

World of Adventure

House Rules Guide – DM Version

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Chapter 1

Introduction

1.1 What's Different?

The most important points:

- This is *realistic* high-fantasy. The economy works and magic is used everywhere it makes economic sense to do so.
- House rules have overhauled crafting/profession work, item prices, and the way several spells work.

The setting:

- Magic is widely used where it makes economic sense to do so. It's a skilled profession like any other.
- Magical production of staple foods means that there's a large urban population (instead of 90% of the population farming, only half of it does).
- Urbanization and the shift to a manufacturing economy means there's no longer a feudal system. The default setting is the city-state of Harbourton, governed by a council of guildmasters, with adjacent city-states having their own governing structures (Ville Lumière having nobility, Dwarven Canada having parliament, and the Orcish Federation being a militocracy).
- Adventuring is handled by guilds, which issue “adventurer licenses” along the same lines as the “hero licenses” from the 2001 “Tick” series. Adventurer guilds work closely with and do contract work for their cities’ governments and law enforcement.
- Gunpowder, steam power, and internal combustion don’t work. Electricity and magnetism exist but electric motors and generators don’t work. Magic, muscle power, wind power, and water power are the main drivers of industry. The only way of getting mechanical power from point A to point B is an aqueduct, and it’s usually easier to move the factory to the water source. Moving wood or charcoal to where industrial heat is needed is doable.
- There are lots of still-wild areas to have adventures in. These have strong background magic, which is about as healthy as strong background radiation and which tends to generate wonders and monsters.

Variant rules with important effects:

- There is no teleport magic. There would be enough people able to cast it that physical security would be nearly impossible.
- There is no dimensional magic (Bag of Holding, Portable Hole, Rope Trick, etc). For moving goods, a “freight pallet” version of Floating Disc is used. For camping, people use tents (mundane or conjured).
- The planes as described in the CRB do not exist. The only ones known are the “Material Realm” (the every-day universe) and the “Immaterial Realm” (containing thought, emotion, magic, and the gods). The realms influence each other but physical travel between them is not possible (the Immaterium isn’t even a physical “place” as such).
- Magic items are cheaper (to make them possible to afford at all). There are several options for how *much* cheaper they are, with different consequences.
- We’re using 2d10 instead of 1d20. This makes extreme results much less likely, and a +1 bonus makes a big difference when you’re trying to do something difficult.
- We’re using a variant of the “wounds and vigor” system. You gain vigor points when you level up but not wound points. Some types of damage (like fall damage) go straight to wounds.
- We’re using a variant of the “armour as damage reduction” rules. Most forms of protection give a bonus to “armour rating”, which gets split between AC and DR.

I’d like to thank Anthony Nardelli for his work with the “Düanor” setting, which had similar variant rules and a working economy, directly inspiring this setting.

1.2 Wealth and Resources

- Large purchases tend to be counted in silver pieces. 1 sp is about \$50 USD in 2025 funds. These are large silver coins. Smaller silver coins and bronze coins of various sizes are used for day-to-day transactions. Tokens issued by various vendors are usually tin (sometimes brass).
- Income is a profession or craft check made weekly, with a profession-specific multiplier. The check result is that week’s income in silver pieces. Income rolls also grant experience (half the check result before the profession multiplier).
- Different professions have different multipliers. Unskilled labour is $x1/2$, skilled trades are $x1$, and professionals are $x2$. Hazard pay is typically $x2$ on top of that. These are commodity rates; someone with skills that can’t easily be found can often get more.
- Living expenses are abstracted as “upkeep”. This can range from 6 sp/week for working-poor to 24 sp/week for upper-middle-class professionals. It affects where you live and what you can buy before having to track purchases explicitly. This is usually deducted monthly to make paperwork easier.
- A worker fresh out of apprenticeship who is not particularly talented can average 15 on a profession roll. Someone with talent and Skill Focus can manage 20 out of apprenticeship. Someone with talent, Skill Focus, good tools, and experience can manage 25. Late-career professionals who invested in equipment and accessories can manage an average roll of 30 (acting solo).

- The default calendar has 5 weeks to the month and 40 working weeks per year. Since lifestyle (and upkeep) tends to scale with income, most people have 50–100 sp/year of disposable income, which tends to get spent during the year on perks (fancy restaurant trips, going to a festival, buying a nice piece of equipment, etc). Dedicated career-types may instead save it to invest in job-related equipment.
- About 1% of the population are wealthy, with ten times the amount of money flowing through their hands. 1% of *that* are extravagantly wealthy, with a hundred times that amount of money. Above that are rulers and oligarchs.

1.3 Industries

The technology level is “fantasy Renaissance”:

- Swords and bows are the dominant weapons of war (no gunpowder).
- Water, animals, and people are the main source of motive power (no engines). If magic is *extremely* cheap, (see below) it takes over as the main source of motive power.
- Baseline food production is magical, via variants of “Create Food and Water” with a number of cantrips used to re-flavour, re-texture, and preserve conjured food. This allowed the transition from an agricultural economy to a manufacturing economy.
- Light sources are magical (typically using the “light” cantrip).
- Freight transport is by carts and wagons drawn by horses that are conjured using variants of the “mount” spell.
- Factories exist, typically driven by water power (and built where water power can be harnessed). Textile mills are a typical example. For situations where less motive power is needed, a factory may use a “prime mover” powered by the “unseen oxen” wheel-turning spell (either cast by wizards or as a device, depending on how cheap magic is). Animal power (such as via the “mount” spell) is sometimes used but needs more space.
- Industries that either do not require or do not benefit from large machinery use machines driven by treadle-power (as with pole lathes and treadle-based sewing machines). These may also, where appropriate, be driven by spells cast by the user (“apprentice’s spinner” or “wizard’s wheel”).
- Alchemy exists, and works much like the modern chemical industry. Many specialized spells are used to augment non-magical tools. This is similar to but explicitly not the same as real-world chemistry, to avoid metagaming based on real-world knowledge.
- Clockwork exists. Screws and bolts exist. Standardization of these is iffy at best, and nonexistent at worst, so if you need repairs or replacement parts you’ll need to get them from the original manufacturer.
- Several types of printing press exist. This is mainly limited by the fact that paper production competes with several other uses for farmland, and the fact that the master engravings (or dies, for typeset print) are hand-made.

