COMBAT

Combat classes

Classes work in a very similar way as core rules but for the sake of simplicity they are going to be listed as "*Paths*".

Path selection:

After you have your attribute scores you have to select a path to follow, or if you prefer: a class.

There are three archetypes: the warrior, the thief, the mage and the cleric. Each one of these archetypes have three paths. You must select one of these.

Paths are meant to be flexible and there should be ways to change from one to the other, although these ways will be to the GM discretion.

Archetypes:

The Warrior:

Hit die: d8 , **Armor and weapons:** any , **Requisite:** STR of 9

XP table:

Level	Exp. Points
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000
10	360,000
11	480,000
12	600,000
13	720,000
14	840,000
15	960,000
16	1,080,000
17	1,200,000
18	1,320,000
19	1,440,000
20	1,560,000

Fighter

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
NM	13	14	15	16	18
1	12	13	14	15	17
2-3	11	12	14	15	16
4-5	11	11	13	14	15
6-7	10	11	12	14	15
8-9	9	10	12	13	14
10-11	9	9	11	12	13
12-13	8	9	10	12	13
14-15	7	8	10	11	12
16-17	7	7	9	10	11
18-19	6	7	8	10	11
20	5	6	8	9	10

Hit die: d10 , **Armor and weapons:** any , **Requisite:** CON of 9 , DEX of 9

Special abilities:

- Alertness: only an enemy one level above you or more can backstab (or similar) you.
- Animal reflexes: you can only be surprised on a 1 on 1d6.
- Adrenaline rush: lasts five rounds (including the one it is activated) and counts as a bonus action. You gain a flat +2 to all rolls (except damage rolls) and evasion. After five rounds you become fatigue, gaining the sleepless trait (see Condition check) as if you've missed one condition check. You may use this ability once a day.
- Thick skin: any time you would get 2 or less points of damage note them. At the end of combat if you would survive, you recover all this damage over the next day (usually waking up the following day freshen up).

The Head:

Hit die: d8 , **Armor and weapons:** any , **Requisite:** WIS of 9 , INT of 9

Special abilities:

- Prey: declare a type of enemy (humanoids, beasts, elementals…). You get a flat +1 to all attack and damage rolls against that type of enemy (including all rolls related to close combat and maneuvers).
- Favorite tool: declare a type of weapon (spears, short swords, etc.). During combat, if using that weapon, nat20 rules to attack rolls apply on 19 rolls too.
- Front line: you get 1 extra skill point to expend.

The Grip:

Hit die: d8 , **Armor and weapons:** any , **Requisite:** base

Special abilities:

- Master: declare a type of weapon, shield or armor. You gain a +1 to all rolls involving that weapon. In the case of shields and armors you get a +1 to evasion (if doing a shield bash you get the bonus to the attack as well but not the damage). Every third level after the first you may declare a different type or the same and gain a +1 to that.

The Thief:

Hit die: d4 , **Armor and weapons:** medium , **Requisite:** DEX of 9

XP table:

Level	Exp. Points
1	0
2	1,250
3	2,500
4	5,000
5	10,000
6	20,000
7	40,000
8	75,000
9	150,000
10	225,000
11	300,000
12	375,000
13	450,000
14	525,000
15	600,000
16	675,000
17	750,000
18	825,000
19	900,000
20	975,000

Thief

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	12	14	12	15	14
4-5	11	13	12	14	13
6-7	11	13	11	13	13
8-9	10	12	11	12	12
10-11	9	12	10	11	11
12-13	9	10	10	10	11
14-15	8	10	9	9	10
16-17	7	9	9	8	9
18-19	7	9	8	7	9
20	6	8	8	6	8

The Glove:

Hit die: d4 , **Armor and weapons:** medium , **Requisite:** base

Special abilities:

- Swift senses: you get an extra +2 to Evasion.
- Lucky day: once a day you may reroll any roll before knowing if it would succeed or not. You must keep the second roll.
- Jack of all trades: you get 1 extra skill points to spend.
- One under the sleeve: you may hide (if it makes sense) one small object so well that nobody would detect it.

The Cowl:

Hit die: d4 , **Armor and weapons:** medium , **Requisite:** INT of 9

Special abilities:

- Skilled: if the raw damage you deal to a target with a weapon would kill him, the target dies.
- Quick hands: you can use your bonus action as a main action and vice versa. If you would attack or cast twice apply a -10 to the roll.

Hit die: d6 , **Armor and weapons:** medium , **Requisite:** STR of 9

Special abilities:

- Cat-like movement: you can spend your bonus action preparing to move, if you do so, your next movement will not trigger enemies' reaction attacks.
- Prepared: you can only be surprised while travelling by a 1 on 1d6.
- Runner: you gain +5 feet of movement.

The Mage:

Hit die: d4 , **Armor and weapons:** robes or padded (armor), small (weapons) , **Requisite:** INT of 9

XP table:

Level	Exp. Points	Spells 1	2	3	4	5	6
1	0	1	-	-	-	-	-
2	2,500	2	-	-	-	-	-
3	5,000	2	1	-	-	-	-
4	10,000	2	2	-	-	-	-
5	20,000	2	2	1	-	-	-
6	40,000	3	2	2	-	-	-
7	80,000	3	2	2	1	-	-
8	150,000	3	3	2	2	-	-
9	300,000	3	3	2	2	1	-
10	450,000	4	3	3	2	2	-
11	600,000	4	4	3	2	2	1
12	750,000	4	4	3	3	2	2
13	900,000	4	4	4	3	2	2
14	1,050,000	4	4	4	3	3	2
15	1,200,000	5	4	4	3	3	2
16	1,350,000	5	5	4	3	3	2
17	1,500,000	5	5	4	4	3	3
18	1,650,000	6	5	4	4	3	3
19	1,800,000	6	5	5	4	3	3
20	1,950,000	6	5	5	4	4	3

Magic-User

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	13	14	13	16	15
2-3	13	14	13	15	14
4-5	12	13	12	15	13
6-7	12	12	11	14	13
8-9	11	11	10	14	12
10-11	11	10	9	13	11
12-13	10	10	9	13	11
14-15	10	9	8	12	10
16-17	9	8	7	12	9
18-19	9	7	6	11	9
20	8	6	5	11	8

Hit die: d6 , **Armor and weapons:** base + can't use shields , **Requisite:** CON of 9

Special abilities:

- Eyes wide open: you can comprehend 1 extra global spell.
- Nox: you cannot be blinded (or similar) by magic means.
- Invisible paths: when you find something you suspect is magical you may roll one d6 and on a roll of 1 you may know for sure if it is magical or not.

The Smile:

Hit die: d4 , **Armor and weapons:** base , **Requisite:** CHA of 9

Special abilities:

- Lucky cards: you start with 1 extra spell.
- Charming voice: whenever you cast a spell with a verbal component add a bonus equal to as if you were using an expendable component (stacks).

The Touch:

Hit die: d4 , **Armor and weapons:** base + can't use padded armor nor shields, **Requisite:** base

Special abilities:

- Patience: you can learn spells one week faster (up to a minimum of two days).
- Palantir: whenever you are about to equip something (or touch something) you may roll one d6 and on a roll of AB you may sense if touching said object would harm you in some way (GM discretion to let know the player which way it may harm them). Note that if the player was going to equip or touch the object, the action must be completed unless the player senses that the object is dangerous.

The Cleric:

Hit die: d6 , **Armor and weapons:** medium , **Requisite:** WIS of 9

XP table:

Level	Exp. Points	Spells 1	2	3	4	5	6
1	0	-	-	-	-	-	-
2	1,500	1	-	-	-	-	-
3	3,000	2	-	-	-	-	-
4	6,000	2	1	-	-	-	-
5	12,000	2	2	-	-	-	-
6	24,000	2	2	1	-	-	-
7	48,000	3	2	2	-	-	-
8	90,000	3	2	2	1	-	-
9	180,000	3	3	2	2	-	-
10	270,000	3	3	2	2	1	-
11	360,000	4	3	3	2	2	-
12	450,000	4	4	3	2	2	1
13	540,000	4	4	3	3	2	2
14	630,000	4	4	4	3	2	2
15	720,000	4	4	4	3	3	2
16	810,000	5	4	4	3	3	2
17	900,000	5	5	4	3	3	2
18	990,000	5	5	4	4	3	3
19	1,080,000	6	5	4	4	3	3
20	1,170,000	6	5	5	4	3	3

Cleric

Level	Death Ray or Poison	Magic Wands	Paralysis or Petrify	Dragon Breath	Spells
1	11	12	14	16	15
2-3	10	11	13	15	14
4-5	9	10	13	15	14
6-7	9	10	12	14	13
8-9	8	9	12	14	13
10-11	8	9	11	13	12
12-13	7	8	11	13	12
14-15	7	8	10	12	11
16-17	6	7	10	12	11
18-19	6	7	9	11	10
20	5	6	9	11	10

The Confident:

Hit die: d6 , **Armor and weapons:** base , **Requisite:** base

Special abilities:

- Hope: you get a +5 when interacting with your god or talking about them. This bonus will apply always that you don't get too far from the god's tenets in the conversation.
- Trained: you get 1 extra skill point to spend.

The Vexed:

Hit die: d8 , **Armor and weapons:** any , **Requisite:** STR of 9 , DEX of 9

Special abilities:

- Long path: you may start getting spells from level 10 on. You can only get level 1 and 2 spells. Use the same ratio as base cleric.
- Paladin: you have the ability to let your faith take over your body. Lasts five rounds (including the one it is activated) and counts as a bonus action. During this time, you are immune to any magical effect or magical damage (not divine). You get a +1 to all rolls per 5 points of relationship with your god (minimum of +1). After five rounds you become extremely exhausted, the sleepless trait (see Condition check) as if you've missed two conditions check. You receive additional -1 per 20 points of relationship (minimum of -0) with your god to all rolls until your next condition check.

The Kind:

Hit die: d6 , **Armor and weapons:** medium , **Requisite:** WIS of 10

Special abilities:

- Perfect follower: you get double relationship points with your god (starting after 1 point) whenever you would get them.
- Divine presence: you can detect any divine power (GM discretion on how much information is given) in a radius equal to your movement score.

Initiative and actions

The action system is not that changed from the base game. In addition to the base game's actions now you can perform a bonus action.

Bonus action:

The bonus action is often use either in a rule that says so or to do something less meaningful than a main action (attacking, casting) but more important than a small or flavour action (change the weapon from one hand to the other, jump in place, talk).

Initiative:

For Player Characters their initiative is **equal to their DEX score** (not the modifier). For NPCs and monsters roll 1d20 and add their AB to simulate their different DEX scores (roll only once at the start of the combat).

Readied attacks:

Readied attacks (such as ambushes, prepared archers) get +10 to their initiative roll independently of surprise. This bonus only applies to the first round of combat.

Evasion, Hit points and DR

Hit Points:

For Player Characters their hitpoints are **equal to their CON score** (not the modifier). Human NPCs should follow this rule. Monsters and other supernatural beings are not limited by this rule.

Evasion:

Evasion is equal to 11 + {DEX}. It determines how hard is hitting you.

Defending:

The standard evasion assumes you want to fight back. If your aim is to only defend yourself (without the option of attacking), then you can assume a defensive stance, giving you a +5 to evasion.

Shields:

Shields give you a bonus to all DRs equal to their size.

- A small shield would give you +1 to all DRs.
- A medium shield would give you +3 to all DRs.
- A large shield would give you +5 to all DRs.

DR:

DR stands for Damage Reduction. DR is a stat given by armor, for example, and It reduces the damage you get by its value. For example, if you get hit by an arrow and you get 3 dmg, but have a DR of 4, then you get no dmg at all (although you still got hit). This is basically the armor doing its job, stopping things that hit you from actually hurting you.

DR for armor:

DR score	What to expect
2	Little to no resistance
4	Some resistance but a good hit, even with small weapons, is going to hurt
6	Small weapons aren't a problem and you'd need to connect a good hit with bigger ones to deal damage
8	Only large weapons or strong opponents are a problem
10	Very effective but strong hits and specialist weapons can break through
12	Super effective but specially made weapons can break through
25	Pretty much immune if the weapon is not magical or better than steel in some way

Type of armor	Cost	DR vs Slashing	DR vs Piercing	DR vs Blunt
Padded	5 gp	10	2	6
Leather	7 gp	8	6	4
Ring Mail	15 gp	25	4	0
Scale Mail, Splint Mail or Banded Mail	30 gp	25	4	4
Brigandine or Chain Mail	50 gp	25	6	6
Plate Mail	100 gp	25	8	8
Field Plate Mail	250 gp	25	10	8
Full Plate Mail	500 gp	25	12	8

Attack rolls

Attack Bonus:

Attack Bonus Table

Fighter Level	Cleric or Thief Level	Magic-User Level	Monster Hit Dice	Attack Bonus
NM			less than 1	+0
1	1-2	1-3	1	+1
2-3	3-4	4-5	2	+2
4	5-6	6-8	3	+3
5-6	7-8	9-12	4	+4
7	9-11	13-15	5	+5
8-10	12-14	16-18	6	+6
11-12	15-17	19-20	7	+7
13-15	18-20		8-9	+8
16-17			10-11	+9
18-20			12-13	+10
			14-15	+11
			16-19	+12
			20-23	+13
			24-27	+14
			28-31	+15
			32 or more	+16

They involve both swiftness and knowledge from the attacker and so now are rolled like: {DEX + INT + AB} -> {EVASION}. Which means that you roll 1d20 add your DEX modifier plus your int modifier plus your attack bonus and compare it to the target evasion. If it is equal or greater you hit your target.

If you hit: roll your **dmg roll:** {STR + Weapon Damage}. That is the dmg you deal.

Bows require quite the amount of strength to be pulled and good aiming and so now are rolled like {STR + WIS + AB} -> {EVASION}. Which means that you roll 1d20 add your str modifier plus your wis modifier plus your attack bonus and compare it to the target evasion. If it is equal or greater you hit your target.

If you hit: roll your **dmg roll:** {Arrow Damage}. That is the dmg you deal.

Crossbows require precision above all else and so now are rolled like {WIS + AB x2} -> {EVASION}. Which means that your roll 1d20 add your wis modifier plus your attack bonus times two and compare it to the target evasion. If it is equal or greater you hit your target.

If you hit: roll your dmg roll: {Bolt damage}. That is the dmg you deal.

Other range weapons use bow rules in case of doubt.

A natural 20 on an attack roll gives you the advantage of ignoring your target DR if the attack would hit. Situations in which it would be impossible to deal damage are still impossible to overcome (GM discretion).

On a natural 1 you made a sloppy attack, meaning that on the next round the first offensive action against you gets a +5.

Note that neither a nat 20 nor a nat 1 make you succeed or fail on your roll and thus you would apply any bonuses as usual.

Attack rolls vs prone (or equivalent) targets get a flat +5 bonus. Damage to prone targets also is buffed by a +5 bonus. Sleeping, sited or tied (or equivalent) targets are considered prone.

Melee weapons special rules

Weapons that deal **slashing damage**: axes, swords, daggers

Weapons that deal **piercing damage**: spears, swords, daggers

Weapons that deal **blunt damage**: hammers, maces, swords*, daggers*

Polearms are a special case were a single weapon can deal all three types of damage but this has to be stablish when the weapon is bought. If only piercing is selected, then is considered a lance.

*swords and daggers can deal blunt damage to some extend. **Large** swords deal 1d6 blunt damage and **anything below** falls under the pommel rule.

Reach:

Polearms have the capacity to reach beyond melee range (5ft) and thus they can work normally against target in a 10ft range.

Sneak Attack:

A sneak attack is a normal attack (follow core rules) against target's Evasion. If you hit, then you ignore all armor DR **unless** it's some kind of armor inherit to the target such as skin. Never the less you still double the damage after adding all modifiers.

Shield bash:

Those with a shield can attack with it as if it was a melee weapon, dealing 1d4 blunt damage + {STR}.

Close combat:
You enter close combat when both fighters engage in a grapple or wrestle. In this case neither combatant can use their weapon or shield for their purposes and cannot move. The evasion score becomes {0 + DEX} and combat is treated as unarmed combat. There are some exceptions to this rule:

- Shield vs No shield: The fighter with the shield can still use her weapon normally
- Shield vs Shield: In this case the fighter who initiates close combat decides if she wants to block the other's weapon, if so, none of them can use it. If later, any of the fighters wants to block the other's weapon, she must win a confrontation check {STR + DEX}.
- Shield vs 2 weapons: In case both weapons are **medium** treat this case as SvS.
- No shield vs No shield: Neither fighter can use their weapon.

Note about two handed weapons: fighters with two handed weapons must retain both hands on the weapon (SvS), otherwise the scenario becomes SvNS in favor of the other fighter **unless** it's two fighters with a 2 handed weapon each, in that case it remains as NSvNS. In case of a two handed weapon against an one handed weapon without shield treat as NSvNS, and against two one handed weapons treat as SvNS in favor of the one with two weapons.

To enter close combat, you first need to be in a 5ft range. Then roll 1d20 + {DEX + INT + AB} against target's evasion (as your main action), if you pass then roll a confrontation check {DEX + STR}. If you win, then now you are in close combat with the target. Note that if you were charging you get a +2 to both checks.

Unarmed attacks are rolled as melee attacks. Maneuvers are a type of check that works similarly and can only be performed while in close combat. To perform a maneuver, you need at least one free hand unless stated otherwise. Maneuvers are considered bonus actions.

Maneuvers:

- **Disarm**: roll a confrontation check {STR + CON}. If you succeed, then your opponent is now disarmed. You can use this to disarm someone from their shield but in that case the opponent gets a +1. The weapon or shield can be tossed up to 10ft from you in any direction you want. If you succeed you can choose to remain or exit close combat.
- **Make someone prone**: roll a confrontation check {STR + CON}. If the target is already prone, she gets a -1 to the roll. If you succeed, the target is now prone, **unless** it was already prone, in that case it is on the floor. If you make your target prone (or similar) you can choose to remain or leave close combat.
- **Force Move**: roll a confrontation check {STRx2}. If you succeed, then you can move both you and the target 5ft in one direction. You are still in close combat with the target.
- **Push**: roll a confrontation check {STRx2 + DEX}. If you succeed, then you push the target 5ft in the direction you want. You are no longer in close combat with the target. A kick attack after a charge or against a prone target (on the floor too) or against a surprise target will have the same effect.
- **Disengage**: roll a confrontation check {DEX + STR}. If you succeed, then you stop being in close combat although still in melee range (5ft).
- **Hard disengage**: roll a confrontation check {DEX + STRx2}. If you succeed, then you stop being in close combat and both fighters move 5ft away from each other, making the gap between both fighters 10 ft.

