healing, operating and maintaining the Houses of Healing, and ensuring the general good health of the populace. Because of the importance of their work to society and because their work requires dealing with large numbers of the population, this order has the most members, greater than all the other orders combined.

Hospitaliers perform their work throughout the Vinnengaelean Empire. Infirmarys are established in every city and town in the empire. Small shrines and temples staffed with hospitaliers are found in villages and along all the kingdom's major thoroughfares.

The King's Chirurgeon is the head of this order. Not only is he responsible for dealing with an immense bureaucracy — a job he usually delegates to minor functionaries — he also has the task of caring for the royal family. His quarters are inside the palace, and he accompanies the king in all his travel.

Order of the Inquisition

The Inquisitor General runs the Temple of the Magi's internal police — the Order of the Inquisition. It is the job of inquisitors to ferret out heretics of the society, but

especially among the Church's own and bring the accused before a council convened of all of the heads of the orders and the Most Revered High Magus, who determine guilt or innocence. Because of their stealthy ways, their penchant for spying and eavesdropping, and their ability to effectively ruin a person's life, inquisitors are the most universally detested and distrusted lot of the Church. Since part of their job is to locate and bring Void worshippers to justice, inquisitors are the only Revered Magi given sanction to study Void magic. This is not widely known, nor is it divulged. Inquisitors are closely monitored by the Inquisitor General and the Most Revered High Magus, in case a member should stray too far down the path of darkness. If this happens, the mage is reassigned to another order. Continued misuse of Void magic will ultimately result in the mage's termination.

Order of Instructors

The gray-robed academicians who teach temple novitiates belong to the Order of Instructors. Members of this order are tasked with preparing the acolytes for their magical training, as well as instilling in them a strong moral foundation to guide them in their studies and their lives. Children usually enter temple training at the age of eleven or twelve. For five to ten years, the instructors are the only parents that the students know, since the novitiates are rarely allowed visitors or to return home.

The children perform daily chores as well as acts of charity. They engage in moral debate, learn discipline, and develop their magical talents under the temple instructors until they choose to leave their studies and return to secular life, or join one of the Church's orders.

The Master of Acolytes approves the curriculum for all of the Church's universities of magic, located in each of Vinnengael's major cities. The Master of

Acolytes travels to each of these sites to assure high teaching standards, inspect the conditions of the classrooms and lecture halls, and assess the performance of the instructors. Only certified tutors from the Order of Instructors are permitted to teach magic outside of the Church's universities. These tutors are not as strictly regulated by the Temple of the Magi (although they are checked on from time to time) and are able to teach more specialized spells.

This order also provides tutors for the scions of the royal family.

Order of the Scribes

The Order of Scribes is led by the Most Learned Librarian. Although each major temple has a Librarian, the Most Learned Librarian resides at the temple in New Vinnengael. The brown-clad Order of Scribes is responsible for Church recordkeeping, the binding and rebinding of books, the collection of studies and notes from other mages, the safekeeping of said information, and maintaining the temple library. Mages of this order generally lead introspective, quiet, and studious lives. They do not often leave the confines of their respective temples. They are some of the most knowledgeable mages in the world, lending credence to the saying that ten Vinnengaeleans will know less in their lifetimes than one scribe will forget in his.

Order of the Watch

The Seneschal and personal attendant to the Emperor of Vinnengael is the Provost Magus of the Order of the Watch. This is a secretive sect within the Temple of the Magi and exists only in New Vinnengael. The exact number of this order and the identities of its members are known only to the Seneschal, the Inquisitor General, and the Most Revered High Magus. Members of this order protect the king and the royal family, and also serve as an internal spy network that enables the Seneschal to keep abreast of the politics of the royal court.



In addition, Revered Magi from the Order of the Watch are food tasters, making sure all entrees are safe for the emperor to consume. They maintain a close watch on the emperor's personal bodyguard, as well, to verify their unswerving loyalty. Since this order depends upon anonymity, it has no official colors, except for the green robes worn by the Seneschal himself.

The Ninth Order

Formally, there is a ninth order of magi, the Order of Portals, but it has become defunct since the splintering of the Portals and the destruction of Old Vinnengael. For a short time after the cataclysmic blast, magi of this order tried to recreate the rituals for the magical formation of the Portals to no avail. Because of their failure, the order forfeited its right to vote at Magi Council and lost their Provost Magus, too. Now, few mages see any reason to join the order. Those who do are dedicated and

very defensive of their position within the Church. They no longer attempt to recreate the Portals, but have now begun to map every portal stemmed from the explosion of the four main Portals, including the small "splinter" portals that may be only a few feet long. They produce maps of these portals for the use of their brethren, although occasionally one slips out into the general populace. Such maps are far from complete, hard to come by, and may be found for sale only in large cities. The mages of the Ninth Order have identified and charted almost two hundred different portals. These maps include information about when the portals are known to open or when they were last seen active. The Order of Portals was also responsible for the discovery that an unstable portal will not close completely should a living being enter it. One end might seal, but the other will remain open until the person or creature exits (they do close on undead).

The mages hope that more crucial discoveries like this will eventually elevate them to become a respected order again, and that once more their order will rise to the high esteem it commanded under the reign of King Tamaros.

MAGE-GUILDS

Mage-guilds are found primarily in Dunkarga, but they are quickly becoming more prevalent in the southern cities of Nimorea. The first mage-guild was founded soon after Dunkarga became a unified nation. It was sponsored by the University in Dunkar, an exclusive fraternity for those who specialized in magical studies. However, over the course of three or four decades, the mage-guild became better at teaching magic than the university itself and eventually achieved financial independence. It separated from the university and renamed itself the Wizard's Guild of Dunkar.

The mage-guild began accepting

students, while its hierarchy claimed that the university was more interested in pleasing wealthy patrons and placating nobility than seriously teaching magic. Whereas the university would accept almost anyone with money, the guild reserved the right to turn away prospects deemed unsuitable to the rigors of spellcasting or those who did not uphold the "wizardly" ideal. As the Wizard's Guild of Dunkar grew, internal friction caused factions to split off and create their own guilds throughout Dunkar, many with their own styles and philosophies. Some set up in cities such as Armrah 'Lin. A few left Dunkar altogether and made their way east into the lands of the barbarians.

One of these mages was Tarras Weldar, who helped his friend Verdic Ildurel raise a settlement on the eastern shore of what was then Lake Klarwell, a settlement that would eventually become the greatest city in all Loerem, Old Vinnengael.

In theory, Dunkargans encourage



people to learn magic on their own, holding that all magic-users are supposedly equal. In practice, Dunkargan mages are forced to join a guild or face a difficult time earning a living. There is a strict hierarchy among mages. Guild-trained mages look down upon those who are not. Mages belonging to the more prestigious mage-guilds view mages affiliated with lesser guilds with scorn. Because of the potential destruction a magical duel can cause, guild mages are supposed to be civil to each other, at least in public. Camaraderie tends to form in guild alliances, although there are cases where friendships override guild loyalties. Maintaining such rapport is not easy, for guilds are jealous of their secrets and are quick to suspect spies. More than one guild member has been removed for harboring a friend of an opposing guild.

Mage-guilds teach magic to the young. They offer a haven to traveling members, providing information regarding guild-friendly inns and taverns. Guilds forward messages to friends, and are sources for news from abroad. Mage-guilds place their resources and libraries at their members' disposal, and afford them the opportunity to make valuable contacts that could help them in the future. Mage-guilds also supply legal assistance should the need arise. The largest guilds keep advocates on retainer (most are mages themselves). All of this is paid for with membership dues collected annually. Such fee ranges from 10 argents for small guilds to upwards of 80 argents for the larger or more prestigious guilds. The biggest guilds have lodges in all major cities in Dunkarga, and are now expanding into Nimorea.

Mage-guilds can no longer be found in Karnu. After the Dunkargan civil war, the mage-guilds and all of their assets were consolidated under the control of the caliph. All rivalries between the various guilds ceased. Mages who refused to pledge their time, their allegiance, and their resources to Karnu were immediately

executed. The few mages able to escape the Karnuan wrath fled to Dunkarga, where they were taken in by solicitous guild members. Those who served Karnu were well rewarded when the various guild resources were made available to all wizards living under Karnuan rule.

The Dunkargan mage-guilds are extremely ethnocentric. All applying mages must be of Dunkargan blood. If there is any doubt to ancestry, most guilds will turn a petitioner away. The guilds can also be stringent about who can enjoy their resources. In most instances, only members are permitted, which include the use of a library and laboratory. Guild members have free access to these resources. Nonmembers generally have to pay an exorbitant fee, and often require the accompaniment of a member who vouched for them.

Such restrictions are not as strictly enforced in Nimorea, since Nimoreans do not harbor the racial prejudices of the Dunkargans. Most mages, so long as they are not tainted by Void, may use a Nimorean guild's library for a "donation" of 1 argent per day. Renting a laboratory usually costs 3 argents a day, and since there is no guarantee that laboratory space will be available from one day to the next, it is advised that a mage rent the space in advance.

The feud between the mage-guilds and the Church is long-standing and shows no signs of cooling. The Temple of the Magi has been steadfast in its attempts to shut down the guilds and bring "morality to wizardry" in Dunkarga. The guilds are just as resolute in proclaiming "freedom for mages" and doing their best to drive the Church out of Dunkarga.

The most recent revival of the feud dates back to the reign of King Tamaros. The Temple of the Magi sent missionary forces into the Kingdom of Dunkarga, preaching that since magic was a gift of the gods, magic should be held in reverence,

and only those who viewed magic in its spiritual light were permitted to wield it. The populace was impressed with these teachings, particularly as the mage-guilds charged high rates for magic and the Church charged little or nothing.

With the death of King Tamaros and the rebellion of his youngest son, Prince Dagnarus, who was related to the King of Dunkarga, war erupted between Dunkarga and Vinnengael. The Church's temples in Dunkarga were plunged into chaos. Most of their members were Dunkargan, while the majority of their high officials hailed from Vinnengael. Those belonging to the Orders of Battle and the Art were dropped from active service. The Order of Diplomats tried to allay hostilities. When fighting broke out among the Dunkargan Church members and some were killed, the Church officials in Vinnengael decided to suspend the missions and await the outcome of the war. Membership in the mage-guilds increased during this time, as did their power.

After the destruction of Old Vinnengael, those few Church missionaries left in Dunkarga found themselves isolated and alone, subject to assault by angry guild members who saw this as their chance to drive out the Temple for good. Then civil war commenced in Dunkarga and saved the Church in that realm. Putting aside past differences, Vinnengaelean mages helped save many Dunkargan mages (including guild members) from execution in Karnu, as well as aiding the Dunkargan war effort as healers.

To this day, relations remain strained between the Church and many mage-guilds. The current ruler of Dunkarga, King Moross, is doing his best to mediate the dispute, but has made it clear he favors the Church. The guilds have not given up their fight against the Church, but the battle has cooled greatly.

Code of Conduct

Each mage-guild has its own written code of conduct that all members are required to adhere. For the oldest guilds, these codes are extensive, demanding volumes to contain. Commonly, they instruct guild mages to use magic responsibly, prohibiting them from casting spells in such a way that will reflect badly upon the guild and its membership, as well as bring aspersion upon the profession of magecraft. Mage duels are heavily restricted and must initiate in private, so innocent bystanders are not injured and damage not done to public property. Mages taking their fight into the streets risk expulsion and face the wrath of local authorities without the guild's aid.

Mages caught committing petty crimes that do not involve the use of magic can ask for legal aid from the guild. Such requests are usually granted. A mage perpetrating a crime with spells cannot count on guild support, since it will taint the guild in the public eye. The merits of these cases are weighed very carefully by the guild council before the guild assents to lending support.

Most codes of conduct differentiate between committing a crime, and being caught while committing a crime. The transgression itself is of no concern to the guild. Only if the mage is apprehended does that become a problem. Guilds will try to shield their own for as long as possible, without disgracing themselves. As far as the mage-guilds are concerned, it is up to the local authorities to uphold the laws of the land.

Crimes perpetrated by one guild mage against another member are always handled internally. Complaints are normally settled with a magical duel, moderated by one of the guild's counsels. Depending on the severity of the offense, the duel may simply be a display of magical prowess or it could end in the death of a participant. In cases where the victim is incapable

of leveling an accusation (such as in an intra-guild murder), a tribunal is called and the accused will stand trial before his peers. The guild chooses an advocate for the victim, while the accused may choose an advocate for himself. Both advocates are usually members of the guild and are particularly versed in the guild's by-laws. The advocates question witnesses before the tribunal. After all evidence is heard, the tribunal votes to determine conviction or exoneration. Punishment for grave transgressions such as murder or maiming a fellow guild mage is always death.

WYRED

According to elven beliefs, the Wyred have always existed apart from other elves. When the Mother and the Father walked upon the earth, they had many children. These children took up various vocations. Some planted and raised crops, others herded or hunted the animals that the Mother and Father provided. Still others took on the role of protector and defender for the family. The Void and the evil it spawned were strong in the world and these warriors battled constantly to drive it from their blessed lands. In all of these endeavors, the elven children maintained a sense of honor and a warrior's pride, even in disagreements among themselves.

One child alone had no interest in the pastimes of her siblings. The youngest of them all, she was a dreamer and mystic. She cared nothing for planting and harvesting, she had no interest in the hunt. She was fascinated by the arcane power wielded by the Mother and Father, a power that belonged only to the gods, for they had decided that it was too powerful to be shared with any of their children. This child did nothing useful, but asked endless questions about the magic and begged the Mother and Father to let her use it. The other children grew weary of the youngest daughter's pleadings and her refusal to help them in their labors. She ate

their food, but contributed nothing to the growing of it. She accepted the warriors' protection, but did nothing to aid them. At last, tired of her whining and what they saw as her laziness, her siblings cast her out of the blessed realm.

She had not gone far when she ran afoul of the Void. She had no skill in weapons. She could not defend herself. The Father and Mother could not bear to see her slain, so they lent her some of their magical power. Using this power, she defeated the Void and drove it away from the blessed realm, something the warriors had not been able to accomplish. The Father and Mother told the other children how the youngest daughter had used magic for good.

The warriors admitted that the youngest had done what they could not do. They maintained, however, that she had not fought honorably and so, while they would take her back into the blessed realm, they would not treat her as an accepted member of the family. The Father and Mother were disappointed, but the daughter maintained that her siblings were right. She had not fought an honorable battle. She had used magic to trick the Void creatures. She loved magic, however, and agreed to trade her place in the family for the right to wield the gods' gift. The youngest daughter of the Mother and Father was the first of the discarded, the mistrusted... the Wyred.

Since that far off time, the Wyred have been a society unto themselves within elven culture. Even within their own families, the Wyred are mostly ignored and rarely spoken to directly, at least not in public. The Wyred accept this as part of the sacrifice for the right to use magic. They bear the burden without complaint.

Wyred are taken from their homes as young children, no less than three years old and rarely older than five. How the Wyred decide which children they are going to take is a mystery. Children are taken from families of poor and rich alike. The Wyred remove the children during

the night, under cover of deceptive magic. Most families do not even know the child is missing until they wake in the morning to find him gone.

Legend has it that the head of a noble House woke to find the Wyred stealing his eldest son. The warrior fought the Wyred and took back his child. He kept the child with him at night, ringed round by mighty warriors. During this time, a strange curse descended upon the House. The people were afflicted with all manner of disasters: business reversals, freak accidents, fire, drought, and flood. At last, the noble lord could no longer bear the suffering of his House. He put the child back in his own bed and removed the warriors. The next morning, the child was gone. The strange curse that had afflicted the House vanished with the child.

It is widely believed, although no one can say for certain, that the Wyred take these children to a hidden fortress known as the Ergil Amdissyn, or "floating castle," in a remote spot far from civilization. This stronghold is a training facility for apprentice Wyred, as well as the center of magical knowledge for millennia of spellcasting. Once taken into the Wyred, an elven child loses all birthrights that would have been his in another life. Even the name given to him by his parents is lost. His new name is chosen for him by his mentor at the Ceremony of Naming. At this time, the apprentice also receives his new facial tattoo that forever marks him as a member of the Wyred.

The regimen of an apprentice Wyred is challenging and dangerous. Many elven children die during their training, since they do not return to their families and are never seen again. The Wyred brook no weakness, either mental or physical. A mage must be able to commit spells to memory, to cast spells quickly and accurately, to recognize magical spells as they are being cast, and either halt, destroy or evade an enemy. Much training is spent building

mental stamina in order to mitigate the strains of casting illusionary and mind-bending spells, resisting interrogation and withstanding torture.

Apprentices are taught to honor their families and Houses. They are taught to cope with the lonely and barren existence that awaits when they return to their families. The apprentices also form strong bonds of friendship and love with other Wyred that last their entire lives and help them persevere in trying times. Since the Wyred return to their own families and Houses, such ties might be considered a conflict of interest, but the Wyred always know where their loyalties lie. The Wyred training teaches the mages that if two Wyred find themselves on opposite sides of a clash, each is to support his own family, even if it means the destruction of the other Wyred. Those who fail face retribution at the hands of the Wyred, and the Wyred are not known for their mercy.

The natural aptitude and ambition of the apprentices are the final determinant of how long they will stay at Ergil Amdissyn. Once their training is complete, they return to their families, where they are expected to take up their duties as a House wizard and honor all responsibilities and boundaries that go with that post.

The best of the Wyred do not return to their families. Trained to become instructors, or cylamod, these Wyred make Ergil Amdissyn their permanent home. At that point, they discard all other allegiances, and their loyalty is only to the Wyred. These mages teach future Wyred, as well as continue their own studies. As they advance their magical expertise, they also add to the significant volume already stored at Ergil Amdissyn.

Cylamod are free to travel about Tromeek and into the world beyond, but they are required to serve as instructors from time to time and to take on apprentices. Although they are free to leave Ergil Amdissyn, they do not involve themselves in the

everyday affairs of elves. It is believed that there is a ruling council of cylamod, at whose direction elven children are taken. The cylamod comprising this council are extremely mysterious. The Wyred are not supposed to speak of them and few do, but dreadful accounts have leaked out, insinuating the Cylamod Council is made up of the dead.

THE LAW AND MAGIC

The governing bodies of all races regulate the use of magic, although to different extents. Elves do not permit spellcasting of any type in public without special dispensation. Dwarves and orks can cast acceptable magic anywhere, at any time. In human lands, spellcasting is allowed in the course of normal business or in keeping with cultural values. Spellcasting involving unwitting targets or offensive magic is illegal, unless employed in self-defense. Determining if magic was used in self-defense usually depends on the testimony of witnesses and whether the force exerted against the perpetrator was "reasonable." Stopping a thief with *entangle* because he stole a money pouch is an example of reasonable force. Burning him to a cinder with a *fireball* is not.

In all realms, crimes involving the use of magic usually carry the same penalties as similar crimes that do not include spellcasting. The taking of a life is considered a capital offense, whether done with a knife or a spell. The most serious transgressions merit the death penalty. In human realms, this is traditionally done by decapitation. Mages whose infractions are still serious, but not deserving of death, are generally blinded. While not completely depriving a mage of magical abilities, being blind does limit the types of spells he can cast with any degree of success (normally limiting the spellcaster to touch spells). Mages caught stealing may suffer dismemberment of a hand or foot, like any common criminal.

If incarceration is the verdict, several cells within New Vinnengael's dread island prison, Penitent's Watch, have been designed specifically to hold spellcasters. These cells have continual wards placed upon them to make spellcasting extremely difficult, thus preventing wizards from using their magic to escape.

Hedge Wizards

A mage who practices magic without Church training is known throughout the Vinnengaelean Empire by the derogatory term, "hedge wizard." Hedge wizards come upon their power haphazardly, teaching themselves the art or learning what they can from other hedge wizards. The Church has worked long and tirelessly to eliminate or educate hedge wizards, which has prompted the accusation of trying to stamp out free will and free thinking. The Church refutes this notion, stating all students within the Church are free to act and think creatively about magic once they have the educational and moral foundation to know how to use it responsibly. The Church points out that just like a sword is dangerous in the hands of the unskilled, so too is magic. The Church does not advocate depriving people of their right to use magic, but merely wishes to teach people the best and safest ways to use this god-given power.

Most hedge wizards are rural folk who live far from a Church temple and yet have need of simple magic to help them get on with everyday life. Some are village healers who use spells to aid their neighbors. Farmers sometimes learn a spell or two to help crops grow, keep weeds out of their fields, or cure an animal of a minor ailment. Many rural hedge wizards are unable to read, but utilize a variety of mnemonic devices to help them recall spells. Such devices may be songs or rhymes and are often ancient in origin, having been passed down from father to son, mother to daughter. Although most

images are literate, the ability to read and write a spoken language is not necessarily a requirement for casting spells.

The Church understands the necessity for such practices. They would like to be able to send Revered Magi to every part of the country, but this is not practical and so they generally turn a blind eye to the casting of such minor magic. This is made easier by the fact that most peasant wizards will cease any sort of magical activity if they know a Church official is in the vicinity.

Some hedge wizards are adventure seekers who like nothing more than to shock people by dabbling in forbidden arts. These sorts generally find learning to cast magic requires too much effort and they soon drift off to other pursuits.

The Church is far more concerned with halting the practices of hedge wizards who seek power, yet refuse to accept the responsibility that accompanies such power. These hedge wizards are much more likely to be menaces, for they tend to be undisciplined and chaotic in their use of magic, with no thought that they may be causing great harm to innocents. Many spiral downward into Void worship and practice, since these spells offer the lure of vast power.

Once discovered, hedge wizards deemed to be dangerous to themselves or others are given the choice of joining the Church or suffering the consequences. Hedge wizards using magic simply for raising crops or modest healings are generally left to their own devices. Even so, Revered Magi carry the Church's message into the city streets and country lanes, preaching redemption, a better life, and an understanding of magic that can come only with the Church's teaching.

Violence is not often needed to compel a hedge wizard's conformity to Church doctrine. Most who are interested in studying magic admit the Church's rules make sense. In addition, most wizards

realize they can advance far more rapidly in magic inside the Church, with tutors to teach them and the institution's extensive libraries. Still, there are those who dislike authority of any sort and will practice magic in defiance. Such hedge wizards may be using their magic for the benefit of all, but they are so powerful that the Church mistrusts them. These are the most difficult for the Church to deal with.

As the practice of Void magic continues to rise, so do the numbers of hardline Church mages strong in their demands that all hedge wizards of every sort be brought to trial, forced to recant their heresies and submit to an examination to determine whether they are Void practitioners. They maintain that unrepentant hedge wizards should be imprisoned until the accused confesses and agrees to join the ranks of the Revered Magi, while mages who practice Void magic should be put to death. Zealots have also called for the Order of the Inquisition to cease its training in Void magic. They believe that to teach Void magic is heresy in the extreme, even if it is used to hunt down illicit practitioners.

Foreign spellcasters in Vinnengael are at risk of being mistaken for hedge wizards. Visiting mages are required to report to a local temple so they may be informed of the laws of the land and warned about any trouble in the region. Dunkargan and Karnuan spellcasters are watched closely and may be persecuted if they fall into the hands of Church zealots, who consider them heretics who may corrupt the population with their outlandish notions regarding magic. Since Nimrans and Nimoreans are known to be a devoutly religious people, they are generally left alone to go about their business. The Church gave up long ago trying to teach elves, orks, and dwarves the proper use of magic. The pecwae are so rarely seen and cause so little trouble that the Temple of the Magi has never given a thought to influencing their magic-use or beliefs.

In Karnu, citizen mages who are not members of the war-wizards — the hab mallut — are given a commission to join this state-run organization. If the mage refuses the conscription, he is deemed an enemy of the state and is immediately executed. Foreign spellcasters are deported or enslaved, depending upon the mood of the sentencing officer. Enslaved mages are usually turned over to high ranking officers in the hab mallut and become servants or assistants. Some have become trusted advisors and have even been given their freedom. A few have joined the hab mallut of their own accord, although they tend to receive little respect, for most native-born Karnuans regard them as money-grubbing mercenaries.

Hedge wizards in Dunkarga are known as istillaan, or “the independent,” since they are not affiliated with a mage-guild. The istillaan are not persecuted or hunted. The Dunkargan government and mage-guilds leave them alone. The mage-guilds do not see them as a threat, for they know the istillaan will have trouble finding spellcasting materials, teachers, and other benefits that come with guild membership. Conversely, the istillaan enjoy freedom from the intrigues and constraints of guild politics. Istillaan may study what they like, when they like, without having to explain themselves to others. Istillaan dress and act as they please. They also show up guild mages whenever they can, and more than a handful end up engaging in magical duels that are, for the most part, good-natured. Powerful istillaan may find themselves courted by rivaling guilds offering good pays and other incentives to join.

Nimrans are, for the most part, relaxed in their view toward spellcasters and let them go about their business, so long as they do not practice Void magic. There is also a cluster of wizard hermits in Nimra known as kenlu. The kenlu are very rarely seen by either Nimrans or foreigners. The kenlu dedicate their body and soul to

magic and thus have little use for people. They practice all forms of magic, including ancient, long-forgotten magic and Void magic. They worship strange gods, perform odd and sometimes terrible rites, and are generally feared. Because they are so mysterious, the kenlu have become the stuff of legend and folk lore. There are stories of kindly kenlu who help lost travelers, but most tales involve abducted children and butchered livestock.

Of all the races and cultures, the Nimoreans are probably the most open-minded when it comes to magic. They do not believe in labeling anyone, and the guilds in Nimorea’s southern cities are open for anyone to join, regardless of age, race, or creed. However, the Nimoreans still shun Void magic and do what they can to minimize its reverence and practice.

For the elves, the Wyred are their only spellcasters. If an elf is not part of the Wyred, he does not cast spells. In all the long history of TromeK, this law has never been broken. Elves regard all foreigners (with the exception of Nimoreans) with suspicion and are especially distrustful of foreign spellcasters. A mage abroad in TromeK lands is advised to have an elven protector along or, at the very least, numerous papers from high-ranking nobles or officials of leading elven Houses testifying to his virtue and good-standing in the community. Even Nimorean mages must have the proper paperwork to enter TromeK lands. A foreign wizard lacking this will almost certainly be arrested and deported — if he is lucky. If he is not, he may find himself languishing in prison, forgotten. Any foreign mage caught practicing Void magic is slain on the spot.

Among the dwarves, so long as a mage continues to contribute to the clan and does not use his magic to harm the clan, he is left alone. However, if a clan dwarf mage fails his duties due to spellcasting or using magic maliciously, he is labeled a rembdah and banished from the clan.

Any of his possessions that bear a marking suspected to be magical writing is burned, while the mage is abandoned on the plains without food or water. To some this seems harsh, but to the dwarves, they don't want to inflict the rembdah upon some innocent tribe. If he survives, they think the gods have spared him for some reason. Survivors often make their way to the unhorsed, where they are expected to

of Captains has started to search out these contrary shamans, inducting them into her service. Since the orks revere their Captain, they do not question her right to do so, although some predict that nothing but ill fortune will come of it. The Captain has repeatedly assured her people that true orken shamans keep close watch on such untrustworthy individuals.



follow the laws or face death.

Orks distrust magic that does not emanate from Water. According to one orken proverb, "You don't need healing magic if you read the omens right" — meaning no ork should ever have to rely on Earth magic for healing. Ork shamans who cast spells entirely of another element are not harmed, because they are held in such high regard that even if one has paddled his boat against the current, as the saying goes, he is not considered a threat to society. The offending shaman may be exiled from the community, but that is the harshest punishment. Lately, the Captain

HIRING MAGES

Humans are the only race in Loerem to have turned magic into a commercial endeavor. One can hire a mage to perform almost any task, no matter how important or mundane. In Dunkarga, for example, one mage-guild is devoted to architectural design. Another guild specializes in mining, using its Earth mages to dig mine shafts and find precious mineral deposits. In Vinnengael, mages open businesses to perform similar tasks, charging varying rates depending on whether they are "Church sanctioned."

Church-sanctioned mages are those who trained in the Church but chose to

leave after their studies were complete, using the arcane arts to assist them in their daily endeavors. Due to their training and skill, such Church-sanctioned craftsmen are often able to charge higher fees for their labor than those unfamiliar with magic or unaffiliated with the Church.

TABLE 5-1: HIRING MAGES

<u>Spell CT</u>	<u>Cost per Point of CT</u>
Up to 25	1 argent
26 to 50	3 argents
51 to 75	6 argents
76 to 100	8 argents
101 to 150	10 argents

Almost no magic in human lands come free, save for healing magic in certain regions. In Nimra and Nimorea, temples provide healing magic at no charge, although a donation of some sort is encouraged. Since foreigners are not permitted in these temples, those needing healing must ask the temple guards for permission to enter. It is usually granted, unless the foreigner has committed some crime or is tainted by Void. In Vinnengael, the Church opens its healing houses to all also without fees, although donations from those who can afford to pay are expected. In Dunkarga, healing is handled by guilds specializing in healing arts. Rates are set by the individual guilds. Those cannot afford the service often turn to non-guild mages, who are known to be cheaper, if less talented.

Hiring a mage to cast spells is an expensive proposition. One of the reasons hedge wizards are so prevalent in rural areas is because poor farmers and villagers do not have the money to pay Church-trained mages to heal their sick, help with the harvest, or cure their livestock.

Mages generally have set fees, but will often trade goods or services in exchange for spellcasting. Only very wealthy

households can afford a “family mage” $\frac{3}{4}$ a resident spellcaster living and working on the premises. Most people hire mages only when the need arises, hiring them on a temporary basis.

The cost listed in Table 5.1 does not take into account cooperative spellcasting. In the case of cooperative spellcasting or multiple-caster rituals, the casting costs for all the mages must be paid for separately. A buyer may request that a mage use essences of quality while casting to help ensure the desired results. That typically increases the cost by an amount (in argents) equal to the spell’s Casting Threshold. Trade spells can usually be cast for half the listed price. Since it is difficult to find a mage who will openly admit to casting forbidden spells, mages agreeing to cast such spells usually charge whatever they feel is fair payment for the risk involved. Anyone hiring mages to cast banned magic is always asked to pay up front. Because such mages are outlaws, they tend to be a dangerous lot, notoriously untrustworthy. Buyer beware.

As a rule, wizards preferred to be paid on a “per spell” basis, since that is extremely lucrative work. But there are few people who can afford a spellcaster in this manner for any length of time. Thus, hired mages often contract out their services for periods of time and are assumed to be on call during the full extent of the contract. A typical contract pays the character’s mage levels + half the number of spells known that are useful for the job, then multiply the sum by 10 argents for fee per month. An employer always wants to see proof that the mage can cast the spells he claims before employment.

For example, Ildrick is a 3rd-level Earth mage, 2nd-level Water mage, and 2nd-level fighter. He knows 5 spells that are useful to a prospective employer. He may expect to receive $(5 + 2.5 = 7.5, 7.5 \times 10 =)$ 75 argents for a month-long contract.