- An entertainment industry exists. Spells for public address and for sound manipulation are common and widely used, and illusion magic supplements many live performances. Recording technology exists (using wax cylinders or wax-coated discs), but nobody has managed to invent a good high-fidelity duplication method. First-generation copies from a master recording are expensive, with second-generation copies being less expensive and sounding worse. Recordings wear out quickly with playback.
- The existence of golems (magitek robots) is optional. They are described in their own section.
- There is a well-established medical profession. Treatment costs money, because any given professional can only cast a few spells per day, and they need to make a living at it. There are a large number of specialized spells for healing, treating disease, and treating poison (lower-level than the general-purpose spells for these things).
- A contraception cantrip exists and is widely available and widely used. This is a metagame choice: I wanted a setting with societies that can exist for centuries without having a Malthusian collapse. Without contraception population growth would instead be stabilized by war or famine.

Chapter 2

Character Generation

2.1 Concept

Before starting to build your character, it's important to settle on a *concept*. You'll probably think about several different concepts before picking one, and you'll probably fine-tune it during character generation, but the concept is the starting point for everything else.

- Your character idea should be something that **you find interesting**, so that you have fun playing it.
- Your character idea should be something that **works well with the group**. The other players' character concepts will usually suggest a shared theme or set of shared goals (e.g. police team, pirates on the high seas, etc).

Keep in mind that even with high-fantasy elements such as magic and dragons, characters need to be able to function as real people. That dragon can hold down a job (he runs the banking guild and his daughter is a police officer).

To help refine your concept, here are some questions you might ask about your character:

- What do they want to do, or want to be, down the road?
- How do they plan to get there?
- What do they do for a living now, and what do they do for fun?
- What are a few small things that they like or enjoy?
- What are a few small things that they don't like or try to avoid?
- How did they get to know the other player-characters? (Boring is fine for this.)
- How does joining the group bring them closer to their personal goals?

2.2 Pathfinder Classes in a Civilized Setting

In the “World of Adventure” setting, the player characters are probably members of the Adventurers’ Guild. “Adventuring” is what people do when they think a normal job is too boring. This works the same way superhero licenses from the first live-action “*Tick*” series did (2001).

Normal jobs that each of the Pathfinder Core Rulebook classes typically have are as follows:

- **Barbarian** – Talented but untrained warrior; common among criminals.
- **Bard** – Entertainment industry and media.
- **Cleric** – Medical professionals.
- **Druid** – Forest rangers and rural veterinarians. Also have spells to increase crop yields.
- **Monk** – (Not common; they’d either be performers or adventurers.)
- **Paladin** – Police officer (the good kind).
- **Ranger** – Forest rangers and animal control.
- **Rogue** – Very common among criminals. Police have a few, and a few are adventurers.
- **Sorcerer** – (Not common; usually from living in high magical background.)
- **Wizard** – Alchemy (industrial chemistry), cosmetic illusion industry, other specialists.
- Most people in normal jobs have one of the NPC classes (such as “Expert”) rather than a playable class.

About one person in a thousand decides to pursue an adventuring career; in a city of half a million people, there are a few thousand. The authorities fund and license this because it gives these people something to do instead of causing trouble.

Adventuring activities are normally more-dangerous versions of normal activities:

- Working with the police as a SWAT team.
- Escorting civilians through extremely dangerous wilderness.
- Animal control for very dangerous creatures.
- Self-funded adventuring expeditions (looking for cool/valuable things in dangerous high-background wilderness).

2.3 Picking a Race and Generating Ability Scores

Ability scores are bought using the point-buy system from the Pathfinder Core Rulebook (pages 15–16). You get 20 points to spend, and the cost for a given score is as follows:

Score	8 (-1)	10 (-)	12 (+1)	14 (+2)	16 (+3)	18 (+4)
Cost	-2	0	2	5	10	17

(Odd numbers omitted because the bonus or penalty only changes on even values.)

Racial adjustments to ability scores happen after they're bought.

General guidelines:

- Don't have any ability lower than 8.
- Don't have Cha or Con lower than 10.
- Your most important ability score should be at least 16 (after racial adjustment).

Your race will change your ability scores (usually boosting one or two and dropping a third). Races from the Core Rulebook, from other Paizo sources, and from third-party sources may be used with DM permission. Races used in previous “World of Adventure” campaigns are summarized below.

All races age at the same speed as humans (no centuries-old elves).

As races are different species, they cannot normally interbreed (despite lots of college kids trying). This means that half-elves aren't a thing, and the CRB's “half-orc” race is retconned to be full orc (using the half-orc racial attributes).

Racial attributes that are not consistent with a civilized setting (such as dwarves having “animosity” towards orcs) are retconned out or replaced.

Weapon and armour familiarity depend on career, not race.