Daggers have a special modifier that enters in play only when you are in close combat:

- +12 piercing damage

Duels:

Duels are a special type of combat in which only two beings can take part. A duel is stablished when both opponents are focus on one another.

Nat 20s and 1s:

If a natural 20 is rolled in an attack roll, the attacker may complete the attack (normal nat 20 rules apply) and if the attack would hit, then execute a maneuver on the opponent (automatically succeeding). If a natural 1 is rolled on an attack, and if the attack wouldn't hit (normal nat 1 rules apply), then the defender may execute a maneuver on the attacker (automatically succeeding on it).

Duel maneuvers:

When in a duel, both opponents have at their disposal duel maneuvers that can be tried without being in close combat:

- **Faint**: the attacker makes a normal attack roll. If the roll would hit, then the opponent makes a Death saving throw. If they fail, the attacker may complete the attack and roll damage. If they succeed, the attacker may not complete de attack. If they roll a natural 1, the attacker may complete de attack and execute a maneuver on the opponent (automatically succeeding).
- **Parry**: this maneuver can be done as a reaction to an attack. Roll {DEX + AB} and if you roll higher than the upcoming attack then it is deflected. On a natural 20, if you would deflect the attack, you may attack yourself (the opponent has no chance of parrying or defending).

Duels in the heat of battle:

If a duel may start in the heat of a battle, then everyone gets a +5 to any offensive action against either opponent.

Range weapons special rules
Rate of fire:

Bows can shoot every turn as usual. **Crossbows** can only attack after they recharge.

- Light crossbows need one turn to recharge and so their rate of fire is one bolt per two turns or 1/2.
- Heavy crossbows need two turns to recharge and so their rate of fire is one bolt per three turns or 1/3. The recharge of the heavy crossbow can be interrupted during the process, if so, the recharge must start over.
- Hand crossbows work as bows.

Recharging consumes a main action.

Types of arrows and bolts:

There are three types of arrows or bolts: slashing, piercing and blunt. They cost the usual price and they only vary on the type of damage they deal. Every arrow or bolt can be treated as a weapon of these types but any change made to it must be recorded individually unless stated otherwise.

Special weapon modifiers

Razor sharp:

This is a modifier that can only be applied by sharpening a weapon that already deals slashing damage. This condition doesn't last long and after **one combat** in which the weapon is used in any way (even if it was only drawn) the modifier is considered gone and must be applied again.

- +12 slashing damage

Razor like sharpness can be achieve by oneself if using a whetstone or similar to a total of 5 times. Then the weapon is considered **dull** and will need of a blacksmith to go back to normal. This visit to the blacksmith can only happen 2 times per weapon (fifteen times in total ending with a dull weapon).

Dull:

A weapon is considered dull if it's main way of dealing damage is damaged or very used but not broken.

- -2 type of damage

Any arrow or bolt other than blunt that hits a rock solid surface or similar is considered dull if not broken. Slashing weapons hitting a rock solid surface become dull on a 1 on 1d6 **unless** it is razor sharp then the weapon becomes dull automatically and loses razor sharpness.

Slashing shape:

This is a modifier that can apply to any weapon that already can deal slashing damage. It must be applied when the weapon is forged. In the case of **polearms**, if they have this modifier they can only deal two types of damage, one of them being slashing. Weapons with this modifier cannot chose any modifier equivalent to slashing shape.

- +2 slashing damage

A weapon with a Slashing shape only gain +10 instead of +12 to slashing damage from the **razor sharp** modifier. If a sword or dagger is made with the slashing shape modifier, then its piercing damage becomes 1d4 for swords and 1d2 for daggers.

Needle:

This is a modifier that can apply to any weapon that already deals piercing damage. It must be applied when the weapon is forged. In the case of **polearms**, if they have this modifier they can only deal two types of damage, one of them being piercing. Weapons with this modifier cannot chose any modifier equivalent to needle.

- +2 piercing damage

If a sword or dagger is made with the needle modifier, then its slashing damage becomes 1d4 for swords and 1d2 for daggers.

Size modifiers

There are three main sizes: small, medium and large.

- Small refers to anything shorter than half a meter tall and one meter long (1,5ft~).
- Medium refers to anything between half a meter and three meters tall (10ft).
- Large refers to anything above three meters tall (+10ft).

If the master sees it fitting, she can add as many sizes as she wants.

For weapons:

Follow normal rules.

For characters and monsters:

In a battle a character gets a +5 to Evasion if facing an opponent of a level above her size. For further difference add +5 for each size level. For example: a small creature against a large one gets a +10.

Mob combat

This section refers on how to handle combats with a number of battlers higher than 10 per side and/or when the combat is a battle between armies (large NPC groups).

Army score:

For combats between large numbers of combatants, divide by 10 * Nº of zeros of the lesser number (meaning by zeros the tens). Save that number as the **army score.**

Army evasion:

The army evasion is the highest individual evasion **from the troops.**

Attacks from an army:

Add the individual highest AB **from the troops** to the army score and then compare it to the enemy's army evasion.

Army damage:

The damage of an army is the highest individual damage possible **from the troops.**

Army health:

An army's health is equal to the highest individual health score from the troops **plus the army score.**

Bottle necks and archers:

In case of bottle necks manage the armies as smaller armies (calculating only the clashing of the front line). In case of archers being present, manage them as a separate army.

PCs don't count for "***from the troops***" calculations. For each army movement a PC must go through a combat encounter (GM discretion).

Magic system
The basics:

This is a complete overhaul of the magic system and so you should follow the rules here written unless stated otherwise. We still are going to use some rules or minor systems from the d20 system but you'll soon find out that there are a lot of changes.

Paths that use magic
Mages and clerics:

Mages and clerics are the only two paths that can use magic, although everyone (GM discretion) is able to use magic items. The system they use is pretty much the same but it is handled differently from one to the other.

Combination of paths:

The combination of paths is something only available to Elves and Half-Elves but the range is different.

- Elves: they can combine any two paths they may want. These two paths can't be both magical.
- Half-elves: they can only combine two non-magical paths. If their starting path is magical then they cannot combine paths.

Roll a Spellcraft check:

A spellcraft check is a roll made to use one spell.

- For mages: It is equal to 1d20 + {INT + CON} + ABx2
- For clerics: It is equal to 1d20 + {INT + CHA} + GRS

This roll is made vs the spell's DC. If it is equal or greater, then it passes; if it is lower, then it fails.

Nat 20s and 1s:

A nat 20 in a spellcraft check gives the caster a +5 to the roll, whereas a natural 1 gives them a -5.

Spell magnitude
What is "magnitude":

The magnitude of a spell is a measure of how powerful it is. Spells are divided into **six magnitudes**: dabbler, student, first magnitude, second magnitude, third magnitude and fourth magnitude.

A spellcaster that has access to first magnitude spells have also access to the lower ones, but not second, third nor fourth magnitude spells. This is call **potential**.

You determine your potential by adding your INT modifier and your CON modifier. This represents not only your mental capacities but also how much your body will be able to handle. Once you have that number, check the following table to see what magnitude of spells you have access to:

INT mod + CON mod	Magnitude
-3	Dabbler
-2	Dabbler
-1	Dabbler
0	Dabbler
1	Student of Magic
2	First magnitude
3	Second magnitude
4	Third magnitude
5-6	Fourth magnitude

Your maximum magnitude gives you a flat bonus trough all levels to your spell rolls:

Magnitude	Bonus
Dabbler	+0
Student of magic	+2
First magnitude	+4
Second magnitude	+8
Third magnitude	+16
Fourth magnitude	+32

Spell energy and drain

Spell energy is a pool of energy that you can use to enhance your spell casting abilities. Your spell energy is equal to your INT modifier + CON modifier + AB.

You always need at least 1 point of spell energy to be able to cast spells. If it hits 0 points, then you may not cast spells until you regain at least 1 point of energy. Spell energy returns to the caster (regenerates) at the rate of 1 point per day.

You can spend spell energy points to enhance your next spell roll. You can spend as many spell energy points as you want, always minding the limitations set by the next table:

Spell energy spend (also represents the maximum)	Bonus to roll	Additional Drain	Magnitude required
0	-	-	Dabbler
1	+10	+1HD	Student of magic
2	+20	+2HD	First magnitude
3	+30	+3HD	Second magnitude
4	+40	+4HD	Third magnitude
5	+50	+5HD	Fourth magnitude
+1	+10	+1HD	Fourth magnitude

All spells require some personal energy to use and so any spell effect cast at the base levels deals 1HD points of nonlethal damage called drain. The drain of a spell is reduced by an amount equal to your **available** spell energy up to a minimum of 1 point of damage.

Augmented effects applied to create different or more powerful spell effects increase the drain. To determine the amount of additional drain a spell's augmented effects deals, divide the total modified DC by 5 and round down. This amount of HDs are added to the base spell effect's drain.

Preparing magic

You gain the same amount of spell slots you would normally do. The level of a spell slot refers to how powerful the spell can be.

Spell slot Level	Spell DC
1	0 – 9
2	10 – 14
3	15 – 19
4	20 – 24
5	25 – 29
6	30 – 40
+1	+10

At first level you may get a number of bonus spell slots equal to your INT modifier. You may never have more slots than those listed in the mage table.

You regenerate spell slots on a number of days equal to their level (always that you have a "long" rest). Level 1 slots are available the following day. Level 2 slots are available the day after the following day (If you use them on Monday you get them on Wednesday).

Global spells:

Global spells refer to the spell name. A global spell would be for example Light Lore. Think of this as the parent spell from which any other spell of its kind inherits attributes and effects.

Learning new spells:

In order to learn a new spell one must first study it for a period of time equal to: 1 week per magnitude – {INT} weeks. In case of ending up with less than a week then treat INT modifier as days. To fully study a spell, you need the require materials during your learning time.

Preparing spells:

You can prepare spells by spending 10 minutes per magnitude per spell. This consumes a spell slot of the desire level and makes you able to cast said spell once. Spells prepared but not used persist from day to day; only those actually cast must be replaced. A mage may always choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

In order to prepare a spell, you also need whatever components the spell needs to be casted. If you don't have the components at the time of preparing the spell, you may prepare it but get a -10 to the spellcraft check when used.

Copying and teaching spells:

Teaching a spell follows the same rules as learning (same amount of time and all). Copying a spell is as simple as being able to do it properly. For a spell in a book you may need paper and ink, to copy a spell craved in a stone wall you may be able to do it with paper and ink or you might need to find another rock for example.

Understanding spells you cannot cast:

You'll always be able (under normal circumstances) to understand the broad effects and requisites of any given spell if you study it. If the spell is one you cannot cast, then some information may elude you or simply you won't be able to cast it despite of knowing every detail about it.

Creating new spells:

To create a spell of your own you need the rarest of goods: paper and ink (or similar, GM discretion). Once you figure out every detail about the spell the only thing left to do is to write it down.

You may only create spells you can cast, from global spells you have comprehended.

Comprehending and memorizing globals:

For someone to comprehend a global spell is to know every detail and possible outcome of any of its possible children. In order to do this, you must have learned at least three spells from that global and then, spend a time (following previous rules) studying the global itself.

Memorizing a global is a different story. You may only memorize a global you have comprehended. In order to memorize it you must perform some sort of ritual (GM discretion) that lasts for at least 12 hours and cannot be interrupted. During this ritual you must make a spellcraft check against the global DC. You may get a +1 for every spell you have created or studied from that global.

Once you memorize a global spell it cannot be undone easily (or at all). Now you may cast any spell from that global on the fly (following normal rules but without the need of preparing it) and create any child spell on the spot (it's instantaneous).

Cleric's specifics:
Healing spells:

Clerics are the only magical users that are allowed to use healing spells.

How to obtain spells:

Clerics obtain their powers praying to their god. The rules are the same as mages but in order to prepare a spell you must pray to your god for it. The god might give you the spell you are asking for, or they might give you a completely different spell (GM discretion).

Globals:

A cleric can never comprehend a global spell (just as the non-magical paths). Never the less, clerics know which globals their gods have at their disposal and can feel that power. Clerics cannot study spells as the mages do and doing so would defy the gods will. Just as the other paths a cleric can understand the effects of a spell.

Drain and magnitude:

Clerics do not suffer drain from the spells they cast. Clerics don't have magnitude neither.

God's Relationship System (GRS):

The relationship a cleric has with their god is represented by a number. This number starts at 0 (level 1), meaning that although they follow the religion, the god itself has not recognised them as a follower worthy of their power. At level 2 the cleric has shown to all gods that they are worthy and capable, and thus the relationship with the one they follow increases in 1 point.

From this point on the relationship will increase 1 point per in-game month, only if the cleric follows the god's tenets and prays. Acts of epic nature (good or bad) will modify the relationship further.

Note for cleric players and GMs:

It's recommended that GMs prepare a standard spell that the god in question would give to "*normal*" followers. This spell is recommended to be given always to the cleric even if they ask for another one before they reach 10 points of relationship with the god. From there the god would give somewhat more powerful spells although not always.

It is important to note that clerics (on paper) are VERY overpowered. There is no limit to the affection a god can have for a cleric and thus they escalate indefinitely. The way this is balance is through the pass of time. A cleric must remain faithful for very long periods of time in order to gain more power. Epic acts can shorten this, but GMs be wary, if you give too much flexibility to clerics, they can destroy the balance (it doesn't really matter do what you want I'm just saying that you should be careful of how quickly you allow a cleric to escalate).

Note to self: maybe the maximum DC of a spell is the relationship score with the god?

Casting time

To determine the casting time of a particular spell effect, subtract your Spellcraft modifier from the spell effect's DC and then consult the table below. You don't need to spend consecutive actions when casting a spell; you can intersperse other actions, such as moving or attacking with a weapon, while casting. However, you're limited in the total number of actions you may intersperse into a casting. The number equals your magnitude (Dabblers and Students count as 0): You can skip this number of actions, consecutively or not, during the casting of the spell. If you exceed this limit, you must succeed on a Saving throw vs Spells every round with a + 5 to the DC for every action skipped beyond the normal limits. On a failed check, you lose concentration on the spell you're casting, take the spell's drain, and must begin casting anew.

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

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

Note that moving counts as 1 action and so, a whole round casting counts as 2 actions (move action + attack action).

Taking extra time:

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

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

Misc

Caster level:

Your caster level affects the Difficulty Class needed to resist the spell effects you cast. The DC equals 11 + AB + your INT modifier.

Spell failure:

If you ever try to cast a spell effect in conditions where the characteristics of the spell cannot be made to conform (e.g., casting a spell that ordinarily affects only humanoids at a monstrous humanoid), the casting fails and the spell effect is wasted. Spell effects also fail if your concentration is broken or if you fail your Spellcraft check. Whenever a spell effect fails, you take the drain as normal.

Concentration:

Sometimes you'll need to concentrate while casting a spell. This is done by making a Spell saving throw + INT modifier + CON modifier.

Casting spells in armor (magic users):

If the Magic user has an INT score of 16 or 17 they may cast spells in padded or leather armor, whereas if they have a score of 18 they may cast spells in any medium armor. This overwrites the path's restrictions.

Spell format

Spell DC
The base DC for a spell is determined by its magnitude:

Magnitude	DC
Dabbler	5
Student	10
First magnitude	15
Second magnitude	20
Third magnitude	25
Fourth magnitude	30

Components

All spells require at least one external component: a magical incantation, a series of gestures with the hands, physical movement like dancing, and so on.

Verbal component:

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice.

Somatic component:

A somatic component is a measured and precise movement of the hands, feet, or body.

Focus component:

A focus is an object you use to channel your spells. It is not consumed when you cast the spell and you can use it repeatedly. Focuses are often of a negligible price (unless otherwise listed in the spell's description). If you lose your focus, you must fashion a new one. Creating a new focus is easy (costing 10 gp per required magnitude, with a minimum cost of 10 gp), but it must be keyed. To key a focus, simply expend a point of spell energy. Thereafter, the focus is permanently keyed.

Expendable component:

You can use certain expendable materials to help focus your concentration on producing desired spell effects. Just about any material can work, so long as you and the GM agree on its symbolic relevance. As part of the casting, the expendable component is rendered somehow unusable.

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

Magnitude	Bonus
Dabbler	+1
Student	+2
First	+3
Second	+4
Third	+5
Fourth	+6

XP cost:

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

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

Augmentations

Basic stuff:

Each spell includes a listing of which augmentations are available from which you can create your spell effects. In some cases, spells include specific augmentations applicable only to those spells. Each augmentation increases the Spellcraft DC required to successfully cast the spell effect; hence, too many modifications may make the spell impossible to cast.

Drain:

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

Damage

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

Hit point damage:

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

Other variables:

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

Area of effect and targets

Augmentation	DC Modifier
Add one target	+4
Change target to area (5 ft.)	+4
Add one 5-ft. square	+2
Change from ray to area	+5
Change from area to ray	-2
Change from any area to any area	+4
Line of effect per 10 ft.	+5
Per 5-ft. square *	+2
Direct the spell within range **	+20

* Each target square must be adjacent to at least one other target square.

** This augmentation allows you to redirect a spell with a duration to affect new targets by changing the targeting location.

Range

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

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

Duration

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

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

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

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

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

Additional components	Bonus
Add verbal or somatic component	+5 each
Add focus component	+10
Add expendable component	See Expendable components above
Per 200 XP spent (max 6,000)	+5

Subtracting components
Although all spells include components, you may remove one or more components from a spell. Each component removed increases the Spellcraft DC by +10 regardless of the component removed. You can never remove an XP component from a spell effect.

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

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

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

When spellcasters of different magnitudes cast spells near one another, the powerful spellcasters helps those of a lesser magnitude reach new spellcasting heights. When a spellcaster of a lower magnitude stands in a square adjacent (5ft) to one of a higher magnitude, the lower-level spellcaster gains a bonus to Spellcraft checks.

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

Blending spell effects

Step one:

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

Step two:

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

Step three:

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

Step four:

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

Step five:

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

Spell list

Dabbler – DC 5

Afflict

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

Base effect:

You afflict a target you touch with a mild curse, imposing a −1 to all rolls for the duration of the effect. Upon casting the effect, you are charged with the ability to curse until you successfully touch a target or until the duration expires.

Augmented effects:

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

For each additional −1 penalty assessed increase the base Spellcraft DC by +5. By increasing the Spellcraft DC by +10, you can afflict one of the target's senses: sight, smell, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense selected does not function for the spell's duration, with all attendant penalties applicable for losing the specified sense. By increasing the Spellcraft DC by +30, you can give a target a disease.