Mages skilled in battle can provide

protection for a fee, either as bodyguards, standing guard in shops to deal with thieves, or as bouncers in taverns. Talented combat mages often hire themselves out to traveling merchant caravans. Merchants generally try to find mages traveling in the same direction as their caravans, offering the casters food and shelter with the caravan in exchange for protection. Any spellcasting otherwise requested is paid for on a case-by-case basis. Hence, the merchants acquire magical support on the road without paying heavy fees and the mages don't have to make a potentially hazardous trip alone. A mage can also look forward to making some money performing services (especially healing) for the caravaneers.

Such pacts still occur but caravaneers, after years of experience, have learned to scrutinize the mages they hire. Some crafty mages learn in advance the route a caravan plans to take, and claim they are traveling the same route to dupe employment from the caravan master. When the caravan is in the middle of nowhere, the mages signal their bandit comrades to raid the caravan. The betrayers then depart with a fat fee and a share of the loot.

ESSENCES

Only a very small amount of any particular element is needed to "spark" a spell. Known as a spell essence or material component, the element must be wholly within the caster's magical aura during the casting. Spellcasting always consumes the element.

Essences of Quality

Essences of quality improve a mage's spellcasting, facilitating the task and bettering the success of a spell. There are three types of quality essences: fine, exceptional, and holy. A fine essence of quality adds +1 to effective caster level and the spell's save DC, or, for spellcasting using Casting Threshold, adds a +2 bonus

to the mage's spellcasting roll every round. Exceptional essences add +2 to effective caster level and the spell's save DC, or add +4 to a mage's spellcasting roll each round. A holy essence is the rarest, most valuable and coveted of all essences, adding +5 to effective caster level and the spell's save DC, or +10 to a mage's spellcasting roll every round.

The effects of quality essences are, for the most part, derivative of the physical nature of the essence. Quality essences cannot be magically produced or altered in any way. For instance, a cinder from a blaze started with a *fireball* could be used as an essence to fuel a Fire spell, but it would not bestow any bonuses to the casting.

Fine essences of quality are considered to be a purer form of the element than what can be readily obtained. Exceptional essences of quality are examples of the element that can be acquired in only a very few places, or only during particular times in a year. Holy essences are rare in the extreme, with perhaps no more than twenty examples existing for each element at one time. Holy essences are powered by faith and almost always have mystical origins.

Air Essences

Air is the most readily available of all the essences, but fine Air essences are difficult to recognize and even harder to contain. The Wyred have devised simple glass vials used to hold quality air essences. Sales of these vials filled with fine air are forbidden by elven rules, yet many find their way into human and orken lands.

Fine Air essence is extracted from the high reaches of mountain ranges where only avian creatures dwell. The Wyred are said to have specific techniques for securing such essences, but they do not reveal the secrets to anyone. Only the most adventuresome or foolhardy dare climb the summits of these peaks.

Exceptional Air essences come only

from the hidden Wyred fortress in TromeK. The cost of vials containing exceptional Air essence is always high. Elves do not traffic in such items (if they know what is good for them), and it is almost impossible to find quality essences for sale in TromeK.

A holy Air essence is so precious that it's virtually priceless. Examples of such a holy essence have been the vial containing the last breath of the former Divine before he died, the vial containing the first breath of the future Shield of the Divine, and a vial holding the almost imperceptible haze created by the appearance of the Divine's Honored Ancestor on the day of the Divine's Ascension.

Earth Essences

Under normal circumstances, any pinch of dust or dirt from the ground can serve as a spark for a mage to initiate an Earth spell. A fine Earth essence is any uncommon or rare mineral taken from nature in its pristine state, unshaped, unaltered, and unprocessed. Examples of such minerals would be small nuggets of precious metals (silver and gold). Small uncut semiprecious gemstones (garnets, peridots, and topazes) will do as well. Since these are usually too small to be of use to gem-cutters and jewelers, they may be purchased from mageware shops or some temples. More common metals and gems than these (iron shavings, quartz crystals) are simply normal essences and part no enhancement to spellcasting.

Gems of greater value (diamonds, rubies, emeralds) may be used as exceptional Earth essences, so long as they have not been altered from their natural state (cut or impurities removed). So too can large nuggets of silver, copper, and gold. A good measure of a mineral's capacity to serve as an exceptional essence is its unworked market value. Gems and precious ores valued at two hundred argents or more, unaltered, qualify as an exceptional Earth essence. Mageware

shops in large cities might keep a few of these on hand. Church temples have them, but rarely offer them for sale.

Only a few essences in all of Loerem are holy Earth essences. For example, each link of the silver chain that once held the human portion of the Sovereign Stone carries the quality of a holy Earth essence, due to the residual magical power within the chain left by the Sovereign Stone. The bones of dead Dominion Lords are purported to bestow extra benefits to spellcasting, but most of these are well guarded against thievery. Among Nimrans and Nimoreans, it is said that a sliver of granite from the statues of Milakk in the great temples at Neyshabur and Myanmin will grant the benefits of a holy essence. Of course, to remove such a sliver would be considered the most heinous of sacrilegious acts. It is said that only the goddess has created such splinters in the past, and then only under the most dire circumstances.

Fire Essences

For those casting Fire magic, any sort of spark or flame may be used to start a Fire spell. As long as the spark or flame is not tainted, it will work without penalty. Fine essences for Fire magic are a little more difficult to come by than those for Earth. Charcoal made from the ancient dragon trees that grow only in the far eastern reaches of Loerem can be used as a fine essence of quality for Fire spells. The White Clan dwells in the region of these trees and it is the duty of the White Clan to protect them from despoilers. The White Clan also regulates the number of trees that can be harvested and shipped to the unhorsed city of Karkara every year for refinement, since the process to create the charcoal is very destructive and wasteful of the harvested trees. This charcoal is one of the main dwarven exports from Karkara and is highly prized by Fire mages of other races.

The price for one briquette of dragon tree charcoal usually ranges between 25

and 50 argents, depending on the area and demand. The charcoal can rarely be found in villages or small towns, and then only for a greatly inflated price. Each briquette may be used only once. The briquette must be lit, and the casting consumes it entirely. Those who broke the briquette into segments have discovered that the whole briquette will burst into flame once a portion is lit, including the broken-off pieces. A mage pocketing these pieces before lighting another chunk of the same briquette may be in trouble.

The Holy Fires of Dwarfdom reside in the three cities of the unhorsed dwarves: Karkara, Saumel, and Saudamos. These holy fires are attended by specially appointed unhorsed Fire mages who never let the fires die. Embers taken from these fires may be used as

exceptional essences of quality. Getting hold of them, though, is no small feat. Dwarves guard these fires day and night, yielding access only to dwarven Fire mages. The embers are rarely removed and then only under the most special circumstances. An ember from one of the Holy Fires of Dwarfdom gives off heat for years, but is utterly consumed when used in spellcasting.

Dwarven legend maintains that the gods placed a great caldera of fire in the frozen wastes far to the north of Grak. The legend of this caldera is known across Loerem. Many have sought to find the caldera, for it is believed that any who locate it may obtain from it a holy Fire essence. All dwarves clans have tales of members returning from the icy barrens after searching for the caldera. Most are wild-eyed, driven mad by the experience. In fact, a euphemism for an insane dwarf is to say he has "seen the caldera." Unscrupulous traders have been known to claim possession of holy essences, but the canny mage should be skeptical. So far as anyone knows, none have ever returned from the frozen wastes with a holy essence of Fire.

Water Essences

Human mages have tried for centuries to remove the impurities from water in order to reap its benefits in their spellcasting. Those experiments have always failed. This comes as no surprise to orks. Down through the years, the secret for obtaining the sacred waters that are essences of quality have been revealed to only a handful of non-orks and they have been sworn to secrecy.

While most forms of water will do for casting a Water



spell, a fine essence of quality must be water taken from the deep ocean, far from the sight of land. An exceptional essence of quality is available only from the water of mineral springs that flow from the orks' sacred volcano, Mt. Sa 'Gra. The orks believe this water is sacred because it has triumphed over all the other elements: quenching the Fires of the mountain, capturing the minerals of the Earth, rising vaporous into the Air. Shamans claim that the essence is best used while still hot.

Holy Water essences are obtained from the same mineral springs of Mount Sa 'Gra, but only on days of sacrifice, when the gift of living souls is offered to the Sea Gods. To be sacrificed to the Sea Gods is considered a high honor by orks, but less so by other races with a lot of unseemly shrieking and protesting, and must usually be trussed up before being tossed into the bubbling lava.

Since the Karnuans now occupy Mt. Sa 'Gra, gathering the sacred waters has become extremely difficult and dangerous for orken shamans. Because such essences are in short supply and retrieving them means risking death or enslavement at the hands of the Karnuans, the price for this sacred water has skyrocketed. A few orken shamans have managed to outwit the Karnuans and obtain the sacred water, but these are very few, indeed. Far more have lost their lives in the attempt. The Karnuans have begun to harvest water from the orken holy mountain and selling it on the open market, labeling it essence of quality. No ork will touch such accursed water, no matter how great the need. Those of other races who have paid the exorbitant price charged by the Karnuans for this water are of mixed minds whether it truly works.

Some orken shamans claim that Karnu has held Mount Sa 'Gra for so long that the water has become contaminated and will never be able to produce such wondrous Water essences again, no matter the quality and quantity of the sacrifices.

MAGEWARE SHOP

Every large town or city is likely to support at least one or more mageware shops, where mages, alchemists, herbalists and the like can purchase services and goods to aid them in their trades. Mageware shops are excellent sources for spellbooks both old and new, quality essences, and laboratory supplies. Vendors knowledgeable in herblore often concoct their own healing salves, potions, or poisons for purchase. If one is truly lucky, one might find the occasional enchanted item for sale.

Mageware shops are not only ideal places for mages to buy supplies, but also excellent repositories of information and gossip. Citizens might regard the foreign mage with hostility and suspicion, but he is always welcome in a mageware shop, where he can receive pertinent tidbits on everything from where to find the best ale in town to the current political climate. A mage may have to prove himself to the shop owner before such information is forthcoming, for idlers and gawkers are not welcome in mageware shops, and are generally asked to leave if they show no signs of spending money. Once a mage has indicated by his knowledge that he is a professional, he is treated with respect and regard.

In Dunkarga, mageware shops are always backed by the mage-guilds. Competition among the shops is keen. Shops generally cater to a unique clientele — usually those of their own guild. Such shops charge outsiders more for their wares or they may refuse to sell to outsiders at all.

Karnuan mageware shops are operated by the state exclusively for Karnuan mages. They do not cater to foreign mages unless one can produce a document of need notarized by the head of the local military.

Nimran and Nimorean mageware shops are famous for their healing salves and poultices. The temples of both realms send out teams of semveci charged with locating and gathering rare herbs or ingredients

TABLE 5-2: MAGEWARE*Alchemy*

Item	Cost	Weight
Alcohol burner	5 argents	—
Alcohol, pure	1 argent	—
Brazier, small iron	20 argents	15 lb.
Brazier, large iron	35 argents	30 lb.
Mortar and pestle	2 argents	3 lb.
Sparker	1 argent	—

Healer's Supplies

Item	Cost	Weight
Basin, bleeding	2 argents	1 lb.
Bone saw	3 argents	2 lb.
Cranial drill	5 argents	2 lb.
Gauze, cotton	1 argent	—
Healing salve	7 argents	1/2 lb.
Lancet, bronze	1 argent	—
Leeches (packet of 12)	2 argents	1/2 lb.
Needle, curved (bone) (20)	1 argent	—
Needle, curved (bronze) (10)	1 argent	—
Scalpel	5 argents	—
Thread (30 yd.)	4 conents	—

Magical Goods & Services

Item	Cost	Weight
Curse removal	1 argent x CT	—
Essences, fine and exceptional	Varies	—
Exotic ingredient	50-200 argents	—
Glowstone	200 argents	2 lb.
Medallion, burning	10 argents	1 lb.
Potion	Varies	1 lb.
Spellbook (with spells)	Varies	3 lb.
Spell scroll	Varies	—
Vial, Earth	2 conents	—
Vial, Water	2 conents	—

Religious Paraphernalia

Item	Cost	Weight
Altar cloth, ornate	20 argents	2 lb.
Altar cloth, plain	5 argents	1 lb.
Aspergillum, gold	35 argents	1 lb.
Aspergillum, silver	20 argents	1 lb.
Book of Rituals	50+ argents	3 lb.
Censer	15 argents	4 lb.
Incense (per use)	2 conents	—

Scriveners' Necessities

Item	Cost	Weight
Ink, color (1 oz. vial)	12 argents	—
Inkwell, bone	4 argents	—
Inkwell, pewter	7 argents	—
Quill pens	1 argent	—
Sand (small pouch)	5 conents	1/2 lb.
Vellum (5 sheets)	8 argents	1/4 lb.
Writing Brush	7 argents	—

Weights & Measures

Item	Cost	Weight
Abacus	3 argents	2 lb.
Armillary sphere	150 argents	75 lb.
Astrolabe	200 argents	6 lb.
Balance	25 argents	8 lb.
Balance weights	15 argents	Varies
Beaker, glass	2 argents	—
Lodestone	4 argents	—
Minute glass	7 argents	1 lb.

Miscellaneous Materials

Item	Cost	Weight
Candle, tallow (5)	3 conents	—
Candle, scents (1)	1 argent	1 lb.
Map	Varies	—
Marionette	4 argents	5 lb.
Poison	Varies	—

that their priests need for experiments. The temples do not sell their own wares, but permit enterprising merchants to do so. If a Nimran priest develops a particularly effective magical salve or potion, he gives the recipe unconditionally to any Nimran or Nimorean mageware merchant who makes a request of the temple in writing. It is up to the merchants to obtain their own ingredients. Under no circumstances are the recipes ever given to foreigners, with the possible exception of the Wyred. Nimorean temples, like the Nimran ones, do not sell magical supplies but support local shops that do. Newly forming mage-guilds in Nimorea have opened their own mageware shops in competition with those that already exist.

All mageware shops in the

Vinnengaelean Empire are run by the Temple of the Magi. This allows Church authorities to keep tabs on the hedge wizards, as well as control the overall sales of magic paraphernalia. Consequently, a thriving black market in magic has emerged in Vinnengael, dealing mainly in rare ingredients used in potions and scroll inks. Because of Church regulation, some wizards prefer to find their own essences and potion ingredients and to craft their own lab equipment. This enables spellcasters to go about their business with less interference from the Church.

Mageware shops do not operate openly among the elves, although there are rumored to be secret locations in major elven cities where Wyred can go for supplies. The Wyred know their way to

these places and the means to gain entry. No foreigner would be permitted within a mile of these shops and no elves who are not Wyred would ever dream of trying to find them. Orken traders are said to supply the Wyred with goods that they could not normally get in the Divine Lands of the Tromek. Barter between the orks and the Wyred is always done in secret.

No mageware shop of any type exists in Grak, the Dwarven Territories. Dwarven mages obtain what materials they need themselves, generally from nature or in trade with other dwarves. No clan dwarf would ever consent to pay money for an essence or any other magical artifact, as they consider money taints the product. Unhorsed dwarves are a bit more practical in their view of purchasing essences and magical items, mainly because they often lack the means to travel to find what they need. Unhorsed generally deal with orks, always mindful that orks have their own ways of doing business. The unhorsed prefer to deal with orks rather than humans, because orks never ask questions.

Certain mageware shops may deal in wares pertaining to the Void or forbidden magic. The opportunity for finding such a shop is greatest in Dunkarga, where the practice of Void magic is not illegal, and then only in the major cities. Even in Dunkarga,

such shops are difficult to locate. Because the owners tend to treat any foreign mage with suspicion and hostility, prospective customers should travel with someone already familiar to the shopkeeper.

Since Void magic is outlawed in Vinnengael, those caught selling merchandise used for Void worship or imbued with Void magic are imprisoned or perhaps even put to death. All trafficking of Void-related paraphernalia is done beneath the counter or on the black market. Since the Inquisition has been known to entrap unwary merchants, those dealing in Void magic are extremely reluctant to sell to strangers or even admit that they offer any outlawed product. The prices they charge are always extraordinarily high to compensate them for the risk they run.

Buying and Selling

Mageware shopkeepers are always interested in buying rare or unusual alchemical, herbal, or animal constituents that might be useful to the mage community. Mageware shops rarely have magic items for sale. Since magic items are created with the utmost care, usually for a particular person, they are scarce in the extreme and are almost never sold on the open market. Should an enchanted item be lost or stolen, the owner (if still living)



will be looking for it and will have alerted mageware shops that the thief may be attempting to fence it. Because a merchant who traffics in stolen goods may have a hand chopped off like a common thief, most shop owners refuse to run the risk. Those trying to sell enchanted items are asked to produce proof of ownership and might be asked to demonstrate or provide evidence of the object's power. Merchants will always negotiate a price that is to their liking. Mageware merchants talk to other merchants and, if a deal should go sour, a shop owner can make it very hard for the seller to rid himself of the item anywhere in that city.

Shop owners will not advertise that they have enchanted items for sale (at least not to the general public). Doing so would be an open invitation to robbers and thieves. Nor are shop owners likely to tell a stranger that they have such objects for sale. If asked, they deny having such an item on the premises. If the mage persists, the shop owner may throw him out or call the constables. The wise mage may spend years cultivating relationships with the merchants from whom he buys his supplies. Only after mutual trust and friendship have solidified will a shop owner whisper to his favorite customer that he has something special in stock.

Alchemy

All the extra essentials an alchemist or apothecary would need.

Alcohol Burner: A four-inch-tall alcohol burning lamp that produces high heat. It's perfect for heating beakers and flasks or sterilizing surgical implements. Burns alcohol for three hours before it must be refilled.

Alcohol, Pure: Purified wood alcohol sold in small 6-ounce bottles, but absolutely not for drinking. If ingested, pure alcohol acts as a poison (*save* Fortitude DC 15; *frequency* 1/minute for 6 minutes; *initial effect* 1d4 Con damage, *secondary effect*

1d4 Con damage + 1d4 Str damage; *cure* 2 consecutive saves). One bottle will fill an alcohol burner.

Brazier: Designed to hold burning coals or charcoal. Small braziers are useful for grilling food, while larger sizes may be used for warming rooms or tents, so long as there is proper ventilation. It is also useful for burning incense during religious rites or freshening up a room.

Mortar and Pestle: A standard mortar and pestle made of granite or marble used to grind or pound substances into powder.

Sparker: Used to create sparks for lighting fires and can be used in one hand.

Healer's Supplies

More things to assist a character's healing process.

Basin, Bleeding: A copper or bronze basin designed to let blood flow easily from opened veins in an arm or wrist.

Bone Saw: Surgeons use these to perform amputations.

Cranial Drill: A small drill with a palm rest and hand-crank. The drill bit is made from high grade iron or, in rare cases, steel.

Gauze, Cotton: Lighter than woven linen, cotton gauze comes in rolls ten feet long. It is useful for covering sutures or abrasions.

Healing Salve: Sold in jars holding three applications. One application of healing salve enables the wounded creature to gain the benefits of three days of normal healing for every two days of actual healing. Applications of healing salve more than once every two days do not result in the healing of more hit points. Since healing salve is an herbal remedy and not magical in nature, it can help speed the healing of damage caused by casting Void magic. Healing salve does not heal nonlethal damage.

Lancet, Bronze: Six-inch-long lancet used to lance boils and pustules or probe wounds.

Leeches: Used by surgeons to

draw infection out of serious wounds. Placed directly onto the wounded area, the leeches let the patient to re-roll both his initial and secondary Fortitude saves against injury poisons. The leeches must be administered within 1 minute of the wound to be effective. If the character to be treated is squeamish or has a fear of bugs, the healer can make an opposed Diplomacy or Intimidation check versus the injured to convince the patient of this treatment.

Needle, Curved: Made of bronze or bone, curved needles are indispensable to healers who must suture cut and stab wounds.

Scalpel: Extremely sharp, the scalpel is used by surgeons to slice through flesh and muscle in order to perform internal surgeries such as removing imbedded arrowheads, tumors, or fragments of shattered bone. It is not very useful as a weapon (1d2/x2).

Thread: Sold in thirty-yard spools, thread has many uses, from stitching up a wounded comrade to darning a pair of socks.

Magical Goods & Services

Items and services anyone can find in a typical mageware shop.

Curse Removal: The base cost for removing a curse or casting a dispel is 1 argent for every 5 points of CT.

Essences, Fine and Exceptional: The cost for fine and exceptional spell essences is whatever the market can bear. The cost varies from location to location and from shop to shop.

Exotic Ingredient: Anything from eye of newt to squid beak. The availability of a particular ingredient is predicated by location and rarity, supply and demand. Examples include bat fur (7 conents), blueroot tentacle (20 argents), dragon scale (1500 argents), giant squid ink (40 argents per vial), and krikner wing (5 argents).

Glowstone: A small, frosted glass globe with a copper band. Created by dwarves, the globe is enchanted to radiate light when a command word is uttered.

Medallion, Burning: These small medallions look like ceramic or copper spheres, suspended by a chain that can be worn about the neck. The sphere has small "air holes" and can be opened by twisting it apart, revealing an inner cavity. Typically, a smoldering ember is kept within the medallion, which can be used to light fires. An ember normally burns for 48 hours without needing to be stoked and refreshed (with a burnable substance, such as coal or dung). Many Fire mages will carry a burning medallion in order to maintain a constant source of fire available for their magic. A pinch of the smoldering ember can be used as a normal essence to power a spell.

Potion: Magical drinks with a variety of effects. Some potions claim to make members of the opposite sex fall in love with the imbiber, while others promise magical healing. Buyer beware! While some potions do what they claim, many do not, and most mageware merchants operate under a strict "no refund, no return" policy concerning potions.

Spellbook (with spells): The vast majority of these books contain trade spells, although occasionally a dweomer might be found. Sometimes one might stumble across a mage's own personal spellbook. Most often, such books have been stolen, but in some instances, an estate might sell off a deceased mage's possessions. Powerful spells may be found within the pages of these personal books. The cost of a spellbook is whatever the market will bear.

Spell Scrolls: Spells can be written in advance on a scroll in preparation for casting. The creation of spell scrolls is expensive. The spell is cast by reading it

from the scroll. The casting destroys the scroll. Mageware shops generally sell scrolls for twice the base cost.

Vial, Earth: A bit of earth is required for all Earth spells. This finely ground soil has no impurities and comes packaged in a glass vial with a stopper and necklace made of string. It gives an Earth mage uncontaminated component on hand for spellcasting at all times.

Vial, Water: Water is needed to cast spells using Water Magic. This purified water comes from a local spring and is bottled in a glass vial with a stopper and neck string.

Religious Paraphernalia

Goods that appeal to the clergy and the pious.

Altar Cloth: Designed for those owning personal shrines to the gods within their homes. Altar cloths come in a variety of colors. Ornate altar cloths are embroidered with stylized depictions of the god (or gods) to be venerated. Elves also use them in shrines dedicated to the Honored Ancestor.

Aspergillum: Used by holy men to dispense holy water.

Books of Rituals: Large tomes describing rituals used in various religions throughout Loerem. The price of these huge volumes depends upon the subject matter within their pages, as well as the mageware shop's location, and is never less than 50 argents.

Censer: Many religions require the burning of incense. Some censers, created specifically for a particular religion, bear that religion's markings.

Incense: Incense comes from all over Loerem, but the best gums and resins are said to be produced along the southern coast of Nimra.

Scriveners' Necessities

Offerings to any scribe's delight.

Ink, Color: Same as black ink, except that color ink usually has to be specially processed or taken from rare plants and animals. Useful for creating complex drawings and maps.

Inkwell: Heavy metal inkwells are less likely to tip over and are generally sturdier



than those made of bone.

Quill Pens: Only the finest bird feathers are selected to be quill pens. With proper care, a pen can last for a year or more, ensuring smooth writing.

Sand: Extremely fine grains intended to dry fresh ink more rapidly to allay any fears of smudges.

Vellum: The preferred medium for spell scrolls, vellum is known for its durability. It is sold five sheets at a time, measuring 30" x 45" each.

Writing Brush: Used for smoother, more artistic script. Writing brushes require more maintenance than quills, but with proper care they will last longer.

Weights & Measures

Devices for the laboratory, mages, or traders.

Abacus: Very useful for counting sums of money, tallying chemical constituents, or calculating arithmetic in general.

Armillary Sphere: Usually made of brass or bronze, these astronomical models represent the equator, the ecliptic, the meridians, and parallels.

Astrolabe: An expensive piece of equipment used to navigate by the stars. It adds a +2 circumstance bonus to skill checks to navigate or determine direction.

Balance: instrument for measuring weight, the balance uses opposed weights in shallow pans held from either end of an arm, supported directly in the center. Normally crafted from brass or bronze.

Balance Weights: Any number of weights used with a balance. Normally crafted from turned stone, brass, or bronze.

Beaker, Glass: Open-topped glass cylinder, usually graduated on one side to let the user measure the beaker's contents.

Lodestone: Magnetic oxide of iron. When a sliver is placed in a basin of calm water, it can be used as a compass.

Minute Glass: A small version of

hourglass designed to measure passing minutes.

Miscellaneous Materials

Other potentially useful items.

Candle, tallow: An ordinary tallow candle will burn for two or three hours.

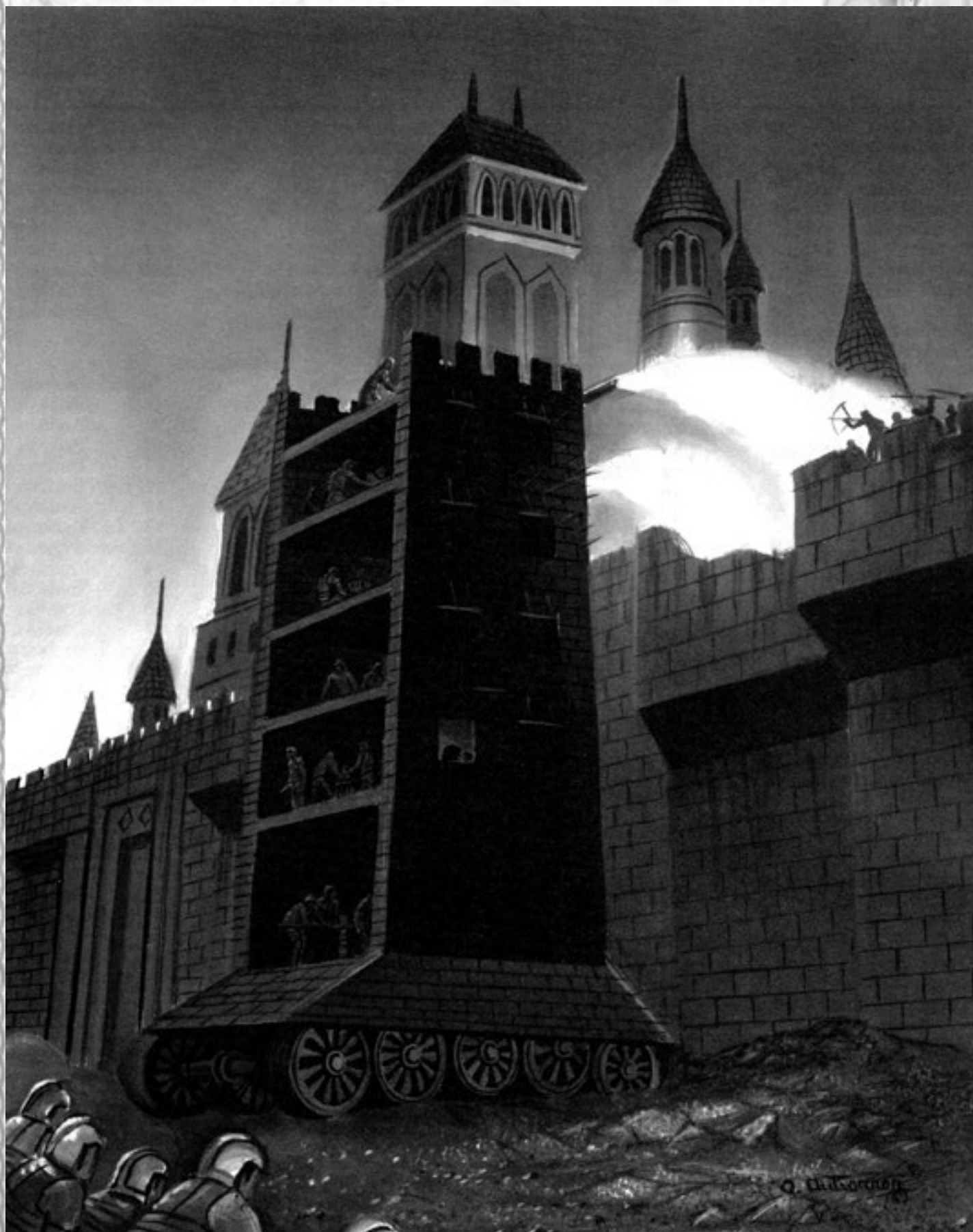
Candle, scented: These candles are usually used in temples and shrines. They are large and can burn for six to ten hours.

Maps: Since cartography is an art form, original maps can be quite expensive. Copied maps may often be purchased from mageware shops, but the prices vary greatly. The accuracy of these maps is not guaranteed.

Marionette: Some mages use marionettes for target practice. The marionette may be as simple or exacting as specified. The price listed is for an average marionette of 18-20 inches in height.

Poison: The sale and use of poison is outlawed in most realms. Many mageware shops are able to obtain it, for a price.







CHAPTER 6: SPELLS AND SPELL-LIKE ABILITIES



Dugal, Dwarven Fire Elemental Mage

The fire speaks to us. The flames live and breathe, their motion a dance to music only we dwarves hear. The fire calls to us—like thundering hooves or baying wolves. Our people have a kinship with fire. Like the flames, we consume all in our path, leaving only ashes behind.

These are some who would risk the heat of the blaze and the crackling of the embers. We are gifted with fire's greatest secrets. We are the firemages, the creators of fire, the keepers of the sacred flame. We use fire to maintain the life of our clan. We use fire to bring death to our foes. One day the flames of the dwarves will scorch the world!



This chapter lists almost all spells from the *Advanced Player's Guide*, *Ultimate Combat*, and *Ultimate Magic* supplements for the Pathfinder® Roleplaying Game.

SPELLS

A mage is restricted to spells from his chosen magical element of present level and those designated as “All Elements,” which is open to casters of any element. His chosen element also determines the energy effect of any spell with the “Elemental” or “Air/Earth/Fire/Void/Water” addendum. He may take those spells more than once in different elements, each time in an element matching his choice for the level and applying the appropriate elemental and energy effects.

Several spells from other lists have been moved or added to the elemental sorcerer/wizard spell list. Change all references in their descriptions to elemental sorcerer/wizard as appropriate.

SPELL-LIKE ABILITIES

Certain class spell-like abilities that are formerly magic spells, such as *acute senses* and *feather step*, have their range reduced to “personal” and target changed to “you.” They are marked in the lists of spell-like abilities with “^p” (superscript P). A spell-like ability may be listed as either for different classes; for example, while a cleric in this setting may beseech her deity to provide the benefit of *guidance* on another character, a druid receives the insight as a glimpse directly from nature and is therefore unable to share the bonus.