Typical races, from the Pathfinder Core Rulebook (modified), from the Advanced Race Guide (modified), and from previous games are as follows. Feel free to add more:

Race	Stats	Skills	Other
Dwarf	+2 Con +2 Wis -2 Cha	+2 Appraise (metal/gems) +2 Perception (stonework)	+2 save vs poison +2 save vs magic speed 20' indep. of load
Elf	+2 Dex +2 Int -2 Con	+2 Perception +2 Spellcraft (identifying)	low-light vision +5 save vs sleep +2 save vs enchantment

Race	Stats	Skills	Other
Gnome	+2 Con +2 Cha -2 Str	+2 chosen Craft/Profession +2 Perception	low-light vision small size +2 save vs illusion +1 save DC for own illusion spells innate spells per CRB p23
Goblin	+2 Int -2 Wis	+2 chosen Craft/Profession make a reflex save to escape disastrous skill botches without injury	darkvision small size
Halfling	+2 Dex +2 Cha -2 Str	+2 Acrobatics +2 Climb +2 Perception	small size +2 save vs fear +1 all saves
Human	+2 any	one extra skill point per level	one extra feat at L1
Kobold	+2 Dex -2 Str	+2 chosen Craft/Profession	small size fast (30' base speed) darkvision natural armour 1
Lizardfolk	+2 Str +2 Con -2 Wis	+8 Swim	bite (1d3 P) claws (1d4 S) natural armour 1
Orc	+2 any	+2 Intimidate	darkvision fight one round below 0 hp
Rat-folk	+2 Dex +2 Int -2 Str	+2 Perception +2 Craft (alchemy)	small size low-light vision Scent ability
Tengu	+2 Dex +2 Wis -2 Con	+4 Linguistics +2 Perception +2 Stealth	bite (1d3 P) low-light vision
Wolf-folk	+2 Con	+2 Survival	low-light vision Scent ability

Ogres were an NPC race in at least one “World of Adventure” campaign, but they are difficult to balance as player characters. It was also very challenging to work out the logistics of a setting with size S and size L people using the same buildings.

Goblins are re-imagined as being very much like Kerbals. The NPC versions were “born lucky”, giving them a skewed view of safe workplace practices for things like alchemy.

2.4 Finishing Touches

2.4.1 Languages

Your character starts knowing the local language (usually named after the region). This replaces the “Common” language in the Core Rules. Depending on background, at the DM’s discretion you may also know one additional language (usually due to racial or cultural background), even if you don’t have the Int bonus normally needed for an additional language.

A character’s Int bonus, as well as ranks put into Linguistics, gives them additional “language points” to spend. These may be spent learning other languages common to the region, or may be spent to “master” languages already known.

You do not have to spend all of your language points at character generation. You can keep spare slots around and spend them later when you need to learn a language. You’ll still have to spend time learning the language but won’t have to take ranks in Linguistics.

Mastery in a language gives a +2 competence bonus to appropriate rolls relating to that language (such as Profession: Writer checks and Diplomacy checks with native speakers) and lets the character speak a second language without an accent (or with a fabricated accent, with a Bluff check).

Each nation typically has a national language. If a nation has a majority population of a given race (such as Ville Lumière being an elven-majority nation), then members of that race in nearby countries are likely to have the first country’s language either as their mother tongue or as a second language (such as the elves in Harbourton speaking Elvish in addition to Harbourtonian).

Some races may also have their own language for practical reasons. In Harbourton, most kobolds know Harbourtonian, but Draconic is much easier for them to pronounce (which means it’s usually what kobolds speak amongst themselves, and it’s usually a kobold’s first language).

There are no innately known languages (e.g. Sylvan) or alignment-based languages (e.g. Celestial) or secret languages (e.g. Thieves’ Tongue, Druidic). The only known exception is that dragons and greater dragon-kin (such as wyverns) know Draconic without having to be taught it.

2.4.2 Alignment

I don’t use alignment as-such; someone truly chaotic would not be able to function in society, and someone truly evil would have to be very good at masking to be able to hide for long.

That said, it’s still important to know where your character stands on moral issues, both for roleplay purposes and to help the DM run the game. Your character will have interacted with many people over the years, and those people will remember you and will remember how you act.

The following questions are good ones to think about:

- Does your character like having a structured environment, or hate being told what to do, or not care?

- Does your character go out of their way to help their friends? What about helping strangers?
- Would your character steal something from someone they know? What about from a stranger? What if that stranger was a jerk or tried to fight them?
- What would it take to get your character angry enough to kill someone? Would your character kill someone without being angry?
- What are your character’s “red lines” - things that they consider important enough to hurt someone over, or to go to war over?

Sharing the answers to this sort of question with the DM and with other players will help a lot.

2.4.3 Skills

Your character gets **one extra skill point** per level, beyond what the Core Rulebook describes. This replaces the “favoured class” bonus (which grants either one skill point or a few hit points per level taken in a “favoured class”). This happens for all level-ups; I am removing the concept of a “favoured class”.

Your character should have a Profession skill, since they have a day-job. Money earned during downtime will usually be from Profession rolls.

2.4.4 Starting Funds

Your character started earning a living at around age 16 (earlier than in our world), or perhaps 18 if they are in a career that required extensive training. Prior to that (from about age 10 or 12), they were an apprentice training under established professionals, or (for highly trained careers) doing the equivalent of attending university or vocational training for part of that time.

A character at the beginning of their career (in a career with an x1 income multiplier) will start with about 200 sp worth of equipment, representing what they’ve managed to accumulate while getting established. At the DM’s discretion, character background or higher or lower income multipliers may modify this amount.

FIXME: Sanity check this against revised equipment costs for each class.

2.4.5 Older Characters

Characters working ordinary careers at x1 income who are making an effort to save money to invest in equipment will have an additional 200 sp of equipment per year spent working. Higher or lower income multipliers will raise or lower this amount.

Character level progression from work experience is as follows (skilled NPC average):

Level	1	2	3	4	5	6	7
Age	16	22	30	40	50	65	90

Player-characters are exceptional: They've been picked up by the "Winds of Destiny", growing in skill far faster than most other people (due to adventure XP awards). So, when starting at higher level, the DM might let you start younger than most NPCs of that level would be.

Chapter 3

Classes

3.1 Modified Classes

3.1.1 Bard

Bardic magic relies on *performances*, so there are limitations with respect to magic items:

- Bards can't make scrolls the way wizards can.
- Bards *can* use wizard scrolls, but this requires a Use Magic Device check (with a slightly easier DC, per the modified skill description).

3.1.2 Cleric

Spells

Rather than having access to every cleric spell ever invented, clerics (and other unlimited-library casters) know a large but finite number of spells.

A starting cleric knows $6 + (\text{Wis bonus})$ orisons and $4 + (\text{Wis bonus})$ spells of any given level when access to that spell level is acquired. At each level-up, one additional spell *of each spell level* is gained.