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

Beast lore

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

Base effect:

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

Augmented effects:

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

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

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

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

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

- Normal: Has at least 90% of full normal hit points, free of disease.
- Fair: 30% to 90% of full normal hit points remaining.
- Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.
- Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled.

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

By increasing the Spellcraft DC by +10, you gain the ability to speak with animals. You can comprehend and communicate with animals. You are able to ask questions and receive answers from animals, although the spell effect doesn't make them any friendlier or cooperative than usual. Furthermore, wary and cunning animals are likely to be terse and evasive, while stupid ones make inane comments.

Charm
You can improve another's attitude toward you.

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

Base effect:

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

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

Augmented effects:

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

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

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

To improve the target's attitude to helpful, increase the Spellcraft DC by +20; to fanatic (+1 to all rolls when helping you for one day plus your charisma modifier), increase the DC by +50.

Enchant

You can manipulate a person's mind.

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

Base effect:

You may affect one living creature touched (with the same or lower HP that you have). If the creature fails its saving throw, it takes a –2 penalty against sleep effects.

Augmented effects:

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

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

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

You can increase the DC by +10 to cloud the mind of a humanoid or animal (with the same or lower HP that you have) so it can take no actions for the duration (though it is not considered helpless).

Figment

You can create a visual illusion.

Component: Verbal; **Range**: 10 ft.; **Effect**: Visual figment that cannot extend beyond one 10-ft. cube; **Duration**: 1 round; **Saving Throw**: disbelief (if interacted with); **Spell Resistance**: No.

Base effect:

Figment creates the visual illusion of an object, creature, or force, as visualized by the caster. You can move the image within the limits of the size of the effect by concentrating; the image is otherwise stationary. The image disappears if struck by an opponent unless you cause the illusion to react appropriately.

Augmented effects:

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

For an illusion including audible, olfactory, tactile, taste, and/ or thermal aspects, increase the Spellcraft DC by +5 per extra aspect. Even realistic tactile and thermal illusions cannot deal damage, however.

For each additional image created, increase the Spellcraft DC by +2.

You can use Figment to create duplicates of yourself.

For an illusion following a script you determine, increase the Spellcraft DC by +18. The figment follows the script without you having to concentrate on it. The illusion can include intelligible speech if desired.

For an illusion that makes any area appear to be something other than it is, increase the Spellcraft DC by +24. Additional components, such as sounds, can be added as noted above.

If you increase the Spellcraft DC by +5, you can wrap a creature or object within an illusion making the target (including clothing, armor, weapons, and equipment) look different. You can make them seem 1 foot shorter or taller, thin, fat, or in between. You cannot change the target's apparent type; otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or make the subject look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter how the subject and their equipment is perceived by other senses, although audible, olfactory, tactile, taste, and/or thermal aspects can be added to the disguise at a cost of +5 DC per extra aspect.

If you increase the DC by +7, you can wrap the subject in a chameleon-like effect. Those affected by this augmentation do not need cover or concealment to be hidden.

Foresee
You can bestow a flash of insight that reveals the future.

Component: Somatic; **Range**: Touch; **Target**: Creature touched; **Duration**: 1 round or until discharged; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

Foresee allows a touched creature to gain a flash of insight into the future. The subject of the effect gains a +1 bonus on any of the following: a single attack roll, saving throw, or skill check. The subject must choose to use the bonus before making the roll to which it applies.

Augmented effects:

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

You can augment the effects of Foresee by an additional +1 bonus by the Spellcraft DC by an additional +2 for every extra point.

You can have the bonus apply to more than one roll (such as attack roll and saving throw) by increasing the Spellcraft DC by +5.

You can read magical writing.

Components: Verbal, Somatic; **Range**: Personal; **Target**: You; **Duration**: 1 minute; **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You can decipher magical inscriptions on books, scrolls, weapons, and the like written in magical script. This deciphering doesn't normally invoke any magic contained in the writing, except in the case of certain magical traps. Once this spell effect is cast and you have read the writing, you are thereafter able to read that particular text without having to recast this spell. You can read one page (250 words) per minute.

Augmented effects:

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

If you increase the Spellcraft DC by +5, you can write text in magical script that can't be deciphered except by use of the Language Lore base effect; you need no magical assistance to read anything you've written using this spell effect. Increase the DC by +10 for each page of text (enough for one magic scroll, or 250 words of prose) beyond the first written in a single sitting. If you interrupt your writing for more than a few moments (the difference between pausing to compose your thoughts and pausing to cook and eat your dinner), you must cast the spell affect anew in order to continue writing.

Note: Magic scrolls don't have to be written in magical script— and if the scrolls are intended for the use of non-spellcasters, they shouldn't be written in magical script.

For a DC increase of +15, you can write in an illusory script that appears to be some form of unknown foreign or magical writing. Only the person designated by you at the time of the casting is able to read the writing; you can designate additional persons by increasing the Spellcraft DC by +4 per additional reader. If a Dispel spell effect is successfully used on the illusory script, the text is erased.

At the cost of a +10 increase in the Spellcraft DC, you can alter the contents of a written page so that they appear to be something entirely different. You are able to switch the page's appearance between its disguised original contents and its altered appearance by speaking a special word.

By increasing the Spellcraft DC by +15, you can use Language Lore to invisibly record a written message on an object or creature. The length of written text is limited to what can be contained (as text of a readable size) on the surface of the target. The message becomes visible the next time a specified event occurs within 10 feet of the object or creature. Any visual or audible trigger can be designated for the spell effect, but the spell reacts to what appears to be the case. Disguises can fool it. Magical darkness or invisibility can defeat a visual trigger. Magical silence defeats auditory triggers. The spell effect cannot distinguish such things as alignment, level, or class.

You can inscribe your personal rune or mark (no more than six characters, taking up no more than 1 square foot) on any substance without harm to the material by increasing the Spellcraft DC by +5. The writing can be visible or invisible. The mark cannot be removed by nonmagical means. If the spell effect is used on a living being, normal wear gradually causes the mark to fade in about a month. If you use Teleport to fetch an object with your magical mark on it, you receive a +10 bonus to your Spellcraft check.

By increasing the Spellcraft DC by +10, you can understand the spoken words of creatures or read otherwise incomprehensible written messages (although not illusory script or magically hidden text). In either case, you must touch the creature or the writing. This spell effect doesn't enable you to speak or write the language. It does not decipher codes or reveal messages concealed in otherwise normal text.

In order to be able to speak or write (as well as read and understand) any spoken or written nonmagical language, you must increase the Language Lore Spellcraft DC by +20.

You can erase a page of magical or mundane writing by increasing the Spellcraft DC by +5. Nonmagical writing is automatically erased if you touch it and no one else is holding it; otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a Spell saving throw, with a natural 1 or 2 always a failure on this check. If you fail to erase magically trapped writings, you activate the trap instead.

Light lore

Component: Verbal; **Range**: 10 ft. or touch; **Effect**: One light; **Duration**: 1 minute (D); **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You create a single floating globe of light that sheds light equal to candlelight. The light can move within a 5-ft. radius of you, following your spoken commands.

Alternatively, you may cast the light effect onto an object. The object must be unattended at the time of casting. If this is used, the range is touch.

Augmented effects:

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

You can increase the number of lights by one for every +2 to the Spellcraft DC.

If you increase the Spellcraft DC by +5, you can have the light move up to 10 feet beyond the initial area, plus 10 feet for every additional +1 to the Spellcraft DC.

You may increase the light's intensity by increasing the DC by the indicated amount. You can focus the light into a cone or beam. If so, use the focused DCs.

	-----------	Unfocused	-----------	-----------	Focused	-----------
Intensity	Bright	Dim	DC Modifier	Bright	Dim	DC Modifier
Candlelight	n/a	5ft	-		10ft cone	+5
Lamplight	15ft	30ft	+5	30ft cone	60ft cone	+10
Torchlight	20ft	40ft	+10	40ft cone	80ft cone	+15
Lantern light	30ft	60ft	+15	60ft cone	120ft cone	+30
Daylight	60ft	120ft	+30	120ft cone	240ft cone	+50

The light you create can also deal damage if you intensify it. By increasing the Spellcraft DC by +20, you focus the light into a thin beam of super-hot energy that you may fire as a ray with a range of 10 feet. The duration changes to instantaneous. On a successful hit, you deal 1d4 points of fire damage (Saving throw vs death ray halves). For every additional +15 to the Spellcraft DC, you may fire another ray. You may augment this damage as normal.

If you increase the DC by +10, you can make the generated light dazzling, causing all creatures in the area who fail a Paralysis save to take a -2 penalty to attack rolls. You can make the light blinding for 1 round by increasing the DC by +30. You may increase the duration as normal.

If you have Figment, you can also change the shape of the lights into ribbons, blocks, or even crude objects at no increase to the Spellcraft DC.

By increasing the DC by +15, you can remove all light from a 5-ft.-diameter area, creating magical darkness that can't be brightened by torches and lanterns, nor by any Light Lore effects that have a lower Spellcraft DC. All creatures in the darkness gain concealment, even against creatures that can normally see in such conditions (such as those with darkvision or low-light vision).

Protection
You can surround yourself with a protective aura.

Component: Somatic; **Range**: Personal; **Target**: You; **Duration**: 1 round; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

Protection creates a protective aura around you, granting a +2 bonus to DRs.

Augmented effects:

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

For each additional bonus point, increase the Spellcraft DC by +5.

By increasing the Spellcraft DC by +5, you can withstand the effects of intense heat or freezing cold. This doesn't provide any protection against direct fire or cold damage.

Sense

You can heighten your senses.

Component: Focus; **Range**: Personal; **Target**: You; **Duration**: 1 round; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

You gain a +1 to all rolls involving senses (such as finding secret doors).

Augmented effects:

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

You can increase the bonus by increasing the Spellcraft DC by +2 for each additional +1 bonus. By increasing the Spellcraft DC by +15, the bonus also applies to attack rolls.

By increasing the Spellcraft DC by +5, you instead determine the direction of north from your current position. This is effective in any environment in which "north" exists, but it may not work in extraplanar settings.

Alternatively, if you increase the Spellcraft DC by +5, you can see twice as far as a normal human in situations of low or dim lighting. If you increase the DC by +15, you can see 60 feet even in total nonmagical darkness, albeit in black and white.

By increasing the Spellcraft DC by +20, you know the location and power of all magical auras within your sight. If the items or creatures bearing the auras are in line of sight, you can make INT checks to determine the spell involved in each. Make one check per aura. If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine how much available spell energy they have remaining.

By increasing the Spellcraft DC by +20, you can use Sense to detect secret doors, compartments, caches, simple pits, deadfalls, and snares, as well as mechanical traps constructed of natural materials. Typically, Sense only reveals passages, doors, or other openings specifically designed to escape detection. It also detects natural hazards like quicksand, deadfalls, and sinkholes. Sense reveals the presence or absence of such hazards or concealed spaces.

If you extend the duration of this augmented effect, you can learn more information, depending on how long the spell effect lasts.

- 2nd Round: Number of secret doors and the location of each and number of hazards and the location of each. If a secret door or hazard is outside your line of sight, then you discern its direction but not its exact location.
- Each Additional Round: The mechanism or trigger for one particular secret portal or hazard closely examined by you. Each round, you can turn to detect secret doors, snares, pits, and other hazards in a new area. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

You can use Sense to pierce illusions and see things as they really are by increasing the Spellcraft DC by +30. You can see through normal and magical darkness, see the exact locations of creatures or objects under Obscure effects, see invisible creatures or objects, see through illusions, and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet.

You can set up a warning system that alerts you if Tiny or larger creatures come within a 5-foot-radius of you. At the time of casting, you can exempt certain individuals or types of creatures from the spell's effects. The warning takes the form of a sharp mental "ping," sufficient to wake you up, but not enough to disrupt your concentration, that indicates the direction of the intrusion but no other details. This increases the Spellcraft DC by +5.

To set up a warning system that alerts you if magic is used in that same, increases the DC by +30. If you increase the DC by +50, the warnings can give you a visual image of the spy and an accurate sense of their direction and distance from you, but only if you succeed at an opposed caster level check (1d20 + caster level).

By increasing the DC by +50, you can determine the proximity of a particular object. You must think of either a general type of object (e.g., a staircase) or a specific example of an object (e.g., your own missing money pouch) during the casting. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

Sound lore
You can send and receive messages at a distance

Components: Verbal, Somatic; **Range**: 10 ft.; **Target**: One creature; **Duration**: 1 round; **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You can whisper a message and receive a whispered reply without being overheard. You point your finger at the creature you want to receive the message and then whisper your message. Assuming the message isn't blocked (magical silence, 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it), the target creature hears the message and (if there's sufficient time) can whisper a reply that you hear.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell effect's range.

The spell doesn't transcend language barriers.

Augmented effects:

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

If you increase the Spellcraft DC by +50, you can whisper your message to (and receive a response from) a target creature with which you are familiar, without regard to distance or line of effect. An additional DC increase of +25 allows your message to reach the recipient across planar barriers. Or you can deliver your message to a target area (for a DC increase of +15), with the whispered words heard by anyone standing in a 10-ft. radius of the target location; if there's no one in the area, the message is whispered to the empty air. Anyone receiving the message can whisper a reply that you will hear, so long as both message and reply fit within the spell effect's duration.

By increasing the DC by +5, you can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else within a 10-foot radius. Anyone who hears the sound and rolls a successful Spell save recognizes it as illusion (but still hears it).

Increasing the DC by +15 allows you to dictate a message to an object or creature, and have that message be repeated from that object or creature (but in your voice) the next time a specified event occurs within the spell effect's 10-ft. range. Even if the message consists of the verbal component of a spell effect or the command word of a magic item, the message cannot cause magical effects.

Any visual or audible trigger can be designated for the spell effect, but the spell reacts to what appears to be the case. Disguises can fool it. Magical darkness or invisibility can defeat a visual trigger. Magical silence defeats auditory triggers. The spell effect cannot distinguish such things as alignment, level, or class.

You can use Sound Lore to mask the sounds of movement, conferring a +1 bonus by increasing the Spellcraft DC by +15. For each additional +1 bonus, increase the DC by an additional +2. To plunge a 5-foot square area into silence, increase the DC by +30. You can increase the area normally.

If you increase the DC by +20, you can surround yourself with a 5-foot-radius emanation of silence, such that those within the emanation can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the area immediately becomes subject to the spell effect, and those who leave are no longer affected.

Spirit lore
You can communicate with the dead.

Component: Focus; **Range**: 5 ft.; **Target**: One dead creature; **Duration**: 1 round; **Saving Throw**: negates (see text); **Spell Resistance**: No.

Base effect:

You grant the semblance of intellect to a corpse and can ask it a question that can be answered by "yes," "no," or other brief responses. The corpse always answers honestly; in cases where a one-word answer would be misleading, a short phrase (five words or less) may be given as an answer instead. "Unclear" and "I don't know" are legitimate answers, because the dead are not omniscient. You must ask the question within 1 round of casting, otherwise the effect is wasted. The corpse gets a save vs spells to resist the spell effect as if it were alive.

If the corpse has been subject to Spirit Lore within the past week, the new spell effect fails. You can cast this spell effect on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give a partial answer or partially correct answer, but it must at least have a mouth in order to speak at all.

This spell effect does not let you actually speak to the person (whose soul has departed). Instead, the partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive, including the languages it spoke (if any). The corpse cannot learn new information. Indeed, it cannot even remember being questioned.

Augmented effects:

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

You may ask additional questions. Each question beyond the first increases the Spellcraft DC by +10. If a question is asked a second time with subtle differences, the answer is likely to be repetitive. If you lag, discuss the answers, or go off to do anything else, the spell effect ends.

By increasing the Spellcraft DC by +50 you can contact the spirits of the dead, not their bodies. While the responses elicited by the base Spirit Lore effect are always honest, the spirits contacted in this manner are able to structure their answers to further their own purposes and to suit their own personalities; the answers they give are true, but not necessarily the whole truth.

Summon
You can temporarily summon a monster from another plane.

Component: Verbal; **Range**: 10 ft.; **Effect**: One summoned creature; **Duration**: 1 round; **Saving Throw**: None and Spell negates (see text); **Spell Resistance**: No.

Base effect:

You summon a creature from some other plane of existence (with the same or less HP than you). The summoned creature attacks the nearest living target, which could be you or your allies. The summoned creature has no saving throw against the initial summons, nor can spell resistance prevent it from being summoned.

Augmented effects:

You can apply the following augmentations to Summon: Components, Duration, Range.

You may summon more powerful creatures, increasing the DC by +5 for each +5HP the creature may have.

You may summon additional creatures, increasing the Spellcraft DC by +10 per additional creature.

By increasing the DC by +30, you can increase the duration of the spell to instantaneous, although if the creature has its own means of returning to its native plane, it can depart at any time.

Summoning a specific named creature (e.g., a bearded devil named Haarkon, a sentinel at the gate of the pit fiend Tanatzu's infernal citadel, as opposed to some random bearded devil) increases the Spellcraft DC by +10 and allows the targeted creature a saving throw against the summons. Expending 1,000 XP allows you to draw the named creature to you without a saving throw, even if it is unwilling.

If you increase the Spellcraft DC by +5 per 5HP, the summoned creature follows your spoken command at the time of summoning unless if succeeds on a Spell save. You can control several creatures as long as their HP total does not exceed your caster level. In the case of a single creature, you can control it if its HP does not exceed twice your caster level.

A controlled creature can be commanded to perform either immediate tasks (e.g., fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level) or contractual service. Those ordered to perform immediate tasks return to their native planes when the task is accomplished or the spell effect's duration expires, whichever comes first.

If you choose to exact a longer or more involved form of service from a summoned creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward. As a guideline, a task taking up to 1 minute per caster level requires a payment of 10 gp per 5 HP of the creature called; a task taking up to 1 hour per caster level requires a payment of 50 gp per 5 HP; and a long-term task, one requiring up to 1 day per caster level, requires a payment of 100 gp per 5 HP (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications).

Immediately upon completion of the service (and a clever creature can subvert some instructions), the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter may result in you being subjected to service by the creature or by its liege and master—or the creature or its kin might decide to kill you.

Deities and unique beings are immune to Summon effects, although they may (for their own reasons) voluntarily answer a summons.

Student of magic – DC 10

Dispel

You can counter spell effects.