As previously mentioned, any material components listed are still required for characters to activate a spell-like ability.

NOTATIONS

The following notations are used to indicate a spell's source of origin.

APG: Advanced Player's Guide.

UC: Ultimate Combat.

UM: Ultimate Magic.

* Spell with revised description or a new spell.

BARD SPELL-LIKE ABILITIES

Bards must still include a verbal component (song, recitation, or music) to activate their class spell-like abilities. Otherwise, treat all bard spell-like abilities as spell-like abilities normally.

0-Level Bard Spell-Like Abilities

Sift (APG)

Unwitting Ally (APG)

1st-Level Bard Spell-Like Abilities

Adjuring Step (UC)

Adoration (UC)

Anticipate Peril (UM)

Beguiling Gift (APG)

Borrow Skill (APG)

Chord of Shards (UM)

Compel Hostility (UC)

Deadeye's Lore (UC)

Defiance*

Delusional Pride (UM)

Ear-Piercing Scream (UM)

Feather Step (APG)^p

Flare Burst (APG)

Forced Quiet (UM)

Fumbletongue (UM)

Hideous Laughter

Horn of Pursuit (UM)

Innocence (APG)

Invigorate (APG)

Jury-Rig (UC)

Liberating Command (UC)

Lock Gaze (UC)

Memory Lapse (APG)

Moment of Greatness (UC)

Negative Reaction (UC)

Play Instrument (UM)

Restful Sleep (APG)

Saving Finale (APG)

See Alignment (UC)

Share Language (APG)

Solid Note (APG)
Summon Minor Monster (UM)
Timely Inspiration (APG)
Touch of Gracelessness (APG)
Unnatural Lust (UM)
Unprepared Combatant (UM)
Vocal Alteration (UM) ^P
Youthful Appearance (UM) ^P

2nd-Level Bard Spell-Like Abilities

Acute Senses (UM) ^P
Allegro (UM)
Blistering Invective (UC)
Blood Biography (APG)
Boiling Blood* (UM)
Cacophonous Call (APG)
Compassionate Ally (UM)
Create Treasure Map (APG)
Delay Pain (UM)
Discovery Touch (UC)
Distracting Cacophony (UM)
Distressing Tone (UM)
Enter Image (APG)
Gallant Inspiration (APG)
Hidden Speech (APG)
Honeyed Tongue (APG)
Miserable Pity (UM)
Oppressive Boredom (UM)
Piercing Shriek (UM)
Qualm (UC)
Reckless Infatuation (UM)
Share Memory (UM)
Silk to Steel (UM)
Snapdragon Fireworks (UM)
Steal Voice (UM)
Tactical Acumen (UC)
Unadulterated Loathing (UM)
Wartrain Mount (UM)

3rd-Level Bard Spell-Like Abilities

Arcane Concordance (APG)
Control Summoned Creature (UM)
Coordinated Effort (APG)
Curse of Disgust (UM)
Delay Poison, Communal (UC)
Elemental Speech (APG)
Exquisite Accompaniment (UM)
Haunting Choir (UM)

Invigorate, Mass (APG)
Malicious Spite (UM)
Overwhelming Grief (UM)
Purging Finale (APG)
Reviving Finale (APG)
Smug Narcissism (UM)
Terrible Remorse (UM)
Thundering Drums (APG)

4th-Level Bard Spell-Like Abilities

Animal Curse*
Dance of a Hundred Cuts (UM)
Daze, Mass (UM)
Denounce (APG)
Discordant Blast (APG)
Echolocation (UM)
Envious Urge (UM)
Freedom of Movement ^P
Heroic Finale (APG)
Primal Scream (UM)
Serenity (UM)
Sonic Thrust (UM)
Utter Contempt (UM)
Virtuoso Performance (UM)
Wall of Sound (UM)
Wandering Star Motes (APG)

5th-Level Bard Spell-Like Abilities

Bard's Escape (APG)
Cacophonous Call, Mass (APG)
Cloak of Dreams (APG)
Deafening Song Bolt (APG)
Foe to Friend (APG)
Frozen Note (APG)
Joyful Rapture (UM)
Ki Shout (UM)
Resonating Word (UM)
Shadowbard (UM)
Stunning Finale (APG)
Vengeful Outrage (UM)

6th-Level Bard Spell-Like Abilities

Brilliant Inspiration (APG)
Dance of a Thousand Cuts (UM)
Deadly Finale (APG)
Euphoric Tranquility (APG)
Fool's Forbiddance (APG)
Overwhelming Presence (UM)

Pied Piping (APG)
Waves of Ecstasy (UM)

CLERIC SPELL-LIKE ABILITIES

0-Level Cleric Spell-Like Abilities

Spark (APG)

1st-Level Cleric Spell-Like Abilities

Ant Haul (APG) ^P
Diagnose Disease (UM)
Forbid Action (UM)
Know the Enemy (UM)
Liberating Command (UC)
Moment of Greatness (UC)
Murderous Command (UM)
Remove Sickness (UM)
Sanctify Corpse (UM)

2nd-Level Cleric Spell-Like Abilities

Arrow of Law (UM)
Blessing of Courage and Life (APG) ^P
Delay Pain (UM) ^P
Dread Bolt (UM)
Effortless Armor (UC)
Ghostbane Dirge (APG)
Grace (APG)
Imbue with Aura (UM)
Instant Armor (APG)
Instrument of Agony (UC)
Protective Penumbra (UM) ^P
Shards of Chaos (UM)
Spear of Purity (UM)
Surmount Affliction (UM)

3rd-Level Cleric Spell-Like Abilities

Agonize (UM)
Archon's Aura (UM)
Blessing of the Mole (UM) ^P
Deadly Juggernaut (UC)
Ki Leech (UM)
Nap Stack (APG) ^P
Sacred Bond (APG)
Sands of Time (UM)
Vision of Hell (UM)
Wrathful Mantle (APG)

4th-Level Cleric Spell-Like Abilities

Aura of Doom (UM)
Blessing of Fervor (APG) ^P
Blood Crow Strike (UM)
Control Summoned Creature (UM)
Debilitating Portent (UC)
Oracle's Vessel (UM)
Plague Carrier (UM) ^P
Rest Eternal (APG)
Spiritual Ally (APG)
Symbol of Revelation (UM)

5th-Level Cleric Spell-Like Abilities

Curse of Magic Negation (UM)
Curse, Major (UM)
Forbid Action, Greater (UM)
Ghostbane Dirge, Mass (APG)
Holy Ice (UM)
Reprobation (UM)
Symbol of Scrying (UM)
Unholy Ice (UM)

6th-Level Cleric Spell-Like Abilities

Epidemic (UM)
Joyful Rapture (UM)
Symbol of Sealing (UM)

7th-Level Cleric Spell-Like Abilities

Bestow Grace of the Champion (UM)
Circle of Clarity (UM) ^P
Jolting Portent (UC)

8th-Level Cleric Spell-Like Abilities

Divine Vessel (APG)
Stormbolts (APG)

9th-Level Cleric Spell-Like Abilities

Cursed Earth (UM)
Overwhelming Presence (UM)
Symbol of Strife (UM)
Symbol of Vulnerability (UM)
Winds of Vengeance (APG)

DRUID SPELL-LIKE ABILITIES

0-Level Druid Spell-Like

Abilities (Orisons)

Depth Probe*

Extinguish*

Find Sustenance*

Freeze Water*

Pillar of Earth*

Predict Weather*

Spark (APG)

Unfreeze*

1st-Level Druid Spell-Like Abilities

Air Bubble (UC)

Alter Wind (APG)

Animal Curse*

Ant Haul (APG) ^P

Aspect of the Falcon (APG)

Aurora*

Bristle (APG) ^P

Call Animal (APG)

Cloak of Shade (APG)

Deadeye's Lore (UC)

Decompose Corpse (UM)

Defiance*

Detect Aberration (APG)

Diagnose Disease (UM)

Expeditious Excavation (APG)

Feather Step (APG) ^P

Fiery Hooves*

Firewalker* ^P

Flare Burst (APG)

Frostbite (UM)

Hydraulic Push (APG)

Keen Senses (APG)

Liberating Command (UC) ^P

Negate Aroma (APG) ^P

Remove Sickness (UM)

Restore Corpse (UM)

Stone Fist (APG)

Sunburn*

Summon Minor Ally (UM)

Touch of the Sea (APG) ^P

2nd-Level Druid Spell-Like Abilities

Accelerate Poison (APG)

Animal Aspect (UC)

Aspect of the Bear (APG)

Blue Skies*

Burning Gaze (APG)

Campfire Wall (APG)

Certain Grip (UC)

Eagle Eye (APG)

Elemental Speech (APG)

Endure Elements, Communal (UC)

Feast of Ashes (APG)

Forest Friend (UC)

Frigid Touch (UM)

Frost Fall (UC)

Glide (APG)

Heigh-Ho*

Lockjaw (APG) ^P

Natural Rhythm (APG) ^P

Pernicious Poison (UM)

Scent Trail (APG)

Shatterstone*

Slipstream (APG) ^P

Span the Distance*

Stone Call (APG)

Tar Ball (UM)

Trailbreaker* ^P

Transplant*

Unshakable Chill (UM)

Wartrain Mount (UM)

Web Shelter (UM)

Wilderness Soldiers (UC)

3rd-Level Druid Spell-Like Abilities

Animal Aspect, Greater (UC)

Anthropomorphic Animal (UM)

Aqueous Orb (APG)

Ash Storm (UM)

Burrow (UM)

Burst of nettles (UM)

Cloak of Winds (APG)

Cloud Cover*

Companion Mind Link (UC)

Create Treasure Map (APG)

Cup of Dust (APG)

Delay Poison, Communal (UC)

Feather Step, Mass (APG)

Fungal Infestation (UM)

Hide Campsite (APG)

Hydraulic Torrent (APG)
Lily Pad Stride (APG)
Mad Monkeys (UM)
Nature's Exile (APG)
Pup Shape (UC)
Rain of Frogs (UM)
Resist Energy, Communal (UC)
Shifting Sand (APG)
Spit Venom (UM)
Vermin Shape I (UM)

4th-Level Druid Spell-Like Abilities

Absorb Toxicity (UC)
Age Resistance, Lesser (UM)
Animal Curse*
Arboreal Hammer (UM)
Aspect of the Stag (APG)
Atavism (UM)
Ball Lightning (APG)
Berg*
Bloody Claws (APG)
Cape of Wasps (UM)
Echolocation (UM)
Geyser (APG)
Grove of Respite (APG)
Life Bubble (APG)
Moonstruck (APG)
Obsidian Flow (UC)
Plague Carrier (UM)
Protection from Energy, Communal (UC)
Ride the Waves (UM)
River of Wind (APG)
Strong Jaw (APG)^P
Thorn Body (APG)
Touch of Slime (UM)
True Form (APG)
Vermin Shape II (UM)
Volcanic Storm (UM)

5th-Level Druid Spell-Like Abilities

Air Walk, Communal (UC)
Aspect of the Wolf (APG)
Blessing of the Salamander (APG)^P
Contagion, Greater (UM)
Fickle Winds (UM)
Fire Snake (APG)
Reprobation (UM)
Rest Eternal (APG)

Snake Staff (APG)
Threefold Aspect (APG)

6th-Level Druid Spell-Like Abilities

Age Resistance (UM)
Dust Form (UC)
Eagle Aerie (UM)
Epidemic (UM)
Plague Storm (UM)
Sirocco (APG)
Stoneskin, Communal (UC)
Swarm Skin (APG)
Tar Pool (UC)

7th-Level Druid Spell-Like Abilities

Age Resistance, Greater (UM)
Rampart (APG)
Scouring Winds (UM)
Siege of Trees (UC)
Vortex (APG)

8th-Level Druid Spell-Like Abilities

Atavism, Mass (UM)
Blood Mist (UM)
Euphoric Tranquility (APG)
Frightful Aspect (UC)
Seamantle (APG)
Stormbolts (APG)
Wall of Lava (APG)

9th-level Druid Spell-Like Abilities

Clashing Rocks (APG)
Polar Midnight (UM)
Siege of Trees, Greater (UC)
Summon Elder Worm (UM)
Summon Froghemoth (UM)
Tsunami (APG)
Winds of Vengeance (APG)
World Wave (APG)

PALADIN SPELL-LIKE ABILITIES

1st-Level Paladin Spell-Like Abilities

Bowstaff (UC)
Challenge Evil (APG)
Compel Hostility (UC)

Diagnose Disease (UM)
Ghostbane Dirge (APG)
Grace (APG)
Hero's Defiance (APG)
Honeyed Tongue (APG)
Horn of Pursuit (UM)
Knight's Calling (APG)
Know the Enemy (UM)
Liberating Command (UC) ^P
Litany of Sloth (UC)
Longshot (UC)
Rally Point (APG)
Sanctify Corpse (UM)
Tactical Acumen (UC)
Veil of Positive Energy (APG)
Wartrain Mount (UM)
Word of Resolve (UM)

2nd-Level Paladin Spell-Like Abilities

Arrow of Law (UM)
Aura of Greater Courage (APG)
Bestow Grace (APG)
Bestow Weapon Proficiency (UC) ^P
Blessing of Courage and Life (APG)
Corruption Resistance (APG) ^P
Divine Arrow (UC)
Effortless Armor (UC)
Fire of Entanglement (APG)
Holy Shield (UM)
Light Lance (APG)
Litany of Defense (UC)
Litany of Eloquence (UC)
Litany of Righteousness (UC)
Litany of Warding (UC)
Paladin's Sacrifice (APG)
Protection from Chaos, Communal (UC)
Protection from Evil, Communal (UC)
Protection from Good, Communal (UC)
Protection from Law, Communal (UC)
Righteous Vigor (APG) ^P
Sacred Bond (APG)
Saddle Surge (APG)
Vestment of the Champion (UM)
Wake of Light (APG)
Weapon of Awe (APG)

3rd-Level Paladin Spell-Like Abilities

Archon's Aura (UM)

Blade of Bright Victory (UM)
Blessing of the Mole (UM) ^P
Burst of Speed (UC)
Daybreak Arrow (UC)
Deadly Juggernaut (UC)
Divine Transfer (APG)
Fire of Judgment (APG)
Ghostbane Dirge, Mass (APG)
Holy Whisper (APG)
Litany of Sight (UC)
Masks of Forbiddance (APG)
Sanctify Armor (APG)
Wrathful Mantle (APG)

4th-Level Paladin Spell-Like Abilities

Bestow Grace of the Champion (UM)
Blaze of Glory (APG)
Fire of Vengeance (APG)
Forced Repentance (APG)
Litany of Thunder (UC)
Litany of Vengeance (UC)
Oath of Peace (APG)
Reprobation (UM)
Resounding Blow (APG)
Sacrificial Oath (APG)
Stay the Hand (APG)

RANGER SPELL-LIKE ABILITIES

1st-Level Ranger Spell-Like Abilities

Ant Haul (APG) ^P
Anticipate Peril (UM) ^P
Aspect of the Falcon (APG)
Bowstaff (UC)
Compel Hostility (UC)
Call Animal (APG)
Cloak of Shade (APG) ^P
Compel Hostility (UC)
Deadeye's Lore (UC)
Detect Aberration (APG)
Diagnose Disease (UM)
Feather Step (APG) ^P
Glide (APG)
Gravity Bow (APG)
Horn of Pursuit (UM)
Hunter's Howl (APG)

Keen Senses (APG) ^P
Know the Enemy (UM)
Lead Blades (APG)
Liberating Command (UC) ^P
Longshot (UC)
Negate Aroma (APG) ^P
Predict Weather*
Residual Tracking (APG)
Summon Minor Ally (UM)
Tireless Pursuit (APG)
Wartrain Mount (UM)

2nd-Level Ranger Spell-Like Abilities

Acute Senses (UM) ^P
Animal Aspect (UC)
Arrow Eruption (APG)
Aspect of the Bear (APG)
Badger's Ferocity (UM)
Bloodhound (APG)
Brow Gasher (UC) ^P
Chameleon Stride (APG)
Depth Probe*
Effortless Armor (UC)
Forest Friend (UC)
Guiding Star (APG)
Hide Campsite (APG)
Hunter's Eye (APG)
Locate Weakness (UC)
Perceive Cues (APG)
Protective Spirit (APG)
Ricochet Shot (UC) ^P
Wilderness Soldiers (UC)

3rd-Level Ranger Spell-Like Abilities

Animal Aspect, Greater (UC)
Blessing of the Mole (UM) ^P
Burrow (UM) ^P
Burst of Speed (UC)
Cloak of Winds (APG) ^P
Companion Mind Link (UC)
Fickle Winds (UM) ^P
Holy Whisper (APG)
Instant Enemy (APG)
Named Bullet (UC) ^P
Tireless Pursuers (APG)
Venomous Bolt (APG)

4th-Level Ranger Spell-Like Abilities

Aspect of the Wolf (APG)
Blessing of the Salamander (APG)
Darkvision, Greater (UM) ^P
Find Quarry (UC)
Named Bullet, Greater (UC) ^P
Terrain Bond (UC)

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells (Cantrips)

Air

Haunting Fey Aspect (10) (UC)
Predict Weather* (9)
Unwitting Ally (8) (APG)

Earth

Bucket* (16)
Bury the Dead* (10)
Pillar of Earth* (6)

Fire

Brand (13) (APG)
Engrave* (6)
Extinguish* (11)
Spark (4) (APG)
Unfreeze* (14)

Water

Bucket* (16)
Depth Probe* (12)
Freeze Water* (14)
Predict Weather* (9)
Sift (7) (APG)
Unfreeze* (14)

1st-Level Sorcerer/Wizard Spells

All Elements

Abundant Ammunition (31) (UC)
Burst Bonds (11) (APG)
Moment of Greatness (12) (UC)
Shock Shield (24) (UC)
Summon Minor Monster (20) (UM)
Unerring Weapon (13) (UC)

Air

Adjuring Step (14) (UC)
Air Bubble (25) (UC)
Alter Winds (16) (APG)
Beguiling Gift (14) (APG)
Blue Skies* (45)
Bomber's Eyes (10) (APG)
Borrow Skill (12) (APG)
Bungle (18) (UM)
Compel Hostility (21) (UC)
Delusional Pride (11) (UM)
Ear-Piercing Scream (13) (UM)
Ephemeral Missive* (60)
Feather Step (15) (APG)
Forbid Action (13) (UM)
Forced Quiet (17) (UM)
Frostbite (14) (UM)
Fumbletongue (20) (UM)
Glide (10) (APG)
Gravity Bow (14) (APG)
Icicle Dagger (14) (UM)
Illusion of Calm (27) (UC)
Interrogation (23) (UM)
Liberating Command (10) (UC)
Lock Gaze (16) (UC)
Longshot (15) (UC)
Memory Lapse (11) (APG)
Murderous Command (19) (UM)
Negate Aroma (20) (APG)
Negative Reaction (33) (UC)
Stumble* (20)
Touch of Gracelessness (18) (APG)
Sunburn* (35)
Unprepared Combatant (22) (UM)
Vanish (18) (APG)
Vocal Alteration () (UM)

Earth

Adjuring Step (14) (UC)
Ant Haul (8) (APG)
Aspect of the Falcon (23) (APG)
Bowstaff (10) (UC)
Bristle (28) (APG)
Call Animal (38) (APG)
Coat of the Bear* (55)
Crafter's Fortune (17) (APG)
Defiance* (20)
Diagnose Disease (33) (UM)

Expeditious Excavation (14) (APG)
Find Sustenance* (45)
Fresh* (76)
Invigorate (22) (APG)
Jury-Rig (18) (UC)
Negate Aroma (20) (APG)
Peacebond (23) (UC)
Polypurpose Panacea (19) (UM)
Reinforce Armaments (43) (UC)
Remove Sickness (25) (UM)
Restful Sleep (36) (APG)
Sanctify Corpse (35) (UM)
Solid Note (19) (APG)
Stone Fist (18) (APG)
Stumble Gap (15) (APG)
Tireless Pursuit (21) (APG)
Veil of Positive Energy (30) (APG)
Youthful Appearance (42) (UM)

Fire

Aspect of the Falcon (23) (APG)
Call Animal (38) (APG)
Cloak of Shade (16) (APG)
Coat of the Bear* (33)
Crafter's Fortune (10) (APG)
Dancing Lantern (16) (APG)
Defiance* (20)
Firewalker* (30)
Flare Burst (14) (APG)
Keen Senses (15) (APG)
Ki Arrow (13) (UM)
Know the Enemy (28) (UM)
Lead Blades (14) (APG)
Mirror Strike (12) (UC)
Remember* (17)
Residual Tracking (33) (APG)
Snapdragon Fireworks (19) (UM)
Sun Metal (21) (UC)
Wrath (23) (APG)

Water

Anticipate Peril (15) (UM)
Blue Skies* (45)
Cough* (16)
Corrosive Touch (10) (UM)
Deadeye's Lore (32) (UC)
Detect Aberration (20) (APG)
Diagnose Disease (33) (UM)

Eye Stab* (11)
 Find Sustenance* (45)
 Forced Quiet (17) (UM)
 Fresh* (76)
 Hydraulic Push (10) (APG)
 Icicle Dagger (14) (UM)
 Ill Omen (26) (APG)
 Interrogation (23) (UM)
 Know the Enemy (28) (UM)
 Overhear* (29)
 Reveal the Beyond* (19)
 See Alignments (17) (UC)
 Stink* (48)
 Sunburn* (35)
 Touch of the Sea (24) (APG)
 Vocal Alteration (27) (UM)

Void

Break (18) (APG)
 Breath of Rust* (18)
 Bungle (18) (UM)
 Cloak of Shade (16) (APG)
 Crafter's Curse (10) (APG)
 Darksphere* (30)
 Decompose Corpse (15) (UM)
 Interrogation (23) (UM)
 Litany of Sloth (13) (UC)
 Litany of Weakness (13) (UC)
 Murderous Command (19) (UM)
 Ray of Sickening (17) (UM)
 Restore Corpse (39) (UM)
 Sculpt Corpse (37) (APG)
 Shadow Lock* (48)
 Shadow Weapon (14) (UM)
 Touch of Gracelessness (18) (APG)
 Unprepared Combatant (22) (UM)
 Wrath (23) (APG)

2nd-Level Sorcerer/Wizard Spells

All Elements

Adoration (16) (UC)
 Arrow of Law (21) (UM)
 Bestow Weapon Proficiency (22) (UC)
 Cushioning Bands (25) (UM)
 Elemental Speech* (29) (APG)
 Ghostbane Dirge (15) (APG)
 Instrument of Agony (34) (UC)

Kinetic Reverberation (27) (UC)
 Litany of Entanglement (13) (UC)
 Magic Siege Engine (40) (UC)
 Sculpt Simulacrum (24) (UM)
 Shard of Chaos (21) (UM)
 Spear of Purity (21) (UM)
 Tactical Acumen (19) (UC)

Air

Aurora* (58)
 Cacophonous Call (22) (APG)
 Castigate (17) (APG)
 Certain Grip (31) (UC)
 Chameleon Stride (16) (APG)
 Compassionate Ally (23) (UM)
 Confess (45) (APG)
 Defensive Shock (34) (UM)
 Disguise Other (40) (UM)
 Draw Strength from Pain* (34)
 Ease the Burden* (14)
 Effortless Armor (17) (UC)
 Elemental Touch* (15) (APG)
 Frigid Touch (36) (UM)
 Frost Fall (28) (UC)
 Ghostly Disguise (25) (UM)
 Grace (11) (APG)
 Haunting Mists (30) (UM)
 Mad Hallucination (22) (UM)
 Oppressive Boredom (28) (UM)
 Perceive Cues (24) (APG)
 Pilfering Hand (23) (UC)
 Qualm (18) (UC)
 Reloading Hand (22) (UC)
 Returning Weapon (39) (UC)
 Ricochet Shot (25) (UC)
 Steal Voice (UM)
 Symbol of Mirroring (52) (UM)
 Telekinetic Assembly (67) (UC)
 Trailbreaker* (30)
 Twisted Space (44) (UC)
 Unnatural Lust (18) (UM)
 Unshakeable Chill (29) (UM)

Earth

Allfood (44) (APG)
 Animal Aspect (50) (UC)
 Animal Ward* (57)
 Ant Haul, Communal (16) (UC)

Aspect of the Bear (40) (APG)
 Badger's Ferocity (15) (UM)
 Bestow Grace (16) (APG)
 Blessing of Courage and Life (28) (APG)
 Bloodhound (20) (APG)
 Brow Gasher (24) (UC)
 Certain Grip (31) (UC)
 Chameleon Stride (16) (APG)
 Create Pit (52) (APG)
 Delay Pain (28) (UM)
 Endure Elements, Communal (41) (UC)
 Forest Friend (47) (UC)
 Instant Armor (55) (APG)
 Litany of Defense (13) (UC)
 Lockjaw (25) (APG)
 Masterwork Transformation (540) (UM)
 Miserable Pity (21) (UM)
 Mount, Communal (85) (UC)
 Protection from Chaos,
 Communal (45) (UC)
 Protection from Evil,
 Communal (45) (UC)
 Protection from Good,
 Communal (45) (UC)
 Protection from Law,
 Communal (45) (UC)
 Protective Spirit (17) (APG)
 Reinforce Armaments,
 Communal (63) (UC)
 Shatterstone* (37)
 Silk to Steel (11) (UM)
 Stone Call (38) (APG)
 Surmount Affliction (15) (UM)
 Telekinetic Assembly (67) (UC)
 Warding Weapon (22) (UC)
 Wartrain Mount (13) (UM)
 Web Shelter (31) (UM)

Fire

Animal Aspect (50) (UC)
 Animal Ward* (57)
 Arrow Eruption (18) (APG)
 Aspect of the Bear (40) (APG)
 Badger's Ferocity (15) (UM)
 Blistering Invective (15) (UC)
 Boiling Blood (16) (UM)
 Brow Gasher (24) (UC)
 Burning Gaze (14) (APG)

Create Treasure Map (86) (APG)
 Defensive Shock (34) (UM)
 Elemental Touch* (15) (APG)
 Fiery Hooves* (39)
 Fiery Shuriken (32) (UC)
 Fire Breath (30) (APG)
 Light Lance (35) (APG)
 Lineage* (29)
 Lockjaw (25) (APG)
 Masterwork Transformation
 (540) (UM)
 Mount, Communal (85) (UC)
 Natural Rhythm (28) (APG)
 Share Memory (45) (UM)
 Spiritbane* (20)
 Spontaneous Immolation (33) (UC)
 Tar Ball (19) (UM)
 Wartrain Mount (13) (UM)
 Weapon of Awe (41) (APG)

Water

Aurora* (58)
 Cavesight* (44)
 Create Treasure Map (86) (APG)
 Eagle Eye (37) (APG)
 Elemental Touch* (15) (APG)
 Follow Aura (52) (APG)
 Forest Friend (47) (UC)
 Forked Tongue* (32)
 Frigid Touch (36) (UM)
 Frost Fall (28) (UC)
 Guiding Star (70) (APG)
 Share Language (44) (APG)
 Share Memory (45) (UM)
 Slipstream (43) (APG)
 Steal Voice (99) (UM)
 Trailbreaker* (30)
 Unshakeable Chill (29) (UM)
 Witness (31) (UM)

Void

Accelerate Poison (6) (APG)
 Blood Transcription (39) (UM)
 Castigate (17) (APG)
 Chill of the Void* (44)
 Create Pit (52) (APG)
 Disfiguring Touch (46) (UM)
 Dread Bolt (21) (UM)

Dust of Twilight (33) (APG)
 Feast of Ashes (66) (APG)
 Ghostly Flesh* (40)
 Haunting Mists (30) (UM)
 Pernicious Poison (18) (UM)
 Pox Pustules (24) (APG)
 Protective Penumbra (25) (UM)
 Qualm (18) (UC)
 Skinsend (156) (UM)
 Steal Voice (99) (UM)
 Transmute Potion to Poison (47) (APG)
 Vomit Swarm (28) (APG)

3rd-Level Sorcerer/Wizard Spells

All Elements

Ablative Barrier (38) (UC)
 Banish Seeming (target spell's CT) (APG)
 Cast Out (47) (APG)
 Chain of Perdition (26) (UC)
 Draconic Reservoir (72) (APG)
 Force Punch (25) (UM)
 Litany of Sight (13) (UC)
 Monster Physique I (68) (UM)
 Strangling Hair (31) (UM)
 Touch Injection (45) (UC)
 Ward the Faithful (30) (APG)

Air

Ash Storm (UM)
 Bouncer* (151)
 Burst of Speed (15) (UC)
 Cloak of Winds (30) (APG)
 Cloud Cover* (174)
 Distracting Cacophony (32) (UM)
 Elemental Aura* (25) (APG)
 Enter Image (18) (APG)
 Feather Step, Mass (36) (APG)
 Hostile Levitation (23) (UC)
 Jester's Jaunt (22) (APG)
 Litany of Escape (17) (UC)
 Litany of Thunder (13) (UC)
 Loathsome Veil (27) (UM)
 Marionette Possession (57) (UM)
 Phantom Driver (24) (UC)
 Protection from Arrows, Communal (33) (UC)

Reckless Infatuation (68) (UM)
 Returning Weapon, Communal (51) (UC)
 Seek Thoughts (62) (APG)
 Stumbling Ranks* (52)
 Thundering Drums (28) (APG)
 Transplant* (150)
 Twilight Knife (44) (APG)
 Unadulterated Loathing (68) (UM)

Earth

Anthropomorphic Animal (73) (UM)
 Blessing of the Mole (44) (UM)
 Burrow (35) (UM)
 Corruption Resistance (24) (APG)
 Countless Eyes (48) (UM)
 Delay Poison, Communal (30) (UC)
 Heigh-Ho* (22)
 Mad Monkeys (51) (UM)
 Nap Stack (88) (APG)
 Pellet Blast (35) (UC)
 Phantom Driver (24) (UC)
 Pup Shape (63) (UC)
 Resist Energy, Communal (60) (UC)
 Resinous Skin (57) (UC)
 Sacred Bond (6) (APG)
 Shifting Sand (31) (APG)
 Span the Distance* (64)
 Spider Climb, Communal (40) (UC)
 Spike Pit (62) (APG)
 Stone Seal* (69)
 Symbol of Healing (60) (UM)
 Tireless Pursuers (33) (APG)
 Versatile Weapon (28) (APG)
 Wrathful Mantle (87) (APG)

Fire

Bouncer* (151)
 Campfire Wall (35) (APG)
 Darkvision, Communal (52) (UC)
 Daybreak Arrow (38) (UC)
 Discovery Torch (17) (UC)
 Elemental Aura* (25) (APG)
 Versatile Weapon (28) (APG)
 Wrathful Mantle (87) (APG)