At the DM's discretion, additional spells may be learned via story-specific training during down-time.

Since a very large number of spells have been invented (any that would have been a use for), you can make up a spell effect and ask the DM if it would be available as a spell gained at character creation or during level-up. Any such spells are subject to DM adjudication.

Channel Energy

A high Charisma score adds Channel Energy uses for a cleric. A low Charisma score **does not** decrease it.

3.1.3 Druid

Spells

Rather than having access to every druid spell ever invented, druids (and other unlimited-library casters) know a large but finite number of spells.

A starting druid knows $6 + (\text{Wis bonus})$ orisons and $4 + (\text{Wis bonus})$ spells of any given level when access to that spell level is acquired. At each level-up, one additional spell *of each spell level* is gained.

At the DM's discretion, additional spells may be learned via story-specific training during down-time.

Since a very large number of spells have been invented (any that would have been a use for), you can make up a spell effect and ask the DM if it would be available as a spell gained at character creation or during level-up. Any such spells are subject to DM adjudication.

Animal Companion

A druid's animal companion bond uses a part of the druid's mind, as with wizards' familiars. As a consequence, only one animal can be bonded at a time, and it is mutually exclusive with certain other types of bond (as described in the "Wizard" section).

Animal companions may not increase their Intelligence beyond 2 ("smart animal").

Animal companions understand their owners to the extent that a smart and well-trained dog would (to the degree that their Int score allows). Their owner understands the animal companion to the extent that a skilled animal trainer or zookeeper would understand an animal they've worked with for many years. Anything more than that requires magical assistance.

Wild Shape

A druid can freely assume the form of Tiny animals (such as cats) and Diminutive animals (such as bats or squirrels), in addition to Small and Medium animals.

3.1.4 Paladin

The various paladin organizations have strong beliefs about how the world should work, and their members draw power from being exemplars of those beliefs. For campaigns that use "alignment", they can

be any Lawful alignment:

- An example of a LG paladin would be Superman when he's in full "boy scout" mode.
- An example of a LN paladin would be Judge Dredd.
- An example of a LE paladin would be Darth Vader (original trilogy version).

Mechanical changes are as follows:

- The "Detect Evil" power instead acts as the "Know Alignment" spell (per the "New Spells" section).
- The "Smite Evil" power works against any target that is strongly opposed to the paladin's ethos, interpreted at the DM's discretion. This adds the paladin's class level **and** their charisma bonus to **both** the to-hit roll **and** the damage roll. Damage reduction is only bypassed for Immaterium-powered entities such as undead, ghosts, posession victims, and so forth (interpreted at the DM's discretion).
- Paladins can spend a feat to take the "Armour Training" fighter ability (prerequisite: Paladin level 3).
- "Lay On Hands" has $\text{floor}(\text{level}/2) + \text{cha}$ bonus uses, and does $\text{floor}(\text{level}/2)$ dice of healing. As with other healing magic, it heals (roll result) vigor points *and* (number of dice) wound points.
- "Divine Health" doesn't make you immune to disease. It gives you a bonus of $+(5 + \text{paladin level})$ to saving throws to resist disease and to recover from disease, and a bonus of $+(\text{paladin level})$ to saving throws to resist or recover from poison.
- "Divine Bond"'s weapon option doesn't involve a spirit; it's an Immaterium effect, just as with Divine spellcasting. Per the SRD's text, the weapon enhancement from Divine Bond stacks with magical weapon enhancement, and if the weapon already has a +1 enhancement, a special effect can be chosen rather than needing to add an enhancement bonus first. Stacking only works with permanent enhancement bonuses, not temporary bonuses (such as those granted by the "Magic Weapon" spell).
- "Divine Bond"'s animal option functions as a druid's animal companion, per the SRD's text. For animal companion statistics, use (paladin level - 4) as the equivalent druid level. Unlike an animal companion, a paladin's mount *does* have human-level intelligence; consult the wizard's familiar table for the base intelligence score, using (paladin level - 4) as the equivalent wizard level. The "Empathic Link", "Speak With Master", and "Speak With Animals" effects also gained (but no other familiar effects). As with animal companions and familiars, only one animal may be bonded at a time and the bond is mutually exclusive with certain other types of bond. Divine bond animals cannot teleport.

Spells

Rather than having access to every paladin spell ever invented, paladins (and other unlimited-library casters) know a large but finite number of spells.

A starting paladin knows $6 + (\text{Cha bonus})$ orisons and $4 + (\text{Cha bonus})$ spells of any given level when access to that spell level is acquired. At each level-up, one additional spell *of each spell level* is gained.

At the DM’s discretion, additional spells may be learned via story-specific training during down-time.

Since a very large number of spells have been invented (any that would have been a use for), you can make up a spell effect and ask the DM if it would be available as a spell gained at character creation or during level-up. Any such spells are subject to DM adjudication.

3.1.5 Ranger

Spells

Rather than having access to every ranger spell ever invented, rangers (and other unlimited-library casters) know a large but finite number of spells.

A starting ranger knows $6 + (\text{Wis bonus})$ cantrips and $4 + (\text{Wis bonus})$ spells of any given level when access to that spell level is acquired. At each level-up, one additional spell *of each spell level* is gained.

At the DM’s discretion, additional spells may be learned via story-specific training during down-time.

Since a very large number of spells have been invented (any that would have been a use for), you can make up a spell effect and ask the DM if it would be available as a spell gained at character creation or during level-up. Any such spells are subject to DM adjudication.

Animal Companion

The “animal companion” version of “Hunter’s Bond” functions as a druid’s animal companion, per the SRD’s text. All of the limitations involved with a druid’s animal companion apply. For animal companion statistics, use (ranger level - 3) as the equivalent druid level.