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

Base effect:

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

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

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

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

Augmented effects:

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

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

Special effects:

You can also use Dispel as a counterspell. You must ready this action by spending 1 point of spell energy. Until you cease to ready the counterspell, whenever a target spellcaster performs the very last action in casting the spell effect, both you and the spellcaster make opposed Spellcraft checks. If the opposing caster wins, the spell effect occurs as normal. If you win, however, the opposing spell effect fizzles, and both casters take the spell effect's drain. You must be able to speak to use this special action.

Force

You can create an invisible force.

Component: Verbal; **Range**: Personal or 10 ft.; **Target/ Effect**: You or create a force hammer; **Duration**: 1 round or instantaneous (hammer); **Saving Throw**: negates (harmless) (shield only); **Spell Resistance**: Yes.

Base effect:

You can create an invisible, shield-sized, mobile disk of force that hovers in front of you. The disk provides a +2 to DRs. This bonus even applies against incorporeal touch attacks, since it is a force effect. The shield has no durability.

Alternatively, you can create a hammer (or other weapon) of force you can then use as a ranged weapon with a base range of 10 feet. You must succeed on a ranged attack to hit the target. If you succeed, you deal 1d4 points of nonlethal damage.

Augmented effects:

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

For every Spellcraft DC increase of +7, you increase the DR bonus by +2.

By increasing the Spellcraft DC by +30, the shield becomes a wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic. However, Destroy immediately eliminates it. Breath weapons and spell effects cannot pass through the wall in either direction, although Teleport effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force. You can form the wall into a flat, vertical plane whose area is up to one 10-foot square (you can increase the area by an additional 10-feet square by increasing the Spellcraft DC by 8). The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

If you change the effect of the weapon of force to a 5-ft. radius burst (+5 DC), you do not need to roll to hit. Targets halve damage on a successful death ray save.

Lock

You can magically lock a portal.

Component: Verbal; **Range**: Touch; **Target**: Object touched; **Duration**: 1 round; **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You can seal a door, window, box lid, or other portal, closing it and locking it as if by a mechanical lock. You can open and close the portal yourself any number of times (before the duration expires) without dispelling the magic. If someone tries to break the seal, add +1 to the normal DC for forcing open the portal.

You can apply the following augmentations to Lock: Components, Duration.

You can designate others who are able to open and close the portal as easily as you do, at a cost of a +4 increase to the Spellcraft DC per person designated.

You can increase the bonus to the DC for forcing attempts to force the portal by +1 for every +2 increase in the Spellcraft DC.

Alternatively, you can use Lock to open jammed or locked portals (or other locks) by increasing the DC by +10. Lock cannot remove obstacles such as a huge boulder blocking a cave entrance or a portcullis held in place merely by its weight, nor can it reveal or disarm traps (although it does activate those triggered by the opening of locks). For each additional lock you want to open (including multiple locks on a single door), you must increase the DC by another +4, but you can open a maximum of two locks per round, meaning you may have to extend the spell effect's duration to affect a large number of locks, especially if you have to spend some time moving between locks.

If you open a mundane lock, it doesn't relock itself after the spell effect's duration expires, but if you use Lock to open a portal sealed with a Lock spell effect, the original spell effect reasserts itself (both closing and locking the portal) when the opening spell effect's duration expires if there's still time left in the sealing spell effect's duration. A successful Dispel spell effect will eliminate a Lock spell effect.

Prophecy
You can contact higher powers to gain advice.

Component: Focus; **Range**: Personal; **Target**: You; **Duration**: Instantaneous; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

Prophecy tells you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success.

If the effect succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results)
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell effect fails, you get the "nothing" result, and have no way to tell whether it was the consequence of a failed or successful Prophecy effect.

Prophecy can see into the future only about half an hour, so nothing that might happen after that affects the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All Prophecy spell effects cast by you about the same topic use the same dice result as the first casting.

Augmented effects:

You can apply the following augmentations to Prophecy: Components.

You can improve the accuracy of the base effects by increasing the Spellcraft DC by +2 for every +1% increase (to a maximum of 90%). You can extend Prophecy's range into the future by another half-hour for every +10 you add to the Spellcraft DC.

By increasing the DC by +20, you may instead contact a god or its agent and ask a question that can be answered by a simple "yes" or "no." Each additional question after the first increases the Spellcraft DC by +20. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because a powerful being of the Outer Planes isn't necessarily omniscient. The entity contacted structures its answers to further its own purposes. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead. If you lag, discuss the answers, or go off to do anything else, the spell effect ends.

By increasing the DC by +50, you can send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.)

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. Every additional +25 added to the DC allows you to ask another question beyond the first (effectively extending the spell effect's duration).

By increasing the Spellcraft DC by +60, you can sense the correct direction that will lead you on the shortest, most direct physical route to a specified destination on the same plane as you are at the time of casting. The spell effect's duration may expire before you reach the destination.

First magnitude – DC 15

Air lore

You can invoke a light breeze.

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

Base effect:

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

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

Augmented effects:

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

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

- Strong Wind: Gust automatically extinguishes unprotected flames (candles, torches, and the like). Strong winds impose a 25% chance of deflecting ranged attack.
- Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly, with a 50% chance of being extinguished. Ranged weapon attacks are at a 50% chance of being deflected.
- Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a 50% chance of being deflected.
- Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a 75% chance of being deflected). All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

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

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

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

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

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

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

By increasing the DC by +30, you and your gear can become living air: insubstantial, misty, and translucent. You can't attack or cast spells with verbal, somatic, material, or focus components while in this form. You also cannot use supernatural abilities.

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

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

Beguile

You can disrupt the thoughts and actions of another.

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

Base effect:

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

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

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

Augmented effects:

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

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

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

This spell automatically suppresses (but does not dispel) any magical morale bonuses. It also suppresses any fear effects and removes the confused condition from all targets. While the spell effect lasts, a suppressed spell or effect has no effect. When the spell effect ends, the original spell or effect takes hold of the target again, provided that its duration has not expired in the meantime.

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

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

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

Base effect:

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

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

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

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

Augmented effects:

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

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

Earth lore
You can soften earth and stone.

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

Base effect:

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

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

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

Augmented effects:

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

If you increase the area, and target a cavern ceiling, you can cause a moderate collapse or landslide as the loosened material peels away from the face of the roof and falls. A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, the basic effects of Earth Lore usually only damage the structure, not destroy it.

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

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

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

Any creature that takes damage from this spell must also succeed on a Death ray save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a Healing Lore spell effect.

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

By increasing the DC by +100, you cause an intense but highly localized tremor to rip the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round (unless the duration is augmented), during which time creatures on the ground can't move or attack. A spellcaster on the ground must make Spell saving throw or the Spellcraft DC of any spell effects she casts increase by +4. The earthquake affects all terrain, vegetation, structures, and creatures in the area.

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

- Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (Paralysis halves) and pinning that creature beneath the rubble (see below). If cast on the roof of a very large cavern, it could also endanger those outside the actual area but below the falling debris.
- Cliffs: Cause a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Death ray half) and is pinned beneath the rubble (see below).
- Open Ground: Each creature standing in the area must make a Paralysis save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one. At the end of the spell, all fissures grind shut, killing any creatures still trapped within.
- Structure: Any structure standing on open ground collapses (like a typical wooden or masonry building, but not a structure built of stone or reinforced masonry). Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Paralysis halves) and is pinned beneath the rubble (see below).
- River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a Paralysis save or sink down in the mud and quicksand (see above for movement rules). At the end of the spell effect's duration, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the muck. The mud's affects on movement are the same as for rock transformed into mud as described above.
- Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned.

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

By increasing the DC by +20, you gain the ability to merge with a block of stone large enough to accommodate your body in all three dimensions. Any time before the duration expires, you can step out of the stone through the surface that you entered, but if the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are expelled and take 5d6 points of damage.

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

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

Enhance object
You can repair a damaged object.

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

Base effect:

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

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

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

Augmented effects:

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

If you increase the Spellcraft DC by +30, you can change the duration to instantaneous, making repairs to broken items or constructs permanent. You can apply this special augmentation when repairing items.

Increasing the Spellcraft DC by +50 allows you to improve an object's quality, making it effectively a masterwork item. You can apply this spell effect to any item capable of gaining a masterwork quality, including weapons, suits of armor, tools, and so on. A masterwork weapon has a +1 bonus to attack rolls. Masterwork armor or shields lessen the armor's weight by one size without giving up on durability. A masterwork tool grants a +2 circumstance bonus to associated checks. Improving the quality of objects without an associated skill check, such as food, paper, or ink, may or may not provide additional benefits at the GM's discretion.

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

You can alter the critical threat range of a masterwork or magical weapon, increasing the threat range by 1 (whereby a weapon that threatens a critical on a 20 could be altered to threaten on a 19 by one augmentation). Each time you do so, increase the Spellcraft DC by +10.

When using Enhance Object on masterwork or magical armor, you can apply a +1 enhancement bonus to the DR granted by the armor by adding an additional +10 to the Spellcraft DC per point of enhancement.

When using Enhance Object on other masterwork or magical equipment, you can increase the circumstance bonus granted by the spell effect by an additional +1 for every +5 you add to the Spellcraft DC.

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

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

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

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

Fatigue

You can sap a target's stamina.

Components: Verbal, Somatic; **Range**: Touch; **Target**: Creature touched; **Duration**: 1 round; **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

Your touch tires a target. The subject is immediately fatigued for the spell effect's duration. This spell has no effect on a creature that is already fatigued. Unlike normal fatigue, the effect ends as soon as the spell's duration expires. Multiple uses of this spell stack, with a second casting and a failed save resulting in two fatigued conditions.

Augmented effects:

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

If you increase the Spellcraft DC by +15, you can invigorate yourself with the stamina drained from the subject. Casting the spell once removes a fatigue condition from you for the duration of the spell; casting it a second time removes a second fatigue condition.

Against a spellcaster, you can increase the Spellcraft DC by +20 to drain the target of 1 point of spell energy. For each additional +20 to the DC, you can drain an additional point. You can add this drained spell energy to your own spell energy pool by adding +10 to the Spellcraft DC per point to be added. If you apply this augmentation, the duration changes to instantaneous.

Fear

You can inspire terror in an enemy.

Component: Verbal; **Range**: 10 ft.; **Target**: One living creature; **Duration**: 1 round; **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

This spell effect fills a single subject with a feeling of horrible dread that causes it to become shaken.

Augmented effects:

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

You can increase the level of fear in the target to frightened by increasing the Spellcraft DC by +15, or panicked by increasing the Spellcraft DC by +30.

Fire lore

You can control the burn rate of a fire.

Component: Somatic; **Range**: 10 ft.; **Target**: One fire source, up to a 5-ft. cube; **Duration**: Instantaneous; **Saving Throw**: See text; **Spell Resistance**: yes and no, see text.

Base effect:

You may cause a fire to be extinguished or reduced to embers, or to flare up and expand to twice its size. You can cause a fire source to burst in a bright flash. If creatures adjacent to the fire source fail a Paralysis save, they are cannot act for 1 round.

Augmented effect:

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

You can expand the area of the target fire by an additional 5-ft. cube by increasing the Spellcraft DC by +6.

You can expand the intensity of the flash effects of Fire Lore by increasing the Spellcraft DC by +10. All adjacent sighted creatures become blinded for 1d4 rounds unless they succeed on a Paralysis save.

By increasing the Spellcraft DC by +15, you can create writhing streams of billowing smoke instead. The smoke spreads 5 feet in all directions and lasts for 1 round. All creatures within the cloud that fail a Dragon breath save take -4 penalties to Strength and Dexterity that continue for 1 round after they leave. You may augment the duration and area of the cloud as normal.

Flight

You can levitate yourself.

Component: Verbal; **Range**: Personal; **Target**: You; **Duration**: 1 round; **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

You can move yourself up and down as you wish, up to 20 vertical feet in a single round. You cannot move horizontally, but you could clamber along the face of a cliff or push against a ceiling to move laterally (at half base land speed). While so suspended, your first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows you to begin again at –1.

Augmented effects:

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

By increasing the Spellcraft DC by +30 you can fly at a speed of 60 feet (or 40 feet if wearing medium or heavy armor). You can ascend at half speed and descend at double speed, and your maneuverability is good. Using this effect requires only as much concentration as walking, so you can attack or cast spells normally. You can charge but not run, and you cannot carry aloft more weight than your maximum load, plus any armor you wear.

You are continuously aware of the remaining duration of the spell effect. As the moment approaches when you must descend or risk having the spell duration expire while you're still aloft, you feel a strong (but not overwhelming) urge to land.

You can cause another person to levitate upwards without control by increasing the Spellcraft DC by +25. The target moves upwards 10 feet each round until she encounters a barrier (e.g., a ceiling) or the duration expires, at which point she falls downward, taking 1d6 hit points of damage per 10 feet fallen (maximum 20d6) when she hits the ground. Increasing the duration of this spell effect raises the DC by +10 per round. Doubling the Spellcraft DC lets you accelerate your target upwards, causing her to take damage when she hits the ceiling exactly as if she'd fallen downward the same distance; when the duration expires, she then falls down to impact the ground.

Healing lore

You can repair injuries.

Component: Somatic; **Range**: Touch; **Target**: Creature touched; **Duration**: Instantaneous; **Saving Throw**: half (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

You lay hands upon a target creature and use magic to repair injuries. You convert 1 point of lethal damage to the same amount of nonlethal damage. This effect does not set broken bones, restore lost limbs, or remove poison or disease. If you touch an undead creature, you deal 1 point of lethal damage instead.

Augmented effects:

You can apply the following augmentations to Healing Lore: Area/Target, Components, Damage (Special, see following), Range.

You can use Healing Lore to diagnose a subject's physical condition by increasing the Spellcraft DC by +10. This spell effect reveals the subject's mental state (e.g., nauseated, panicked, stunned, confused), her physical state (wounded and to what extent, disabled, staggered, unconscious, dying), and any physical afflictions she's suffering (e.g., poison or disease). It doesn't reveal magical afflictions (e.g., curses).

To augment the Healing Lore spell effects, use the following Spellcraft DC modifiers.

Augmentation	DC Modifier	Example
Increase to d3	+5	Increase from 1 point to 1d3 points
Increase die type	+5	Increase the cure die from 1d3 to 1d4
Per additional die	+5	Increase the cure die from 1d3 to 2d3

Increasing the Spellcraft DC by +30 allows you to remove either any poisons or any diseases from the target.

A more common use of Healing Lore is cosmetic maintenance. By increasing the DC by +5, you can remove any common physical ailments, such as a rotten tooth, an ingrown toenail, a hangnail, acne, minor cuts, abrasions, bruises (none of which are actual damage), and so on.

Special spell effects:

You can use Healing Lore to stabilize a dying character.

Hold
You can stop a target in its tracks.

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

Base effect:

You paralyze a subject, freezing it into place. It is aware and breathes normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity.

Augmented effects:

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

Changing the range from touch to ranged does not create a ray affect. Instead, you affect one creature within range.

Pattern
You can entrance your enemies with shifting light.

Component: Somatic; **Range**: 10 ft.; **Effect**: Cone-shaped burst; **Duration**: 1 round (instantaneous cone effect); **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

You create a cone of shifting, clashing colors springing forth from your hand, causing creatures who can see the effect and who fail their Spell save to become either stunned or fascinated (your choice, but the effect must be the same for all creatures in the cone) for the duration of the effect.

Augmented effects:

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

You can increase the Spellcraft DC by +20 to blind targets for the duration.

By increasing the DC by +40, you can render subjects unconscious.

Plant lore

You can cause plants to move.

Component: Somatic; **Range**: 10 ft.; **Area**: Plants in a 10- ft.-radius spread; **Duration**: 1 round; **Saving Throw**: partial; **Spell Resistance**: No.

Base effect:

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. A creature that succeeds on a Paralysis save is not entangled but can only move at half its normal speed through the area. An entangled creature can break free and move at half speed by using a full-round action to make a Paralysis save.

Naturally, this spell automatically fails if cast in an area devoid of plants.

Augmented effects:

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

If you increase the duration, each round on your turn (without needing to be commanded), the plants once again attempt to entangle all creatures that have avoided or escaped entanglement.

You can increase the Paralysis save DC by +3 for every +10 you add to the Spellcraft DC.

If you increase the Spellcraft DC by +10, the plants also deal 1d2 points of nonlethal damage each round the targets are entangled.

You can designate persons who can stand in or pass through the area without being targeted by the entangling plants, at a cost of +4 to the Spellcraft DC for each person so designated.

By increasing the DC by +5, you can form an existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail is not possible.

If you increase the Spellcraft DC by +10, you gain the ability to comprehend and communicate with plants, including both normal plants and plant creatures. You are able to ask questions and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell effect doesn't make plant creatures any more friendly or cooperative than usual. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments.

Resolve

You can remove a magical effect affecting a creature.

Component: Focus; **Range**: Touch; **Target**: Creature touched; **Duration**: Instantaneous; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

You remove a -1 penalty imposed by magic on a skill, ability score, attack roll, check, or saving throw. If the target has a higher penalty, you reduce it by 1.

Augmented effects:

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

For every additional +10 to the Spellcraft DC, you can remove an additional -1 penalty.

You can also reduce or remove fear conditions by increasing the DC by +10 for each step reduced (such as from panicked to frightened, or frightened to shaken, or shaken to no fear condition).

For an increase of +8, you can suppress a curse for 1 day. By increasing the Spellcraft DC by +30, you can permanently remove any curses affecting the touched creature.

For an increase of +20, you can restore senses removed by magic, but only by magic.

You can further empower this spell effect by increasing the DC by +30 to immediately remove any mind-affecting effects such as those created by Charm, all penalties imposed by Afflict, and any fear conditions.

Reveal

You can see distant locations or hear distant sounds.

Component: Focus; **Range**: 5 ft.; **Effect**: Magical sensor; **Duration**: 1 round; **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

You can see some distant location or hear the sounds at some distant location almost as if you were there. You must decide at the time of casting the effect whether you can see or hear. The spell effect creates a fixed invisible sensor over the top of the target that can be dispelled. Lead sheeting or magical protection blocks the spell, and you sense that the spell is blocked.

Augmented effects:

You can apply the following augmentations to Reveal: Components, Duration, Area/Effect (see text), Range (see text).

You can expand the area of the sensor reveal by augmenting the Area through normal means.

It's easier to extend the range of reveal. You can increase the range to 1 mile by increasing the Spellcraft DC by +20. Each additional mile beyond the first increases the DC by +5. To extend the range so that it crosses planar barriers, you must increase the DC by +50 for transitive planes, +70 for inner planes, and +100 for outer planes.