Water

Aqueous Orb (16) (APG)

Berg* (62)
Blood Biography (86) (APG)
Cloud Cover* (174)
Elemental Aura* (25) (APG)
Hydraulic Torrent (41) (APG)
Lily Pad Stride (33) (APG)
Locate Weakness (22) (UC)
Share Language, Communal (60) (UC)
Transplant* (150)

Void

Animate Dead, Lesser (46) (UM)
Cup of Dust (175) (APG)
Deadly Juggernaut (19) (UC)
Eldritch Fever (66) (UM)
Eruptive Pustules (14) (UM)
Excruciating Deformation (44) (UM)
Fester (18) (APG)
Haunting Choir (25) (UM)
Healing Thief* (15) (UC)
Howling Agony (14) (UM)
Ki Leech (16) (UM)
Litany of Madness (18) (UC)
Litany of Vengeance (13) (UC)
Loathsome Veil (27) (UM)
Locate Weakness (22) (UC)
Marionette Possession (57) (UM)
Pain Strike (29) (APG)
Rain of Frogs (51) (UM)
Retribution (22) (APG)
Sands of Time (135) (UM)
Screech (13) (APG)
Shadow Steed* (152)
Spike Pit (62) (APG)
Toxic Gift (13) (UM)
Twilight Knife (44) (APG)
Undead Anatomy I (36) (UM)
Venomous Bolt (15) (APG)
Vision of Hell (58) (UM)

4th-Level Sorcerer/Wizard Spells

All Elements

Arcana Theft (55) (UM)
Arcane Concordance (APG)
Control Summoned Creature (39) (UM)
Familiar Melding (48) (UM)
Magic Siege Engine, Greater (55) (UC)

Monstrous Physique II (88) (UM)
Rebuke (55) (APG)
Rest Eternal (30) (APG)
Simulacrum, Lesser (133) (UM)
Spiritual Ally (77) (APG)
True Form (68) (APG)

Air

Aspect of the Stag (52) (APG)
Bow Spirit (40) (APG)
Call Down the Stars* (67)
Blessing of Fervor (71) (APG)
Daze, Mass (17) (UM)
Denounce (48) (APG)
Detonate* (75) (APG)
Discordant Blast (35) (APG)
Dragon's Breath* (41) (APG)
Fickle Winds (47) (UM)
King's Castle (20) (APG)
Malicious Spite (79) (UM)
Masks of Forbiddance (26) (APG)
Moonstruck (47) (APG)
Overwhelming Grief (23) (UM)
Phantom Chariot (70) (UC)
Phantom Steed, Communal (56) (UC)
River of Wind (34) (APG)
Shocking Image (40) (UC)
Sleepwalk (37) (APG)
Symbol of Revelation (60) (UM)
Symbol of Slowing (65) (UM)
Telekinetic Charge (23) (UC)
Terrible Remorse (29) (UM)

Earth

Acid Pit (72) (APG)
Age Resistance, Lesser (100) (UM)
Animal Aspect, Greater (62) (UC)
Animal Curse* (173)
Aspect of the Stag (52) (APG)
Atavism (26) (UM)
Blessing of Fervor (71) (APG)
Blessing of the Salamander (65) (APG)
Bloody Claws (33) (APG)
Cape of Wasps (51) (UM)
Divine Transfer (12) (APG)
Fortify Barrier* (261)
Grove of Respite (48) (APG)
Phantom Chariot (70) (UC)

Protection from Energy,
Communal (64) (UC)
Soothe Construct (16) (UM)
Strong Jaw (35) (APG)
Thorn Body (37) (APG)
Vermin Shape I (42) (UM)

Fire

Animal Aspect, Greater (62) (UC)
Animal Curse* (173)
Aspect of the Wolf (55) (APG)
Atavism (26) (UM)
Ball Lightning (90) (APG)
Blessing of the Salamander (65) (APG)
Brand, Greater (32) (APG)
Call Down the Stars* (67)
Darkvision, Greater (40) (UM)
Detonate* (75) (APG)
Dragon's Breath* (41) (APG)
Malfunction (28) (UM)
Obsidian Flow (70) (UC)
Return to the Holy Fire* (77)
Ripfire* (44)
Shared Wrath (52) (APG)
Soothe Construct (16) (UM)
Symbol of Revelation (60) (UM)
Volcanic Storm (55) (UM)
Wandering Star Motes (40) (APG)

Water

Acid Pit (72) (APG)
Detonate* (75) (APG)
Detonate* (APG)
Dragon's Breath* (41) (APG)
Grove of Respite (48) (APG)
Jellyfire* (131)
Named Bullet (20) (UC)
Nondetection, Communal (70) (UC)
Ride the Waves (42) (UM)
Share Senses (26) (APG)
Tongues, Communal (65) (UC)
Vitriolic Mist (14) (UM)
Water Walk, Communal (40) (UC)

Void

Acid Pit (72) (APG)
Agonize (13) (UM)
Aura of Doom (18) (UM)

Blood Crow Strike (25) (UM)
Calcific Touch (28) (APG)
Curse of Magic Negation (136) (UM)
Debilitating Portent (49) (UC)
False Life, Greater (36) (UM)
Fleshworm Infestation (66) (UM)
Malicious Spite (79) (UM)
Named Bullet (20) (UC)
Overwhelming Grief (23) (UM)
Plague Carrier (66) (UM)
Shadow Projection (214) (APG)
Shadow Step (16) (UM)
Shared Wrath (52) (APG)
Simulacrum, Lesser (133) (UM)
Spit Venom (16) (UM)
Spite (33) (APG)
Taint of the Void* (44)
Touch of Slime (34) (UM)
Unholy Sword (28) (UM)
Vermin Shape I (42) (UM)

5th-Level Sorcerer/Wizard Spells

All Elements

Energy Siege Shot* (88) (UC)
Monstrous Physique III (108) (UM)
Planar Adaptation (60) (APG)
Reprobation (72) (UM)
Spell Immunity, Communal (15 + total
CT of warded spells) (UC)
Summoner Conduit (34) (UC)
Wreath of Blades (79) (UC)

Air

Air Walk, Communal (57) (UC)
Astral Projection, Lesser (300) (UM)
Bard's Escape (78) (APG)
Cacophonous Call, Mass (44) (APG)
Foe to Friend (17) (APG)
Forbid Action, Greater (38) (UM)
Hostile Juxtaposition (49) (UC)
Life Bubble (56) (APG)
Suffocation (103) (APG)
Phantasmal Web (66) (APG)
Smug Narcissism (62) (UM)
Sonic Thrust (58) (UM)
Stay the Hand (24) (APG)
Wall of Sound (42) (UM)

Earth

Blaze of Glory (15) (APG)
Cleanse (92) (APG)
Echolocation (27) (UM)
Hungry Pit (82) (APG)
Pillar of Life (100) (APG)
Rapid Repair (29) (UM)
Resurgent Transformation (300) (APG)
Snake Staff (63) (APG)
Stoneskin, Communal (75) (UC)
Threefold Aspect (54) (APG)
Treasure Stitching (157) (APG)
Unbreakable Construct (29) (UM)
Vermin Shape II (62) (UM)

Fire

Ghostbane Dirge, Mass (30) (APG)
Fire Snake (77) (APG)
Lightning Arc (41) (UM)
Rapid Repair (29) (UM)
Snake Staff (63) (APG)
Unbreakable Construct (29) (UM)

Water

Acidic Spray (76) (UM)
Corrosive Consumption (66) (UM)
Geyser (85) (APG)
Holy Ice (69) (UM)
Icy Prison (44) (UM)
Symbol of Scrying (121) (UM)

Void

Absorb Toxicity (66) (UC)
Castigate, Mass (40) (APG)
Curse of Disgust (125) (UM)
Hungry Pit (82) (APG)
Pain Strike, Mass (58) (APG)
Possess Object (134) (UM)
Suffocation (103) (APG)
Symbol of Striking (257) (UC)
Undead Anatomy II (56) (UM)
Unholy Ice (69) (UM)
Vermin Shape II (62) (UM)

6th-Level Sorcerer/Wizard Spells

All Elements

Battlemind Link (47) (UM)
Energy Siege Shot, Greater* (100) (UC)
Leashed Shackles (53) (UM)
Monstrous Physique IV (128) (UM)
Symbol of Sealing (65) (UM)
Twin Form (198) (APG)

Air

Cloak of Dreams (57) (APG)
Cold Ice Strike (35) (UM)
Dust Form (65) (UC)
Enemy Hammer (50) (APG)
Envious Urge (24) (UM)
Fool's Forbiddance (82) (APG)
Getaway (103) (APG)
Ice Crystal Teleport (55) (UM)
Piped Piping (146) (APG)
Serenity (24) (UM)
Sirocco (80) (APG)
Utter Contempt (31) (UM)
Vengeful Outrage (43) (UM)

Earth

Age Resistance (200) (UM)
Eagle Aerie (75) (UM)
Serenity (24) (UM)

Fire

Contagious Flame (39) (APG)
Sirocco (80) (APG)
Tar Pool (81) (UC)

Water

Cold Ice Strike (35) (UM)
Fluid Form (65) (APG)
Named Bullet, Greater (27) (UC)

Void

Conjure Black Pudding (66) (UM)
Contagion, Greater (89) (UM)
Curse, Major (320) (UM)
Fester, Mass (44) (APG)
Named Bullet, Greater (27) (UC)
Swarm Skin (96) (APG)
Undead Anatomy III (66) (UM)

Unwilling Shield (58) (APG)
Vengeful Outrage (43) (UM)

7th-Level Sorcerer/Wizard Spells

All Elements

Arcane Cannon (78) (UC)
Circle of Clarity (39) (UM)
Create Demiplane, Lesser (792) (UM)
Deflection (155) (APG)
Expend (100) (APG)
Planar Adaptation, Mass (118) (APG)

Air

Fly, Mass (61) (APG)
Hostile Juxtaposition, Greater (62) (UC)
Jolting Portent* (70) (UC)
Ki Shout (50) (UM)
Lunar Veil (21) (UM)
Phantasmal Revenge (271) (APG)
Resonating Word (66) (UM)
Scouring Winds (53) (UM)
Walk Through Space (55) (UC)
Waves of Ecstasy (48) (UM)

Earth

Age Resistance, Greater (300) (UM)
Control Construct (32) (UM)
Joyful Rapture (59) (UM)
Rampart (110) (APG)
Siege of Trees (277) (UC)

Fire

Control Construct (32) (UM)
Firebrand (120) (APG)
Jolting Portent* (70) (UC)
Lunar Veil (21) (UM)

Water

Caustic Eruption (77) (UM)
Ice Body (144) (UM)
Vortex (94) (APG)

Void

Epidemic (85) (UM)
Lunar Veil (21) (UM)
Phantasmal Revenge (271) (APG)
Plague Storm (156) (UM)

8th-Level Sorcerer/Wizard Spells

All Elements

Create Demiplane (910) (UM)

Air

Euphoric Tranquility (77) (APG)
Stormbolts (175) (APG)

Earth

Atavism, Mass (52) (UM)
Call Construct (84) (UM)
Frightful Aspect (191) (UC)

Fire

Call Construct (84) (UM)
Stormbolts (175) (APG)
Wall of Lava (79) (APG)

Water

Seamantle (64) (APG)

Void

Annihilate* (232)
Blood Mist (117) (UM)
Frightful Aspect (191) (UC)
Orb of the Void (166) (UM)
Prediction of Failure (125) (UM)
Undead Anatomy IV (86) (UM)

9th-Level Sorcerer/Wizard Spells

All Elements

Create Demiplane, Greater (1155) (UM)
Spell Immunity, Greater Communal (30
+ total of spell CT) (UC)

Air

Heroic Invocation (100) (UC)
Interplanetary Teleport (172) (UM)
Mind Blank, Communal (88) (UC)
Overwhelming Presence (129) (UM)
Polar Midnight (264) (UM)
Ride the Lightning (77) (UM)
Suffocation, Mass (146) (APG)
Symbol of Strife (133) (UM)
Winds of Vengeance (211) (APG)

Earth

Clashing Rocks (187) (APG)
Heroic Invocation (100) (UC)
Siege of Trees, Greater (310) (UC)
Wooden Phalanx (165) (UM)
World Wave (322) (APG)

Fire

Fiery Body (188) (APG)
Heroic Invocation (100) (UC)
Ride the Lightning (77) (UM)

Water

Heroic Invocation (100) (UC)
Icy Prison, Mass (144) (UM)
Polar Midnight (264) (UM)
Transmute Blood to Acid (151) (UM)
Tsunami (APG) (198)
World Wave (322) (APG)

Void

Abyss* (205)
Cursed Earth (666) (UM)
Polar Midnight (264) (UM)
Suffocation, Mass (146) (APG)
Symbol of Strife (133) (UM)
Symbol of Vulnerability (120) (UM)
Wall of Suppression (200) (APG)

NEW AND REVISED SPELLS

The following is a list of new and revised spells for the Sovereign Stone setting. "Element" has also been added as new category to indicate availability; for example, "**Element** Air" spells are accessible for learning only to Air mages of the appropriate level.

ABYSS

School conjuration [shadow]; **Level** sorcerer/wizard 9

Element Void

Casting Time 1 minute

Components V, S

Range line of sight

Area 10-ft. radius/level

Duration 10 minutes + concentration (D)

Saving Throw Fort partial (see text); **Spell Resistance** no

This forbidden spell creates a massive black pit that many believed to be bottomless and lead directly to the Void. Only those within 10' of edge are allowed a Reflex save to avoid falling in. All magic is negated inside. All active spells cease to function and spellcasting is impossible for anyone who has fallen into the abyss. All living creatures within must make a Fort save every round or face instant obliteration; even those succeeding still take 10d6 points of damage from the Void tearing away at the body, mind, and soul.

The last purported account of this



spell was when Prince Dagnarus took the City of Old Vinnengael. His Void mages summoned forth such an abyss in a ritual to drain the River Ironclaw, so that Dagnarus' army could attack Castle Ildurel, the seat of Vinnengaelean power.

ANIMAL CURSE

School enchantment [compulsion]; **Level** bard 4, druid 4, sorcerer/wizard 4

Element Earth/Fire

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area see text

Target one creature

Duration permanent

Saving Throw see text; **Spell Resistance** yes

This curse causes all animals within the immediate vicinity of the target creature to find it completely reprehensible. The area is 25 feet in radius, plus 5 feet per 2 levels of the caster. Animals — including insects, birds and marine life — snarl, snap, lash or otherwise indicate their dislike. They will attack the creature for acting aggressive in any way, or flee if they feel in danger. Every time the creature is within range of a new animal, it may make a Will save to suspend the effects of this curse for that animal only.

The target may find it impossible to ride a mount. Vermin such as rats and mice become bold, chewing through its belongings or stealing his food right off the plate. Squirrels and chipmunks toss nuts and sticks from trees at those affected by the curse. Dogs bark, howl and growl at him, insects bite or sting him first instead of another. The affected creature is easily noticeable, since it is always in the middle of animal hostility.

This spell is permanent until lifted by *break enchantment*, *dispel magic* or *remove curse*.



Saving Throw will negate; **Spell Resistance** yes

This spell creates an invisible ring that encircles the caster. Any animal attempting to enter the perimeter must make a saving throw. If this fails, the animal cannot enter inside, no matter how much it wants to do so. Animals already inside when the spell is cast must make a saving throw immediately and must leave on a failed roll.

Animal ward is used to safeguard camps against predators and rodents. It works against intelligent animals, but not against humanoid creatures or undead. Animals entering and then leaving the warded area must make another saving throw to enter again.

ANIMAL WARD

School abjuration; **Level** druid 1, sorcerer/wizard 2

Element Earth/Fire

Casting Time 1 standard action

Components V, S

Area 20-ft.-radius centered on caster

Duration 2 hours/level (D)

ANNIHILATE

School evocation [void]; **Level** sorcerer/wizard 8

Element Void

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./levels)

Target one construct or creature

Duration instantaneous

Saving Throw Fort partial (see text); **Spell Resistance** yes

This spell blasts a construct or living creature with an overpowering wave of Void magic. The caster makes a ranged touch attack, and if successful and the caster level is greater than 5 + target's Hit Dice, it destroys the creature/construct outright, reducing it to black sand that is borne away on the resultant wind. Otherwise, it deals 1d6 points of damage per caster level (no maximum!), though the target is entitled to a Fortitude saving throw for half damage.

This spell is extremely rare. The Temple of the Magi has hunted down every copy known to exist of this spell and either destroyed it, or locked it away for safekeeping. Even a rumor of the spell's use is enough to prompt a cadre of armed battle mages and inquisitors to search for perpetrators. Guilds in Dunkarga have banned the spell, although their enforcement leaves something to be desired. The Karnuans have made use of this spell on one or two occasions, and this is a major reason their wizards are so feared. It is yet unclear whether the taan possess this spell in their arsenal.

AURORA

School evocation [weather]; **Level** druid 1, sorcerer/wizard 2

Element Air/Water

Casting Time 1 standard action

Components V, S

Range Close (25 ft. + 5 ft./2 levels)

Duration 10 minutes + concentration (D)

Saving Throw none; **Spell Resistance** no
This spell lets you create streamers of multicolored light. The rainbow streamers illuminate an area equivalent to a lantern (30-foot radius), and can be moved as a swift action at your normal base speed.

BERG

School evocation [cold]; **Level** druid 4, sorcerer/wizard 3

Element Water

Casting Time 1 round

Components V, S

Range line of sight

Effect Gargantuan iceberg in large body of water

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell lets you conjure an enormous iceberg from a large body of water such as a lake or ocean. You can raise the iceberg anywhere within your line of sight. The iceberg reverts to plain liquid once the spell's duration expires.

This spell is typically used to slow pursuit on the high seas, with mages raising icebergs to block the chasing ships. To steer a vessel around an iceberg created by this spell (if space permits) requires a



Profession (Sailor) skill check at DC 15, modified by the ship's condition and size. Should the check fail, the vessel strikes the iceberg and stops (perhaps capsizes as well).

This spell is a favorite of orken pirates.

BLUE SKIES

School evocation [light]; **Level** druid 1, sorcerer/wizard 1

Element Air/Water

Casting Time 1 standard action

Components V, S

Range personal

Area 5-ft.-radius centered on caster

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes (harmless)

This spell parts the clouds in order to

permit light. Sunlight or moonlight shines through the hole around the caster in a small circle and moves with her. *Blue skies* does not affect precipitation, which will continue to fall as normal. However, it will aid spells requiring a clear view of the sun or sky for casting.

This spell also facilitates navigation by stars under heavy cloud cover, as it affords a clearer view of the night sky.

BOILING BLOOD (UM)

School transmutation; **Level** Sorcerer/Wizard 2

Element Fire

Instead of orc, dwarf is the subtype not taking fire damage and gaining a +2 morale bonus to Strength from this spell.

BOUNCER

School evocation [electricity]; **Level** Sorcerer/Wizard 3

Element Air/Fire

Casting Time 1 minute

Components V, S

Range touch

Effect 20-ft.-cube magical barrier

Duration permanent (D)

Saving Throw none; **Spell Resistance** no (object)

This spell creates a magical barrier, usually placed in front of doors, gates, windows, and other means of entry. When anyone other than the caster, or those chosen by the caster and who must be present when the spell is cast, moves through the warded area, the creature is pummeled by electrical fists, inflicting 1d8 points of electricity damage, and be ejected back if the barrier succeeds a combat maneuver check. (It has CMB = caster level + 2 x key ability modifier for spellcasting.)

Even if the creature overcomes the ward, the ward remains in effect. Any unauthorized creature attempting to exit the protected area must survive the spell's combat maneuver check or be pummeled by the fists, which then flings the intruder

back inside and hold it until the caster arrives.

BREATH OF RUST

School transmutation; **Level** sorcerer/wizard 1

Element Void

Casting Time 1 standard action

Components V, S

Range personal

Area 2-ft.-radius burst

Duration instantaneous

Saving Throw none; **Spell Resistance** yes
By breathing on an object as he completes this spell, you cause ferrous objects to instantly rust and become useless. An object that does not completely fit within area of effect takes 2d6 damage. Masterwork items and objects with enhancement bonus are immune to this spell.

BUCKET

School conjuration [creation]; **Level** sorcerer/wizard 0

Element Earth/Water

Casting Time 1 standard action

Components V, S, M (fresh grass or reeds)

Range touch

Target reeds or grass

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no (object)

This spell creates from a handful of fresh grass or reeds a small bucket that can carry up to one gallon of liquid. You must gather the reeds or grass and hold them in your hand during casting. The magic interweaves the plants together and thickens them to make the container watertight. The bucket reverts to the original plant form when the spell expires.

BURY THE DEAD

School transmutation; **Level** sorcerer/wizard 0

Element Earth

Casting Time 1 minute

Components V, S

Range touch

Target one corpse

Duration permanent

Saving Throw none; **Spell Resistance** yes (object)

This spell is used to bury any dead body (but not undead until it is destroyed) up to Large size directly into the earth. The corpse must be laid out on a surface that has not been disturbed by magic, spell-like or supernatural abilities. The body sinks slowly into the ground, down to a depth of 10 feet. If either corpse or caster is disturbed during casting, the spell ends.

The spell was developed by Vinnengaeleans, who always bury their dead in the ground. Cremation is considered sacrilegious.

CALL DOWN THE STARS

School evocation [electricity]; **Level** sorcerer/wizard 4

Element Air/Fire

Casting Time 1 standard action

Components V, S

Range personal

Effect Tiny electrical spheres

Duration 1 minute/level or until discharged (D)

Saving Throw none; **Spell Resistance** yes

This spell creates eight glowing balls of energy that trail and move behind the caster, hovering at head height. Each ball is approximately eight inches in diameter and provides the illumination of a torch (20 feet). The luminescent balls move to avoid contact with creatures or inanimate objects while trailing the caster. Once per round, the mage may throw a globe as a ranged touch attack (maximum range is 60 feet, range increment is 10 feet). Upon hitting a globe does 2d8 electrical damage and dissipates. If it misses, it returns and hovers behind the caster again, ready to be thrown again.

Any globe hovering around the mage may be attacked, each at Armor Class 18. Successfully striking a globe sets off a

chain reaction, causing all of the remaining globes to explode as a 20-foot-radius burst, doing 6d8 points of damage to everyone within the area (DC 20 Reflex save for half).

If the spell expires before the caster is able to use the globes as weapons, they simply dissipate.

CAVESIGHT

School transmutation; **Level** sorcerer/wizard 2

Element Water

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)



A variant of *darkvision* created in Dunkarga by those exploring the labyrinth of caverns and passages beneath Qok 'Tol and the Brylin Mountains, this spell confers the ability to see in darkness as well as the creature could on an overcast day.

CHILL OF THE VOID

School evocation [Void]; **Level** sorcerer/wizard 2

Element Void

Casting Time 1 standard action

Components V, S

Range touch

Area 2-ft. radius

Target one nonmagical metal object

Duration instantaneous

Saving Throw no; **Spell Resistance** yes

The absolute coldness of the Void projected by this spell shatters and utterly destroy any one metal item you touch. An object larger than the area of effect, such as a metal door, only the 2-foot-radius surface centered on your touch weakens or shatters. Objects with enhancement bonus are not affected by this spell.

You can use this spell as a melee touch attack. If successful, a metal armor or shield struck loses 1d4 in Armor Class, and a metal weapon is instantly destroyed. Against metal creatures (such as an iron construct), this spell deals 1d8 points of damage per caster level (maximum 10d8).

CLOUD COVER

School evocation [weather]; **Level** druid 3, sorcerer/wizard 3

Element Air/Water

Casting Time 1 round

Components V, S

Range line of sight

Area 50-ft.-radius/level

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** yes

You summon a thick cloudbank that can obscure the sky and sun. Although the resulting shade does not prevent heat exhaustion, it helps to lessen the severity of sunburns and other injuries from exposure to sunrays. This spell also obscures the light of the moon, aiding in throwing off night pursuit. It is useful in reducing the effectiveness of aerial reconnaissance.

The cloudbank may be moved by the caster at his normal base movement as a move action. It can be dispersed by strong winds.

COAT OF THE BEAR

School transmutation; **Level** sorcerer/wizard 1

Element Earth/Fire

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

Thick brown fur similar to that of a bear grows over target creature's entire body. The shaggy coat offers protection from the most severe cold (even magically induced) and grants cold resistance 10. While the coat does not preclude the use of clothing or armor, it is bulky and incurs a -1 Armor Check Penalty, reduces target's maximum Dexterity bonus to +5. The target retains normal movement and may still cast spells as normal.

COUGH

School evocation [water]; **Level** sorcerer/wizard 1

Element Water

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level (D)

Saving Throw Fort partial; **Spell Resistance** yes

This spell injects small but constant dabs of water into an air-breathing creature's lungs, forcing him to suffer a fit of painful coughing. Through the spell's duration, the target must succeed with a Fort save every round or is considered staggered for that round.

DARKSPHERE

School evocation [Void]; **Level** sorcerer/wizard 1

Element Void

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw see text; **Spell Resistance** yes

You hurl a ball of darkness from between your hands. The orb unerringly strikes the target creature and deals 2d6 nonlethal damage. It also strikes with such force that the creature must succeed on a Fort save (DC 10 + damage dealt) or is stunned for 1 round per point of damage dealt.

DEFIANCE

School enchantment [compulsion]; **Level** bard 1, druid 1, sorcerer/wizard 1

Element Earth/Fire

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one animal (up to Small size)

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

This spell inspires fear and anger in an animal of up to Small size. An animal failing the saving throw begins to attack anyone (or anything) chosen by the caster within sight. This includes the animal's own master. The animal continues to attack throughout the spell's duration or until it is subdued. It returns to normal once the spell expires.

DEPTH PROBE

School divination; **Level** druid 0, ranger 1, sorcerer/wizard 0

Element Water

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell informs you mentally the depth of relatively deep water (up to one mile in depth). Providing you are standing on top, not down below, you can also use this to decipher the height of a cliff or wall, as well as pits, wells, and crevasses.

When casting, you must spit into the

water (pit, well, or over the side of the wall or cliff). This instantly gives you a measurement in feet, yards, rods, or whatever system most sensible to you.

DETONATE (APG)

School evocation [acid, cold, or fire]; **Level** Sorcerer/Wizard 4

Element Air or Fire or Water

The elemental energy released is determined by the magical element under which this spell is taken: Acid for Water, cold for Air, fire for Fire. This spell is not available to Earth spellcasters.

DISPEL MAGIC (PATHFINDER CORE RULEBOOK)

School abjuration; **Level** Sorcerer/Wizard 3

Element All

This spell takes up 20 points of Casting Threshold for purpose of spell familiarity.

DISPEL MAGIC, GREATER (PATHFINDER CORE RULEBOOK)

School abjuration; **Level** Sorcerer/Wizard 3

Element All

This spell takes up 40 points of Casting Threshold for purpose of spell familiarity.

DRAGON'S BREATH (APG)

School evocation [acid, cold, or fire]; **Level** Sorcerer/Wizard 4

Element Air or Fire or Water

The energy breath released is determined by the magical element under which this spell is taken: Acid for Water, cold for Air, fire for Fire. This spell is not available to Earth spellcasters.

DRAW STRENGTH FROM PAIN

School enchantment [charm]; **Level** sorcerer/wizard 2

Element Air

Casting Time 1 standard action

Components V, S

Range touch

Target one humanoid

Duration 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** yes

This spell tricks the recipient's mind into thinking any damage that it has taken is not really as bad as it was first perceived. This spell is only effective on a humanoid creature that currently has 2 or more hit points of damage. The effect grants the target a +2 enhancement bonus to attack rolls and Will saving throws. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The creature loses all bonuses from this spell if it is restored to full hit points at any time within the spell's duration.

EASE THE BURDEN

School enchantment [compulsion]; **Level** sorcerer/wizard 2

Element Air

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 1 round/level (D)

Saving Throw Will negates (harmless);

Spell Resistance yes

This spell gives an injured or dying recipient the illusion of wellness. It relieves pain by deadening the sense of touch. This spell has no restorative properties, but a creature under the effects can remain conscious, pain-free, and act normally while at 0 or negative hit points (though still loses a hit point per round until stabilized, and dies upon receiving enough damage to kill). When the spell expires, a creature at 0 or negative hit points collapses and falls unconscious immediately.

Wyred use this spell to ease the passing of those whose injuries cannot be healed or adequately treated.

ELEMENTAL AURA (APG)

School evocation [acid, cold, or fire]; **Level** Sorcerer/Wizard 3

Element Air or Fire or Water

The aura of energy is determined by the magical element under which this spell is taken: Acid for Water, cold for Air, fire for Fire. This spell is not available to Earth spellcasters.

ELEMENTAL SPEECH (APG)

School divination [air, earth, fire, or water];

Level Sorcerer/Wizard 2

Element All

The creatures you are able to converse with are determined by the magical element under which this spell is taken.

ELEMENTAL TOUCH (APG)

School evocation [acid, cold, or fire]; **Level** Sorcerer/Wizard 2

Element Air or Fire or Water

The energy released is determined by the magical element under which this spell is taken: Acid for Water, cold for Air, fire for Fire. This spell is not available to Earth spellcasters.

ENERGY SEIGE SHOT (UC)

School transmutation [variable]; **Level** Sorcerer/Wizard 5

Element All

The energy is determined by the magical element under which this spell is taken: Acid or cold for Water, electricity or sonic for Air, electricity or fire for Fire, and force for Earth.

ENERGY SEIGE SHOT, GREATER (UC)

School transmutation [variable]; **Level** Sorcerer/Wizard 6

Element All

The energy is determined by the magical element under which this spell is taken: Acid or cold for Water, electricity or sonic for Air, electricity or fire for Fire, and force for Earth.

ENGRAVE

School evocation [fire]; **Level** sorcerer/wizard 0

Element Fire

Casting Time 1 standard action

Components V, S

Range touch

Target surface of one object

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no (object)

You can use the tip of your finger to engrave designs, patterns or writing into metal, wood or stone. The engraving takes



about as much time as it would take to write or draw a similar pattern or design with chalk or charcoal. The quality of the etching depends on your skill and training. The spark from this spell, however, does not damage living creatures or plants, although it does tickle.

EPHEMERAL MISSIVE

School illusion; **Level** sorcerer/wizard 1

Element Air

Casting Time 1 round

Components V, S, M (vial)

Range touch

Effect illusionary duplication of text

Duration 1 year or until discharged

Saving Throw none; **Spell Resistance** no

You can magically copy the text (and/or drawing) on a large sheet of paper or vellum as an illusionary duplicate that can be stored in a small vial.

This spell must be cast upon a sheet

of paper, parchment, or vellum that is specifically prepared for the spell. You create a perfect illusionary facsimile of the scroll or paper and everything written on it, which you can then transfer into a tiny vial and stopper it. When the container is uncorked or broken, the illusion is released and coalesces at eye level before the person who uncorked the vial for reading. It vanishes if the reader moves more than 5 feet away in any direction.