3.1.6 Sorcerer

Sorcerers are charisma casters, casting by *intuition* rather than using formal training, so there are limitations with respect to magic items:

- Sorcerers can’t make scrolls the way wizards can.
- Sorcerers *can* use wizard scrolls, but this requires a Use Magic Device check (with a slightly easier DC, per the modified skill description).

3.1.7 Wizard

A wizard’s familiar gains intelligence by using its master’s mind to think with. A wizard may only support one bond of this type at a time; this is why a wizard may only have one familiar, and why having

a familiar excludes other types of bond (such as animal companions) and some spells (such as Unseen Servant, for campaigns that allow it).

A wizard's bonded object uses similar parts of its owner's mind to grant its additional spell, so it is likewise mutually exclusive with familiar-type bonds.

A familiar's "Speak With Master" and "Speak With Animals" effects are present from level 1. Bear in mind that the starting attitude of other animals is likely to be "indifferent" or worse.

3.2 New Classes

3.2.1 Expert (Magical)

This is a variant of the NPC "Expert" class that has spellcasting.

Progression and features are per the Expert class, with the following changes:

- The EM gets 8 class skills rather than 10.
- The EM gets 4+Int skill ranks per level, rather than 6 (they additionally get 1 bonus rank replacing "favoured class", as described in "character generation").
- The EM gains spells as if they were a Cleric, Druid, or Wizard one level lower than their EM level. They do not gain any of the other class features (at DM's discretion some of these might be bought as feats).
- At level 1, the EM has 3 orison or cantrip spell slots.

Typical professions would be porters/teamsters, chefs, alchemists, and doctors/paramedics.

In the 2022 campaign, many industries were staffed by wizards (alchemy) or clerics (food service), and there was a huge jump in capability between "expert with a cantrip feat" and "full wizard/cleric". This class attempts to bridge that gap. Full clerics/druids/wizards will tend to be specialists, with most of any given industry being magical experts instead.

Chapter 4

Skills

4.1 Modified Skills

4.1.1 Diplomacy

The Diplomacy skill may be used on groups of people, not just individuals. Modifications to the DC are at the DM's discretion.

4.1.2 Knowledge (arcana)

This is the study of what kinds of things *can* happen, cataloguing the kinds of creatures and magical oddities that have been observed in the field. This also covers the more philosophical end of *why* they happen (with Spellcraft covering the more practical end).

At the DM's discretion, having lots of ranks in Knowledge (arcana) may provide a synergy bonus to appropriate Spellcraft rolls.

4.1.3 Knowledge (dungeoneering)

This is re-skinmed as being the catch-all course given to adventurers and similar individuals who need some knowledge but don't have the time or skill points to get in-depth training.

For rolls where the DM feels that it is appropriate, Knowledge (dungeoneering) can substitute for skills such Knowledge (arcana), Knowledge (nature), Knowledge (geography), or Survival. The DC is typically 5 points higher than it would be if you actually had the relevant skill.

4.1.4 Knowledge (engineering)

This is split into two skills:

- **Knowledge (civil engineering)** covers buildings, as well as structures such as bridges, paved roads, sewer systems, and so forth.
- **Knowledge (mechanical engineering)** covers machinery, from siege weapons to clockwork mechanisms.

These will normally be combined with appropriate Craft or Profession skills (such as Craft (mechanisms), Craft (siege weapons), Profession (architect), etc).

4.1.5 Use Magic Device

If you're an arcane caster trying to use a scroll from a different arcane caster class (such as a bard trying to use a wizard scroll), the DC is $10 + \text{spell level}$.

If you're an arcane or divine caster and are trying to use a scroll from the other type (arcane or divine), the DC is $15 + \text{spell level}$.

If you're a non-caster (such as a rogue) and are trying to use a scroll, the DC is $20 + \text{spell level}$.

“Spell completion” devices (like wands) have the same requirements.

4.2 New Skills

4.2.1 Craft (mechanisms)

This is a widely-known skill used for producing machinery (anything from factory looms driven by water power to treadle-operated sewing machines).

If constructs are part of the setting, this skill is also used for creating a construct's body.

Chapter 5

Feats

5.1 Modified Feats

5.1.1 Divine Interference

Prerequisite: Cleric 5

You can sacrifice a spell slot (of 1st level or higher) to force a re-roll of an attack roll or skill check, friend or foe, made within 30 feet. There is a bonus or penalty to the roll (your choice) equal to the level of the spell you sacrificed.

5.1.2 Item Creation Feats

The magic item creation feats' level requirements are reduced, since most NPCs die of old age before reaching level 7:

Level 1	Scribe Scroll, Brew Potion
Level 3	Craft Wondrous Item, Craft Magical Arms and Armour
Level 5	Craft Wand, Forge Ring, Craft Lesser Golem
Level 7	Craft Rod, Craft Staff, Craft Greater Golem

The most immediate consequence is that a starting wizard can take Brew Potion instead of Scribe Scroll as a starting feat, if desired.

See the chapter on magic item creation for details about when each type of object would be suitable.

For golem feats, see the section on construct house rules. Constructs are an optional part of the campaign setting; the DM may prohibit them, or may adjust the price to make them rare (per the costs table in that section).

5.1.3 Leadership

Prerequisite: character level 3

You are the type of person that others want to follow or want to work for. You do not automatically get staff or followers, but you have an easier time hiring them and managing them.

See the section on employees for a detailed discussion of working in groups.

If you have the Leadership feat, you can manage three additional employees while trying to do your own work at the same time, or double the number of employees (including doubling your wisdom bonus) if managing full-time.

You also get a bonus of +3 to the rolls to find new employees and keeping your existing employees.

5.1.4 Power Attack

Secondary attacks only get half the damage bonus from Power Attack, rather than the full bonus.

This mostly affects monsters that have the Power Attack feat.

5.2 New Feats

5.2.1 Arcane Training

Prerequisite: Int 10+

You have basic training in arcane spellcasting without being a career wizard. You know three wizard cantrips (and only those three), which you can prepare and cast as a wizard would.