To both hear and see, increase the Spellcraft DC by +10. If you prefer to create a mobile sensor (speed 120 feet) you control, increase the Spellcraft DC by +15. To allow magically enhanced senses to work through Reveal, increase the Spellcraft DC by +20.

To cast any spell effect from the sensor whose range is touch or greater, increase the Spellcraft DC by +30; however, you must maintain a line of effect between yourself and the sensor at all times. If the line of effect is obstructed, the spell ends. To free yourself of the line of effect restriction for casting spells through the sensor, multiply the Spellcraft DC by ×3.

If you increase the Spellcraft DC by +35, the sensor can see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under Obscure effects, see invisible creatures or objects, see through illusions, and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet.

By increasing the Spellcraft DC by +30, you may look in on the location of a specific creature, instead of a specific location. In order to do this, you must possess a personal item of the individual (one you've had for at least a week).

Note: A magical sensor can be detected following hidden doors rules.

Shapeshift
You can change your appearance or form.

Component: Verbal; **Range**: Personal; **Target**: You; **Duration**: 1 round (D); **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

You assume the form of a creature of the same type, subtype (if any), and size category as your normal form. You cannot take the form of any creature with a template, even if that template does not change the creature type or subtype. The maximum HP of an assumed form is equal to your Hit Points.

You retain your own ability scores. Your class, level, hit points, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form except for those requiring a body part the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities, natural armor bonus, natural weapons (such as claws and bite), etc.

You do not gain any extraordinary special attacks or special qualities such as darkvision, fast healing, regeneration, etc.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form.

You can freely designate the new form's individual physical qualities (such as hair color, hair texture, skin color, height, weight, and gender) within the normal ranges for a creature of that kind. You are effectively disguised as an average member of the new form's race.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes non-functional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and cannot wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

If slain, you revert to your original form, although you remain dead.

Augmented effects:

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

If you increase the duration of the spell effect, you can change forms once per round. Changing back to your own form doesn't prematurely end the spell effect.

To increase the maximum HP, increase the Spellcraft DC by +3 per 5 HP.

The type of the new form determines the Spellcraft DC modifier as follows. You cannot assume any form that is ordinarily not living.

Type	DC Modifier
Aberration	+25
Animal	+10
Dragon	+30
Fey	+20
Giant	+15
Humanoid	+10
Magical beast	+25
Monstrous humanoid	+15
Ooze	+30
Plant	+30
Vermin	+25

You are still limited to your Hit Points unless you increase the Spellcraft DC by an additional +5 per +5 HP. You gain the Strength, Dexterity, and Constitution scores of the new form but retain your own Intelligence, Wisdom, and Charisma scores. You also gain all extraordinary special attacks possessed by the form but do not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

Increasing the Spellcraft DC by +10 allows you to shapeshift other willing creatures you touch. You control the initial changes to the subject's form within the same guidelines as above. If you want to make further changes later, you must touch the subject again. Incorporeal or gaseous creatures are immune to being shapeshifted. A creature with the shapechanger subtype can revert to its natural form as a standard action.

Increasing the Spellcraft DC by +50, you may change your form into nonliving matter, such as a construct, a creature with the undead template, or even an object, such as a statue. Conversely, for the same increase to the Spellcraft DC, you can transform one type of nonliving matter to other matter, changing a statue to flesh, iron to gold, and so on.

You can also change your size, expanding to unbelievable size, or shrinking nearly out of sight. Use the following guidelines for determining the Spellcraft DC modifiers and the effects of changing your size. If you augment the range from personal to any other range, this spell effect only works on humanoids, although you can add additional types by increasing the DC as if you were attempting to change your shape into another type of creature. For instance, you could enlarge magical beasts by increasing the DC by +25.

Size change	DC Modifier	Example
One step	+10	Medium to Large
Two steps	+20	Tiny to Medium
Three steps	+40	Medium to Diminutive
Four steps	+80	Tiny to Huge

Telekinesis

You can move an object without touching it.

Component: Somatic; **Range**: 10 ft.; **Target**: One nonmagical object (M); **Duration**: 1 round; **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You point your finger at an object and cause it to lift and move. As a move action, you can propel the object as far as 10 feet in any direction, although the spell effect ends if the object ever moves beyond the listed range, either through your actions or the actions of someone else. If you cease concentration for any reason, the object falls or stops.

You can telekinetically manipulate an object as if you were holding it with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, although delicate activities like that require Intelligence checks.

A creature can negate the effect on an object it possesses with a successful Spell save or with spell resistance.

Augmented effects:

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

You can increase the weight of the target object to Large by increasing the Spellcraft DC by 15.

By increasing the Spellcraft DC by +15, once per round, you can use Telekinesis to perform a maneuver. Resolve these attempts as normal, except that they don't have to be in close combat.

By increasing the Spellcraft DC by +25, you can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on an attack roll (one per creature or object thrown) to hit the target with the items, using your AB + your INT modifier. Weapons deal standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner).

You can use Telekinesis to slow a fall. The range changes to personal and target becomes you. For every +2 you add to the Spellcraft DC, you can ignore 10 feet of a fall. If you increase the Spellcraft DC enough to handle your entire weight, you can fly, albeit with poor maneuverability (the Flight spell provides good maneuverability).

Telepathy
You can sense the thoughts of another.

Component: Somatic; **Range**: 10 ft.; **Target**: One creature within range; **Duration**: 1 round; **Saving Throw**: Spell negates; **Spell Resistance**: Yes.

Base effect:

You sense the presence or absence of thoughts from one conscious creature with Intelligence. The spell effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

Augmented effects:

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

If you extend the duration, on each round you can turn to detect thoughts in a new area.

By increasing the Spellcraft DC by +5, you can identify the number of thinking minds and the Intelligence score of each. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

By increasing the Spellcraft DC by +10, you sense the surface thoughts of any mind in the area. A target's Spell save prevents you from reading its thoughts, and you must cast the spell again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that you can pick up.

By increasing the Spellcraft DC by +20, you instead forge a telepathic bond with a willing creature with which you are familiar, or one you can see directly or through magical means. This enables you and the target to converse with each other. The subject recognizes you if it knows you. It can answer in like manner immediately, although it does not have to.

You can also forge a communal bond between multiple creatures. For each additional willing creature contacted beyond the first, increase the Spellcraft DC by +5. No special influence is established because of the bond, only the power to communicate at a distance.

You can also use Telepathy to form an invasive connection with an unwilling humanoid creature by increasing the DC by +20. The target gets a Spell saving throw to negate the effect. Once the invasive bond is established, you learn everything the subject knows, thereafter gaining a +1 bonus to all attack rolls and weapon damage rolls against the subject. In addition, you gain a +1 bonus to your Evasion from attacks made by the subject. If you fail, you learn nothing and take twice the normal spell effect's drain as the effect fails.

Using Telepathy in this way is dangerous to the subject of your scrutiny. The target takes 1d6 lethal damage once the effect is over.

Alternatively, by increasing the Spellcraft DC by +40, you can forge an invasive bond (as above) in order to send nightmarish visions into the subject's sleeping mind. If the subject fails a Spell save, the nightmares prevent her from having a restful sleep, resulting in her awakening in the morning fatigued, and without having regained any hit points she may previously have lost. If the subject isn't sleeping at the time the bond is forged, you must extend the duration by expending 1 point of spell energy (minimum 1) per hour you must maintain the spell effect waiting, or the spell effect dissipates. Creatures that don't sleep or dream are immune to this spell effect.

By increasing the Spellcraft DC by +60, you can forge an invasive bond (as above) to control the actions of a subject. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

A subject forced to take actions against its nature receives a Spell save with a +2 bonus, in an attempt to break the bond. Obviously self-destructive orders are not carried out.

Once you have given the subject a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping and eating). Changing your instructions or giving the creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, although it cannot communicate with you. You cannot actually see through the subject's eyes, so it is not as good as being there yourself, but you still get a good idea of what is going on.

If you do not spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Teleport

You can transport an object a short distance.

Component: Verbal; **Range**: Touch (see text); **Target**: Object touched; **Duration**: Instantaneous; **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

You teleport an object (S) you touch to another spot within 10 feet.

Augmented effects:

You can apply the following augmentations to Teleport: Range.

You can extend the range of teleportation (i.e., affecting objects you aren't touching) by normal means. Increasing the distance an object is teleported increases the Spellcraft DC by +1 per 10 additional feet.

You can also increase the weight of the object by increasing the Spellcraft DC by 5 for each step.

Alternatively, you may transfer yourself from your current location to any other spot within 10 feet to which you have line of sight. Doing so increases the Spellcraft DC by +20. You can bring along possessions as well as indicated on the following table.

Teleporting a person or other creature who isn't touching you increases the Spellcraft DC by +45 plus the amount shown on the table.

Movement caused by the use of Teleport does not provoke attacks of opportunity.

If you attempt to transfer yourself, an object, or another person to a location occupied by a solid body or a location you can't see, the spell effect simply fails to function. You can teleport anywhere outside of line of sight by increasing the DC by +30.

You can create magical defenses.

Component: Verbal; **Range**: Personal; **Target**: You; **Duration**: 1 round; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

You create an invisible barrier to protect against harmful energy. When you cast this effect, choose one energy type from the following: acid, cold, electricity, fire, or sonic. You gain 5 DR against that energy for the duration of the effect. Each round, the effect absorbs the first 5 points of damage you would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The spell protects your equipment as well.

Augmented effects:

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

You can increase your level of protection by an additional 1 point for each +1 increase to the Spellcraft DC. You can gain an additional energy type by increasing the Spellcraft DC by +5, however, you must pay the Spellcraft DC increase for increasing the protection against the secondary energy source separately.

You can substitute protection from one weapon type (bludgeoning, piercing, or slashing) for protection from one energy type by increasing the Spellcraft DC by +20. The effect absorbs the first 5 points of damage you would otherwise take from that source for the duration of the effect. You may add protection from additional types of weapons by increasing the Spellcraft DC by +10 for each type added. For each additional point of protection, increase the Spellcraft DC by +2.

If you increase the Spellcraft DC by +10, you can prevent creatures with 5 or fewer HP from physically touching you. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching you. The creatures' actions are not otherwise restricted; they can fight other creatures, and can cast spells and attack you with ranged weapons. The protection ends if you make an attack against or intentionally touch a blocked creature. Spell resistance can allow a creature to overcome this protection and touch you. You can increase the HP of creatures affected by increasing the Spellcraft DC by +2 for each additional +1 HP.

Alternatively, you can use Wards to keep certain types or subtypes of creature from contacting you. A +10 increase in Spellcraft DC will exclude all creatures of one subtype, regardless of Hit Dice; a +20 increase will exclude all creatures of a type.

You can squeeze water from the air.

Component: Verbal; **Range**: 10 ft.; **Effect**: 1 gallon of water; **Duration**: Instantaneous (or 1 round for all augmented effects); **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You draw wholesome, drinkable water, just like clean rainwater, from the atmosphere. You cannot create water within a creature; you may create it in a container or over a large area, creating rain, if desired.

You create an amount of water equal to one day ration.

Augmented effects:

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

You can create additional rations of water at a rate of 1 ration for every +2 added to the Spellcraft DC.

You can cause the water created to form a misty vapor in a 5- foot radius centered on you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A light wind disperses the fog in 4 rounds. A strong wind disperses the fog in 1 round. A Create Energy (fire) effect burns away the fog in the explosive or fiery spell's area. This effect increases the spell effect's Spellcraft DC by +5. You can expand the area from personal to a cloud through the normal rules for augmentation.

You can cause water or similar liquid to reduce its depth by as much as 2 feet per Spellcraft DC increase of +10 (to a minimum depth of 1 inch). The water lowers within a square depression whose sides are up to caster level × 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

You can cause water or similar liquid to rise in height, just as above. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

If you increase the Spellcraft DC by +5, you can breathe water (but not other liquids) freely

By increasing the DC by +10, you can walk, run, charge, or otherwise move across the surface of any liquid as if it were firm ground. You can walk across a still pool of acid without taking damage, but if you walk on, say, burning oil you still take damage from the heat that radiates from the fire. If you cast this spell effect while partially or wholly submerged in a liquid, you are borne toward the surface until you can stand on it. The range changes to personal and effect changes to Target: You.

No Water Lore spell effects affect creatures with the water subtype.

Second magnitude – DC 20

Animate objects

You can grant mobility to an inanimate object.

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

Base effect:

You imbue an unattended inanimate object with mobility and a semblance of life (although not actual life). The animated object attacks whomever or whatever you initially designate. The animated object can be of any non-magical material. You can also animate part of a larger mass of raw matter, such as a volume of water in the ocean, part of a stony wall, or a quantity of earth, as long as the volume of material does not exceed 5 cubic feet.

Augmented effects:

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

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

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

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

Max area	Size	Base HD	Max HD	DC Modifier
15	Tiny	½ HD	1 HD	+5 to 1HD
65	Small	1 HD	2 HD	+5 to 2HD
125	Medium	2 HD	4 HD	+10 per HD above 2
1000	Large	4 HD	8 HD	+10 per HD above 4
3375	Huge	8 HD	16 HD	+10 per HV above 8
8000	Gargantual	16 HD	32 HD	+10 per HD above 16
27000	Colossal	32 HD	64 HD	+10 per HD above 32

Compel

You can force another to act as you wish.

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

Base effect:

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

Augmented effects:

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

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

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

Create undead

You can restore dead remains to a semblance of life.

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

Base effect:

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

The undead creature you create remains under your control indefinitely. No matter how many times you use this spell, however, you can control only your HP worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.)

Augmented effects:

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

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

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

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

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

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

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

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

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

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

Enhance person

You can improve a target's natural talents.

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

Base effect:

Enhance Person confers one of the following benefits:

- +2 bonus to one of the target's ability scores.
- +1 bonus to any skill check.
- +2 bonus to the target's DR (even if not wearing armor).
- +1 bonus to the target's attack rolls.
- +1 enhancement bonus to a saving throw.
- +5 foot bonus to the target's base land speed.
- The addition of 1 temporary hit point.

Augmented effects:

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

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

You can increase the bonus of the ability score benefit by increasing the DC by +20 for each additional +2 bonus increment.

You can increase the skill bonus by increasing the DC by +2 for each additional +1 bonus increment. You can apply the effects of this spell to an additional skill by increasing the Spellcraft DC by +10; further augmentation is priced separately.

You can increase the attack roll bonus by increasing the DC by +10 for each additional +1 bonus to attack rolls.

You can increase the natural armor bonus by increasing the DC by +10 for each additional +2 bonus to natural DR.

You can increase the bonus of the saving throw benefit by increasing the DC by +10 for each additional +1 bonus to the selected saving throw. In addition, you may affect more than one save with Enhance Person by purchasing each additional type as an additional effect as described above and then increasing each separately.

You can increase the bonus to a target's speed by an additional +5 feet for every +5 you add to the Spellcraft DC.

You can add an additional temporary hit point for each +3 increase to the Spellcraft DC.

Finally, to affect any creature, increase the DC by +20.

Obscure

You can make yourself harder to see and strike.

Component: Somatic; **Range**: Personal; **Target**: You; **Duration**: 1 round; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

Because of your blurry, insubstantial appearance, attacks against you may trigger the nat1 rule on a 2 as well.

Augmented effects:

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

You can increase the miss chance by 1 (to a maximum of 11 for total invisibility) for every +10 you add to the Spellcraft DC.

To make yourself undetectable to magical scrying attempts (e.g., from a Reveal spell effect), increase the Spellcraft DC by +15. To protect yourself from spell effects trying to determine facts about you (e.g., the thought-detecting effect of Telepathy), increase the Spellcraft DC by +20.

Reflect

You can deflect magical attacks.

Component: Somatic; **Range**: Personal; **Target**: You; **Duration**: 1 round; **Saving Throw**: negates (harmless); **Spell Resistance**: Yes (harmless).

Base effect:

If targeted by a spell or effect or in the area of spell or effect, you and the opposing caster must make opposed caster level checks. If you succeed, you block the spell from affecting you, although it may affect others in the area as normal. If your opponent succeeds, the spell affects you normally.

Augmented effects:

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

You gain a +1 to your check for every +5 you add to the Spellcraft DC.

If you increase the Spellcraft DC by +50, you can reflect spells targeting you back at the caster, although a single reflection expends the spell effect's protection. For each additional spell you block or reflect, increase the Spellcraft DC by another +10. An opposed caster level check is required when Reflect is used against another spell. If the enemy spellcaster gets her spell through by winning the caster level check Reflect is not expended, just momentarily suppressed for that caster.

You can command insects to do your bidding.

Component: Verbal; **Range**: 10 ft.; **Target**: One swarm; **Duration**: 1 round; **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You can take control over an existing swarm of insects. You direct it with simple spoken commands such as "Attack," or "Run." The swarm obeys even suicidal commands for the duration of the effect.

Augmented effects:

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

If you increase the Spellcraft DC by +10, you establish a mental link with the swarm. The swarm can be directed by silent mental command as long as it remains in range. You need not see the swarm to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the swarm with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally could not do. Changing your instructions or giving a swarm a new command is a bonus action.

If there is no vermin swarm within range, you can summon a swarm: a +10 increase to the Spellcraft DC summons a swarm of spiders, +20 a swarm of locusts, and +30 a centipede swarm. You may summon the swarm so that it shares the area of other creatures. The swarm attacks all other creatures within its area; if no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can.

For each additional +10 to the Spellcraft DC, you may summon another swarm of the same type. The additional swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area) and all must be within the spell effect's range.

You have the same amount of control as per the base effect, but you cannot direct the swarm to one target instead of another or control its direction of travel unless you increase the DC +20. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

By increasing the Spellcraft DC by +10, you gain the ability to comprehend and communicate with insects, including both mindless normal vermin (individually and in swarms) and magical insects with some level of Intelligence; insect-like creatures not specifically identified as insects or vermin are immune to this spell effect. You are able to ask questions of and receive answers from insects. A mindless insect's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell effect doesn't make insects any more friendly or cooperative than usual.

Third magnitude – DC 25

Banish

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

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

Base effect:

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

Augmented effects:

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

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

Create matter

You can make something from nothing

Components: Verbal, Somatic; **Range**: 0 ft.; **Effect**: Up to 5 cubic feet of nonliving, non-magical matter; **Duration**: Instantaneous; **Saving Throw**: None; **Spell Resistance**: No.

Base effect:

You create a "block" of non-magical, unattended object of nonliving matter up to 125 cubic feet (5 ft. × 5 ft. × 5 ft.) in volume. You may shape this as you like. You can create matter ranging in hardness and rarity from water to wood.