The illusion lasts for only 10 minutes before disappearing completely. You can choose to keep or destroy the original article without affecting the illusionary copy.

This spell is useful for sending secret messages that leave no trace behind. An *ephemeral missive* lasts up to one year in seal before the magic dissipates.

Ephemeral missive cannot duplicate spell scrolls, since the paper itself is imbued with magic for spellcasting during a scroll's creation process. This spell can create an illusion of a magic scroll, but the magic on the illusion would not work.

EXTINGUISH

School evocation [fire]; **Level** druid 0, sorcerer/wizard 0

Element Fire

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 5-ft. radius

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can snuff out all non-magical fire in the target area. The effect is instantaneous and can leave even hot embers cold.

EYE STAB

School evocation [water]; **Level** sorcerer/wizard 1

Element Water

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fort partial; **Spell Resistance** no

On a successful ranged touch attack, you cause stabbing pain in both eyes of a creature akin to a finger poke. The creature takes 1d6 nonlethal damage per caster level (up to 5d6 maximum) and must make a Fortitude save to avoid blindness for 1d4 round due to watery eyes. You cannot affect a blind or already blinded creature with this spell.

FIERY HOOVES

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

Element Fire

Casting Time 1 standard action

Components V, S

Range touch

Target one mount

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

This spell envelops the hooves of a mount's (usually a horse) in magical fire not harmful to the animal, enabling it to strike with blazing hooves that deals additional 2d6 fire damage.

FIND SUSTENANCE

School divination; **Level** druid 0, sorcerer/wizard 1

Element Earth/Water

Casting Time 1 minute

Components V, S

Range touch

Target one creature

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

Often cast upon scouts for the Karnuan Army sent out to forage, this spell gives the target creature a supernatural sense of all nearby sources of food and water, in sufficient quantity to nourish at least a dozen people.



FIREWALKER

School abjuration; **Level** druid 1, sorcerer/wizard 1

Element Fire

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

This spell shields the target creature and anything within its aura from any natural flame, affording complete immunity and enabling it to move safely through non-magical fire. It does not grant any ability to see through smoke or fire, however, nor does it mitigate the effects of smoke inhalation. It also offers no protection from burns caused by contact with molten iron, lava, or even melted wax.

FORKED TONGUE

School enchantment [compulsion]; **Level** sorcerer/wizard 2

Element Water

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 hour + 10 minutes/level (D)

Saving Throw will negates; **Spell Resistance** yes

This spell compels the target creature to tell only lies, making it impossible for it to speak the truth. While under the spell's influence, the creature is unable to reply truthfully any question put to it, even those to which it knows the correct answer. A creature not knowing the truth is nevertheless compelled to spin falsehood. No amount of torture or interrogation can convince the creature to speak truthfully. Spells capable of detecting lies may reveal certain or even all statements given by the creature to be false, but the caster will not be able to extract the truth from the lies. Unwilling targets are entitled a Will saving throw to avoid its effects when this spell is cast.

FORTIFY BARRIER

School transmutation; **Level** sorcerer/wizard 4

Element Earth

Casting Time 10 minutes

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one nonmagical barrier

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes (object)

This spell strengthens one nonmagical, artificial barrier with complex magical Earth energy infused by the caster. The barrier's total surface area cannot exceed $400 + 40/\text{caster level}$ in square feet. The magical energy permeates the wall, knitting all its component parts together into a single whole that is stronger and much harder to penetrate. The affected barrier often appears as a cohesive, seamless mass as a result. The enchanted barrier increases its Hardness by 25 points, becoming immune to most minor damage and greatly reduces the potency of catapults,

ballistae, and similar siege engines. This magical Hardness also applies against damage by earthquake both natural and magical. While this spell is cast commonly on the stone wall of a castle or city, its more unorthodox applications have included wooden fences and makeshift shelters.

First employed by the Dunkargans, *fortify barrier* was soon adopted by other human cultures. Because of its complexity, the spell is normally cooperatively cast by a cabal of spellcasters.

FREEZE WATER

School transmutation; **Level** druid 0, sorcerer/wizard 0

Element Water

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft. cube

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no
You can freeze natural water within the range of this spell. No creature within the area is affected in any way. *Freeze water* solidifies the water from liquid to solid. It's useful for making an ice plug to stop a leaking hull, or to increase the potency of liquor in a cask by freezing the water,



removing the ice, and leaving only the alcohol.

FRESH

School transmutation; **Level** sorcerer/wizard 1

Element Earth/Water

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 10 cubic ft. + 1 cubic ft./level of plant foodstuffs

Duration 1 month/level

Saving Throw none; **Spell Resistance** no (object)

Fresh preserves perishable plant foodstuffs and keeps them from spoilage. This spell has the opposite effect on meat, fish, or dairy products, causing them to spoil at an accelerated rate. After the spell expires, all previously-affected unconsumed foods instantly become rotten and inedible.

GHOSTLY FLESH

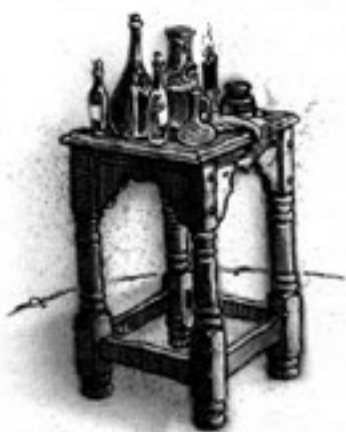
School transmutation [shadow]; **Level** sorcerer/wizard 2

Element Void

Casting Time 1 standard action

Components V, S

Range personal



Target you

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes (harmless)

Your flesh becomes completely translucent to the point that only the skeleton is visible. This spell affects your hair, skin, eyes, internal organs, blood — all parts of the body except for bones, although everything remains intact. It does not change your perception, nor does it alter any of your abilities. Under certain circumstances (such as low-light), however, you may gain bonuses to bluff, intimidate or stealth checks, and perhaps even granted partial or additional concealment.

HEALING THIEF (UC)

School necromancy; **Level** sorcerer/wizard 3

Element Void

The effects of this spell can “heal” any creature considered tainted by the Void.

HEIGH-HO

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

Element Earth

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect raise an earthen pillar 5 ft./level in height (maximum 50 ft.)

Duration 1 minute

Saving Throw none; **Spell Resistance** no

This spell creates a vertical earthen platform five feet in diameter that rises 5 feet per caster level in height (up to 50 feet). The peace-loving pecwae invented this variation of the *pillar of earth* spell. Unwilling to use Earth magic for combat, the pecwae have developed creative defensive spells such as this that have become well-known among other races. Pecwae use *heigh-ho* as a means to strand a pursuer by raising the earth beneath him.

This spell is also used to create an elevating platform for one creature (or

object) up to Medium size to reach an otherwise inaccessible spot. The pillar always sprouts upward and cannot be made to jut out horizontally from a wall or cliff face. The spell will not work underneath a building or in an area that has been paved over, so it cannot be cast in a courtyard or street, for example, nor can it be cast beneath a door or wall with the intent to demolish it, although it would function on the ground next to the said door or wall, providing the surface isn't paved.

JELLYFIRE

School evocation [fire]; **Level** sorcerer/wizard 4

Element Water

Casting Time 1 standard action

Components V, S

Range 50 ft. + 5 ft./2 level (maximum 100 ft.)

Area cone-shaped burst

Duration 1 minute

Saving Throw none; **Spell Resistance** yes

The caster projects a jet of exploding orange-colored gel from the palm. It deals 6d6 points of fire damage per round to every creature and unattended flammable object within the area, or half damage to non-flammable materials, such as stone. In addition, the coat of gel left behind means nothing can extinguish the blaze, so those caught in the initial blast still suffer damage for the spell's duration even if they vacate the area. Dousing water on the fire will just spread the flames another 10 feet. However, a creature or object immersed in water takes only half damage per round.

Jellyfire is one of the most feared orken spells in existence. No one is quite sure how the orks came upon this or how it is produced, since it seems to have more to do with Fire magic than Water magic. Only a few orken shamans know how to cast it, and they keep the spell a secret, to be passed on to their apprentices should they prove worthy. No ork has ever divulged

the details of *jellyfire* to a non-ork.

Some ork shamans know the secret to mixing a fiery gel that does not combust instantly, thus making it possible for the orks to store it in specially prepared barrels. The largest orken battleships are armed with jellyfire cannons. During combat, these cannons fling kegs of semi-stable jellyfire onto targets on either land or sea. Jellyfire kept in barrels has been known to explode on its own, though, and is extremely dangerous. Just a scant few orken shamans have the know-how and privilege to handle stored jellyfire. Anyone else touching the substance, even another ork, runs a great risk of setting himself and all around him on fire. Orks carry jellyfire on their battleships only during times of war or when on special missions.

JOLTING PORTENT

School evocation [electricity]; **Level** cleric 7, sorcerer/wizard 7

Element Air/Fire

The key ability and modifiers are Charisma for sorcerers, Intelligence for wizards.

LINEAGE

School divination [past]; **Level** sorcerer/wizard 2

Element Fire

Casting Time 1 standard action

Components V, S, M (subject's blood)

Range personal

Target you

Duration 1 minute

Saving Throw none; **Spell Resistance** yes (harmless)

This spell determines the true lineage of a humanoid. The caster takes a small bit of blood from the subject and burns it in a small flame, which in turn reveals the names of the humanoid's parents and grandparents to the caster.

This spell was originally created for the dwarves to solve contested claims to clan leaderships, or disagreements about blood relations. This spell became popular with

Vinnengaeleans and Dunkargans about 200 years ago, and has been used to settle disputes of inheritance.

OVERHEAR

School divination [present]; **Level** sorcerer/wizard 1

Element Water

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft.-radius centered on target object or creature

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes

This spell enables you to listen in on conversations. The targeted object or creature must remain in your line of sight at all times, and you can only hear the words and sounds within the area of effect. Should persons move into and out of the area, you may catch only snippets of a conversation. This spell ends immediately when you do not have a line of sight with the object or creature for any reason.

PILLAR OF EARTH

School transmutation; **Level** druid 0, sorcerer/wizard 0

Element Earth

Casting Time 1 standard action

Components V, S

Range 5 ft.

Effect raise a 5-ft.-high earthen pillar

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

This spell raises a dais of earth 5 feet in height and 2 feet in diameter. It remains for the spell's duration or until the caster moves more than 10 feet away from it. *Pillar of earth* is useful for obstructing enemy's line of sight or providing cover against ranged attacks.

PREDICT WEATHER

School divination; **Level** druid 0, ranger 1, sorcerer/wizard 0

Element Air/Water

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can predict the weather for the coming day in your present general vicinity. You gain accurate information regarding precipitation, temperature, wind direction and speed, humidity, and other weather conditions.

REMEMBER

School divination [past]; **Level** sorcerer/wizard 1

Element Fire

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

You conjure up an image of an event or location that you've experienced within the past month. This spell is often used to recall exact details of what occurred or to scour for a misplaced object. You must have at least a vague concept of what you are looking for or trying to recall. The magical effects permit you to search only for those memories that deal specifically with that particular notion. For example, the clan chief buried a stash of argents somewhere around his camp site when the clan rode through last, but can't recall the exact location. He casts *remember* and sees himself bury the coins under a stunted tree near a stream.

This spell will not allow you to remember incidents or events that happened while you were sleeping, unconscious or, for whatever the reason, incognizant.

RETURN TO THE HOLY FIRES

School evocation [fire]; **Level** sorcerer/wizard 4

Element Fire**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** one clan or unhorsed dwarf**Duration** until death of target creature**Saving Throw** none; **Spell Resistance** yes (harmless)

This spell is extremely rare, not because it is difficult to cast, but because those choosing to have this spell cast upon them know that it is final. When cast upon a willing dwarf, it lays dormant until that dwarf dies. At that moment, his/her body is instantly consumed in a pyre of crimson flames. These flames will even burn underwater, or in any place that fires would otherwise be unable to burn (such as in a vacuum or without oxygen). It is believed that a dwarf whose body is consumed by this spell is assured that his or her soul will return to the Holy Fires of Dwarfdom, to wait until the Wolf summons them to join the Heavenly Pack. Some, more fanatical dwarves, have had this spell cast upon them so that in case they are ever captured, they will die in fire instead of by sickness or torture.

REVEAL THE BEYOND**School** divination [present]; **Level** sorcerer/wizard 1**Element** Water**Casting Time** 1 standard action**Components** V, S**Range** personal**Target** you**Duration** 1 minute/level (D)**Saving Throw** none; **Spell Resistance** no

You must be touching an object when casting this spell, and upon completion you are able to see through anything made from the same material or substance as the touched object, and up to 25 ft. + 5 ft./2 levels beyond that. For example, a 4th-level Water mage casting this spell while touching a granite wall will be able to see through anything made of granite and 35

feet (minus its thickness) past it; anything outside that range is not visible, and items of different construction within that range can still block your vision.

RIPFIRE**School** evocation [fire]; **Level** sorcerer/wizard 4**Element** Fire**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Effect** one or more redirected flames to strike target**Duration** 1 round/level**Saving Throw** none; **Spell Resistance** no

For the duration of this spell, you can redirect partial flame from any available source of fire within 10 feet of you to strike a target as a ranged touch attack. The size of the fire source determines the forked blaze's damage, starting at 1d6 points of fire damage for a Small fire (such as a torch), and +1d6 for every size increase thereafter; thus, 2d6 for Medium (campfire), 3d6 for Large (bonfire), and so forth. With a delayed or ready action, you can siphon off a spell (such as fireball) and even abilities (a dragon's fire breath)! (Although this neither makes the original source less effective nor provides you with extra protection against it.)

SHADOW LOCK**School** transmutation; **Level** sorcerer/wizard 1**Element** Void**Casting Time** 1 standard action**Components** V, S, M (a block of stone)**Range** touch**Target** one lock**Duration** 1 week/level**Saving Throw** see text; **Spell Resistance** no

With this spell, you use the Void to ensure a lock becomes more challenge to pick. Any creature of Medium size or smaller trying to open a *shadow locked* object (such as a

door) must succeed on a Will save or find themselves unable to, believing it is locked. Anyone trying to pick the lock but failing the Will save find their tools and skills useless, as the Void warps perception and convinces the mind that it is impossible to bypass. A creature must save each time it attempts to use or bypass an object with this spell cast upon. You as the caster and any creature you designate are not affected by this spell.



SHADOW STEED

School transmutation; **Level** sorcerer/wizard 3

Element Void

Casting Time 1 round

Components V, S, M (a block of stone)

Range touch

Target one Huge animal or smaller

Duration 1 week/level

Saving Throw none; **Spell Resistance** yes

This spell transforms a touched animal suitable for riding into a shadowy steed that can endure without food or water for the spell duration. The steed can also move constantly at the maximum speed for its species without tiring. The spell overwhelms the animal with Void magic, replacing bone, skin, and flesh with semi-solid shadow. The transformed steed follows only the caster's command and will not bear any other rider. A shadow steed retains its statistics and all abilities before the change, and fights like a normal version of the animal.

When slain, its body dissipates into nothingness. If the spell that created it has not expired, the steed reforms one day later

and goes in search of the caster. When the duration is up or the caster perishes, the semi-solid shadow returns to the Void and takes the animal with it. Dispelling this spell reverts the animal to normal.

SHATTERSTONE

School evocation [earth]; **Level** druid 2, sorcerer/wizard 2

Element Earth

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one Small rock or stone or smaller

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes (object)

The caster causes a rock or stone up to Small size to explode into sharp fragments, dealing 1d6 points of damage per caster level (maximum 5d6) to all creatures within 20-foot radius.

SPAN THE DISTANCE

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

Element Earth

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect a stone bridge up to 250 square ft.

Duration 1 day/level

Saving Throw none; **Spell Resistance** no (object)

The caster shapes a large volume of earth into a bridge with the strength and durability of stone. This bridge's size cannot exceed 250 square feet but is able to bear any weight passing over it. It crumbles into dust and sand after the spell expires.

An army needing to cross a river or ravine usually requests this spell from spellcasting engineers, sometimes linking the bridges end-to-end with multiple castings for a particularly wide crossing.

SPELL IMMUNITY
(PATHFINDER CORE RULEBOOK)

School abjuration; Level Sorcerer/Wizard 4

Element All

This spell takes up 40 points of Casting Threshold for purpose of spell familiarity.



SPELL IMMUNITY, GREATER
(PATHFINDER CORE RULEBOOK)

School abjuration; Level Sorcerer/Wizard 8

Element All

This spell takes up 60 points of Casting Threshold for purpose of spell familiarity.

SPIRITBANE

School evocation [fire]; Level sorcerer/wizard 2

Element Fire

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one incorporeal creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes
The caster conjures a ghostly magic fire that deals 1d6 points of fire damage per caster level (maximum 10d6) upon a successful ranged touch attack against an incorporeal creature. The damage is not halved even if the caster is corporeal, though the fire has no effect on living or corporeal undead creatures. This spell was created specifically to deal with incorporeal entities such as ghosts and wraiths.

STINK

School enchantment; Level sorcerer/wizard 1

Element Water

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft. radius sphere

Duration 1 minute/level

Saving Throw Will negate; **Spell Resistance** yes

This spell generates a mental impression of a stench in the target area. Creatures without sense of smell are unaffected. All normal creatures within or passing through must succeed at a saving throw to avoid fleeing or vacating the area, whereas certain other creatures, especially those with a preference for foul aromas, may have to succeed at a saving throw in order to leave.

STONE SEAL

School transmutation; Level sorcerer/wizard 3

Element Earth

Casting Time 1 round

Components V, S, M (a block of stone)

Range touch

Target one inanimate object up to Small size

Duration 1 year/level or until discharged (D)

Saving Throw none; **Spell Resistance** yes
Upon casting the spell, a block of stone magically encases an inanimate object (up

to Small size) you are touching to seal it within. This will not harm or trap your hand (or that of anyone also touching the object) and the item is completely undamaged. The resulting stone block weighs one hundred pounds and is near-impossible to conceal. You can specify a command word that, when spoken (by anyone), will release the object inside the block but also discharges the spell instantly.

The block can break or crack open from sufficient force, though that risks damage to the encased item as well (i.e., paper rips, gem or vial shatters, blade snaps). *Dispel magic* can negate it and prompt the object's release.

STUMBLE

School enchantment [compulsion]; **Level** sorcerer/wizard 1

Element Air

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./levels)

Target one Large or smaller creature

Duration instantaneous

Saving Throw Ref negates; **Spell Resistance** no

This spell can reach out across enormous distances and compel a target creature to stumble and open itself to attack. A creature failing the save falls to the ground and becomes prone. Karnuan war wizards use this spell to intervene at key points on the battlefield.

STUMBLING RANKS

School enchantment [compulsion]; **Level** sorcerer/wizard 3

Element Air

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./levels)

Area 50-ft. radius

Target all Large or smaller creatures within area of effect

Duration instantaneous

Saving Throw Reflex negates; **Spell**

Resistance no

A more powerful version of Stumble, this spell is usually cast upon a mass of advancing troops, forcing them all to succeed on a Reflex save or stumble and fall prone to the ground.

SUNBURN

School transmutation; **Level** druid 1, sorcerer/wizard 1

Element Air/Water

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./levels)

Target one humanoid creature

Duration 1 minute/level

Saving Throw Fort negates; **Spell Resistance** yes

A target of this spell receives a painful skin sear very much like sunburn. Because the spell intensifies the light and heat of the sun for its effects, the sun must be available and plainly visibly when casting. This will not work if cast indoors, underground, or beneath an overcast sky.

The skin of a target creature failing its saving throw becomes red, raw, and extremely warm to the touch. The burn occurs all over the body, not just parts exposed to the sun. Even simple movement can cause severe pain. Clothing and armor aggravate it to such an extent that the creature is tempted to remove them. Due to the discomfort, the creature loses 5' from its base movement as well as Dexterity bonus to AC, and a -2 circumstance penalty to all attack rolls.

TAINT OF THE VOID

School enchantment; **Level** sorcerer/wizard 4

Element Void

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./levels)

Target one Tiny or smaller object

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes

(object)

With this spell, a caster can imbue an object no larger than a human hand with lingering Void magic that decays another object it touches. The enchanted object deals 1d4 points of Void damage (bypassing Hardness) per day to the touched object until the target is completely destroyed or contact is broken. For instance, a coin with *taint of the Void* cast upon it quickly rots through the money pouch holding it. A nail rots the wood into which it is driven. A pebble tossed into a well eventually fouls the water.

TRAILBREAKER

School transmutation; **Level** druid 2, sorcerer/wizard 2

Element Air/Water

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

A 10-feet long, 5-feet wide path opens up through snow before the touched creature. As the creature moves forward, the spell's magic continues to shovel the snow out of its way, always corresponding to the creature's base movement speed. Any increased movement (such as charge or run) terminates the spell immediately.

TRANSPLANT

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

Element Earth/Water

Casting Time 1 standard action

Components V, S

Range touch

Target one Huge or smaller plant

Duration 1 week/level (D)

Saving Throw none; **Spell Resistance** no (object)

This spell allows target plant to survive

and thrive in an environment to which it is not indigenous; for example, growing a palm tree in the chill of the arctic. *Transplant* also protects the plant from the stresses of travel and interim climate changes. It does not, however, provide basic sustenance such as water and nutrient. Potted plants must be cared for as normal.

When the spell expires, unless the environment has changed drastically, the plant withers and begins to perish. Another **transplant** cast upon it restores it to health (barring drought, disease, or other conditions beyond the caster's control).

First created by exiled Nimoreans trying to grow food in the harsh terrain of their new homeland, this spell is now a favorite of all human merchants who transport rare, warm-weather plants north into Nimorea and Tromeke.

UNFREEZE

School transmutation; **Level** druid 0, sorcerer/wizard 0

Element Fire/Water

Casting Time 1 standard action

Components V, S

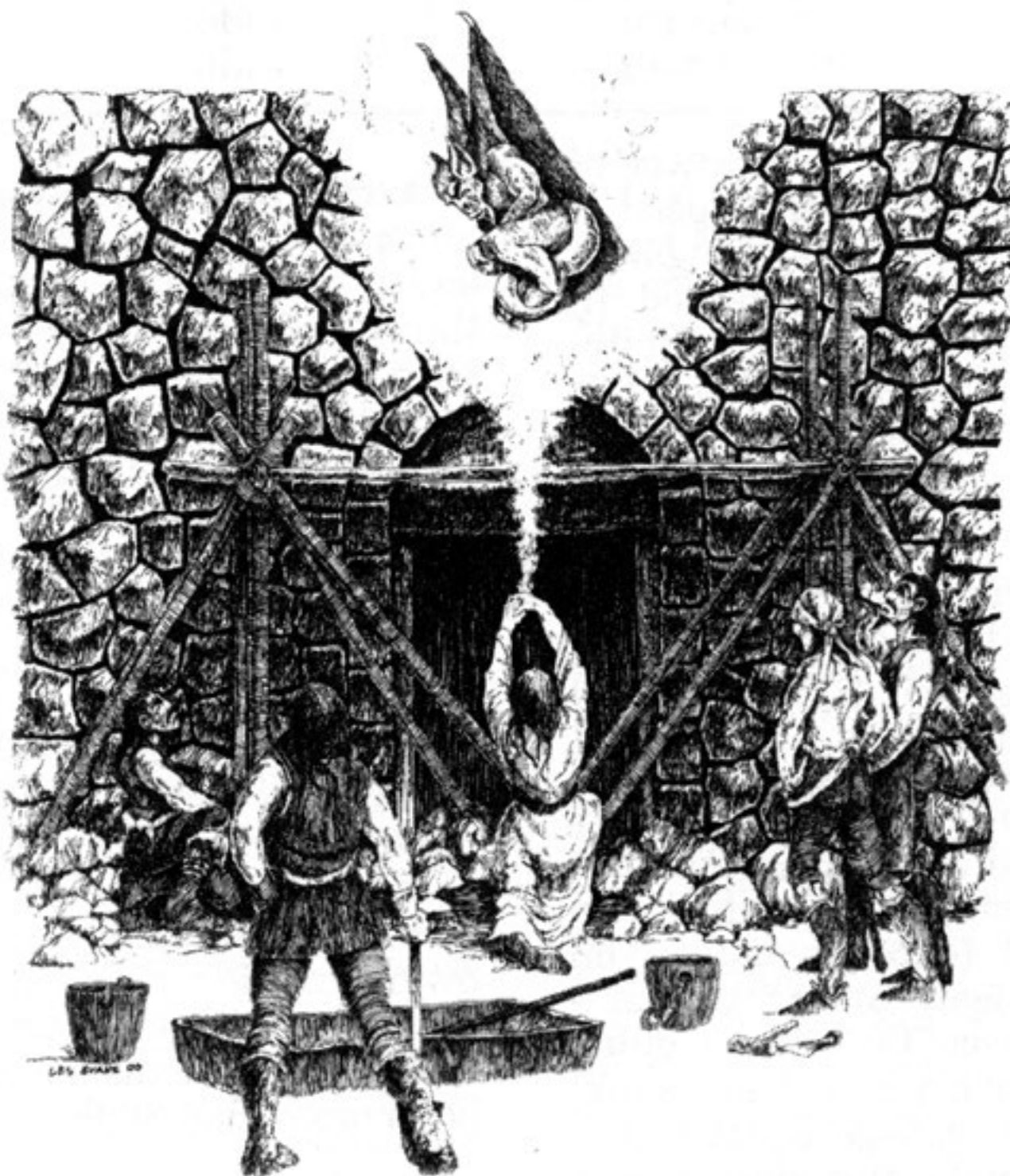
Range close (25 ft. + 5 ft./2 levels)

Area 10-ft. cube

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You transform ice within the range of this spell to water. No creature within the area is affected in any way. *Unfreeze* melt the ice from solid to liquid. It's useful for retrieving drinkable water from ice. Any water consumed will not revert to ice when the spell expires.





CHAPTER 7: SPELL DESIGN



Stadyl, Elven Wyre of House Maberton

My life is full, despite the looks of fear and awe cast my direction by my blood relations. They cannot understand me. They do not know the secrets that I know. And enlightenment is not something that I am permitted to bestow. Through no fault of their own, they are not, and cannot be, my family.

My true family, the people to whom I can turn to in times of need, are the Wyred. Although honor demands allegiance to my blood, my House, my Divine, honor does not own my heart. Many think that we Wyred are uncaring. Others view the tattoo that marks us as Wyred with distrust. We are not monsters, and we are passionate. The one passion that consumes us, above all else, is our passion for our magic!



Those who use magic in Loerem face many challenges and situations unique to their characters. Thus, they may be interested in creating spells that are uniquely their own. It is both fun and rewarding to create spells that may alter the course of history, save an adventuring party from annihilation, or gain the treasure from a bahk's lair.

The mage must first procure the materials required for spellcasting. Since spellcasting resources are sometimes difficult to find, components for character-created spells should be considered dweomers in terms of availability, regardless of the spell's Casting Threshold (CT) or effects.

Once a mage has secured resource materials for spell creation, the character must find the time to experiment and create the spell. The player should design the spell using the rules presented in this chapter and give the GM time to review it.

Four factors must be considered when creating a new spell or converting a spell from another system for use in the Sovereign Stone setting. Each factor has a number of costs. All of these costs are added together to obtain the factor's total. The CT of a spell is then calculated according to this formula:

$$\text{Casting Threshold} = (\text{Total Size} \times \text{Total Range}) + (\text{Total Power} \times \text{Total Duration})$$

Size: This factor defines the target (or targets), effect, or area affected by a single casting of the spell.

Range: This indicates how far from the caster the spell can reach. It is the maximum distance from the mage that the spell's effect can occur.

Power: What the spell accomplishes when it is cast. Some spells may have a number of powers, each of them modifying the overall CT of the spell.

Duration: How long in time until the spell's effects expire.

ABOUT SPELL CREATION

The guidelines presented in this chapter are the rules of magic known only to mankind and thus not all-inclusive. Even the most powerful of Loerem's mages know that there are limits to their knowledge and understanding of the laws of magic. The mage does not exist whose magical expertise surpasses that of even the lowliest of the dragons. Spells that appear to break the known rules obviously follow rules that have yet to be discovered. Therefore, GMs are encouraged to use these guidelines to enhance their own campaigns.

Furthermore, spells designed by players should always be done with the GM's consent. In most cases, it is a good idea to have the player write out a description of the desired spell and its effects, then let the GM apply the modifiers and calculate the cost. This way the GM has the ultimate say in what passes for a spell in the campaign.

Finally, many of the powers listed can be used in many different ways. A special power modifier under transmutation might be useful as a modifier for movement powers. While the powers are categorized where they are because that is where they are most frequently applied, mixing-and-matching also happens quite often as a result of player ingenuity in spell creation.

SIZE

The first facet of spell design is the spell's size. How many creatures or objects can it affect? What's its area? How many creatures can it summon? When considering the size of a spell, you must decide if it affects an individual target, multiple targets, an entire area, or creates an effect, creature or object rather than affecting things that are already present.

Target or Effect

Figure in this factor if a spell affects an individual target, multiple individual targets, or has an effect. Spells with a target

or effect factor do not affect an area. For instance, if you were to create a spell that magically lifts a rock from the ground and hurls it, the spell included the target/effect factor.

Determine the cost for the target/effect factor using the largest target affected or effect manifested by the spell. The caster can always choose a target that is smaller than allowed, but never anything larger. Effects always manifest themselves as they are described in the spell. In the above example, if you designed the spell to hurl rocks the size of your fist, you could still use it to fling pebbles since they are smaller, but could never use it to hurl rocks larger than your fist.

Spells causing damage (to creatures or objects) without any other effect, or are mental compels, are considered energy only. All other magically generated effects or spells that affect a target or multiple targets must pay for the sizes listed in Table 7-1.

Constructs, elementals, and undead type creatures may be created through

TABLE 7-1: TARGET/EFFECT SIZE COST

Target or Effective Size	Cost
Energy Only	2
Fine (fly)	2
Diminutive (toad)	2
Tiny (cat)	2
Small (pecwae)	3
Medium (human)	4
Large (horse)	5
Huge (giant)	6
Gargantuan (dragon)	7
Colossal (fort)	8
Massive (castle)	10

spells. The size of the construct, elemental, or undead is determined by the target size of the spell, and thus the size cost as well. However, the base physical ability scores (Strength, Dexterity, and Constitution) for an animated or summoned creature always start at 10. Then apply modifiers due to the

creature's type as shown in Table 7-2.

Once the base physical abilities are calculated for the creature, determine the

**TABLE 7-2: MEDIUM-SIZE
CREATURES CREATED BY SPELL**

Type	STR	DEX	CON
Construct*	+2	+0	—
Elemental	+2	+0	+2
Undead*	+2	+0	—

* Constructs and undead do not have the Constitution ability.

final scores using the creature's actual size on Table 7-3. Creatures larger or smaller than Medium-size are given bonuses or penalties to their abilities according to their size.