Taking this feat multiple times gives more cantrips known but does not provide more spell slots. Multiclassing into wizard likewise only provides the total number of cantrip spell slots you'd get as a wizard.

Adapted from Tony's Duanor campaign, with permission.

5.2.2 Combat Awareness

Prerequisite: Combat Expertise, Wis 13+

You are able to quickly recognize dangerous situations. If you are surprised in combat, you are only considered flat-footed by opponents who beat your initiative roll.

Adapted from Tony's Duanor campaign, with permission.

5.2.3 Craft Golem (Greater or Lesser)

Prerequisite: Wizard, Int 13+ (Lesser) or 15+ (Greater)

The Craft Lesser Golem feat represents specialized training in the manufacture of constructs. This is what lets you design constructs and cast the animation enchantment.

The Craft Greater Golem feat lets you make constructs more easily, gives you more build points for a given size, and lets you build constructs with animal intelligence.

See the section on construct house rules for further information.

5.2.4 Formation Fighting

Prerequisite: base attack bonus +1

When leading a formation, you receive a +2 bonus to all morale rolls involving your troops. In addition, if a simple majority of the unit's members have this feat, the following effects apply:

- All unit members receive a +1 bonus to attack rolls.
- The front rank receives a +1 bonus to AC.
- Ranks behind the front rank receive a +4 bonus to AC.

Adapted from Tony's Duanor campaign, with permission.

NOTE - This was intended for use with Tony's mass combat system. It still works well enough with my system (one roll for each group of combatants).

5.2.5 Inspired Artist

Prerequisites: appropriate Craft or Profession 1, Wis 13+

You are gifted in creative works. When you make a Craft or Profession roll involving creation of a new composition (unique and with artistic merit), you receive a +2 bonus to the Craft or Profession roll, and you have a higher-than-normal income multiplier (exact value at the DM's discretion; typically doubling income for an early-career character).

Adapted from Tony's Duanor campaign, with permission.

5.2.6 Martial Tutelage

Prerequisite: base attack bonus +2, Formation Fighting, suitable noble title or military rank

You are expected to be able to wage war and lead troops in a military campaign, and you have been extensively trained in doing so. You receive a +2 competency bonus to checks regarding leading troops (such as morale checks), stacking with the bonus from Formation Fighting (if individual unit leaders have it). In addition, as long as you are actively directing your forces (i.e. lines of communication are open), all forces under your control receive a +2 bonus to their initiative.

Adapted from Tony's Duanor campaign, with permission.

NOTE - This was intended for use with Tony's mass combat system. It still works well enough with my system (one roll for each group of combatants).

5.2.7 Nature Training

Prerequisite: Wis 10+

You have basic training in druidic spellcasting without being a career druid. You know three druid orisons (and only those three), which you can prepare and cast as a druid would.

Taking this feat multiple times gives more orisons known but does not provide more spell slots. Multiclassing into druid likewise only provides the total number of orison spell slots you'd get as a druid.

Adapted from Tony's Duanor campaign, with permission.

5.2.8 Performer Training

Prerequisites: Perform 1, Cha 13+

Your extensive training in the performing arts, history, and culture gives you a +2 bonus on Performance and Linguistics checks. You also gain 1 additional language point.

Adapted from Tony's Duanor campaign, with permission.

5.2.9 Puglist

Prerequisites: base attack bonus +1

You have trained in boxing or other unarmed combat, and can absorb blows that most others wouldn't. You have an additional 2 points of damage reduction against nonlethal bludgeoning damage (such as from unarmed combat or most nonlethal weapons).

Adapted from Tony's Duanor campaign, with permission.

5.2.10 Sharpshooter

Prerequisites: Dex 13+, Precise Shot

You have uncannily good aim with missile weapons. Targets struck by your arrows or quarels take additional damage equal to your dexterity modifier.

Adapted from Tony's Duanor campaign, with permission.

5.2.11 Skill Specialization

Prerequisites: Knowledge or Craft skill 1, Skill Focus on that skill

You have specialized knowledge within a field of study (such as heraldry for Knowledge (nobility)), or specialized expertise within a craft (such as daggers for Craft (weaponsmith)). When you make a skill check within this field of expertise, you get a +2 bonus with an additional +1 for every 5 full skill ranks (so, +3 at 5 ranks, +4 at 10 ranks, etc). This stacks with Skill Focus.

Adapted from Tony's Duanor campaign, with permission.

5.2.12 Superior Unarmed Strike

Prerequisites: Base attack +4, Improved Unarmed Strike

Your unarmed strikes are particularly devastating. The base damage for your unarmed strikes is 1d6 (rather than 1d3).

Adapted from Tony's Duanor campaign, with permission.

5.2.13 Theurgist Training

Prerequisite: Wis 10+

You have basic training in divine spellcasting without being a career cleric. You know three cleric orisons (and only those three), which you can prepare and cast as a cleric would.

Taking this feat multiple times gives more orisons known but does not provide more spell slots. Multiclassing into cleric likewise only provides the total number of orison spell slots you'd get as a cleric.

Adapted from Tony's Duanor campaign, with permission.

5.2.14 Tricky Combatant

Prerequisite: Str 13+ *or* Dex 13+

You are particularly good at applying strength, speed, or both to combat maneuvers (grappling, disarming, etc). You receive a +2 bonus to your Combat Maneuver Bonus and Combat Maneuver Defense for combat maneuvers of all types.

Adapted from Tony's Duanor campaign, with permission.

5.2.15 Wilderness Training

Prerequisite: Kn: Nature 1

You have received extensive practical training on surviving in the wilderness. As a result, you receive a +2 bonus on Knowledge (nature) and Survival checks.

Adapted from Tony's Duanor campaign, with permission.

Chapter 6

Equipment

6.1 Masterworking

FIXME: Consolidate rules.

FIXME: Add $\sqrt{\text{cost} * 100}$ rule.

6.2 Armour

6.2.1 Armour as AC Plus DR

Per the variant rules notes, armour (including shields) grants an “armour” bonus, rather than granting an AC bonus. A character’s AC bonus is half their total “armour bonus” rounded down, and a character’s DR bonus is half their total “armour bonus” rounded up.