Augmented effects:

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

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

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

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

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

A creature in the effect's area when the spell is cast must make a Paralysis save. If this save succeeds, the creature is entangled, but not prevented from moving, although moving is more difficult than normal for being entangled (see below). If the save fails, the creature is entangled and can't move from its space, but can break loose. Once loose, a creature remains entangled, but may move through the web very slowly.

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

Destroy
You can destroy matter.

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

Base effect:

You deal 1 point of ability drain to a target creature or object touched. The damage is of no particular type or energy. If you select Constitution and the target is reduced to 0 Constitution, it is utterly destroyed, leaving behind only a trace of fine dust.

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

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

Augmented effects:

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

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

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

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

Life

You can restore life to the dead.

Components: Verbal, Somatic, 500 XP; **Range**: Touch; **Target**: Corpse touched; **Duration**: Instantaneous; **Saving Throw**: negates (harmless); **Spell Resistance**: No.

Base effect:

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; a subject who wants to return receives no saving throw

Coming back from the dead is an ordeal. The subject of the spell loses 1 level when it is raised, just as if it had lost a level. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level, or Constitution loss cannot be repaired by any means. A character who died loses all spell energy upon being raised.

Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell effect closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. The spell cannot bring back a creature that has died of old age. If Life is case on an undead creature, it is destroyed if it fails its save.

Augmented effects:

You can apply the following augmentations to Life: Components, Range.

You can raise a corpse that has been dead longer than a day by increasing the Spellcraft DC by +5 for every day beyond the first.

By increasing the Spellcraft DC by +50, you need not have the entire corpse to restore the dead to life. By increasing the Spellcraft DC by +150, you immediately restored the creature to life and to full hit points, vigor, and health, with no loss of level, Constitution, or spell energy.

Planewalker

You can transport yourself to another plane.

Components: Verbal, Somatic; **Range**: Personal; **Target**: You; **Duration**: 1 round; **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

You enter the Ethereal Plane for 1 round, effectively making you and your equipment ethereal.

While ethereal, you are invisible, insubstantial, and capable of moving in any direction, even up or down (at half normal speed). Being insubstantial, you can move through solid objects, including living creatures, although other ethereal creatures and ethereal objects are treated as if they were material. While on the Ethereal Plane, you can extend your sight and hearing up to 60 feet into the Material Plane as a free action, but sounds are muted and everything appears gray and ephemeral.

Force and Protection spell effects extend onto the Ethereal Plane from the Material Plane, and thus affect you normally. Effects from these spells cast while on the Ethereal Plane don't extend into the Material Plane. You can't attack material creatures, and spell effects you cast affect only other ethereal things.

When the spell effect ends, if you become material while inside a material object, you're shunted to the nearest open space and take 1d6 points of damage per 5 feet that you're moved.

If cast while on the Ethereal Plane, this spell functions in reverse, moving you onto the Material Plane for 1 round.

Augmented effects:

You can apply the following augmentations to Planewalker: Duration, Components, Range, Targets.

If you increase the Spellcraft DC by +20, you can rapidly move back and forth between the Ethereal and Material Planes, winking in and out of reality like a blink dog.

While blinking, physical attacks against you have a 50% miss chance. Attacks capable of striking ethereal creatures have a 20% miss chance. If the attacker can see invisible creatures, the miss chance is also only 20%; an attacker who can both see and strike ethereal creatures has no miss chance. Your own attacks have a 20% miss chance, since you sometimes go ethereal just as you're about to strike. Since you spend about half your time on the Ethereal Plane, you can interact with ethereal creatures roughly the same way you interact with material ones.

Any individually targeted spell effect has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spell effects have a 20% chance of being activated just as you go ethereal.

While blinking, you take only half damage from area attacks but full damage from those that extend onto the Ethereal Plane. You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to Evasion.

You can effectively hover in midair, repeatedly flying a very short distance upwards in the Ethereal Plane and then falling the same distance in the Material Plane.

While blinking, you can step through solid objects, but for each 5 feet of solid material you walk through, there's a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet moved. You can move at only three-quarters speed.

By increasing the DC by +50, the duration can be changed to instantaneous, thus moving you into the Ethereal Plane indefinitely.

You can increase the DC by +50 to move into the Astral Plane, Plane of Shadow, or some other transitive plane. You can increase the DC by +70 to move into an Elemental Plane, or by +100 to move into an outer plane.

If you increase the DC by +10, you can push someone else into the Ethereal Plane, but she receives a Spell save to try negate the effect.

If you increase the Spellcraft DC by +125, you can create an interdimensional gate between your plane of existence and a plane you specify, allowing travel between those two planes in either direction by anyone passing through the gate.

The gate is a circular hoop from 5 to 20 feet in diameter (your choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

The gate has a front and a back: Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. Beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire.

You may hold the gate open for no more than 1 round per caster level, and you must concentrate on doing so, or else the connection is severed. The duration of the gate effect cannot be extended with augmentations.

Slay
You can kill with a word.

Component: Verbal; **Range**: 10 ft.; **Target**: One living creature; **Duration**: Instantaneous; **Saving Throw**: partial; **Spell Resistance**: Yes.

Base effect:

Slay instantly kills the target creature. You kill any creature with up to 1 HD. The subject is entitled to a Death saving throw to survive. If the save is successful, it instead takes 1d6 points of damage. Creatures with more HD than the effect allows take no damage from this spell.

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

For every additional HD you affect, increase the Spellcraft DC by +2. You can increase the damage from a successful saving throw through normal means.

Time lore
You can manipulate time.

Components: Verbal, Somatic; **Range**: Touch; **Target**: Creature touched; **Duration**: 1 round; **Saving Throw**: negates; **Spell Resistance**: Yes.

Base effect:

You can hasten or slow a subject. A hastened subject, when making a full attack action, may make one extra attack with any weapon it is holding.

A hastened creature gains a +1 bonus on attack rolls and a +1 bonus to Evasion and Death ray saves.

All of the hastened creature's modes of movement increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement.

A slowed creature moves and attacks at a drastically reduced rate. A slowed creature can take only a single move action or standard action each turn, but not both. Additionally, it takes a −1 penalty on attack rolls, Evasion, and Death ray saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment).

Multiple hastening or slowing effects don't stack.

Augmented effects:

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

By increasing the DC by +50, you may place a subject into a state of suspended animation. The duration changes to 1 day. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful Dispel or a Resolve spell effect), or until the duration expires.

You can also use Time Lore to transport yourself to a radically different time stream; this increases the Spellcraft DC by +60. If you move into a slower time stream for 5 rounds, time ceases to flow, and your condition becomes fixed—no force or effect can harm you until the duration expires. If you move into a faster time stream, you speed up so greatly that all other creatures seem frozen, although they are actually still moving at their normal speeds. You are free to act for 5 rounds of apparent time. Fire, cold, poison gas, and similar effects can still harm you. While in the fast time stream, other creatures are invulnerable to your attacks and spells; however, you can create spell effects and leave them to take effect when you reenter normal time. Transportation into a different time stream cannot be made permanent, nor can the duration of 5 rounds be extended.

Travelling

Travel classes

Every character must choose a travel class to complement their main class.

Minstrel

A traveler among travelers, who treks from town to town while showing off song or dance. The Minstrel has various skills that can support the party in a variety of situations.

Well-traveled:

As a minstrel who makes his earning by constant travel, you've learned how to travel safely.

- +1 to Journey Checks (Travel/Direction/Camping Checks; **always in effect**)

Knowledge of tradition:

You have come to know much about the people you have met, learning the old songs and legends of those you have met.

- You can get more information about the things you see and hear. **Any time you come across something** you can roll 1d20 + {INT x 2} against a **secret target number** set by the GM.

Music:

You can play music that reinvigorates your companions. Once during each scenario, you can acquire 1 new song which you are free to name as you like. You can choose any song in the categories "Any Topography" or "Any Weather". However, you may only acquire a song that matches your current topography or weather. For example, if your character is currently in a rainy grassland, your character may learn "Rain Song" or "Ballad of the Grassland," but not "Desert Rumba." You may use a song only if it matches the specific condition it was acquired in: for example, "Rain Song" can be used in any topography in which it is currently raining. You can name this song whatever you like (the above names are examples).

- Give all party members a +1 bonus to all travel related rolls for that day.
- Nat20: +3 bonus.
- Nat1: Any PCs with Condition of 6 or less gain a -1 penalty to all travel related rolls for that day.

You can use your music whenever you are in a suitable area. You lose 1 HP for each use and roll 1d20 + {WIS + CHA} against the terrain's difficulty.

Merchant

A traveling tradesman that exchanges goods from various locales for gold and jewels. The Merchant has skills that allows them to buy goods for cheap and sell them for a higher price. They are also good at negotiations using conversational skills.

Well-spoken:

As a merchant who earns her keep by trading, your communication skills are top notch.

- Negotiation Checks get a flat +2, **always in effect**.

Animal owner:

You have learned how to raise animals that will help you carry your goods. Normally, only one animal can be taken on a Journey for free (without paying their daily food and water costs). Now you can keep more animals with you and are able to carry more things.

- You can keep 2 more animals for a total of 3.

Trader:

When you go shopping, you can buy items cheaply and sell items at a higher price. However, you must buy or sell at least 4 items of the same type at once. When buying, you must have enough money to buy all the items at once. If you succeed, the price of the items will change, but if you fail, you may not decide to not buy them. There may be times when items are short or shop owners refuse to deal with you and you cannot use this skill. You may not sell items in the same town that you have bought them using Trader.

- You may buy items at a reduced price or sell items at an increased value. **Only usable when selling/buying 4 or more of the same item. Roll 1d20 + {INT + CHA} for your trade score, then compare to the table.

Trade score	8-9	10-11	12-15	16-19	20+
% Price change	10%	20%	40%	60%	80%

When buying goods, the price of the goods is reduced by this amount; when selling goods, the price of the goods increase by this amount instead.

Hunter

A worker who makes their living amidst nature, using wisdom and technology to shoot down their prey. They are able to find food in any topography while in route to their destination. They can even carve out the edible parts of monsters.

Animal tracking:

You can track certain types of monsters (declare one when selecting this class) by tracking their prints and spoor. You will receive a +1 bonus to damage against a monster tracked using this skill.

- Find a monster's location. +1 bonus to damage against any monsters found. **Only usable when** finding an animal's tracks. Roll 1d20 + {WIS + INT} against terrain difficulty.

Trapping:

You are able to take valuable materials from defeated monsters such as leather or food.

- Take materials from a defeated Monster. **Only usable** after defeating a monster. Roll 1d20 + {STR + INT} against monster's HD x 2 (don't take in consideration extra HP only whole HDs).

Hunting:

You are able to catch small wild animals and turn them into food. You can use this skill just before the camp check. However, if you decide to go hunting, you cannot also help set up camp. The higher the result, the more food you can catch.

- Receive a number of rations equal to {check result – target number}, but cannot participate in the camp check. **Only usable** once per day before camp check. Roll 1d20 + {INT + DEX} against terrain difficulty.
- Nat20: All food is delicious.
- Nat1: A random encounter takes place. The hunter starts alone in the battlefield if the combat is inevitable although they can call for help. **This** is the only way a random encounter occurs when hunting (do not check any other way).

Healer

A medic who earns respect from everyone by curing illnesses and healing injuries with herbs. You'll want to make sure you have a Healer with you if you are traveling near something dangerous.

Healing:

You can heal a companion's injuries by creating a secret concoction made from combining Healing Herbs and water. Any kind of Healing Herb can be used for this Skill. The healing arts take time, however, so the healing skill cannot be used during combat.

- Target character recovers life equal to the result of: {target's HD (rolled and ignoring flat bonuses)} + {INT + WIS} + {target's CON modifier}. **Usable only** spending one healing herb and one day's water ration.

First-Aid:

You can temporarily relieve a character's status effect for one hour. Whether or not the check is successful, a character may be the target of First-Aid only once per day.

- Relieve a character's status effect for 1 hour. **Only usable** when a character has a status effect. Roll 1d20 {WIS + INT} + {target's CON modifier} against a number set by the GM.

Herb gathering:

You know where to find potent Healing Herbs. When you succeed on this Skill Check, you can explore the wilderness early in the morning once per day to obtain a Healing Herb. The Healing Herb you obtain depends on your current terrain. The Healing Herb you find is only good for 1 day, but you can use a disposable herb bottle to keep it fresh for up to 7 days.

- Find a single Healing Herb. **Only usable** in the morning before movement check and once per day. Roll 1d20 + {WIS + INT} against terrain difficulty.
- Nat20: Find 3 Healing Herbs at once.
- Nat1: A random encounter takes place. The healer starts alone in the battlefield if the combat is inevitable although they can call for help. **This** is the only way a random encounter occurs when gathering herbs (do not check any other way).

Farmer

A worker who lives in harmony with the providence of nature. In order to procure their food, they've got to set their hand to a number of different tasks, giving them practice with a single skill of another class.

Robust:

You have built up a strong body thanks to your healthy lifestyle, keeping yourself in tune to your body's natural rhythm. You are naturally strong against ill effects and can carry more items.

- +2 bonus to Condition Check, everyday. +3 bonus to Carrying Capacity.

Animal Owner:

You have learned how to train animals to help you in your daily tasks. Normally, only one animal can be taken on a Journey for free (without paying their daily food and water costs). Now you can keep more animals with you and are able to carry more things.

- You can keep 2 more animals for a total of 3.

Side job:

Since a farmer's life can be tough without extra money in the off-season, you've taken a side-job. When you choose the Farmer Class, choose a single Skill from any other class that requires a Skill Check. You can now use that skill as if you were of that class. However, you aren't as practiced as a person of that Class, so you will always have a -2 penalty to the check.

- Use a single skill from another class with a -2 penalty.

A craftsperson that makes useful things, beautiful things, delicious things, and other varieties of items. Able to fix things that break along the way to their destination, they're also able to create things they need.

Trapping:

You are able to take valuable materials from defeated monsters, such as leather or food.

- Take materials from a defeated Monster. **Only usable** after defeating a monster. Roll 1d20 + {STR + INT} against monster's HD x 2 (don't take in consideration extra HP only whole HDs).

Crafting:

You can use this skill to make handy, cute, beautiful and delicious things. As long as you have the time and tools, you can make things during your Journey. Since each occupation is different, so, too, are the things every character can make. When choosing the Artisan class, choose a single category from the item list below as your specialization. For example, if you choose the "Shoes," you can make any item from the Shoes category. If you fail this skill check, you may try again; the materials won't be lost, but the time will.

Possible categories: Weapons, Armor, Shoes, Cape, Staff, Hat, Other, Food, Sundries, Camping Equipment, Containers

- Make an item from your specialization. Choose the specialization category when choosing this class. **Only usable** as long as you have the time (1 day per size) and materials (1/2 gold cost). Roll 1d20 + {INT + DEX} against the following table:

Item Price	1 gp	10 gp	100 gp	1000 gp	MORE
Target Number	6	13	18	20	22

Repair:

You can make damaged items as good as new. No matter what category the item may be, you can repair an item's durability to its full value. The same chart as the Crafting skill also determines the Repair Check target number. Whether you succeed or fail, 10% of the item's value in gold must be spent. You may retry a failed skill check, but the cost will have to be spent once more.

- Repair an item and return its durability to its original value. **Only usable** as long as you have the time (1 day per size) and materials (10% price). Roll 1d20 + {INT + DEX} against table above.

Noble

A member of a noble house that is accomplished in both the literary and military arts and has been instructed in correct etiquette. However, they are not quite suited to the life outdoors and are not very good at traveling.

Etiquette:

Due to your long years of tutelage and experience in noble society, you are aware of the importance of maintaining your social etiquette. When speaking to someone of rank or status, you are able to leave them with a positive impression of you when you win a contested Etiquette check.

- Leave a positive impression on someone of high rank or status. Roll a contested d20 + {INT + CHA}.

Trivia:

After years of study under a learned tutor, you have memorized facts and trivia about multiple facets of the world. You know more than the average person about history, famous people and well-traveled places.

- Know detailed information about the things you see or hear. **Only usable** when seeing or hearing something. Roll 1d20 + {INT x 2} against a secret number set by the GM.

Weapon grace:

Due to your long years of extensive training under a master, you have learned to be graceful when wielding a certain weapon. When creating a character, choose 1 weapon category. You gain a flat +1 to attack rolls using that type of weapon.

- Gain a flat +1 to attack rolls with determined type of weapon.

Terrain difficulty

Terrain	Difficulty
Level 1: grasslands, wasteland	6
Level 2: woods, highlands, rocky terrain	13
Level 3: deep forest, swamp, mountain	18
Level 4: desert, jungle	20
Level 5: alpines	22

Weather	Modifier
Clear skies/cloudy	None
Hot/cold/rain/strong wind/fog	+1
Hard rain/snow/night/deep fog	+3
Hurricane/blizzard	+5

Journey Checks
Order:

This represents the order in which the rolls have to be made through the day:

- Condition Check: the entire party makes a condition check for the day.
- Travel Check: the entire party makes a travel check for that day of travel.
- Direction Check: the mapper makes a direction check in order to navigate correctly the terrain and not get lost.
- Camping Check: one person from the party makes a camping check to find a good spot to camp for the night.

At the end of the day one ration of food and water is consumed by each person.

Condition Check
Condition check:

A condition check is made at the start of every day to determine your character's energy for that specific day. A high condition means you are in great shape and feeling great whereas a low condition means you are tired or feeling bad.

The condition check: 1d20 + {STR + WIS} = condition for that day.

- If your condition is 18 or higher: you receive a flat +1 to all rolls until your next condition roll.
- If your condition is 6 or less: you get a flat -1 to all rolls until your next condition roll.

If you don't sleep then you don't get to roll a condition check, instead your current condition is halved (rounding down). If your condition would become 3 or less in this way, you faint. If your condition would become 0 in this manner, then you die.

Until your next condition check you get a -2 to all rolls and Evasion for each condition check you should've roll.

If you sleep in **medium** armor you get -2 to the next day's condition check. The **exceptions** to this rule are **padded** and **leather** armor.

If you sleep in **large** armor you get -4 to the next day's condition check.

Travel Check

A travel check is made by everyone in the party to determine how well they move through the terrain they are in.

Travel Check: 1d20 + {STR + DEX} = travel score.

The travel score then is compared with the terrain difficulty:

- If you pass: you move well enough avoiding anything that might harm you.
- If you don't pass: you suffer damage from the terrain. Your current HP becomes halved (rounding down).
- If you roll a nat20: you get a flat +2 to your next day's condition check.
- If you roll a nat1: you find very difficult moving through the terrain and you suffer damage. Your current HP becomes a quarter (rounding down).