The adjustment for size should be repeated if the creature is more than one size larger or smaller than Medium-size. For example, a Huge elemental created by a spell gets +16 Strength, -4 Dexterity, +8 Constitution, +6 Natural Armor, and -2 attack bonus and Armor Class.

Size also dictates the number of the spell creation's Hit Dice. The creature still retain the Hit Die size normally associated with its type: d10 for constructs and elementals, d8 for undead. For example, a Large elemental would have 2d10 Hit Dice, while a Tiny undead would have a 1/4d8 Hit Die. Attack bonuses for constructs and elementals are equal to the creature's total HD, while those for undead creatures are 3/4 total HD.

Special Target/Effect Modifiers

Below are factors that can modify a spell's target/effect cost.

Target has specific inclusions: The spell affects a specific type of target in its size and elemental category. For instance, an Earth magic spell might affect only the iron in a sword, while an Earth/Water dual-element spell might affect only the wood in the sword's hilt. The target of the

TABLE 7-3: CONSTRUCT, ELEMENTAL AND UNDEAD SIZE MODIFIERS

Size	Str	Dex	Con	Natural Armor	AC/Attack	Hit Dice
Fine	-1	+2	+0	+0	+4	1/8
Diminutive	-2	+2	+0	+3	+2	1/6
Tiny	-4	+2	+0	+0	+2	1/4
Small	-4	+2	+0	+0	+1	1/2
Medium	+0	+0	+0	+0	+0	1
Large	+8	-2	+4	+2	-1	2
Huge	+8	-2	+4	+4	-1	4
Gargantuan	+8	same*	+4	+4	-2	16
Colossal	+8	same*	+4	+4	-4	32
Massive	+4	same*	+4	+4	-4	64

* No further modifier beyond the last previous entry.

inclusion may be changed every time the spell is cast. An Earth magic spell that has the ability to affect the iron in a sword may be used during a subsequent casting to affect the silver in a ring. **Cost:** +3.

Limited Target Type: A spell with this modifier affects only a limited type of targets; for instance, a spell affecting only humans. You cannot use a spell against anything outside the specified target type. The aforementioned humans-only spell has no effect on orks, elves, dwarves, pecwae, etc., though it would work on humans of any human cultures (Vinnengaelean, Nimran, Karnuan, etc). **Cost:** -1.

Multiple individual targets: A spell with this modifier covers multiple individual targets. The cost for the first target is paid for normally, and a +1 is added for each additional target that can be affected. For instance, creating a spell capable of affecting two Medium-size targets costs 5 points (4 for the first target, plus 1 for the second). A spell that can affect three Colossal targets costs 10 points (8 for the first target, plus 1 for the second, and another 1 for the third). **Cost:** +1 per additional target.

Ray effect: The spell manifests as a ray. You aim and release the ray as a ranged touch attack. Any duration of a ray spell measures how long the spell effects last, not the ray itself. Only individual targets may be affected by a ray spell. **Cost:** -1.

Spread effect: The spell manifests as a spread, emanating from a point of origin and expanding toward their maximum size. You must designate and be able to see a point of origin to cast such spells, but need not have a line of effect to all portions of the effect. **Cost:** +2.

Area or Effect Size

Some spells affect an area, rather than targets. This modifier lets you place the spell effects but usually not which creatures or objects within are affected. Sometimes a spell has a specifically defined area, or will only affect certain objects or creatures inside a given perimeter. The costs on Table 7-4 are relevant not only to the size of a spell's area of effect, but also the size of a spell's effect.

Special Area/Effect Size Modifiers

Below are factors that can modify a spell's

TABLE 7-4: AREA OR EFFECT SIZE COSTS

Area or Effective Size	Cost
2-ft.-radius sphere	3
5-ft.-radius sphere	5
10-ft.-radius sphere	7
20-ft.-radius sphere	9
50-ft.-radius sphere	11
100-ft.-radius sphere	13
200-ft.-radius sphere	15
400-ft.-radius sphere	17

cost due to the size of area or effect.

Area/Effect is a cube: The spell's area or effect manifests as a cube. The sides of the cube are twice as long as the purchased radius. **Cost:** +1.

Area/Effect has "holes" or exclusions: "Holes" may be assigned to the area or effect in order to isolate certain spots from spell effect. These "holes" may change every time you cast the spell. For instance, *weather control* can be cast to avoid areas protected by anti-magic wards. Or perhaps you do not want a spell to affect your allies and can manipulate it to exclude them from its effects. **Cost:** +3.

Area/Effect is planar (not volume): Instead of manifesting as a sphere or cube, the area is a horizontal circular sheet (or square in case of cubes). Spells with a planar area or effect have no perceivable depth. **Cost:** -1.

Spell

Area/Effect is shapeable (S):

This modifier enables you to alter the shape of a spell's area or effect. Before the spell can be modified, its area/effect must first be a cube. The effects or area is given as 10-foot cubes to make it easy to model irregular shapes. The area/effect of a shapeable spell must be contiguous. **Cost:** +1.

Spell is a boundary effect: Rather than affecting an area, the spell activates on its boundary. This is part of the spell design and may not be changed from casting to casting. The effect targets only things that either cross or attempt to cross into/out of the affected area. Objects or creatures inside or outside of the edge do not suffer

the spell's effect. **Cost:** -2.

Area is a fixed line: The spell fills an area 2 feet wide and tall by a total length three times the radius of the area purchased. **Cost:** -1.

Area is a burst or emanation: The spell's effect bursts out from a point selected by you, affecting anything in its area. Burst is used only for spells with an "instantaneous" duration. An emanation is similar to a burst in that it originates from a chosen point and radiates out to affect targets in the area for the spell's duration. **Cost:** -1.

Area is a cone: The cone projects away from you in the direction you choose. It starts as a point directly in front of you and widens out as it extends. The radius purchased is the maximum length of the cone and its width at its farthest end. **Cost:** -1.

Area is a cylinder: If the area of a spell is a cylinder, you choose a point of origin that is the

center of a horizontal circle and the spell emits downward from the circle, filling the cylinder. The height of a cylindrical area is 6 times its radius. For example, if a cylinder's has a 5-foot radius, its maximum height is 30 feet. **Cost:** +1.

Area is a spread: The effects of the spell spread out over a given distance in all directions and can turn corners. **Cost:** +2.

Multiple Effects

If a spell has multiple effects to affect an area in different ways, use only the most expensive area cost for determining the spell's CT. For example, you design a



spell to have two different effects upon its area: (1) causes 1d6 points of damage to everything within a 5-foot radius, (2) does an additional 1d6 points of damage to anyone who moves into or out of the area. Although you have to factor in the cost for the damage twice (see “Powers,” below), you do not have to pay for both the radius and the boundary effect.

Individual Target within Area of Effect

Some spells may require an “individual target” modifier in addition to an “area or effect” modifier, such as a spell that does damage over an area applies to just that area. A spell that permits a mage to move objects within the area, for example, must also have an “individual target” modifier to determine the maximum size of the object that can be moved. So, if you create a spell with an area effect wherein you can move particular individual objects up to Medium-size, you would have to also include the Medium-size “individual target” modifier.

Scrying Spells

Scrying spells do not work beyond their individual target or area. A scrying spell with an “individual target” modifier relays only information about the specific target. For instance, if cast upon a person, the individual target spell might reveal what the person is saying, or what he looks like, but not the person to whom he is talking or his surroundings. A scrying spell with an area modifier can relay information from anywhere within the area. Thus, a scrying spell big enough to cover a room can reveal everyone and everything in the room to your sight and possibly let you to hear everything said, as well. You can focus on different people or conversations, jumping between them at your whim.

RANGE

Range indicates how far from the spellcaster the spell can reach. A spell’s

range is the maximum distance from the mage that the spell’s effect can occur, as well as the farthest distance that the mage can designate the spell’s point of origin. Furthermore, all spells must have at least one of the three following range modifiers.

Static and immobile: The spell is not movable. Once it has been cast and its location or target chosen, the spell’s effects cannot move. If cast upon a target and the target moves or leaves the spell’s effective area, it expires instantly. **Cost:** -1.

Attached and moves with target: The spell is anchored to a particular target and remains with the target when it moves. This category is usually used with non-damaging spells or spells that are normally cast upon willing targets (such as healing spells). **Cost:** +0.

Directed or affects unwilling targets: Any spell that does damage to or otherwise affects an uncooperative target. A spell that damages unwilling targets is directed, even though the spell’s area may not move. A spell that would normally be attached but acts against an unwilling target is considered directed instead (such as personal raincloud). **Cost:** +1.

TABLE 7-5: STANDARD RANGE COSTS

<u>Range</u>	<u>Cost</u>
Personal	1
Touch	2
Close (25 ft. + 5 ft./level)	3
Medium (100 ft. + 10 ft./level)	4
Long (400 ft. + 40 ft./level)	5
Sight	6

Special Range Modifiers

Below are factors that can modify a spell’s cost due to unique range considerations.

Special range enhancement: Used exclusively for spells that have a finite size, but whose effect can passively extend beyond it, such as an illusion cast on one person and only that person sees the illusion, as opposed to one manifesting

in thin air that affects anyone seeing it. The disguise self spell, for example, has a special range enhancement that affects anyone who looks at you — they do not see your true appearance. (The target is you. The special range enhancement extends to anyone looking at you.) Spells that cause damage are not permitted to have this modifier. **Cost:** +3.

Range based on remote viewpoint: The spell's range is centered on a remote viewpoint, not you. A spell that lets you scry an area and then create a deadly fireball within close range of the area you are scrying, for example, is a spell with a range of "remote viewpoint." This modifier does not allow spells to transcend time and be cast into the past. **Cost:** +3.

Range limited by mundane device and/or skill: The spell's maximum range is limited by whatever mundane device or skill is available to project the spell's effect. For instance, a mage casting a spell with long range (400 ft. + 40 ft./level) might need a longbow or crossbow to propel a projectile. *Spitball* (see Sovereign Stone Campaign Setting Core Rulebook) is another example of this limitation: no spit,

no spell. **Cost:** -1.

Split-range casting: Used for spells initially cast as a touch range spell, but have a close range or larger effect. For instance, you must first touch a creature with which you want to maintain communication over a great distance. Include both ranges in the cost of the spell before applying this modifier to the sum. The final cost cannot be less than the cost for touch range. **Cost:** -3.

Extraordinary Range

Two types of spells have a range beyond visual: communication and scrying. Communication spells can operate over extremely long distances or penetrate normal obstructions such as walls, chests, boxes and the like. Some Void spells use this range to breach the barrier of death. Both Air and Water magic can be used to create communication spells, but it should be noted that only Water magic can bypass barriers. Although an Air magic spell might be able to send whispers upon winds that can contact others beyond normal sight, Water magic can trickle down through the earth or flow underneath walls. For



instance, if the target of the spell is locked away in a windowless dungeon cell, an Air spell is not going to be able to reach him, whereas a Water magic spell will. Scrying spells can reach beyond the mundane world to look into the past (Fire magic), or to look in on someone half a continent away or more.

Spells can include both standard and extraordinary ranges. A divination of the past might work to gather information about an item you hold in your hands (touch/scrying into the past split-range spell).

The special effects for conventional ranged spells also apply to spells with an extraordinary range. For example, a Void, Water, or Fire magic spell may be limited by a mundane device and/or skill, or their

TABLE 7-6: EXTRAORDINARY RANGE COSTS

Range	Cost
Beyond Sight	5
Beyond Barrier	5
Scrying the Present	2
Scrying a Week into Past	3
Scrying a Month into Past	4
Scrying a Year into Past	6
Scrying a Decade into Past	8
Scrying a Century into Past	10
Scrying a Millennium into Past	20

range could be based on remote viewpoint. Add all applicable costs to the particular spell.

Fire magic is used to scry into the past, governed by certain time limits. You may scry into events that have occurred within the near past, but they tend to be distorted with temporal echoes from the present, and therefore are not always accurate representations. Beyond seven days, these echoes disperse and you may use a scrying spell to see clearly.

The spell's individual target size or area determine the reach of a spell's range past its mundane target. For instance, if you are

scrying an area 10 feet in diameter to see what transpired there, the area determines how much you are able to see (in this case, 10-foot diameter). If you are targeting a particular object for information about its history, the spell will show only that object in the past. You can receive information from the past but you cannot send information to the past, nor can he do anything to alter events that have already occurred in the past (short of a *wish* or perhaps *miracle*).

Void magic cannot scry, but can communicate with and compel entities that are beyond life, especially those attuned to the Void while living (and not consumed by it upon death).

POWERS

Size and range set the framework for a spell. However, the powers, what the spell accomplishes once it is cast, is the heart of any spell. Powers define a spell and its usefulness. Powers also add the most to a spell's cost. When creating spells, be advised to avoid the temptation of falling into the "it can do everything!" trap. Such spells are often too difficult to cast, almost always draining the caster to the point of unconsciousness. Don't try to make a spell that does too much all at once. It can be hazardous to your health!

Spells can have numerous effects. Each power has inherent advantages and restrictions, and each can be subject to enhancements or limitations. Spells can be designed to do several things simultaneously. For example, you could design a single Earth spell that would dig a hole, build a wall with the new dirt from the hole, and make that wall shoot iron spikes... although its cost would be prohibitive.

The following provides descriptions for the various types of powers you can use to build a spell.

Inform Powers

Inform powers produce or receive some

form of information, be it a spoken word or sentence, a touch, a taste, a smell, or a tactile sensation. Inform-power spells let you send this information to the target(s) of the spell. Such spells may also let you open a channel of communication between you and the target. Inform powers are most easily cast with Water magic. Earth and Air inform-power spells must deal specifically with their respective elements. For example, an Earth magic spell might be created to aid a jeweler by informing him of flaws in gems, while an Air spell could be devised to inform you that you are in the presence of poisonous fumes.

If a spell with an inform power is meant to aid you in receiving information, you are the target of the spell and must count yourself as such when calculating the spell's costs, just as if the spell were meant to be cast upon someone else. Thus, if an inform-power spell establishes two-way communication, both sender and receiver are targets and the cost must include both. If the spell includes communication with two people in addition to you, all three count as targets.

A spell enabling you to speak to all animals within a given area is considered a split-range spell that must have both individual target size and area costs included.

Inform-power spells cannot pry into the minds of other beings without their knowledge. An inform-power spell can enable communication without spoken words, but these are thoughts consciously transmitted via the spell. You can use an inform-power spell to learn things about people, provided you know what questions to ask and they are willing targets. In this case, you have a limited view into the thoughts of a person (i.e., thoughts the target wants you to glean), or may ask specific questions about some person or event, etc. Responses to such questions are generally limited to "yes," "no," and "maybe." For example, MacAlistar has

been freed from a dungeon and recalls that there was treasure hidden somewhere, but can't remember the exact location. You may use an inform-power spell to take MacAlistar back through the dungeon in his mind in order to locate the treasure room.

Receive one sense: Enables you to receive information through one sense belonging to yourself or another target. This information can be either a sensory impression (bestows one with low-light vision) or abstract knowledge (reveals the relative quality of a gem). The spell can substitute for a missing sense, such as enabling the blind to see. It can provide information regarding something not normally perceived or comprehended, such as the ability to "see" magic or understand animal speech.

As stated, communication is an aspect of Water magic and thus Water magic owns the greatest flexibility in developing inform-power spells. Other elemental magic are limited in what they can do by their various aspects. An Earth inform-power spell might be able to aid a moneychanger in recognizing a true gold coin from a counterfeit by informing him of the coin's true composition. A Fire magic spell with inform powers might tell you the temperature of a forge fire. Water magic can do both of these.

Water magic cannot substitute for dual-element spell effects. Speaking to land-based animals is a domain exclusive to Earth/Fire spells, thus eliminating Water, whereas communication with plants is purview of Earth/Water, and therefore covered under Water magic. Other dual-element spells react in much the same way, so be certain to consider other elemental magic and their individual specialization when creating a spell.

Inform power spells are always specific in that they provide only one type of information. For instance, a spell that lets you know what the owner of an object

looks like will project a (most likely) mental likeness of the owner. If you want to know the name of the person who owns the item, the spell must be crafted with the intent to provide you with the name.

Base Cost: 3.

Special Inform Power Modifiers

Below are factors that can modify a spell's cost due to unique inform-power considerations.

Water magic: Because communication is the strength of Water magic, inform power effects come more easily for spells of that element. **Cost:** -1.

Each additional sense: An inform power defaults to receiving information through one of the five senses. This modifier you to add additional senses to the spell, purchased once for each sense. The senses are specified when the spell is designed and cannot be changed when cast. **Cost:** + 1.

Send instead of receive: Projecting information is easier than receiving information. A spell that only sends information is less expensive than an equivalent spell that receives information. This modifier provides no indication as to whether the information has been successfully received. **Cost:** -1.

Send and receive: This modifier enables a spell to act as a two-way information conduit. The target of the spell does not have to communicate through the same magical connection. Communication may proceed at any time, so long as the spell's

duration is still in effect. **Cost:** +1.

Target is an inanimate object: Spells that reveal emotional imprints or past deeds committed in the presence of an inanimate object normally have this modifier. Information from the past can be gleaned from a non-living target, even if the target was alive once. Void spells allowing communication with undead also use this modifier. **Cost:** +1.

Very Specific target: The spell is tailored to someone or something with whom/which you are familiar. The spell may not be used on someone you know only by reputation or have never met; it works solely on the individual or object for which it was created. For example, Kaldek creates an inform-power spell that works only with his sister. If he tries to cast it on anyone else, it fails. **Cost:** +1.

Specific type of living creature: Same as above, except the spell works on a type of living targets. Examples include aberrations, animals, dragons, elementals, fey, giants,

humanoids, magical beasts, monstrous humanoids, oozes, plants, shapechangers, undead, and vermin. A spell created to affect only humanoids of a certain species (such as orks or humans) would not use this modifier. **Cost:** +2.

General type of living creature: Spells with this modifier are able to affect any living creature of a general type; for instance, any mammal. Inform-power spells that enhance a natural sense such as smell, sight, or taste use this modifier to



determine cost, such as a spell giving you better vision to see everything more clearly, not just other living creatures. **Cost:** +3.

Limited target type: The modifiers on target type may be made more specific, so long as this does not duplicate a lower-cost effect. For instance, a specific type of living target modifier could be changed to work on elves rather than humanoids. A general type of living creature modifier could be narrowed to “land-dwelling mammals” rather than “any mammals.” **Cost:** -1.

Information can be recorded: The inform power may “record” information for later use. The ability to record this information ends when the spell’s duration expires. **Cost:** +2.

Negate a sense: Senses may be negated as well as enhanced. You can remove a target’s sight or hearing, deaden a target’s sense of touch or his sense of taste. Because one of Void magic’s aspects is negation, this modifier costs less for Void magic spells. **Cost:** +3 (+1 for Void magic spells).

Save DC: The target of inform spell, especially negation spells, may be entitled to a Will save, chosen at the spell’s creation. Succeeding at such a save enables the target to terminate the spell effects immediately (in case of communication spells), or avoid its effects entirely (in case of negation spells).

Because the alternate magic system has no spell levels and DC uses caster level instead, you can increase the DC for saving throws against a newly designed spell. **Cost:** see Table 7-7.

TABLE 7-7: SAVING THROW DC COSTS

Saving Throw DC	Cost
5 + caster level	+0
10 + caster level	+2
12 + caster level	+4
15 + caster level	+6
18 + caster level	+8
20 + caster level	+10

Compel Powers

Compel powers are spell effects that create illusions, magical suggestions, compulsions, beguilement, and possession. Air magic is best suited for such efforts. Through the use of Air magic, intrusive telepathy is also possible. By combining inform and compel powers, Air magic is able to ferret secrets out of a target’s mind or learn the truth behind one’s statements. Earth/Fire spells can compel animals, while Earth/Water spells are useful for bending plants to the caster’s will. Only Void magic can compel undead, force souls to inhabit dead bodies for the creation of undead, or enable the mind of one being to possess the body of another.

Size also applies to compel powers. The spell cannot affect creatures larger than what is specified. For example, a spell targeting an ork must have a Medium-size individual target size or larger to be effective. A mage wanting to use compel on targets inside an area must make certain the targets are actually within it. An illusion that affects anyone viewing it must have a size appropriate to the object or scene portrayed; e.g., an illusion depicting a horse and a rider must have a “Large individual target size” modifier.

More examples: An Earth/Fire dual-element spell designed to compel a wolf has a Medium-size individual target size, compel powers, and the “specific target” modifiers. A spell that makes you invisible to all must have the “Medium-size or larger individual target size” modifier and special range enhancement.

The mentalism aspect of Air magic, through compel powers, lets spells of that element pry information from an unwilling mind. You may ask as many questions as the duration or the limits of the spell permit. The target is entitled to a Will save with each new question. If the creature is unable to resist the spell’s compulsion, it answers to the best of its knowledge for that one particular question. Such

spells, unless specifically designed to do so, will not circumvent communication barriers such as language, deafness or the like. Should the spell expire before a full explanation to one of the questions can be provided, the creature is not forced to continue. A creature not knowing the answer to a question can admit to just that. Once a saving throw is successful, the spell ends.

Coerce or beguile one target: Forces the target to do or act according to your wish or command. A compel-power spell that drives a free-willed target to perform an action or attempts to deceive a target (such as an illusion) must always have a Will saving throw. **Base Cost:** 2.

Save DC: Every spell that has a compel power must have a Will save, with the DC chosen at the spell's creation. Because the alternate magic system has no spell levels and DC uses caster level instead, you can increase the DC for saving throws against a newly designed spell. **Cost:** see Table 7-7.

Target is not alive: This is used to compel undead or constructs. **Cost:** +1.

Very Specific target: The spell is tailored to someone or something with whom/which you are familiar. The spell may not be used on someone you know only by reputation or have never met; it works solely on the individual or object for which it was created. If it is cast on anyone or anything else, it fails. **Cost:** +1.

Specific type of living creature: Same as above, except the spell works on a type of living targets. Examples include aberrations, animals, dragons, elementals, fey, giants, humanoids, magical beasts,

monstrous humanoids, oozes, plants, shapechangers, undead, and vermin. A spell created to affect only humanoids of a certain species (such as orks or humans) would not use this modifier. **Cost:** +2.

General type of living creature: Spells with this modifier are able to affect any living creature of a general type; for instance, any mammal. Inform-power spells that enhance a natural sense such as smell, sight, or taste use this modifier to determine cost, such as a spell giving you better vision to see everything more clearly, not just other living creatures. **Cost:** +3.

Limited target type: The modifiers on target type may be made more specific, so long as this does not duplicate a lower-cost effect. For instance, a specific type of living target modifier could be changed to work on elves rather than humanoids. A general type of living creature modifier could be narrowed to "land-dwelling mammals" rather than "any mammals." **Cost:** -1.

Curse: This modifier is used for a person or object that will lie dormant until triggered. Proximity to another person or object is usually the trigger in a curse. One curse might cause all animals within close vicinity of the target to react antagonistically toward it. Another curse might force the target to get down on all-fours and bark like a dog every time it sees a cat. Each time a curse is triggered, the target is allowed a saving throw to fight off the effects. Methods to break curses are often built into the spell, though not mandatory. A curse spell may be dispelled normally and lasts only as long as the spell's duration. **Cost:** +2.



Suggestions or emotional appeals only: This comes off as a prompt or impulse that is accepted by the target readily and without question. The suggestion or emotional appeal cannot compel any behavior inconsistent with target's traits or past conduct. All attempts to do so alert the target to the spell, with a +4 circumstance bonus to the Will save. The GM should monitor all applications of this modifier judiciously. **Cost:** -2.

to seek companionship, but you would not be able to detail the course of the companion. **Cost:** -3.

Low-complexity compel or illusion affecting one sense: This creates a suggestion, emotional state, or illusion that is simple and straightforward, such as making a target perform free actions like dropping a sword, or feel general emotions like anger and happiness. This modifier creates illusions affecting only one sense,



Specific emotion, suggestion, or illusion: The spell is limited to a one specific suggestion, emotional appeal or illusion. For example, a spell that creates only the illusion of a blue vase. Another spell might make the target feel angry. Although you can make the target creature feel an emotion, you cannot give it any specific orders. A spell of this sort could make the target feel lonely and encourage it

such as invisibility to sight. Any compel power of this magnitude can never have a Will save higher than DC 12 + caster level. **Cost:** -1.

Average-complexity compel or illusion affecting two senses: The spell can coerce target to perform standard actions, such as making an attack, or a feel a range of emotions, or one that is qualified, such as hating all orks. Illusions can now affect

two senses, like an invisibility spell that enables the target to move silently as well. Any compel power of this magnitude can never have a Will save higher than DC 15 + caster level. **Cost:** +0.

High-complexity compel or illusion affecting three senses: The spell can force a target to perform full-round actions, such as running. This modifier could be used to incite complex emotions with a covert justification (even if it is false), such as the urge to attack someone because that person has killed one of the target's friends. Illusions now affecting three senses, such as an invisibility spell that enables silent movement and masks scent. Any compel power of this magnitude can never have a Will save higher than DC 18 + caster level. **Cost:** +1.

Very high-complexity compel or illusion affecting all senses: This creates a compel spell with the most detailed effects possible, permitting a complete, realistic manipulation of a target. This includes impelling the most complex and subtle of behaviors and responses, or creating an illusion that affects all senses. For example, a spell might force a target to leap onto a chandelier, swing across the room, and attack an ork twice its size. Or one that could create the mirage of approaching soldiers, complete with beating drums and blaring horns. **Cost:** +2.

Movement Powers

Movement powers can bestow movement on a stationary, immobile object, or can

enhance the movement ability of a creature able to move under its own power. The cost predicates on the speed of movement granted an inanimate object or the multiplier added to a creature's pace.

Movement bestowed upon a normally inanimate object can move at the speed granted by the spell or slower; for example, a table enchanted to "hustle" can move up to 60 feet per round.

The movement multiplier is used when a spell is designed to affect the movement of a target able to move on its own. The multiplier may also be used to slow the speed of a target, as well. So, a hippogriff with a normal flying speed of 100 feet under a spell that ten times its movement can reach 1000 feet in flight every round. If the movement power, using the same cost, retarded the hippogriff's speed instead, its maximum flying speed would drop to 10 feet. Speed of this nature does not affect other game mechanics (initiative, AC, attack bonuses/penalties, etc.) except movement.

Movement power effects can allow objects to cause damage if they hit a target. For every 25 pounds that an object weighs, it causes 1d6 points of damage when hurled by a movement power (of at least +0d6 strength). Higher speeds will lend more punch to the target object. For example, a 100-pound boulder targeted by a dash-speed movement-power effect would deal 7d6 (4d6 for weight + 3d6 for speed) points of damage to anything it hit. Objects weighing less than 1 pound

TABLE 7-8: MOVEMENT POWER COSTS

Speed	Movement Multiplier	Damage Bonus	Cost
Walk (30 ft.)	Base Speed x1	—	2
Hustle (60 ft.)	Base Speed x2	—	4
Run (90 ft.)	Base Speed x3	+0d6	5
Sprint (120 ft.)	Base Speed x4	+1d6	6
Gallop (180 ft.)	Base Speed x6	+2d6	7
Dash (300 ft.)	Base Speed x10	+3d6	8
Flash (600 ft.)	Base Speed x20	+4d6	10

do not have a base damage die. Instead, such objects deal damage based on the speed at which they are hurled. Therefore, a pebble propelled at flash speed will deal 4d6 points of damage. No object under movement-power effect can exceed 20d6 in points of damage, regardless of its size.

Under normal circumstances, an animated object has no intelligence and so cannot act on its own. A mage animating an object must remain in constant attendance to control the object. For an object to act on its own, at least one "intelligence power" modifier is needed. Pure energy spells, such as *fireball*, are instantaneous and do not have a movement modifier.

Magical Portals

The creation of magical Portals enables the masses to travel long distances within short time periods. However, no one knows exactly what spells were designed and cast to create these Portals, for that was kept secret within the Temple of the Magi. It is believed, though, that a combination of all the elemental magic was used, along with Void magic. The knowledge necessary to create the Portals was lost in the destruction of Old Vinnengael. The teleportation magic continues to work in the Portals, including rogue portals. Attempts to recreate these spells have resulted in failure. Void magic has the capability to permit travel from shadow to shadow almost instantaneously, but this is not true teleportation. Some theorized that Void magic is the key to understanding the magic of the Portals. The Church has refused to credit or condone this theory.

Special Movement Power Modifiers

Below are factors that can modify a spell's cost due to unique movement-power considerations.

Air Magic: Because transportation and movement is the strength of Air magic, they come more easily for spells of that element. **Cost:** -1.

Affects natural movement: This modifier is used to either enhance or impede the natural movement of the target: walking for a human, swimming for a fish, flying for a hippogriff, etc. Do not apply this modifier to objects normally unable to move on their own. **Cost:** -1.

Grants a special movement ability: Allows movement that would not be permitted under normal circumstances. A human gaining the ability to fly does so with this modifier. An inanimate object that hovers above a table has this modifier. An inanimate object that flies has two special movement abilities: granted movement and air movement.

Only Void magic spells can use this modifier to permit movement between shadows. This effect enables the target to pass from one shadow to another without actually traversing the intervening space. The destination shadow must be visible. The creature must be able to cross the distance between its current location and the shadow in one round. For instance, a mage moving 30 feet in one round can pass from a shadow on one side of a moat to a shadow in a tower on the other side of a moat, provided he can see that shadow and the distance in between is no more than 30 feet. **Cost:** +1.

Requires a mundane focus: The spell requires a mundane object in order to function. For example, a mage might have to hold an eagle feather in each hand to cast a flying spell. In this case, you the caster are the target of the spell, while the eagle feathers allow the spell to work. **Cost:** -2.

Mundane object is animated: The spell can grant an unnatural range of flexibility or motion to an object, permitting more articulations than simply hover or fly. This modifier lets an animated stone statue run, lift, and grab. When the spell expires, the object returns to its normal form and shape, unless otherwise noted. **Cost:** +2.

Target object is limited by its shape or form: A magically animated object is

limited by its physical composition. For example, a marble statue has no range of motion since it is not flexible and therefore this special effect cannot be used to animate it. A wooden marionette with articulated joints can use this effect, since it is already flexible enough to move. **Cost:** +1.

Movement is a limited subset of possibilities: This modifier reduces the complexity of a movement power. For example, a spell designed to push a wagon simply pushes the wagon; steering it is up to the driver. A spell to lighten a pack need only levitate the pack slightly. A spell to make someone run faster cannot include this modifier since the target already has the ability to run — this modifier is covered by the natural ability modifier. **Cost:** -1.

Mundane object is moved: An inanimate object is moved from one place to another as if it were carried, dragged, or thrown. **Cost:** +0.

Transmutation Powers

Magic on Loerem rarely grant a mage the ability to create something out of nothing. All spells seemingly able to produce solid objects out of thin air, such as *major creation*, were invented through accidents and sheer luck. More accessible, however, are spells to transmute items from one form, material, or composition into another for a limited duration. The potency of transmutation power (minor, moderate, major, extreme) represents the overall alteration of the elements, while the level of complexity (none, low, moderate, high) reflects the difficulty involved in making the alteration.