6.2.2 Donning Armour

Times for donning armour in the Core Rulebook and SRD are unrealistic to the point of being silly. Revised times are as follows:

Type	Time Alone	With Help
Light	1d2 rounds	1 round
Medium	1d2+1 rounds	1d2 rounds
Heavy	1d3+2 rounds	1d2+1 rounds
Shield	move action	n/a

6.2.3 Armour Types and Prices

Several armour types in the Core Rulebook either duplicate each other or didn't actually exist, so these are being consolidated and revised. The costs are also about **one tenth the cost** of the Core Rulebook and SRD values (more or less).

Armour generally falls into four categories:

- Work clothes. This is mostly leather-based personal protective equipment.
- Chain armour. This may have partial coverage (chain shirt) or be more complete.
- Reinforced armour (for lack of a better term). This is cloth or leather with metal components attached to it.
- Plate armour. This may have partial coverage (breastplate) or be more complete.

Adjusted prices and statistics for armour are given below. This could be back-ported to be SRD-compatible by multiplying prices by 10. **Statistics have been adjusted** slightly from the SRD versions.

Type	Cost (sp)	Weight (lbs)	Bonus	Max Dex	ACP	Spell Fail
Cloth PPE	8 sp	10 lbs	1	+8	0	5%
Leather PPE	15 sp	15 lbs	2	+6	0	10%
Reinforced Leather	25 sp	20 lbs	3	+5	-1	15%
Chain Shirt	80 sp	25 lbs	4	+4	-2	20%
Scale Mail	50 sp	30 lbs	5	+3	-4	25%
Chain Mail	150 sp	40 lbs	6	+2	-5	30%
Breastplate	250 sp	30 lbs	6	+3	-4	25%
Half-Plate	600 sp	40 lbs	8	+1	-6	35%
Full Plate	1500 sp	50 lbs	9	+0	-7	40%
Light Shield	5 sp	5 lbs	1		-1	5%
Heavy Shield	10 sp	10 lbs	2		-2	15%

Detailed descriptions are below. For any given type of armour, there are many possible implementations and styles. Changes that would have been reflected by different armour types in the Core Rulebook or SRD are instead reflected by different degrees of masterworking within a category. One category can encompass several types of armour.

- **Cloth PPE** is along the lines of heavy canvas work clothes. Fancier versions may include padding or small amounts of leather.
- **Leather PPE** is along the lines of welding (or smithing) clothing. Fancier versions may include areas that are reinforced with multiple layers, or incorporate boiled leather (hardened), or both.
- **Reinforced Leather** is PPE that is expected to withstand impact, sharp implements, or both. Modern examples are biking leathers with polycarbonate plates, and steel-toed work boots. This typically has padding underneath it.
- **Chain Shirt** is chain mail with partial coverage. For purposes of game rule abstraction, we're treating it mechanically the same way we'd treat full-coverage armour.

- **Scale Mail** is a catch-all category including scale, lamellar, and brigandine armour. It is made from metal scales or small plates sewn to a cloth or leather backing (or to each other, for lamellar armour). For scale, the metal scales are on the outside; for brigandine, the metal plates are on the inside. In both cases, padding is usually worn under it.
- **Chain Mail** is chain armour with full coverage (torso, arms, and legs).
- **Breastplate** is plate armour covering the torso only. For purposes of game rule abstraction, we're treating it mechanically the same way we'd treat full-coverage armour.
- **Half-Plate** is plate armour with partial protection for the limbs. It typically includes a breastplate, vambraces, greaves, and helmet. Fancier versions may include pauldrons and other components. A real-world example would be Roman lorica segmentata.
- **Full Plate** is plate armour with full coverage. Gaps may have chain mail under them, or the armour may overlap in a way that leaves no gaps.
- **Shields** are made from laminated wooden planks covered with leather, and sometimes reinforced with metal (typically at the edge). Per the Core Rulebook, objects can be held in the shield hand with a light shield but not with a heavy shield. The shield hand can't be used with a weapon or to perform tasks requiring dexterity (drop the shield first).

6.2.4 Removed Types

The following types of armour from the Core Rulebook and SRD have been removed:

- Hide armour has no role for PCs or for NPCs. Poor-quality or improvised armour would be variants of leather instead.
- A realistic version of splint mail would probably be high-end reinforced leather under the house rules classification. The Core Rulebook version serves little purpose (much worse mobility than a breastplate for marginal AC improvement).
- The Core Rulebook's "banded mail" was an RPG invention. The closest real-world equivalent is Roman lorica segmentata, which is half-plate under the house rules classification.
- There was a real-world shield called a "buckler", but it was used very differently than the Core Rulebook version. The Core Rulebook's version was a way to get the benefit of a shield while still being able to use that hand for weapons. Get armour with vambraces (and a better armour rating) instead.

6.3 Weapons

Most weapons are **one tenth the cost** of the Core Rulebook and SRD values. This is subject to adjudication by the DM on a case-by-case basis.

Weapons still cost more than the metal used to make them, by a fair bit.

Most “exotic weapons” are considered martial weapons for the cultures that they are found in, and aren’t found elsewhere. The DM will adjudicate these on a case-by-case basis. About half of them are gimmicks from high-fantasy campaigns and won’t actually work as weapons.

Modified, and removed weapons are described below.

6.3.1 Knife

Per the Duanor guide, a knife’s CRB/SRD stats would be as follows:

5 sp, 1d3 (P), crit 19-20/x2, range 10’, 1/2 lb

Modified for World of Adventure rules, its stats are:

1 sp, 1d3 (P), crit 18-20/x2, range 10’, 1/2 lb

(Critical threat range was increased per 2d10 rules, and cost is constrained by the fact that half a pound of iron costs 0.5 sp.)

6.3.2 Bows

A shortbow can support two masterworking increments per category (as with a one-handed melee weapon), and a longbow can support three increments per category (as with a two-handed melee weapon).