Direction Check

The direction check is only made by the mapper of the group and it determines how well she finds the way to go.

Direction Check: 1d20 + {INT + WIS} = direction score.

Then the direction score is compared to the terrain difficulty:

- If she passes: the whole party finds the right way to advance.
- If she doesn't pass: movement for the party is halved. If the group moves through the same type of terrain the following day, they receive +2 to their next Direction Check.
- If she rolls a nat20: the party finds their way no matter the terrain.
- If she rolls a nat1: the party ends up in where they started at the end of the day.

Camping Check

This check is only rolled by one person from the party and it determines if they find a good and safe spot to camp. If they don't have tents or sleeping equipment whoever makes the roll gets a flat -1 to the roll.

Camping Check: 1d20 + {DEX + INT} = camping score.

Then the camping score is compared to the terrain difficulty:

- If she passes: by the next day you recover your HD + CONmod and all spell slots are recovered.
- If she doesn't pass: by the next day you recover 1 point of HP and only 2 spell slots (of your choice) are recovered.
- If she rolls a nat20: by the next day you recover your HD + CONmod and all spell slots are recovered. Everyone gets a flat +2 to their condition check the next day.
- If she gets a nat1: no HP is recovered and only 1 spell slot is recovered. Everyone gets a flat -2 to their condition check the next day.

Misc rules

Helping out:

A single character may lend a hand to those making the Direction and Camping checks. In this case the support character makes the same roll with a target number of 5. If she passes the main roll gains a flat +2.

This rule can be used to other rolls at the GM discretion.

Return route:

If the party returns through the same Level 2 or less area within a week, they only need to roll Camping checks.

Penalties for lack of food and water:

If a character has run out of food they receive a flat -1 to all rolls and a flat -2 if they also ran out of water. Each day that passes this penalty continues stacking daily. For example, if both the food and water are finished and this is the second day with the penalty then it is a -4.

Food and Water:

Food can be restocked by shopping in town or by gathering materials from fallen monsters or animals. Water is refilled automatically when entering a town.

A party can spend time while moving to find more food and water along the way. To do this, choose one character to perform a 1d20 + {STR + INT} check (can be supported) against terrain difficulty. A number of food and water rations are found equal to the difference between the target number and the number rolled. Movement for that day is halved.

Random encounters (GM discretion):

If you are 24 or less miles away from a settlement, check once during the day and once during the night. If you are further away, then check three times during the day (morning, afternoon, evening) and three times during the night (after camping check).

In towns and cities, you could check for random encounters once during the day on a 2d6 system and once during the night on 1d6.

Are random encounters always battles?:

No. Always that it makes sense a battle can be avoided. Describe the situation and it should become clear if it is easy avoidable or not.

In some cases, the reaction of the NPC or monster is not clear, roll then for their reaction following the core rules.

Misc

Skills and training

Skills:

You start with one skill point to spend. No skill can be above level 2 at the start of the game.

There is no official skill list. You may train any skill you want and note them on your sheet. Every level will give you that level as a bonus to the roll using the skill. Follow training rules.

Training:

You may train a skill or an attribute.

- Skills: you need a month to get to level 1. After that you will need 6 months – {INT} months to advance 1 level. Every 5 levels time is doubled. The maximum level of a skill is the level of the character plus one.
- Attributes: you may train an attribute for 6 months – {INT} months to increase its score by 1. In case of the current modifier being negative, subtract that number from the total of months you need to train (in case of less than one month, subtract weeks). Once you get to 12 attribute score you'll need a year of training – {INT} months for each +1 the next score would give you.

The times given here are for flexible training. If the training would be strict, then half the times. You may only train a skill or an attribute at a time (not both).

Leveling up

Quirks:

When a PC levels up they gain a quirk.

Quirks can be almost anything, from passive bonuses to active abilities. The most important thing about quirks is that they need to be related to the character's behaviour, actions or to a set of moments that took place during the level. Quirks should be always present as long as the thing that they are related to is still present.

There's no official list of quirks and the GM is encouraged to make up quirks for their players. These quirks should be bonuses, even if they are based on negative things. For example, if a character is coward instead of getting, for example, a -2 to saving throws against fear effects, they could get double the speed of movement after leaving a battle. GMs, take care of balance though. The effect shouldn't be more than a +1 or a +2 or something that doesn't seem too over powered.

Poisons and poison damage

Type of poisons:

There are three types of poisons (GMs can add more or change effects for particular poisons):

- Lesser poisons: they deal 1d6 of poison damage for 6 rounds. Every round you roll Saving throw against poison and if you fail you take damage, if you succeed you take no damage.
- Normal poisons: they deal 21 points of poison damage instantly.
- Greater poisons: they kill anything instantly unless it makes no sense to do so (for example against dragons and such). If the target shall resist it, it deals 21 points of poison damage instead.

Death

HP falls to 0:

If the HP of a character falls to 0 or up to –{Condition}, they are considered unconscious and actively dying. At the end of the next round they must make a saving throw vs Death, if they succeed they are still unconscious but stable; if they fail they lose HP equal to the last damage score taken. Any healing done to the character will make them stable but not regain consciousness (0 HP).

If the damage a character takes puts their HP below –{Condition}, they die.

Unconscious characters (GM discretion):

Any attack done to an unconscious character is considered lethal and will kill the target outright. Any healing done will recover negative HP equal to the healing amount, but the character will only gain 1 positive HP by natural means.

An unconscious character can be carried as a 5 weight item

Non-lethal damage:

The only difference with lethal damage is that once the target reaches 0 HP they don't lose HP equal to the last damage score taken.

Character Death:

When a PC dies it affects the surviving party members greatly. Each survivor receives (25 x Level) XP bonus as lessons are learned from the tragedy once they return safely back to town (this XP is not divided). However, the experience comes with lingering mental trauma. Each survivor must make a Saving Throw vs. Paralysis or acquire a fear of the monster, trap, or situation that caused the death.

If a PC acquires a fear, any time the subject of the fear is encountered again, the PC must make a save vs. Paralysis on the spot or "freeze up" for 1 round (as if surprised). Alternatively, if a "situational fear", the victim suffers -3 to any activity rolls while facing the situation. Multiple fears of the same monster/trap/situation can stack.

Each level of fear causes the PC to "freeze up" for an additional round (or take multiple -3 penalties). A PC can work through and deal with their fear (permanently remove it) by spending gold pieces in town (drinking, partying, gambling, praying, tithing, etc.). The amount required to remove the fear is equal to the amount of XP gained. Experience cannot be gained in this way from hireling deaths.

Random encounters and world exploration

Points of interest (optional):

Every time you enter a new hex you shall roll 1d8. On a 1 the hex has a point of interest. Roll 1d20 to determine what type it is:

1-3	Ruins (above ground)
4-7	Caves
8-9	Tomb
10-11	Lair
12-14	Natural resource
15-16	Settlement (GM discretion)
17-18	Mine (abandoned)
19-20	Ruins (dungeon)

Bonus XP:

You get bonus XP for exploring. Any time you enter a new hex you gain 25XP (not divided). You also gain bonus XP for donating gold at a 1:5 ratio.

Stats scores and their meaning:

Your STR is your carry weight (see below).

Your DEX is your initiative (see above).

Your INT is a flat number of bonus XP you get anytime you would receive XP.

Your WIS is the DC for NPCs and monsters to sneak past you, intimidate you, lie to you, etc (you could be actively seeking for someone in addition to this passive number, for example).

Your CON is your hitpoints.

Your CHA score determines how many gold pieces you get at the start of character creation.

Major wounds:

A major wound is for example, if you lose an arm. This type of wound can only be done when reaching or surpassing the target's maximum {hitpoints/2} with the amount of damage taken this turn.

A major wound will typically give a -1 or higher to all rolls to the PC for extended periods of time or have significant impact in their play style.

All character's will regenerate their path HD + CONmod every day if they have rested and eaten well. If a character is at 0 HP they will regenerate their HD and regain consciousness.

Set a Difficulty Class ranging from 5 to 20 depending on how hard the task is. For example:

Task Difficulty	DC
Easy	5
Medium	10
Hard	15
Very Hard	20

Weight system

Every object or item can be categorized in one of three sizes (GM can add more if necessary):

- Small objects: fit in the palm of your hand.
- Medium objects: can be held with one hand.
- Large objects: must be held with two hands.

A character's carrying capacity is equal to their STR score (the full value not the modifier).

- Small items weight 1.
- Medium items weight 3.
- Large items weight 5.

Note that some items are sometimes bundled, maybe in tens or dozens, whenever this happen start counting weight only when you have a complete bundle.

Light loaded VS Heavy loaded:

Ignore this set of rules from the rulebook and follow the ones explained here.

When a character is carrying more than they can carry, they suffer a penalty to all rolls equal to the difference between carrying capacity and the weight they're carrying.

Your movement is altered depending on what type of armor you're wearing and if you are overencumbered or not.

Type of armor	Not Overencumbered	Overencumbered
No armor, magic medium armor	40'	30'
Medium armor, magic large armor	30'	20'
Large armor	20'	10'

When calculating the speed for wilderness travel, follow the rulebook's rules. **Padded armor** and **leather armor** count as no armor when calculating movement speed (in-combat and travel).

Coin weight:

- 50 gold pieces are considered a Small object.
- 100 silver pieces are considered a Small object.
- 200 copper pieces are considered a Small object.

Buy/Sell modifiers

Sturdy (Price x 3):

The item's durability is doubled.

High quality (Price x 5):

- Weapons with this trait gain +1 to attack rolls.
- Shields with this trait gain +1 to their DR modifiers.
- Armors with this trait gain +1 to all DR types.
- Items with this trait gain +1 to their effects.

Used (Price x 0.8):

The item's durability is reduced by 1.

Broken (Price x 0.5):

Unusable until repaired.

Item durability

General item durability:

An item durability is equal to its size/weight. Anytime that you roll a nat 1 using that item the durability is lowered by 1 point. Whenever the durability reaches 0 the item is considered broken and must be repaired to use it again.

Durability for small weapons:

Small weapons have **two points** of durability instead of the usual one according to their size.

Durability for armors:

All armors but plate armors are considered medium size. Plate armors are considered large.

Armors lose one point of durability after every battle if they were hit and the damage surpassed the bonus that shields offers (no shield means no bonus) and every time you are hit by a nat 20. A broken armor suffers a -5 penalty to all damage types DR and every attack from there on adds a -1 to the penalty after calculating damage. When repaired the maximum DR becomes that of the original armor minus every -1 added this way (this modifier cannot be repaired).

Medium armors can only be repaired **twice** and large armors can only be repaired **thrice**.

Durability for shields:

Shields have a durability equal to their size:

- Bucklers or similar are small.
- Medium shields are medium.
- Tower shields or similar are large.

A shield loses one point of durability after every battle and if you were hit by a nat 20.

Small shields **cannot be repaired** and once the are broken they stop giving you any type of bonus. Medium shields can be repaired **once** and when broken they give you a +1 bonus to all DRs until destroyed (instead of their usual bonus). Large shields can be repaired **twice** and when broken they give you a +2 bonus to all DRs until destroyed (instead of their usual bonus).

Destroyed items:

If it makes sense that even if broken the item still exists (for example armor) then this rule come into play.

- **If the item has limited repairs**: once they reach the last possible "broken" status they are considered destroyed.
- **If the item has unlimited repairs**: if the item is used in their "broken" status then, after the scene where the item is being used (a combat for example), the item is considered destroyed.

There are cases where broken items still give some kind of bonus, in this cases a destroyed item cannot give any type of bonuses and if you use it anyways you get a -2 to all rolls involving that item.

Services

Food:

This is food that can be found at restaurants and inns. The more delicious the food, the better the next day's Condition may be. However, multiple foods eaten in a single day do not have their effects stack, and only 1 effect is chosen in that case.

Flavour	Price	Where found	Effect
Disgusting	1 cp	-	Next day's condition -2 penalty
Normal	3 sp	-	-
Delicious	3 gp	-	Next day's condition +2 bonus
Feast	500 gp	Large city	Next day's condition +6 bonus

Inns:

The size and condition of rooms at inns will affect the next day's Condition.

Type of room	Price	Where found	Effect
Squalor	5 cp	-	A room without so much as a bed. For the next day's Condition check, roll twice and take the worse roll
Individual room	5 sp	-	A small room with a comfortable bed but not much else.
3-6 person room	2 gp	-	A large room with beds and a table.
Suite	10 gp	Town or larger	An room for an individual with a soft bed and high quality goods. Next day's Condition +3 bonus.
Royal suite	100 gp	City or larger	A room filled with exquisitely crafted furniture and an extremely comfortable bed. For the next day's Condition check, roll twice and take the better roll.

There are various facilities and services available at towns and cities. Anything from postal to laundry services and even weather prediction is available.

Service	Price	Where found	Effect
Public bath	1 sp	Town or larger	A public area where anyone may bathe. Next day's condition +3 bonus
Cleaners	2 sp	Town or larger	This price is per item of clothing cleaned.
Post office	5 sp	City or larger	Send 1 sheet of paper to another city.
Shipping	10 gp	City or larger	Send up to 5 size worth of items to another city.
Wound healing	2 gp	-	Recover 2d8 HP.
Item repair	Base Price x 0.2	-	Repair an item's durability to max.
Money exchange	Nºcoins + 10%	City or larger	You change coins from one type to another

Specialty goods (GM discretion):

These goods are regional specialties. When you buy this item from a town or city, you may resell it at the same price listed at another city.

Type	Price	Size	Explanation
Small Goods	5 gp	S	Jewel, accessories, spiecs, etc.
Medium Goods	25 gp	M	Fruit, vegetables, craft, etc.
Large Goods	50 gp	L	Furniture, wood working, etc.

Traveling gear
General info:

These are shoes, hats, and all the other things that a traveler needs on his travels. A character may equip 1 each of hat, cape, staff, and shoes at a time. Any bonuses from these items that apply to a particular topography or weather will affect any check with that topography or weather as its target number.

Shoes:

Shoes	Price	Size	Bonus (+2)
Rain boots	1 gp	S	Rain/Harsh rain/Storm
Walking shoes	2 gp	S	On a road
Climbing shoes	5 gp	S	Wasteland/Rocky terrain/Mountain/Alpine
Snow boots	10 gp	S	Snow/Snowstorm
Mud boots	8 gp	S	Swamp
Jungle boots	12 gp	S	Woods/Forest/Jungle

Capes:

Capes	Price	Size	Bonus (+2)
Windbreaker	2 gp	M	Strong wind
Warm cape	1 gp	M	Cold
Raincoat	4 gp	M	Rain/Harsh rain/Snow
Camo cape	10 gp	M	Chosen terrain: +1 to surprise range.
Sun cape	1 gp	M	Heat

Staffs:

Staffs	Price	Size	Bonus (+2)
Walking stick	2 sp	M	Level 3 or less terrain. This bonus only apply to characters with a negative modifier in STR.
Hiking staff	1 gp	M	Rocky terrain/Mountain
Snow staff	3 gp	M	Snow

Hats:

Hats	Price	Size	Bonus (+2)
Normal hat	1 gp	S	-
Sun visor	3 gp	S	Heat
Woolen hat	2 gp	S	Cold
Sand hood	2 gp	S	Desert
Googles	20 gp	S	Rain/Strong wind/ Strong rain or snow/Great storm

Animals

General information:

In general, travelers often take animals with them on their journeys. Riding animals make movement through terrain easy, while pack animals can carry much more than humans.

Number of animal companions:

A character can take a single animal with them on a journey; this animal automatically has enough food and water for the trip. The Farmer and Merchant classes, however, can take a maximum of 3 fed and watered animals for free. A character with both Farmer and Merchant Classes can take a maximum of 5 animals. Any animals taken over their maximum must be fed and watered daily by the party, requiring food and water daily like a Traveler.

Types of animals:

Animal type	Price	Explanation
Riding animal	50 gp	+2 bonus to Movement Checks on Topographies of Level 2 or less. 1 person may ride at a time.
Large riding animal	150 gp	+3 bonus to Movement Checks on Topographies of Level 2 or less. 4 people may ride at a time.
Pack animal	20 gp	This animal has a carrying capacity of 15
Large pack animal	100 gp	This animal has a carrying capacity of 30
Pet animal	15 gp	A pet; the animal must be no larger than 1m. i.e.: cat, turtle, rabbit, etc

Animal characteristics:

Just like items, animals also have additional characteristics that add effects and raise or lower prices of animals. These work exactly like items.

Characteristic	Modifier	Effect
Tough	Price x 2	Needs no food, even in level 4 topography.
Clever	Price x 3	Understands and tries to follow its owner's commands.
Bad attitude	Price x 0.7	Sometimes does not follow its owner's commands.
Loud	Price x 0.7	Calls/brays/footsteps are loud and annoying.
Baby	Price x 0.3	Not more than 6 months old. Has no abilities and counts as Pet animal.
Loyal	50 gp	Never leaves its owner's side. You may pay 100 gp to add this to any animal you have with you.
Well-traveled	250 gp	Bonus applies to any and all terrain. May only be applied to riding animal. Your riding animal may get this trait after traveling through every type of terrain at least twice.

General Items

Rations:

Ration type	Price	Size	Effect
Food	3 sp	S	A single day's ration of food or veggies. Goes bad in 24 hours.
Alcohol	5 sp	S	If drunk when a character's Condition is 9 or less, they become drunk and get a -1 to all rolls involving INT , WIS or DEX.
Disgusting rations	1 sp	S	Disgusting but edible. If eaten when character's Condition is 9 or less, they get a -2 to all rolls involving CON.
Rations	5 sp	S	Portable food that can be taken on a trip.
Good rations	3 gp	S	When eaten, next day's Condition check gains +2 bonus.
Animal feed	5 sp	S	Only needed when taking animals to desert or mountaintops.

Sundries:

Sundries	Price	Size	Effect
Umbrella	5 sp	M	Held in a single hand. +1 bonus to Movement Checks on hot/rainy days
Compass	15 gp	S	+3 to Direction Checks

There's a lot more sundries, just as much as players can imagine so it falls within GM discretion to give a price and size to those.

Camping equipment:

Equipment	Price	Size	Effect
Sleeping bag	1 gp	S	A small portable bed suitable for a single person.
Tent	3 gp	M	A tent large enough for 3 people.
Artic tent	30 gp	L	A 3-man tent that gives shelter from the cold; +2 bonus in cold weather.
Large tent	10 gp	L	A tent large enough for 10 people.
Flow stone	2 gp	S	1 use item that is used to warm bathwater up to 40ºC.
Portable bath	15 gp	L	A bathtub that can be taken anywhere.