For comparison, turning rock to mud is a moderate change of no complexity. Shaping a glass chalice into a stone chalice is a major change of low complexity. Transmuting a length of rope into an iron chain is a major change of high complexity.

Remember that all natural magical elements are capable of transmutation effects within themselves. Water magic can transform plain liquid into alcohol. Earth magic can turn soil into granite. The magic aspects of each element also govern the transmutation powers of that element. Since conversion is an aspect of Fire magic, a Fire mage can cause water to freeze into ice or to boil off as steam. As a rule of thumb, elemental magic other than Earth should be able to accomplish only minor or moderate transmutations. It is with Earth magic that the power to perform major and extreme transmutations lies.

Void magic cannot create. Therefore, Void magic can use transmutation-power effects only to destroy matter. All Void transmutation power effects are considered extreme transmutations.

A mage trying to produce a unique object with transmutation powers must have an idea of what the finished product should look like and, in many cases, might need a skill check to complete the task. For example, a mage using a moderate- or high-complexity transmutation spell to sculpt a statue should have a relevant Craft or Profession skill for the endeavor. The level of success achieved by using the spell is determined by the skill check.

Transmute spells can change both the mass and volume of its target. The cost

TABLE 7-9: TRANSMUTATION POWER COSTS

Type of Transmutation	Cost
Minor (Mass x2 or physical ability +/-2)	2
Moderate (Mass x5 or physical ability +/-4)	4
Major (Mass x10 or physical ability +/-6)	6
Extreme (Mass x20 or physical ability +/-8)	8
Elemental (per HD)	2



includes the complexity and the mass/volume change. It is impossible to have spells that alter the internal volume of a container without changing the outer dimensions. The maximum size that a transmutation power can reach is limited by the size of the spell. For instance, an extreme-transmutation spell with Medium-size area affects targets up to Medium in size and no bigger.

Since transmutation magic is easily accessible in Loerem, most would think mages have the ability to transform ordinary rocks into precious metals or gems. This is not so. Since precious metals and gems are linked to the essence of Earth (they can be used as essences of quality), they cannot be duplicated through magical means. Legends abound of alchemists and mages who claimed they were able to change one Earth-based substance into a precious metal or stone, but such accounts have never been substantiated. Some mages continue to search for this magical means of getting rich quick.

Minor Transmutation: A change within the same element, such as dirt to solid stone, or up to a maximum of double the mass or volume of the target. Minor transmutations can also change certain aspects of the

physical appearance of a living creature, so long as the magic does not change its abilities or form. An example of this would be granting the target wolf fangs or cat claws. Small bonuses or penalties to skill checks and saving throws are typically a minor transmutation.

Moderate Transmutation: A partial change to an adjacent element, such as earth to mud or water to steam, or up to a maximum of five times the mass or volume of the target. Radical changes within an element are moderate transmutations, such as turning water to beer or metal to dirt. Moderate transmutations can modify physical or mental abilities, overall appearance, or physical traits of a living creature.

Major Transmutation: Permits Earth magic to transmute matters significantly. For example, turning a length of rope into an iron bar, or stone to edible meat (like pork or beef). A major transmutation can alter a target's size up to a factor of ten times its normal size. It can also alter a living creature from its normal form to another of a reasonably similar species or genus such as a tiger, frog, or fish, but not a plant.

Extreme Transmutation: All Void

magic transmutations are extreme, since they can only destroy matter. An Earth magic extreme transmutation can change the mass or volume of a target twenty or more times its normal state. It can also transform substances from the domains of Water and Fire to that of Earth or vice versa. For example, turning a stone into fire is an extreme transmutation. Furthermore, extreme transmutations enable a living creature to adopt a completely alien form, such as a tree for a human.

Elemental: This transmutation power enables the summoning of an elemental of the appropriate magic (Air, Earth, Fire, Water, Void). The cost for the power is per Hit Die of the elemental. (For the elemental's stats, see "Size" above.) An elemental with less than 1 HD has a minimum cost of 2 to create.

Special Transmutation Power Modifiers

Below are factors that can modify a spell's cost due to unique transmutation-power considerations.

Earth magic: Because transmutation is the strength of Earth magic, it comes more easily for spells of that element. **Cost:** -1.

No complexity: Changes general size and/or composition but not the form. Examples include dirt to stone and ice to water. A change to Void is always no complexity. **Cost:** +0.

Low complexity: The target undergoes a minor change of shape, or develops a basic shape from malleable, amorphous state. A fork could be changed to a knife or spoon, or a pile of dirt into a disk, cube, or other simple form. **Cost:** +1.

Moderate complexity: The target undergoes a significant alteration. A fork could become intricate wire mesh, or a pile of dirt into a statue (possibly requiring skill checks). **Cost:** +2.

High complexity: Enables you to produce any change of shape from your memory and knowledge that is permissible by the precepts of the spell. **Cost:** +3.

Transmutation could occur naturally over time: If a transmutation power simply accelerates a natural process, the cost is less expensive. The time frame for "natural" is usually a maximum of ten or fifteen years. Causing a sword to rust is easier than turning it to tin. On the other hand, changing rock into dirt simply takes too long to qualify for this modifier. **Cost:** -1.

Changes quality of target: The spell changes the quality of the target, such as upgrading a crude sword to a masterwork blade. This modifier can also be used for a spell that downgrades the quality of an item. The increase or decrease in perceived value depends upon the complexity of the spell and the economy of the campaign world. **Cost:** +2.

Unconventional transmutation: This modifier is designed as a catch-all for transmutations that do not fit into any of the other modifiers (and therefore should be used with the GM's permission). Transforming a human into an ice cube would be quite an unconventional transmutation. **Cost:** +3.

Limited transmutation: This modifier reduces the cost by placing limits on the effect. Let's say you craft a spell that can transmute table knives; you can reduce the cost by specifically limiting the change from knives to swords and nothing else — so you could never use the spell to turn a knife into a fork or spoon, for example. Or you might fashion a spell to create a weapon solely from iron, which would prevent the spell from affecting silver. The cost adjustment varies according to the availability of commodity or severity of the limitation(s), and is subject to GM's approval. **Cost:** -1 to -3.

Save DC: All spells with a transmutation power intended to affect unwilling targets must have a Fort save, with the DC chosen at the spell's creation. Because the alternate magic system has no spell levels and DC uses caster level instead, you can increase

the DC for saving throws against a newly designed spell. **Cost:** see Table 7-7.

Reduction and Resistance Powers

These protective powers are used for spells intended to lessen the damage from attacks upon a target.

Damage Reduction: This power lets a spell's target ignore damage from weapons or natural attacks. It does not protect against damage from spells, energy attacks, supernatural abilities, and spell-like abilities. **Cost:** 4 per every 5 points of damage reduction. For example, 15 points of damage reduction would cost 12.

Energy Resistance: This power enables the target to ignore a specified amount of damage from the chosen type of energy (such as acid, cold, fire, sonic, etc). Multiple energies may be chosen, but each must be paid for separately. **Cost:** 2 per every 5 points of energy resistance. For example, 15 points of fire resistance would cost 6. A spell granting both 15 points of fire resistance and 15 points of electricity resistance would pay for each separately, adding up to a sum of 12.

Spell Resistance: The target of a spell with this power gains resistance against

spells and spell-like abilities that directly affect it. **Cost:** 1 for every 1 point of spell resistance (SR).

Special Damage Reduction Modifiers

The factor below can modify a spell's cost due to unique damage reduction and resistance considerations.

Special weapon to bypass damage reduction: This power enables the target to ignore the given amount of damage dealt by any weapon not made of a specified material, or without sufficient magical strength (i.e., enchantment bonus). **Cost:** see Table 7-10.

TABLE 7-10: SPECIAL DAMAGE REDUCTION POWER COSTS

<u>Weapon/Material/Bonus</u>	<u>Cost</u>
Silver, cold iron, adamantine, etc.	+1
+1	+3
+2	+5
+3	+7
+4	+10
+5	+11

Intelligence Powers

A spell lasting longer than one round normally requires you to actively direct any change in the effect each round. A mage casting an illusion of a fighting warrior has to will the illusion to move every round. A spell with an intelligence power is able to respond to changing conditions without command or input from the caster. You can give an illusion the ability to carry on independent motions, animate an item and order it to deliver a missive, set a cure for a curse so that it is lifted when the condition is met. The level of intelligence granted to a spell or enchantment regulates what it is capable of accomplishing. A spell may never have a higher Intelligence score than that of the caster.

Intelligence powers are usually reserved for spells that animate objects (such as constructs or undead), curses, and illusions. The cost is shown on Table 7-11.



For example, an intelligence power that grants 14 Intelligence to an illusion would cost $(12 + 2 + 2 =) 16$.

Special Intelligence Power Modifiers

Below are factors that can modify a spell's cost due to unique intelligence-power considerations.

Intelligence may only react: The spell or enchantment may only react to outside influence before judging what it is going to do. For instance, a curse might drive a creature to jump around like a monkey whenever it is within 5 feet of a banana. The spell is able to sense when a banana is within 5 feet and begin the effects. When the banana is farther than 5 feet away, it suspends the effects until the banana is within range again. **Cost:** -1.

Intelligence can follow and interpret instructions: Usually used with spells granting a low intelligence, this modifier enables the spell's manifestation to follow instructions that you the caster (or another authorized person) give it. The enchantment will carry out the instructions to the best of its ability based on the level of intelligence given. **Cost:** +1.

Intelligence possesses free will within limits: Within the limits of the spell's effects, this modifier grants the spell or enchantment free will. It may think on its own, reacting to situations as they arise. In addition, the caster may still control the spell effects (unless otherwise specified). **Cost:** +3.

TABLE 7-11: INTELLIGENCE POWER COSTS

Weapon/Material/Bonus	Cost
Intelligence 1-12	1 per point
Intelligence 13+	2 per point

Damage/Healing Powers

Every magical element is able to produce damage power effects. Most individually targeted, direct-damage spells use Fire magic. For the most part, non-Fire direct-

damage spells require that the target be in contact with the element in question. Earth magic can damage targets on the ground. Water magic can pummel someone in water. Air magic can damage anyone who isn't underwater or buried in the ground. The visual effects of the spell may vary, but the mechanics are the same.

TABLE 7-12: DAMAGE/HEALING POWER COSTS

Die Type	Cost
1d4	2
1d6	3
1d8	4
1d10	5

The costs in this category also apply to healing. A healing spell is essentially a transmutation power with "damage dice." For spells that roll multiple dice for damage (or healing), the cost for each extra die after the first carries a cumulative +1; for example, a spell that can heal 4d10 hit points of damage has a damage/healing power cost of 26: 5 for the first d10, 6 for the second die, 7 for the third, and 8 for the fourth.

The alternate magic system places emphasis on static dice to make every spell unique, as well as for ease of recordkeeping. For conversion from systems using caster level to determine dice of damage such as Pathfinder®, we recommend halving the spell's maximum dice permitted as the baseline. (For example, *fireball* has a 10d6 damage ceiling, so it would have a cost equivalent to 5d6 in damage/healing powers, or 25.)

Special Damage/Healing Power Modifiers

Apply the costs for special damage/healing power modifiers to the total cost of the dice, not the individual cost. For instance, a Fire magic spell that deals 2d6 point of damage would apply the Fire magic special power cost. This modifies the total cost of the dice by -1, not to the cost of each individual die.

Below are factors that can modify a spell's cost due to unique damage- or healing-power considerations.

Fire magic (damage spells only): Fire magic can create damaging spell effects more easily than other types of magic. **Cost:** -1.

Damage/heal target's ability: This modifier lets the spell affect one of the target's ability scores. Every affected ability must be paid for separately. Tally the cost of damage/healing dice before applying this modifier. For instance, a spell dealing 3d4 points of Strength damage would cost (9 for damage dice, x2 for this modifier =) 18. **Cost:** x2.

Damage is redirected from natural source: This modifier enables spells to deal damage by manipulating and

redirecting an existing source of a natural element (or dual elements). Naturally, the spell cannot work unless there is an existing source to derive power from; for example, a spell that redirects heat to burn a target would require you to stand near a torch, campfire, lit fireplace, etc. Both the elemental source and the target must be within the range of the spell. The redirected

attack cannot exceed the damage that the source would normally do. **Cost:** -2.

Dispel: This is for spells designed to thwart the casting of another spell. Such countering or dispelling magic are normally of the same element as the spell cast, and may be further limited by the type of spells in that particular element that can be affected (such as a spell designed specifically to dispel illusions). Because

protection is one of Earth magic's aspects, Earth magic spells can be used to reduce the efficacy of a spell or spellcasting of any other element **Cost:** +0.

Limited target type: This modifier is used for damage/healing spells limited to affecting just particular type of objects or creatures and do not work on/against anything else; for example,

a spell created to damage only undead, or one meant to heal just orks. **Cost:** -1.

Damage is anchored to object: This special power differs from the "attached" special range modifier. A damage spell with the "attached" modifier is simply attached to the target and therefore damages only the target. This damage power is anchored to the target and does damage or additional



damage to anything the target touches; for example, a damage spell anchored to a longsword lets it deal an extra 1d4 points of damage on a successful hit, whereas a spell with the “attached” range modifier cast on a longsword damages only that sword. **Cost:** +2.

Nonlethal damage only: Instead of dealing normal damage, the spell deals only nonlethal damage. **Cost:** -1.

Element-specific enhancement: This modifier confers an extra benefit or effect granted by the spell that does not fit neatly into one of the categories already presented. The cost of this power can vary, at the agreement of both designing player and GM. **Cost:** +1 to +3.

Caster must make ranged touch attack roll: The caster must make a successful ranged touch attack for the spell to affect its target. **Cost:** -1.

Necromancy Powers

The powers of necromancy are strictly the purview of Void magic. These powers can be accessed only through the use of that deadly magic.

Death: With this necromancy power the spell can instantly slay its target, so long as the target’s total HD does not exceed that affected by the spell. **Cost:** 5 per Hit Die affected.

Damage causes negative levels: This special power lets you energy drain the target. **Cost:** 4 x number of negative levels.

Causes aging: The damage from this spell causes years of aging instead of hit point loss. **Cost:** 2.

Create undead: This necromancy power makes possible the creation of an undead creature. The cost for the power is per Hit Die of the undead created. (For the undead’s stats, see “Size” above.) Since undead are created by Hit Die, the Hit Dice may be separated into individuals or combined for a single creature. For instance, if a spell can create 6 HD worth of zombies, you can create six 1-HD zombies, or three

2-HD zombies, or two 3-HD zombies, or any combination thereof. However, size still plays a part in the HD of undead as explained earlier in this chapter. An undead creature with less than 1 HD (1/8 HD, 1/4 HD, etc.) has a minimum cost of 2 to create. **Cost:** 2 per Hit Die.

Special Necromancy Power Modifiers

Below are factors that can modify a spell’s cost due to unique necromancy-power considerations.

Void magic: Because necromancy is the strength of Void magic, it comes more easily for spells of that element. **Cost:** -2.

Death magic destruction: The death effect of a spell destroys the physical form of its target completely. **Cost:** +2.

Caster temporarily gains hit points or ability scores: The caster gains temporary ability scores or hit points equal to those lost by the target of this spell. **Cost:** +3.

Temporary aging: Any aging effect is temporary. **Cost:** -1.

Affect only undead: All effects of this spell affect only undead. **Cost:** -1.

Saving Throw Powers

Saving throw power costs must be applied to all spells that cause damage or adversely affect living creatures.

Save DC: Because the alternate magic system has no spell levels and DC uses caster level instead, you can increase the DC for saving throws against a newly designed spell. **Cost:** see Table 7-7.

TABLE 7-13: SAVING THROW POWER COSTS

Die Type	Cost
Save negates	-4
Save for half/partial effect	-2
No save	+1

DURATION

Duration is how long in time a spell will function until its effects cease.

Any spell with duration of “Permanent for life of the caster” means it is connected to the caster’s life force and when the caster

dies, the spell unravels. You might consider this duration casting a spell for your own convenience, since you likely will not care about the spell's effects once you are dead. It also gives you leverage with certain types of spells, for good or ill. When a character goes below 0 hit points, even temporarily, it is considered the same as dying for the purpose of this duration, regardless of later recovery, and thus ending the spell.

Permanent spells may be created with the intention that they will last forever. This, to some extent, is true. A permanent ward spell might very well persist for millennia ("forever" to the caster who is probably long dead). But this is possible because of the nature of the spell. Although the ward was placed with magic, it is not continually using magic. Instead, it stays dormant, waiting to be triggered and activated. Once that happens, the spell releases its full effects.

Permanent spells designed to boost the power of an object will ultimately dwindle if the item has not been properly prepared,

usually destroying the object in the process. A permanent spell cast upon a masterwork item fades after 6 months and the object reverts to normal. For a standard-quality item, a permanent spell fades in 3 months and the object becomes broken afterward. Poor-quality objects lose permanent spells after 1 month and become useless afterward.

Also, multiple enchantments will not function on an object without proper preparation. The latest enchantment always replaces the first, and the total duration of the enchantment is halved.

Special Duration Power Modifiers

Below are factors that can modify a spell's cost due to unique duration-power considerations.

Trigger: A designated event, condition, or circumstance activates the spell. Such spells add together the "life" duration of the spell and its duration once triggered, then halve the sum for duration cost. Duration is listed as "Discharge" in the spell block. So, a spell with a "permanent" duration and an "instantaneous" duration upon activation would have a total duration cost of $(20 + 1 = 21; 21/2 = 10.5, \text{rounded up to}) 11$. **Cost:** ("life" duration + active duration)/2.

Caster may dismiss (D) spell at will: Regardless of the spell's duration, the caster may end it at any time as a standard action. **Cost:** +1.

Circumstantial termination: A spell with this modifier can end earlier due to circumstances. Such a circumstance cannot be changed once the spell is created, and must be fairly common and out of the caster's control. For instance, an illusion might automatically dissipate when touched. A spell must have a minimum duration of "1 round/level" to take this modifier. **Cost:** -1.

Conditional termination: The spell lasts until a preset condition occurs. Such

TABLE 7-14: DURATION POWER COSTS

Duration	Cost
Instantaneous	1
1 round	2
1 minute	3
1 round/caster level	4
10 minutes	4
1 minute/level	5
1 hour	5
10 minutes/level	6
1 day	7
1 hour/level	8
1 week	8
1 day/level	9
1 week/level	10
1 month	10
1 month/level	11
Life of Caster	12
1 year	15
1 year/level	18
Permanent	20

a condition must correlate to the effects' time increment or basis, defined at the spell's creation. For example, a spell with 1-day duration lasts until the next sunrise or sunset (equating either condition to the length of a day). A spell with 1-month duration could use the moon phases as a trigger. A movement spell may use a condition that ends either at midnight or when the target reaches home, whichever comes first. A spell must have a minimum duration of "1 round/level" to take this modifier. **Cost:** -1.

Concentration: This modifier enables you to extend a spell's duration for as long as you maintain concentration. Maintaining concentration on a spell precludes the casting of other spells and is subject to concentration checks.

Short-term effects beyond duration: This modifier is used as a catch-all for miscellaneous effects that continue to affect the target of a spell, even after the duration of the spell has expired. For example, a spell that causes nonlethal damage would

be a short-term negative effect. Normally nothing that lasts longer than 1 day falls under this modifier. **Cost:** +1 for negative effects, +2 for positive effects.

Long-term effects beyond duration: This is identical to the "short-term effects beyond duration" modifier, except for effects spanning more than a day. Healing spells have long-term positive effects. A damage-dealing spell has long-term negative effects. **Cost:** +2 for negative effects, +3 for positive effects.

Taan stone enchantment: A spell created specifically by the taan to enchant a stone that is to be embedded always has a permanent duration. (The stones give out before the spells do.) However, the stones are enchanted differently than other items, and therefore do not cost as much to create. The spell usually cannot be used outside of enchanting a stone. **Cost:** -5.

naived.





CHAPTER 8: MAGIC ITEM CREATION



**Nillon Esheredd, Void Practitioner,
to the gathering at his hanging:**

I have condemned many to the Void in my time. Most of them have deserved their fate. I have seen what terrible things the Void can do to a man— burn his flesh from his bones, shatter his limbs, tear him apart bit by bit. Yet, other magic can do worse. Why have I been singled out to die for my beliefs?

The Void can accomplish miracles. I have healed a wounded soldier whom no paltry surgeon's magic could help. I have danced from one shadow to another in the blink of an eye.

And still, even though Void magic can be used for weal as for woe, my magic is abhorred.

Even though I have done good in my life, I am condemned simply because of my beliefs.



Although all races of Loerem take advantage of magic in its different aspects, the creation of magic items is something more rare and exclusive. Most magically crafted items are not as useful as having a spellcaster available in the first place. The truly potent artifacts that are an exception to this rule are coveted or guarded by some of the most powerful entities in Loerem.

There will always be a cluster of “hedge-wizards” making a modest living in most cultures by brewing potions and enchanting small amulets, but these knickknacks almost always duplicate mere minor spells and are temporary at best. The permanent, more powerful items are extremely rare and often jealously guarded. These artifacts are usually created by a cabal of mages to attain a specific goal. They have a larger story than simply their power, and heroes who find and use such items have had their names added to the legacy.

MAGIC ITEMS IN SOVEREIGN STONE

This section presents notes and rules regarding magic items and their creation in the Sovereign Stone campaign. Unless stated, follow all standard Pathfinder® rules.

Elemental Magic and the Creation Process

The various elements of magic can be used to create a variety of effects. Often, two different elements of magic can be used to produce similar results. For example, Earth magic can make a sword sharper to deal more damage, while Air magic can add thrust to the wielder’s swing to accomplish the same.

Two rules apply to how elemental magic can be used in the creation of magical objects. First, the magical effect of the item must fall within one of the magical aspects of the element used to create the item. (Dual-element magic, such as Earth/Fire, counts as a separate element when used in enchanting items.) Second, only one

element of magic can be used to enchant any one object.

Magical Arms and Armor

Magical weapons are the most popular magical items and are often depicted in legend and song. Such a weapon gains a reputation from its wielder’s deeds. The history of a warrior and his weapon are forever intertwined.

No weapon can damage a magic weapon with an enhancement bonus, unless the striking weapon itself carries an enhancement bonus of at least equal to that of the magic weapon struck. Each +1 in enhancement bonus also adds 1 to the weapon’s hardness and hit points.

Magical armor is prized and highly sought after, for it first must be the finest armor of its type created by a master craftsman. Only then can it be enchanted with one of the magical elements to protect its wearer. Warriors encased in magical armor are confident on any battlefield, knowing they are well-protected from their enemies.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other magic boots or gauntlets. Magic armor, like almost all magic items, resizes itself to fit the wearer.

Like magic weapons, a magic shield with an enhancement bonus is impervious to damage from any weapon with a lower enhancement bonus. Each +1 in enhancement bonus also adds 1 to the shield’s hardness and hit points.

Potions

Potions are also sometimes called elixirs. Magic oils are similar to potions, except that oils are applied externally rather than imbibed. A potion, oil, or elixir can be used only once.

Rings

Rings can be enchanted in a variety of

ways, either holding spells that directly affect the wearer or project magical effects upon activation. Rings can be crafted from numerous materials and their weight is negligible.

Rods

Magical rods are varied in appearance and have unusual powers that do not always mirror normal spell effects. Anyone can use a rod.

Scrolls

Magical scrolls are the most common item created by mages of Loerem. Casting normal spells can take precious time and, in dangerous situations, the mage doesn't have time to waste. Magical scrolls in Loerem have spells "pre-cast" into them during the process of enchantment, requiring only a short magical phrase (written by the caster on the scroll) to activate the spell.

A spell on a scroll can be used only

once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell, except that it can be done as a standard action (that provokes an attack of opportunity) and requires no spellcasting roll.

Staves

As a magical sword is common to most legendary heroes, so is a magical staff is common to most renowned mages of Loerem. While staves vary in appearance, they are known for aiding their wielders and granting fantastic magical abilities.

A staff can have several spells cast into it. These spells are chosen by the creator and may often have a "theme" (a *staff of healing*, for example).

Wands

Magical wands are often created by elemental mages. Wands are even more useful than scrolls for storing spells, since they can be activated quickly and used



multiple times.

Wondrous Items

This is a category of “miscellaneous” magical items, those that don’t fit in any other category. The items can be of virtually any shape, size, or construction and can hold any number of enchantments. They might be worn, wielded, or used. Each item has its own method of manufacture and activation.

ALTERNATE MAGIC ITEM CREATION

In this system, designed for use with the Casting Threshold magic system, every magic item has an Item Creation Threshold, a number that must be reached using daily Item Creation rolls to determine how long it takes to create the magical item; see Table

8-1 to figure Item Creation Threshold. Objects also have a minimum level prerequisite: the minimum level to create a particular item is one-tenth (1/10) its Item Creation Threshold.

Two steps are involved in creating magical items: preparation and enchantment.

Preparation

Preparation time is used to make the materials ready to receive the enchantment, for if the tiniest detail is wrong the enchantment might fail. Preparation takes 1 day for every 1,000 argents in the item’s base or market price (rounded up). For example, a *rod of the blueroot* has a market price of 5,709 argents. Thus it would take 6 days to prepare the materials for

TABLE 8-1: MAGIC ITEM CREATION THRESHOLD

Effect	Creation Threshold	Example
Ability bonus (enhancement)	Bonus x 50	<i>Ring of Zimir el'Timin</i>
Armor bonus (enhancement)	Bonus x 50	<i>Karval's finger</i>
Bonus spell	Maximum CT x 1.5	<i>Pearl of power</i>
AC bonus (deflection)	Bonus x 75	<i>Gwynen's circlet</i>
AC bonus (other)	Bonus x 100	<i>Pecwae turquoise pendant</i>
Natural armor bonus (enhancement)	Bonus x 75	<i>Boots of Irwen</i>
Save bonus (resistance)	Bonus x 50	<i>Shadow gloves</i>
Save bonus (other)	Bonus x 75	<i>Stone of good luck</i>
Save bonus (limited)	Bonus x 15	<i>Torc of Kalatorin</i>
Skill bonus (competence)	Bonus x 5	<i>Spectacles of notice</i>
Spell resistance	SR x 15	<i>Robe of the ether</i>
Weapon bonus (enhancement)	Bonus x 75	<i>Eflan's maul</i>
Spell Effect	Creation Threshold	Example
Single use, spell completion	Spell CT	<i>Scroll of haste</i>
Single use, use-activated	Spell CT	<i>Pecwae sweetbread</i>
50 charges, spell trigger	Spell CT x 2	<i>Wand of fireball</i>
Command word	Spell CT x 3	<i>Brooch of the falling star</i>
Use-activated or continuous	Spell CT x 4	<i>Torok's tube</i>
Special	Creation Threshold	Example
Charges per day	Divide by (5 divided by charges per day)	<i>G'tar's scrying bowl</i>
No space limitation	Entire Creation Threshold x 2	<i>Pecwae's friendship token</i>
Charged (50 charges)	1/2 unlimited Creation Threshold	<i>Assassin's crossbow</i>
Component	Creation Threshold	Example
Amore, shield, or weapon	Unaffected	<i>Telwyn's leather</i>
Spell has material component cost	Unaffected	<i>Rod of blueroot</i>

enchantment.

Assistance from others at this stage does not speed up the process. (Potions and scrolls do not require preparation time. You may begin enchanting these items as soon as you have the necessary materials.)

Enchantment

Enchantment is the next step, when magical spells are placed on the prepared item.

Whenever spells are used to enchant an object, you the creator must know the spells at Intimate Knowledge or Quick Reference. (If known at Quick Reference, a spellbook or suitable reference must be present.)

Each day of creation, you must make an Item Creation roll, which is $1d20 +$ your spellcasting bonus for that magical element, and keep a running total every day. Once the cumulative Item Creation roll results equal or exceed the Item Creation Threshold for creating the item, the item is completed on that day. Each day of item creation also requires a Fortitude saving throw: DC 8 for advantaged magic, DC 10 for neutral magic, DC 12 for disadvantaged magic. The DC of this check does not increase during item creation. Failing the Fortitude save causes the spellcaster to suffer 1d6 points of nonlethal damage for elemental magic or 1d6 hit points of normal damage for Void magic.

In rare cases, an item may cast or replicate a spell with an expensive mundane focus. For such an item, the market price equals the base price, plus extra price for the mundane focus. The cost to create an item like this is the base raw material cost (derived from the base price) plus the costs for the mundane focus. If you choose not to include the mundane focus, the enchantment will work only if one is provided every time the item is used.

You also need a quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for crafting items. You are assumed to work

for 8 hours each day, and cannot rush the process by working longer. You can work on only one item at a time, doing nothing else while working. During rest, you can engage in light activity such as talking or walking but cannot fight, cast spells, use magic items, conduct research, or perform any other physically or mentally demanding task. You can take a short break from working (for naps and such) as often as you like, so long as you dedicate at least 8 hours out of every 24 to the creation process. You cannot take a day off. Once the process has started, you must see it through to the end or admit defeat. If you are disturbed while making the item, or spends less than 8 hours working in any period of 24 hours, the process is ruined.

Shared Spellcasting and Item Creation

Item creation can be accomplished more quickly when multiple spellcasters work toward its creation. In fact, some items are so challenging they can only be made by parties of spellcasters.

Two or more spellcasters can collaborate in creating a magical item, provided they have the appropriate prerequisites between them such as item creation feat, shared spellcasting ability or feat, knowledge (at Quick Reference or Intimate Knowledge) of any spells being incorporated into the item (if required), and any metamagic feats required. Their combined levels must be equal to or greater than the level requirement. Items are listed by minimum caster level, even if it is beyond that of any lone spellcaster. For example, the magical sword *wizard's bane* requires an 18th-level Air mage to create. A trio of 6th-level Air mages, all with the Craft Magic Arms and Armor feat and the Cabalistic Spellcasting feat, could pool their efforts together to duplicate the weapon.

Unlike normal shared spellcasting, only the primary maker of the item makes the Item Creation roll, adding the collective spellcasting bonuses of all the participating

magicians. This is usually the highest-level mage, but it can be anyone agreed upon by the party.

Dual-Element Magic Item Creation

The creation of any magical item sometimes requires a certain level of power, represented by caster level. If the minimum level is beyond the reach of the spellcaster, he can make use of a Shared Spellcasting feat to have others help him.

To create a magical item based on dual-

element magic, the combined caster levels must be equal or greater than the minimum, but your lowest level cannot be less than half of your highest. For example, *boots of Irwen* are an Earth/Fire item with a minimum level of 15. A mage with 10 levels in Earth magic and 5 levels in Fire could create the boots, while another mage with 13 levels of Earth magic and 2 levels of Fire could not.





CHAPTER 9: MAGIC ITEMS



Baron Shadamehr and the Grandmother at a Pecwae Village

She fumbled about her skirts and her pouches, searching for something, and eventually brought out a turquoise. Eyeing it expertly, to make certain it was free of flaws, she pressed the stone into Shadamehr's hand. The gift was a valuable one, for the pecwae believe the turquoise to have special powers of protection.

Shadamehr looked down at the turquoise, sky-blue, streaked with silver. He bent down and kissed the Grandmother on her wrinkled cheek.

"Thank you, Grandmother. Have a safe journey."

"I would wish the same for you," she stated, shaking her head, "but it would be wasted."



Magic items in Loerem are rare and unique. Each magical object has a story, whether it is a simple amulet that protects the wearer against mosquito bites or a gilded coach that can fly through the air. Any magic item is a costly and time-consuming proposition for the mage to create. Thus, even the simplest is treasured.

No magic item in Loerem is ever found lying around on the street. Every enchanted item has a reason for existence and the GM is encouraged to develop stories for each. Sometimes the story will fill out the campaign and the world. Other times the story can be so compelling that players feel the urge to generate their own plot lines from it. Have fun with magic items in your game, but remember, not many denizens of Loerem have magic swords or suits of armor. Those who do are loath to give them up.

While magic items are rare, it is possible that some may be acquired from black marketers, fences, or mageware shopkeepers. Usually the items found are the least expensive to produce, such as potions. However, more valuable items may become available from time to time. In these cases, "market price" means virtually nothing when considering how much one might charge for such items. This figure is meaningful only in calculating how much a mage must spend to create a similar item and the length of time it will take to do so. The true market value of an item must take into account the dangers faced to retrieve the item, the item's powers, and the extent to which the item is in demand. Often, the prices for magic items of great power are astronomical.

MAGIC ARMS & ARMOR

RUBY ARROW

Aura faint enchantment; **CL** 6th Fire
Slot none; **Price** 320 argents; **Weight** 1/8 lb.

DESCRIPTION

The secret of crafting these arrows is known only to the Red Clan dwarves, who guard this secret as ferociously as a mother wolf guards her cubs. The arrows have red hardwood shafts of bloodwood, with bright scarlet feathers, and red metal tips with a ruby chip inlaid in the heart of the arrowhead. As the only difference between the ruby arrows and the Red Clan's "normal" arrows is the ruby chip, it can be extremely difficult for their enemies to determine who exactly is using the magical arrows. When used in battle, however, the true nature of the ruby arrows surfaces. As the arrow is fired from a bow, it seems to howl with hunger, a sound that can truly strike terror into the hearts of an enemy force. The arrows are particularly effective against magical creatures, or those who are casting magic.

These arrows have a +1 enhancement bonus to attack and damage, but +3 against mages and creatures with supernatural or spell-like abilities. *Ruby arrows* for short bows deal 1d8 points of damage with a range increment of 90 feet, while those crafted for longbows deal 1d10 points of damage with a range increment of 150 feet. They only have a critical threat range of 20/x2, except against mages and magical creatures, when it increases to 19-20/x3. Additionally, a creature struck by a *ruby arrow* must succeed on a Will save (DC 10 + damage dealt) or become shaken. Additional attacks can increase this fear condition from shaken to frightened, and frightened to panicked, with successive failed saves.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*; **Cost** 160 argents

SHIELD OF MISSILE REFLECTION

Aura moderate transmutation; **CL** 9th Air
Slot shield; **Price** 9,046 argents; **Weight** 15 lbs.

DESCRIPTION

Shields of missile reflection vary in appearance, although they are all large steel shields, often extremely well-made. Each displays a nation's colors, a family crest, or the personal symbol of the leader for whom it was created. These shields are said to have been created by the Church battlemages, who wanted shields that would not only protect their generals from attack by enemy archers, but would also provide a way to slay the archers, who are often hidden and difficult to find.

A *shield of missile reflection* carries a +2 enhancement bonus and enables its wielder to send any non-thrown projectile weapon back at the attacker. For every missile (arrow, bolt, etc.) that would normally hit, the wielder may instead make an immediate ranged attack roll against the attacker as a free action. The roll is subject to all normal modifiers and restrictions as if the wielder had shot the exact weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *telekinesis*; **Cost** 4,523 argents

SHIELD OF THE BROKEN CHARGE

Aura moderate enchantment; **CL** 12th combined Earth + Fire

Slot shield; **Price** 12,000 argents; **Weight** 15 lbs.

DESCRIPTION

This large steel shield is fashioned into the image of a head of a snarling lion, with fangs bared and manes flared.

The *shield of the broken charge* is a +1 large steel shield. When the command word is spoken and the shield presented, it radiates a wave of supernatural fear that affects man and beast alike. Any humanoid within a cone of 100 feet long and 100 feet wide must succeed on a Will save (DC 12) or become shaken for as long as they remain in the area of effect. Any

animal must succeed on a Will save (DC 15) or become panicked until it has fled the affected area.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cause fear*; **Cost** 6,000 argents



SWORD OF TYROR

Aura moderate transmutation; **CL** 10th combined Earth + Void

Slot none; **Price** 57,720 argents; **Weight** 4 lbs.

DESCRIPTION

A curved scimitar with a hilt wrapped in well-worn leather, when the *sword of Tyror* is twisted in the sunlight, its blade seems to be alternately transparent and mirror-bright. Named for the Tuul Karnu weaponsmith who crafted it almost a thousand years ago, the blade was used to kill the leaders of Tuul Dalon in the conquest of Dalon 'Ren, which marked the founding of the Karnuan empire. How the sword got its magical qualities is told in several different stories, disagreeing in the details but not in the powers that resulted — powers displayed each time a Karnuan

wins the right to challenge the Caliph for the throne, a challenge where they normally fall to the powers of the sword.

The *sword of Tyror* has a +3 enhancement bonus, plus special abilities. It can slice through any armor worn by those it strikes, lowering its armor bonus (but never enhancement bonus) to AC by -1 permanently each time unless the wearer can avoid the effect with a Reflex save (DC 13), though no armor can drop below 0 in armor bonus. In addition, the blade has the *wounding* special ability.

CONSTRUCTION

Requirements Craft Magic Arms & Armor, *bleed, brittle*; **Cost** 26,860

TELWYN'S LEATHER

Aura faint illusion; **CL** 3rd Air

Slot armor; **Price** 5,000 argents; **Weight** 15 lb.

DESCRIPTION

Telwyn's leather does not appear extraordinary at first glance, looking like a well-kept, but ordinary suit of leather armor.

Telwyn was a Nimorean bounty hunter, rumored to have supported a comfortable lifestyle by pursuing distant enemies and criminals for powerful and wealthy elven lords. His magically enchanted armor is said to have been payment for one of his more dangerous missions. Since his death, *Telwyn's leather* has changed owners numerous times, many of whom were not aware of the magical powers of the armor.

Telwyn's leather grants a +2 enhancement bonus to AC, and a +5 circumstance bonus to the wearer's Stealth checks.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *invisibility*; **Cost** 2,500 argents

WOLF BLADE

Aura faint necromancy; **CL** 5th Water

Slot none; **Price** +12,000 argents; **Weight** varies

DESCRIPTION

Highly valued magic weapons throughout the dwarven clans, *wolf blades* come in a variety of designs, ranging from shortswords and daggers, through greatswords and battleaxes. They are said to be crafted in order to honor the gift of the Axe of the First Clan Chief of Clan Chiefs to Saumel.

Each blade may vary in general design, but each one has a single element in common, the handle of the blade is shaped to resemble a howling wolf, with rubies for eyes. Bows and crossbows made of the same design are known as wolf bows.

These weapons typically have a +2 enhancement bonus to attack and damage, and upon a successful critical hit, the blade releases a loud howl of triumph. This howl acts as a *thundering* weapon. Creatures dealt a critical hit by a *wolf blade* must succeed on a Fortitude save (DC 14) or is deafened for 1 day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness*; **Cost** +6,000

WOLF HELM

Aura moderate transmutation; **CL** 7th combined Earth + Fire

Slot head; **Price** 10,344 argents; **Weight** 3 lbs.

DESCRIPTION

There are two designs for *wolf helms*. One is a full-helm, with a faceplate carved to resemble that of a snarling wolf, the other is taken from the hide of a dead wolf, the other is taken from the hide of a dead wolf, with the wolf's head forming the headpiece. Both versions of these helms are the pride of the Wolf Clan.

A wolf helm grants its wearer a number of special abilities: +2 natural bonus to AC,

+2 enhancement bonus to Charisma, the ability to track by scent. In addition, once per day, the wearer can transform into a normal wolf (while retaining own mental abilities) for one hour.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bloodhound*, *eagle's splendor*, *land beast shape I*; **Cost** 5,172 argents

ROD & STAFF

ROD OF THE BLUEROOT

Aura moderate enchantment and conjuration; **CL** 10th combined Air + Water
Slot none; **Price** 11,418 argents; **Weight** 10 lbs.

DESCRIPTION

This rod is a short scepter made of oak, with an unadorned steel cap at its head. No one is quite sure who originally created the *rod of the blueroot*, as most people are not fond of the strange creatures and want nothing to do with them. Despite its name, those who have owned the rod have valued it highly.

Once per day the *rod of the blueroot* can project a cloud of gas as a 10-foot spread up to 100 feet away. All living creatures caught in the area must succeed on a Fortitude save (DC 18) or become nauseated. Those who fail the first save then attempt another save, taking 1d6 points of Constitution damage if failing this second try. The poison cloud only lasts for one round before dissipating.

A *rod of the blueroot* also enables its wielder to mentally control any blueroot within 400 feet that fails a Will save (DC 15). This power can only be used once per day. Control of the blueroot lasts for ten minutes or until the wielder orders the creature to commit a self-destructive act.

CONSTRUCTION

Requirements Craft Rod, *charm monster*, *stinking cloud*; **Cost** 5,709 argents

STAFF OF NATURE'S FURY

Aura moderate transmutation; **CL** 14th combined Earth + Water
Slot none; **Price** 42,500 argents; **Weight** 5 lbs.

DESCRIPTION

A *staff of nature's fury* is a specialty of the Grasschild Kohjom, who crafts them with aid from other experienced members of the Grasschildren, to whom he will grant one of the staffs to ensure they end up where they are needed.

Each staff is roughly six-foot long, apparently little more than a long, thick branch of twisted wood. Those looking carefully may notice that the knots and bark actually form complex designs, with hints of numerous distinct faces hidden within the natural whorls of the wood.

Crafted from willow branches that have magically been intertwined, grown through the use of Plant magic, this staff acts as a +1 *quarterstaff*. In the hands of a Plant mage (an elemental mage with at least one level or a +1 spellcasting bonus in both Earth and Water magic), the staff confers a +5 enhancement bonus to spellcasting rolls when casting Plant spells (if using the alternate magic system) and acts as a +1 *Void bane quarterstaff*, razor sharp thorns bursting from the staff when it strikes any creature tainted by Void, dealing an additional 2d6 points of damage.

CONSTRUCTION

Requirements Craft Staff, *spike growth*; **Cost** 21,250 argents

WONDROUS ITEMS

BROOCH OF THE FALLING STAR

Aura faint evocation; **CL** 3rd Fire
Slot neck; **Price** 500 argents; **Weight** —

DESCRIPTION

This magical brooch was designed by



Nimran sailor-mages to aid in locating sister vessels in rough seas, fog, storms, or other events that hindered or prevented direct line of sight. In the years since its inception, *brooches of the falling star* have been used as signals on the battlefield and beacons for search parties.

3 times per day, the user can conjure a ball of brilliant light high directly above head. The ball streaks downward through the sky, shedding bright white light, and then fades away. The falling star may be seen for miles in all directions. The brooch's power may be used in any type of weather.

CONSTRUCTION

Requirements Craft Wondrous Items, flare; **Cost** 250 argents

CLOAK OF DUQ-TUQ

Aura moderate abjuration; **CL** 7th Earth
Slot shoulders; **Price** 6,000 argents; **Weight** 1 lb.

DESCRIPTION

This cloak was created from the hide of a now-extinct cat found in the taan homeland. The cloak has shaggy white fur with black and gray spots. The two forepaws of the animal are tied together around the wearer's neck to form the

cloak's clasp. The cloak fits over the taan's shoulders and hangs down near the base of his ankles. The cloak grants 10/magic damage reduction against all natural attacks. Should the assailant don gauntlets over hand or boots over feet, the attacks deal damage normally. The same holds true for all attacks made by weapons.

CONSTRUCTION

Requirements Craft Arms and Armor, Craft Wondrous Items, *stoneskin*; **Cost** 3,000 argents

LENRC

Aura moderate divination; **CL** 5th combined Air + Void

Slot neck; **Price** 8,148 argents; **Weight** 2 lbs.

DESCRIPTION

It is rumored that three *lenrcs* exist in Loerem. These wicked-looking neck torcs are worn by taan who want to read the thoughts of another creature. The *lenrc* is made of a strip of leather that has been studded with the sharp eyeteeth of predatory animals, such as lions or tigers. The torc is placed around the neck, with the teeth facing inward, and then is pulled tight against the wearer's throat and clasped at the base of the skull. The teeth pierce holes into the flesh of the wearer's neck. It is a painful process that deals 1 hit point of damage that cannot be healed until the torc is removed; the user also becomes tainted by Void.

Assuming knowledge of the *lenrc's* magical power, the wearer must concentrate on reading the thoughts of one creature within 25 feet (this works like *detect thoughts* spell except for the range). The wearer will feel the torc tighten slightly, as its teeth drink blood and use it to feed the Void enchantment.

CONSTRUCTION

Requirements Craft Wondrous Item, detect thoughts; **Cost** 4,074 argents

SPECTACLE OF NOTICE

Aura strong divination; **CL** 9th

Slot eyes; **Price** 3,840 argents; **Weight** —

DESCRIPTION

The first recorded *spectacles of notice* were created by an ork shaman who realized his ship's aging helmsman could no longer see clearly the rocky outcroppings and reef-signs that were well-known to orken sailors. The helmsman was considered lucky by the crew and the captain did not want to part with him. He ordered the shaman to construct a device that would aid the elderly helmsman in his work.

The shaman was said to have made several pair for the elderly man, who was constantly forgetting where he put them. Some of these may still be floating around various orken markets.

Spectacles of notice are small wireframe spectacles that gently squeeze the end of the wearer's nose in order to remain in place. The item grants the wearer a +10 enhancement bonus to all sight-based Perception checks.

CONSTRUCTION

Requirements Craft Wondrous Items, *true seeing*; **Cost** 1,920 argents

STALLION HELM

Aura moderate abjuration and faint transmutation; **CL** 5th Fire

Slot head; **Price** 7,250 argents; **Weight** 1 lb.

DESCRIPTION

These dwarven helms are typically little more than skullcaps of beaten copper or bronze, from which suspends a tail of horsehair taken from a soulmender steed that was killed in battle. It is believed that the spirit of the soulmender remains within the hair strand, granting great courage and stamina to the wearer.

Anyone wearing a stallion helm receives a +2 enhancement bonus to Constitution, as well as gaining a +4 morale bonus on

Will saves to resist fear effects.

CONSTRUCTION

Requirements Craft Wondrous Items, *bear's endurance*, *remove fear*; **Cost** 3,625 argents

MINOR ARTIFACTS

The following artifacts permeate the lore of Loerem. It is not known whether — or, indeed, how — any one of them can be neutralized or destroyed, for no one is known to have succeeded at such a feat (or even attempted).

AXE OF THE FIRST CLAN CHIEF OF CLAN CHIEFS

Aura strong summoning and evocation; **CL** 20th Fire

Slot none; **Weight** 6 lbs.

DESCRIPTION

The *Axe of the First Clan Chief of Clan Chiefs* is an artifact given a great deal of superstitious awe by the dwarves, for it is said to have been a gift to Saumel by the Wolf. The battleaxe has a distinctive copper and bronze head, engraved with a motif of flames spreading outwards to the edge of each blade, while its dark iron shaft is shaped to resemble a pack of wolves.

The weapon has a +5 enhancement bonus to attack and damage rolls, as well as the *flaming burst* special ability. It also grants the wielder the Combat Reflexes and Improved Sunder feats. Once per day, the wielder can hold the *Axe* high overhead to summon and command a fire-wolf (a Medium-sized Fire elemental that resembles a wolf) for 10-minute duration. While the firewolf is present, the *Axe* loses its *flaming burst* ability.

CROWN OF STARS

Aura strong abjuration and moderate conjuration (healing); **CL** 20th Earth

Slot head; **Weight** 1 lb.

DESCRIPTION

As the *sword of Tyror* is the symbol of rulership for the Karnuans, the *crown of stars* is the symbol of Dunkarga's king.

The crown is a slender band of gold, with a large diamond resting upon the wearer's forehead and three star sapphires on either side. The crown was presented to King Oglaf by King Tamaros of Old Vinnengael as a wedding gift to his father-in-law. Since then, the *crown of stars* has become a symbol of Dunkarga's power and enduring presence.

The wearer of the *crown* gains a +5 deflection bonus to AC, spell resistance 15, and can cast each of the following spells once per day as spell-like abilities: *cure moderate wounds*, *neutralize poison*, *cure serious wounds*.



GAUNTLETS OF THE SUN AND STORM

Aura strong evocation; **CL** 20th Fire
Slot hands; **Weight** 3 lbs. each

DESCRIPTION

These famed gauntlets were once possessed by Delak el'Karnu, the leader of Tuul Karnu and the founder of the Caliphate of Karnu. On the battlefield, they made him a nearly invincible opponent. When Dunkargan saboteurs burned down nearly half of the first Karnu city, Dalon 'Ren, Caliph Delak brought down the other half of the city by calling upon the power of his gauntlets. A new, better-fortified city was built upon the ashes. Unfortunately, the *gauntlets of the sun and storm* mysteriously disappeared shortly before Caliph Delak's death and have not been seen since that time, a fact that the Karnuan Caliphs have concealed from the populace at large. All Caliphs have also religiously hunted the *gauntlets* ever since.

These matching pair of gauntlets are mirror opposites of one another, with one minor exception. The left gauntlet is solid silver, intricately inlaid with golden flames. A flaming solar disk covers the palm of the left hand. The right gauntlet is solid gold, intricately inlaid with silver lightning bolts. In the palm of the right hand is circular motif of twisting lightning bolts.

Separately, the *gauntlets* possess very limited magical ability. The left gauntlet, known as the "gauntlet of the sun," enables the wearer to discharge *searing light* once per day on a struck creature. The right gauntlet, "gauntlet of the storm," can discharge *lightning bolt* once per day on a struck creature. These are cast as a 10th-level spellcaster. When both gauntlets are worn, however, their power increases dramatically. Three times per day, the left gauntlet can be used to cast *disintegrate*, while the right gauntlet can cast *chain lightning* (both as 12th-level spellcaster). Once per day, the two gauntlets can be used together to cast *call lightning storm* (at CL 15), although the wearer of the gauntlets cannot use the other powers for one hour afterward. Once per week, the gauntlets can either be used to cast *fire storm* or

sunbust (at CL 20), although afterward the gauntlets lose all power for one day.

THE IRON SKULL

Aura strong necromancy; **CL** 25th Void
Slot none; **Weight** 2 lbs.

DESCRIPTION

No one is quite sure who created the *iron skull*, but the legends and stories that speak of it have been around for more than four hundred years. Its first verified appearance was during the infamous Night of Shadows, in the year 420 OV, when the Scholars of the Void erupted into violence in the streets of Armah 'Lin. After the Scholars of the Void were put down, and practitioners of Void magic persecuted throughout Dunkarga, the *iron skull* disappeared for years, only to intermittently reemerge to stir chaos, wreaking its dark will on unsuspecting people.

Said to be an artifact created by the founder of Tuul Holdyr, the Family-Clan of the Night, the *iron skull* is a human skull stripped clean of all flesh and muscle, sheathed in blackened and rusted iron plates that have been riveted to the skull. Tiny rubies are set into each stud, with two spheres of polished obsidian set in the eye sockets, and with chiseled onyx shards creating a malicious grin of sharp fangs.

The *iron skull* is an intelligent artifact, imbued with a dark and cunning sentience. It's believed that the intelligence animating the skull is in fact that of its creator, but since the personality is completely insane, it seems impossible to verify the veracity of these claims. The *iron skull* possesses the following ability scores: Intelligence 24, Wisdom 18, Cha 20, and Ego 35. It communicates through speech and is capable of speaking (and reading) Dunkrass, Elder Speak, Karnu, Naru, Sanki, and Tomagai. The *iron skull* can cast any of the Void spells in this book, *Codex Mysterium*, as if it were a 20th-level Void mage (+20 spellcasting bonus), but

its true power lies in its ability to corrupt all but the most pure of souls (such as paladins and Dominion Lords, who are protected by divine bless). This corruption of souls can occur in any number of ways, for the sly *skull* is able to draw upon its centuries of existence and its powerful magics as it attempts to build an army of Void worshippers. Ironically, the *iron skull* senses the whereabouts of Dagnarus in the west and it is not happy about his presence at all.

MITER OF TARRAS WELDAR

Aura strong transmutation; **CL** 30th combined all elements
Slot head; **Weight** 1 lb.

DESCRIPTION

Tarras Weldar was the advisor to Verdic Ildurel, First King of Vinnengael. He is remembered throughout history as one of the most powerful mages to have ever lived. It was he who tamed the river Hammerclaw, raised up the walls of Castle Ildurel and fortified them against foes both mundane and magical. Many attribute at least part of his magical prowess to an enchanted miter he possessed. Illustrations and tapestries that survive from that time often picture Tarras with his renowned headgear.

The ultimate fate of the miter is unknown. It was thought to have been interred with Tarras's remains beneath Castle Ildurel, but while expeditions to the castle since the destruction of Old Vinnengael have located Tarras's tomb, the miter was not recovered. Unconfirmed accounts of a miter bearing a similar design to that of Tarras's have come from both Dunkarga and Karnu. This could be the actual headgear of Vinnengael's most famous mage, or a mere imitation.

The *miter of Tarras Weldar* is faded green in color and stands a foot-and-a-half high. Symbols of silver thread are embroidered upon the miter, each one representing a

natural element of magic: Air, Earth, Fire, and Water.

Any mage who wears the miter is no longer disadvantaged in his opposing magical element, but is considered neutral. This power works for members of all races and cultures except those tainted by the Void. The miter also grants a +5 spellcasting bonus to the casting of all natural elemental magic spells (or enables a caster to cast spells as if he was two levels higher).

SPEARS OF THE THREE

Aura strong transmutation; **CL** 18th Void
Slot none; **Weight** 3 lbs. each

DESCRIPTION

Centuries ago, three warring taan tribes angered the gods. No one is quite certain what the tribes did to bring down the wrath of the gods upon them. Perhaps their shamans did not honor the gods sufficiently. Perhaps there were not enough blood sacrifices. Whatever the reason, these three tribes suffered from droughts, fierce sand storms and tremors that cracked the earth. The animals the taan lived upon departed. Vegetation died. The waterholes dried up. Food was scarce for the taan, but it was also scarce for the bahk — huge, monstrous beasts that prey upon the taan. A family of bahk moved into the area and began hunting the taan. Weakened by lack of food and parched from thirst, the taan warriors did not have the strength to fight the bahk. The prayers of their shamans went unanswered.

A tasker came up with an idea that saved the tribes. The tasker went to the great nizam of the Blood Hunters and suggested to him that if the best warriors of all three tribes were to come together as one, they would be strong enough to defeat the bahk. At first the nizam scoffed at this notion, but when he received reports that more of his people had fallen victim to the marauding bahk, he became desperate.

The nizam of the Blood Hunters, his shaman and the tasker made the dangerous trek to the tribe of the Fire taan. The nizam and the shaman stood outside the tribal compound, while the tasker went in to speak to the enemy tribe. If the enemy tribe killed the tasker outright, the nizam would know there was no hope of talking.

The Fire taan did not kill the tasker, but permitted her to speak. She told them her idea. The nizam of the Fire taan came to speak with the nizam of the Blood Hunters.

“United, our tribes have a chance to defeat the bahk,” said the nizam of the Blood Hunters. “If the taan lose to the bahk, at least we will die fighting courageously, facing our attackers. If we do not, we will die one by one, either from thirst or starvation, or the bahk will carry us off and dine on our bones.”

The nizam of the Fire tribe agreed that unification was their only answer. They set out to tell the Night Warriors of their idea. They knew they had hit upon a good idea when they ran into the nizam of the Night Warriors coming their way. She had come to convince them to join with her. The shamans from each tribe congregated, collaborated their magic and created six spears — one for each of the strongest warriors of the tribes.

The spears were saturated with Void magic, and although all six of the taan warriors died in the confrontation with the bahk, they managed to kill two of the three beasts before their own demise. The last bahk, critically wounded, fled howling into the desert. The three tribes feasted well on the bahk and had enough meat left to give them strength to seek other lands. The tribes then parted, agreeing that when they met next, it would be on the field of battle.

The spears survived the battle and became holy relics for each of the tribes. The spears were passed down to other warriors. Through the ages, the spears have been wielded by many hands. Two

of the spears are believed to have been lost to time, although sometimes taan still return to the old world to search for them. Four of the six original spears are said to have accompanied the taan to Loerem. Following are descriptions of the six *spears of the three* and their powers.

Azrak

This spear is fashioned of white birch. A braid of black bahk hair has been tied beneath the spearhead. The stone spearhead is made from an extremely rare rock that cannot be identified by taan shamans, who have long searched for the source of this wondrous stone. The spearhead is a long shard of black stone shaped like a teardrop, and glows silver in the moonlight. The shortspear head is heavily enchanted with Void magic. It has a +2 enhancement bonus to attack and damage rolls, and deals an additional 2d6 points of damage.

This spear is believed to be lost.

Kral

This longspear is made of a blond wood alien to Loerem. The haft is etched with strange designs and symbols. Emerald shards, worn smooth by the passage of time and wear, are embedded into the spear's haft. The spearhead, exceedingly sharp, is made from obsidian and is the length of a taan's forearm. This is a +2 *longspear*. When wielded against a bahk, the spear's enhancement bonus increases to +5.

Lorak-muz

Similar in size and make to *Kral*, *Lorak-muz* was the first spear to draw blood in the battle against the bahk — or so the old legends have it. The spear is carved from the same blond wood as *Kral* with a spearhead made of chipped flint. The spear appears to be an ordinary weapon but, in reality, the tip of the flint spearhead is enchanted. This is a +3 *longspear*.

Purdoc-al

This black shortspear is carved of ebony and is inlaid with spiraling designs of sparkling diamond shards. The spear blade has been enhanced with a large ruby embedded at its base. The spear has a +1 enhancement bonus that increases to +3 when thrown, with the *returning* special ability. Nothing can stop the spear's return. If another taan or any other creature takes hold of it, the spear will fly out of its hand and return to the rightful wielder, unless it is given willingly to another creature. If the owner dies before passing over the spear, it will recognize the next creature to grip it as the new owner.

Uerg-tugh

The sister weapon of *Purdoc-al*, *Uerg-tugh* is almost indistinguishable from its twin, with the exception that the designs of diamond shards spiraling up the haft of the weapon converge upon a bright fire opal embedded at the base of the spearhead. When thrown, this +1 *shortspear* ignores all armor and shield bonuses (though enhancement and natural bonuses still applies).

This spear is believed to be lost.

Uord

This shortspear appears to be almost black, it is so darkened with blood. The spear's magic is said to have been highly prized by its wielders, bestowing a +4 enhancement bonus to Dexterity. The wielder loses the bonus whenever the spear leaves the hand, such as when it is thrown, disarmed, or set aside after battle.

TYCHE'S COINS

Aura strong transmutation and moderate necromancy; CL 23rd Earth + Void

Slot none; **Weight** —

DESCRIPTION

Legend says that *Tyche's coins* were created for the Vinnengaelean noble of the same name and his four brothers, well-traveled

and vicious spice merchants who were also inveterate gamblers with an unusually strong dislike for losing. Though it cost a small fortune, they hired a cabal of powerful Dunkargan mages and charged them with the creation of magical coins to aid their gambling. Unbeknownst to them, the mages belonged to the Path of the 21 Wisdoms, a mage-guild with not only a strong dislike of gambling, but also the Temple of the Magi in particular, and Vinnengaeleans in general. However, as the mage-guild was in dire need of the money promised by the Vinnengaelean clients, they produced the coins as requested but also imbued them with a subtle and power curse — which for spite also included the Void magic so despised in Vinnengael. Presenting the pouch of magical coins to the brothers after two years of labor, they assured the Vinnengaeleans that their winning streak would be unending for the rest of their days.

Indeed, the merchants went their separate ways and continued to amass a larger fortune and leave a wide array of disappointed, angry gamblers wherever they went. However, one night seven years later, they all attended the same party in Armrah 'Lin. Drawn to the gambling going on in a back room, the brothers joined the host of the party around the single gambling table. Hands were dealt, bets were placed... and all five brothers fell dead. The remaining gamblers scooped up the coins loose on the table before fleeing into the night, and *Tyche's coins* began their travels about Loerem.

Tyche's coins appear to be normal Vinnengaelean argents, although they emit elemental and Void magic to those with abilities to sense magic (and suspicious enough to use them on a *Coin*). When one of *Tyche's coins* is used to make a bet, whoever put it into play gains a +10 bonus to all rolls relevant to the wager or gamble. For example, if the bet is at cards, the bonus

could be added to Sense Motive checks; if the bet is on a horse race and the gambler is also one of the participating riders, the bonus could be added to Ride checks.

However, if more than one of *Tyche's coins* is put into play on a bet, not only do the gamblers not get the bonus, but the GM rolls 2d6 on the table below for each of the coins in play, and every gambler who possesses one of the coins suffers all effects rolled, as the coins flash and the long-dead Dunkargan mages exact their revenge on gamblers.

Roll	Effect
2	2d6 Wisdom damage
3	Movement speed halved for 1d6 days
4	Blind for 2d4 days
5	<i>Confusion</i> (as per spell) for 1d6 rounds
6	Temporary -2 to Charisma as skin shifts color once per hour for 1d4 days
7	The word "swindler" appears in Sanki on the forehead and remains indelible for 3d6 days
8	Cannot tell lie for 1d6 days
9	-4 to all die rolls for 1d6 days
10	Deaf for 1d6 days
11	Become tainted by Void, plus 2d6 points of damage
12	2d6 Constitution damage

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Codex Mysterium

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The Codex Mysterium introduces alternate rules for magic and spellcasting, as well as a system for players to create new spells, all for use with the Pathfinder® RPG. Designed for the world of Loerem and the Sovereign Stone campaign setting, everything in this tome can be adapted for your Pathfinder® game.

Within these pages, you will find new spells for Elemental and Void mages, new prestige classes, rules for spell creation, plus expanded information on the practitioners of magic in the Sovereign Stone setting, including the diverse Orders within the Temple of the Magi, the enigmatic and powerful elven Wyred, the mage-guilds of Dunkarga, the rampaging Dwarven Fireimages, and much more.

Open the tome to uncover the mysteries of magic!