These are containers to be used to carry food, water and other heavy items. Each container has a carrying capacity equal to the value shown in the "Can hold" column. A person may only carry 1 big container at a time, though a pack animal may carry more.

Container	Price	Size	Can Hold	Effect
Water skin	5 sp	S	-	A pouch of leather that can hold a day's ration of water.
Magic jar	20 gp	S	-	Holds a magic solution that keeps a steady temperature: +2 Movement Check while in hot/cold weather.
Travel bag	1 sp	S	3	A bag held in 1 hand.
Belt pouch	3 sp	S	2	Only 1 can be worn around the waist. Use when you want to be able to grab something quickly.
Herb bottle	1 gp	M	-	Up to 10 herbs can be held inside and kept fresh. Once opened, the bottle can be used for 7 days before it becomes unusable. Herbs cannot be taken out and placed into another bottle.

Large container	Price	Size	Can hold	Effect
Barrel	1 gp	L	10	Holds 15 days worth of water. If empty, has a capacity of 10.
Backpack	2 gp	M	5	A rucksack used by many travelers.
Large backpack	4 gp	L	10	Large rucksack that holds many items.
Wooden chest	1 gp	L	15	If a human carries it, they gain a -1 penalty to Movement Checks.

Healing Herbs

What are healing herbs:

In this world of rich natural treasures, there are a number of plants that have special properties. Of these, plants called Healing Herbs are those that can provide certain benefits. These benefits differ depending on the terrain in which each type of herb is found, and generally the rougher the area the herb is found in, the stronger the effect it will have.

Any person can use a healing herb for its normal benefit. However, the Healer Class is able to use any Healing Herb to treat a character's wounds using the Healing Skill.

The beneficial effects of the same type of herb do not stack.

 Healing herbs must be used within 24 hours or they lose their potency and become unusable.

 By using a disposable Herb Bottle, you can keep a healing herb fresh for 7 days, circumventing the 24-hour rule. Once an herb bottle is opened (to put in an herb), it's "seven-day countdown" begins: At the end of those seven days, all unused herbs in the bottle immediately whither and becomes unusable.

 You may use a healing herb during battle as a bonus action.

Each healing herb collected has a size of 1 when not in a bottle (which holds 10).

Buying herbs:

Herbs are only available at herbalist shops found in large cities. Characters are unable to sell herbs.

Level	Price
1	5 gp
2	20 gp
3	50 gp
4	Not for sale
5	Not for sale

Physical Type	Lv	Terrain	Portion
Sunset Hime Apple	1	Grassland	Fruit

USE: Recover 2 HP

DESCRIPTION: A fruit that resembles an apple. Hime Apples become rich with nourishment as their colors deepen like the sunset.

Physical Type	Lv	Terrain	Portion
Crowned Morning Glory	1	Wasteland	Flower

USE: Used to help ease sleep. Next day's Condition will be 6.

DESCRIPTION: An annual that blooms into several gorgeous flowers. The colors of the flowers can vary between white, violet, crimson, and indigo, depending on the weather.

Physical Type	Lv	Terrain	Portion
Giant's Palm	2	Rocky	Leaf

USE: Used to help ease foot pain. Used after a taking damage from a Movement Check: recover that damage.

DESCRIPTION: An annual that produces light green leaves covered in mucuous. It prefers wet climates.

Physical Type	Lv	Terrain	Portion
Demon Lacquer	2	Woods	sap

USE: Enough for 1 poison arrow: add 2 damage to 1 bow attack.

DESCRIPTION: A decidious tree that grows to about 12 feet tall with ash-white bark. A dark sap oozes from cuts in the bark.

Physical Type	Lv	Terrain	Portion
Daybreak Crimsonflower	3	Swamp	Stalk

USE: May be used to reroll a Condition Check in order to cure a physical status ailment with +1 bonus.

DESCRIPTION: A thistle that blooms blood red flowers. The stalk produces a powerful narcotic, so care must be taken when handled.

MENTAL TYPE	Lv	TERRAIN	PORTION
Churchbell Dayflower	2	Hill	Flower

USE:	Next check using {WIS}gets +1 bonus *(Also applies to {INT})*
DESCRIPTION:	A cousin of the dayflower that blooms flowers reaching over 3 feet in size. They prefer to grow on hills and bloom only when sunlight is at its strongest.

	Lv	TERRAIN	PORTION
White Night Chrysanthemum	3	Mountain	Leaf

USE:	May be used to reroll a Condition Check in order to cure a mental status ailment with +1 bonus.
DESCRIPTION:	A chrysanthemum with a deep violet hue. It only grows in frigid climes and blooms only during the arctic white night.

ENHANCE TYPE	Lv	TERRAIN	PORTION
Firefly Darkpouch	3	3rd level terrain; Night only	Pollen

USE:	Damage dealing or HP recovery effects are given bonus equal to Caster's Level
DESCRIPTION:	An annual that blooms only at night. The light-purple flowers resembles a pouch and glows in total darkness.

	Lv	TERRAIN	PORTION
Kingmilk Elixer	4	Jungle	Hive

USE:	Duration of magic spell is doubled; no effect on "instant" duration spells
DESCRIPTION:	A bee's nest made of mud and dirt resembling an ant's hive, found deep in the jungle.

	Lv	TERRAIN	PORTION
Windcrying Tulip	4	Jungle, Only during strong winds	Flower

USE:	1 additional target may be chosen. Only effects "single" target spells
DESCRIPTION:	A type of tulip that can only put down roots in an area with strong winds. The jade petals of its flowers are blown by the wind to disperse pollen.

	Lv	TERRAIN	PORTION
Black Temple Melon	4	Desert	Fruit

USE:	May use "1 area" or "all area" spells without harming allies in the area.
DESCRIPTION:	A type of melon that thrives in grottos of dried wood. From its leaves to its roots, even its fruit is well known for being jet black. It has the distinct odor of cheese. Really stinky cheese.

	Lv	TERRAIN	PORTION
Barrierwood Stalk	5	Alpine	Branch

USE:	*Your following spell doesn't consume a spell slot*
DESCRIPTION:	A subspecies of Barrierwood, also known as the Guardsman of the Woods. It thrives in the alpine heights and its hardness is said to be comparable to orichalcum.

Herb by Level/Location

Terrain level	Terrain	Name	Type
1	Grassland	Sunset Hime Apple	Physical
1	Wasteland	Crowned Morning Glory	Physical
2	Rocky	Giant's Palm	Physical
2	Woods	Demon Lacquer	Physical
3	Swamp	Daybreak Crimsonflower	Physical
2	Hills	Churchbell Dayflower	Mental
3	Forest	Moonlight Snowgrass	Mental
3	Mountain	White Night Chrysanthemum	Mental
3	3rd level terrain; Night only	Firefly Darkpouch	Enhance
4	Jungle	Kingmilk Elixer	Enhance
4	Jungle, Only during strong winds	Windcrying Tulip	Enhance
4	Desert	Black Temple Melon	Enhance
5	Alpine	Barrierwood Stalk	Enhance

GM Classes

If you are the GM then you can (totally optional) create a character for you. This character won't take part on the action and it should fulfil the same role as you. You could be an angel telling a story about the chosen ones or a demon talking about the ones that will defeat their boss. The only "rule" is that your character should tell a story about the characters which are real and living in the same time, like a magical writer that can change the fate of those you write about.

Creating a character

Choose your shapechange appearance

All characters should have three forms: A human with some defining trait, a great menacing creature (like a dragon for example), and one more transformation. This third shapechange form is a non-threatening form they can use to approach the travelers. One might be a white serpent, another might be an elderly human seer, yet another might transform into a large and beautiful bird. When creating a character, pick one more form to assume, and write this shapechange appearance on your sheet.

Record your level

Your level will start out at 1, and you can grow to a level of 5. Higher level characters can cast more Bénédiction or assume a human form and travel with the travelers.

Record your HP

Your hit points represent your character's health and vigor and their capabilities of casting Bénédiction. All characters start with 3 HP and at the end of every journey (adventure) they restore all missing health.

If your character's HP drops to 0 they die. Their body disappears and they are gone forever, never to return. If your character dies in the middle of a journey (adventure), the journey must either end immediately or a new character must be created to guide the journey to its end.

Choose an artefact

The Artefact is a tool which provides your character with mysterious powers (up to you). It might be a great sword, a ring or a chalice, but through manipulation of this artefact the character can sway the natural order or the world.

Each path has three artefacts they can choose from. From those three, they choose one artefact. At character creation, pick one of the three artefacts and write it down on the character sheet. You can name this artefact if you wish, to give it some flavor. Each artifact produces an effect throughout the journey. At the end of the journey, the artefact can be exchanged for another of the path's artefacts. However, it cannot be exchanged mid-journey, only when the journey is over.

Playing your character

Your character doesn't have to appear in a journey. This keeps the focus away from your character, and makes them more mysterious. They operate from behind the scenes for the most part, so for your character to be seen or noticed too much, it means they aren't doing a good job.

From level 2, your character gains Bénédiction and later Réveil. Use them to increase the drama of the journey. You might want to plan ahead and think of good opportunities to use certain powers. Be careful when using réveil that you don't destroy the feel of the game. Help and support the travelers when you think it helpful, but the journey is about the travelers, and if they are saved and helped at every chance, their journey would not mean as much. It is a delicate balance.

Paths

Choose a path for your character to follow.

The Seed

Keywords: Traveling to faraway lands, Long journeys, Adventure, Quest, Hope, Freedom, Balance.

Artefacts:

- Encyclopedia: This is a reference book that contains basic information about the world.
- Sextant: This instrument helps you find where you are, and guides you to your next quest.
- Torch: This makes the path ahead bright, and also guides the way towards growth.

Bénédiction:

- The Tale of the Journey: PCs who roleplay strongly following the goal of the journey can ignore all negative traveling modifiers (up to two PCs at once).
- The Tale of Nostalgia: If the PCs roleplay having nostalgia about home, they can ignore all negative statuses (up to two PCs at once).
- The Tale of the Traveler's Journal: PCs who write about their journey in a travel diary will at the end of the journey receive character level x 10 in gold (up to two PCs at once).

The Breeze

Keywords: Human heart, Love, Youth, Heartwarming tales, Healing, Communication, Human drama, Friendship, Children, Boys and Girls, Family, Siblings, Teachers and Pupils, Animals.

Artefacts:

- Crystal: A crystal which reveals the fate of the travelers.
- Ring: A ring that guides the travelers and ties their fetters.
- Mascot: A mascot that watches over the travelers.

Bénédiction:

- The Tale of Kindness: PCs who help others expecting no gain or reward receive their INT score x 2 as a bonus to experience instead of just INT (up to two PCs at once).
- The Tale of Love: PCs who are in love gain a +1 to Evasion (up to two PCs at once).
- The Tale of the Heart: PCs die at –{Conditionx2+1}.

The Ashes

Keywords: Fighting, Battle, War, Heroes, Competition, Struggle, Intensive Training, Reversal of Fortune, Challenge, Growth, Worthy rival, Monster hunting, Dungeon exploration, Hack and slash, Deathtrap.

Artefacts:

- Greatsword: Great sword that encourages the hearts of those fighting along side it.
- Longspear: A spear that can go through any defense.
- Longbow: Long bow that doesn't miss a shot, even if it seems it does.

Bénédiction:

- The Tale of the Hero: The PC can avoid death: When death is reached, the HP of all party members is immediately restored to full. This can only be used once per journey.
- The Tale of Challenge: Reinforcements come to the aid of the enemy doubling their numbers. At the end of the battle PCs who survive get extra XP.
- The Tale of Revival: If a battle ends up in a TPK all PCs have another chance to come back to life through some kind of challenge.

Bénédicton

What is a Bénédiction:

A Bénédiction (or by its common English spelling, "Benediction") is a spell or blessing of luck that your character places upon the travelers or people related to the travelers.

How to use a Bénédiction:

Once your character progresses beyond first level, they receive a single slot to contain a Benediction at each level. Before the heart of the session begins, the GM can set one single Benediction in each slot. The Benediction can be chosen from the Common Benediction list below, or the Benediction specific to the path. The GM then tells the players the name and effects of the Benediction chosen at the beginning of the session. Each Benediction can be activated once per session, at any time the GM wishes.

Your character can also cast Benediction that are not set in slots. By spending one LP, they can immediately activate any Benediction. The Benediction has to be one that the character can normally equip.

Common Bénédiction

Bénédictions that control time

For these Bénédiction only, they cannot be set into Benediction slots: Instead, each costs a total of 2 LP to cast.

Past:

You can rewind time.

Future:

You can fast-forward time.

Bénédictions which control fate

Declare the use of these Benediction only before the dice are rolled.

Fortune:

Declare a critical success (or the highest number possible on the dice) during a check.

Misfortune:

Declare the dice all come up as "1s" during a check.

Bénédictions which control npcs

Elite enemy:

A monster's HP is doubled and it becomes impervious to all status effects. If the monster already has status effects on it, it is immediately cured of them.

Murder of crowns:

A group of the same monster type mob together is treated as one single enemy. For every three monsters that join together in the mob, the Attack and Damage checks increase by +1 each.

Surprise attack:

A surprise attack from an opponent in the enemy area of the chart automatically succeeds.

We meet again:

A single NPC who is supposed to have died becomes alive.

Run away:

A single NPC can run away from the PCs. This automatically succeeds, no check is made.

Reveil

What is a Reveil:

Your character has three forms, one of them being a menacing creature. When this form emerges and saves the travelers, it is called a Réveil (or in common English spelling, "Reveil") or "Awakening". The travelers which your character attempts to protect can fall into all sorts of large troubles on the journey: They can run out of food, lose their strength, or even die. At those times this form sometimes appears directly and intervenes, attempting to save the travelers. However, this requires incredible effort, and has a terrible draining effect on your character life-force. If your character becomes too careless in the use of Reveil, she wil quickly drain her life away.

Picking Reveil Powers:

For every level the character gains after the first, they gain the use of an additional Reveil. Choose any Reveil you like from the list, and write it on the character sheet. The Reveil written can be activated at any time in accordance with the conditions written in the descriptions.

Spending HP:

Each Reveil requires a certain amount of HP to be spent in order to activate it. The more powerful the Reveil, the more HP it costs.

Travel Reveils

Guidance (HP cost 2):

Use this when the travelers are lost. You can change a PC's failed Directional Check into a success.

Berth (HP cost 2):

You can change a PC's failed Camping Check into a success.

Gift (HP cost 2):

You give the party enough food and water to last them for three days' worth of their journey.

Combat Reveils

Roar (HP cost 1):

All objects in combat which have been used and expended can be immediately used again. This can be used any time in combat.

Protection (HP cost 2):

When one or more PCs is about to take damage, your character jumps in and takes the damage instead. The damage goes away.

Fury (HP cost 3):

You jump into combat in your giant form and the enemy of a PC receives 1d8 per your character's level in damage which is completely unblockable. However, you don't finish them off. If enough damage is done that the enemy attains minus HP, instead the damage ends at 1HP. This can be done any time in combat.

Leveling up characters

The character's level is based on the number of sessions the GM runs. After every session, it's important to list the PC data in the Journey Info box on the character sheet. Get the signatures of the players listed, too. This becomes proof of the number of sessions run. Even if the people who play the game are different each time, as long as the character is the same, the session numbers add towards experience. Keep track of the number of sessions. After a certain number of sessions have been completed, the character will level up.

What happens when you level up:

The following basic abilities increase when you level up:

- Bénédiction increase: The character gains more power to effect travelers and those they encounter. The number of slots available for Benedictions increases by one.
- Reveil increase: The character can change into their true form, and gaining new and mysterious powers to help travelers. Chose one Reveil ability at each level gain.
- Additional abilities:

Session count	Level	New Ability
1 time	2	None (You get one Benediction slot and the ability to use Reveil)
3 times	3	LP increases to 5, Diverse Benediction
7 times	4	Artefact Gift, traveler Introduction
12 times	5	LP increases to 10, Astral form

Raising HP maximum:

As your character grows in experience, the character's vitality grows in equal stride. When a ryuujin's LP is increased, make sure to make note on the character sheet.

Diverse Bénédiction:

Meeting with the colorful journeys recorded by the travelers, the abilities of the character become more diverse as well. They can borrow the Benediction of another path to set into one of the Benediction slots. However, only one single other path's Benediction can be set in the slot, the rest must be of the original path.

Artefact gift:

The character receives a second Artefact. Choose an additional Artefact from one of the other paths. Record its effects on the character sheet. Once the Artefact is chosen, it cannot be exchanged or traded.

Your character gains a new shapechanging power. You can change your form and actually appear within the traveler's journey. When your character appears with the travelers, their memories become distant and hazy. They remain, however, able to spend LP and use Reveil. There are two methods for your character to become a traveler: The first is the "Traveler with Amnesia", the other is "Possess a Person Already Existing in the World". In the latter case, the person is split between times when they express their human personality, and times when they express their true personality. The character makes up a new character on a character sheet, and joins in the journey. When that happens, another player takes on the role of the GM for that journey. When your character travels with others, their level as a traveler becomes one level less than the average level of the other members of the group.

Astral form:

You complete your purpose and ascend. You become a Mére. Your character can still GM although they won't level up further. They can appear in other GM's journeys and use a single Benediction or Reveil. In addition, your character gains the use of Ritual Benedictions.

Ritual Bénédictions
Ritual of Sleep:

If a player falls asleep in the middle of the session, their PC realizes that they lost their wallet. Their money decreases by their character level times d6 times 100G. If their money decreases by more than they had, for some reason they now have a toll or tax or debt that must be paid of.

Ritual of Taboo:

For the entirety of the session, the GM and players cannot use any modern words or expressions. If they cite a line that appears in media (movies, TV, etc) or use a clearly modern expression, phrase or word, they take one damage.

Ritual of the Power of Words:

One time in the session, something that a player says actually happens in the game. If they jokingly say that their character says or does something strange, watch out: It just might happen.

Ritual of the Drifters:

If the PC gets a nat1, a tin pail/bucket falls from the sky and hits them on the head. Impossible to block or dodge, this causes one point of non-lethal damage. In combat, the pail counts as one object.

Ritual of Improvisation:

The GM ad-libs the entire session from start to finish. The players should go with it and assist as much as possible.

Ritual of Fists:

The next—or even the current—Journey's GM is determined by playing a hand of rock-paper-scissors.