In lieu of “composite bows” being a thing, all bows have a strength rating. Standard bows have a strength rating of +0. Higher strength ratings require masterworking increments (one increment for a +1 strength rating, two for +2, etc.).

If your strength bonus equals or exceeds a bow’s strength rating, then per point of the bow’s rating you get +1 to damage and your range increment increases by 10’ (for a shortbow) or 20’ (for a longbow).

If your strength bonus is lower than the bow’s strength rating, you not only get no bonus to damage or range increment, but additionally get a penalty. For each point by which your strength bonus falls short, you have a -1 to damage and your range increment decreases by 10’ (for a shortbow) or 20’ (for a longbow).

Bows with negative strength bonus exist; these are poor-quality goods (per the masterworking section).

6.3.3 Removed Weapons

The following weapons are removed:

- **Composite Bow** – Replaced by the revised bow rules, per above.
- **Nunchaku** – You are more likely to hurt yourself than anyone else. Use a flail instead.

- **Double Axe** – These tend to rotate when trying for the second hit. Use a pole-axe or halberd if you want a double weapon (the second strike is with the haft), or a greataxe if you want to chop things.
- **Spiked Chain** – This is even less practical than nunchaku.
- **Gnomish Hooked Hammer** – As with the double axe, these tend to rotate when trying for the second hit. If you want to be able to choose between bludgeoning and piercing, get a pick with a hammer-style head (point on one side, flat on the other) instead of a double-ended weapon.
- **Sword, Two-Bladed** – As with the double axe, these tend to rotate when trying for the second hit.
- **Crossbow, Repeating** – The only way to fire multiple shots in quick succession is to have multiple bows stacked on top of each other, which is not practical. The reload time for a normal crossbow is spent drawing back the bow, not loading the bolts.

...Notably, the Dwarven Urgosh could actually work as a weapon since a spear-head still works no matter how the shaft has rotated. Practicality is questionable, but if you really want to use it, go for it.

6.4 Adventuring

Most adventuring gear prices are the same as given in the Core Rulebook and SRD. Exceptions are noted below. There may be additional exceptions; if a CRB/SRD price looks strange, check with me for a house-ruling on it.

6.4.1 Ink Pens and Ink

An inkpen is 1 sp, per the Core Rulebook and SRD prices.

A vial of ink is 8 sp (not the SRD's 80 sp), because this is a literate society with a mature alchemy industry.

6.4.2 Magnifying Glass and Spyglass

- A magnifying glass costs 100 sp.
- A wearable magnifier costs 200 sp (similar to what you'd use with electronics; one lens per eye).
- A jeweller's loupe costs 200 sp (handheld unit with two lenses in a short tube).
- A spyglass costs 500 sp.
- A binocular loupe costs 500 sp (wearable unit with two lenses per eye, equivalent to a surgical loupe). This is rare (not many use-cases where it's needed).
- A pair of binoculars costs 1200 sp (one spyglass per eye with adjustment mechanisms). This is rare (a spyglass does the job most of the time).

A cantrip exists that does what a magnifying glass or wearable magnifier would do.

6.4.3 Rope and Chain

You can get heavier rope (twice the test limit, half the length). This has +2 to the break DC but -2 to the escape artist DC due to bulk. It will also do a better job on Large creatures.

50' of ordinary hemp rope has 2 hit points, is broken with a DC 23 strength check, costs 10 sp, and weighs 10 lbs.

50' of ordinary silk rope has 4 hit points, is broken with a DC 24 strength check, costs 100 sp, and weighs 5 lbs.

You can get chain. A 10' length of standard chain costs 20 sp, weighs 10 lbs, has hardness 10, 5 hit points, and is broken with a DC 26 strength check. You can get heavier chain that's half the length with +2 break DC, as with rope.

6.4.4 Tents

Tents of various sizes are as follows:

Size	Weight	Cost
1-person	12 lbs	35 sp
2-person	20 lbs	60 sp
3-person	30 lbs	80 sp
4-person	40 lbs	100 sp
6-person	60 lbs	140 sp

Tents have enough space for a person's backpack and bedroll. To store more gear, use a larger tent (with some "occupants" being cargo).

6.5 Alchemical

Most alchemical items are **one tenth the cost** of the Core Rulebook and SRD values. This is adjudicated by the DM on a case-by-case basis; ask before making plans, as exceptions exist.

New and modified alchemical items are described below.

6.5.1 Antitoxin

Antitoxin gives a +5 to Fortitude saves vs poison or venom, decaying by -1 per hour after the antitoxin is administered (so drinking it right before activities that risk exposure is optimal).

Antitoxins that target a specific class of poison (not venom) give a +10 bonus rather than +5, decaying by -1 per hour (as with general antitoxin).

Antitoxin costs 50 sp per dose.

With the “spell-magic is even cheaper” optional rule, antitoxin is made obsolete by potions of Neutralize Poison.

6.5.2 Antivenom

Antivenom targets the venom of a specific class of creatures (as with “Delay Specific Poison” and “Neutralize Specific Poison”). It gives a +10 to fortitude saves vs that type of venom, decaying by -1 per hour after administration (so drinking it right before activities that risk exposure is ideal).

Common antivenoms cost 100 sp per dose. Uncommon ones cost 200 sp per dose. Rare ones or ones that have to be made-to-order cost 400 sp per dose and may require a sample of the venom in order to be made.

With the “spell-magic is even cheaper” optional rule, antivenom is made obsolete by potions of Neutralize Poison.

6.5.3 Poisons

Poisons that are readily available will be sold in clearly marked vials in a padded case or satchel. They will last a few months if they stay sealed, and will typically degrade within hours after being applied to a weapon (for safety). Using appropriate PPE and taking appropriate precautions when applying them is still wise.

Most of these poisons are “injury” type (exposure is via a wound). Poisons meant to be eaten/drunk (“ingested”) cost the same amount but are more heavily restricted, and contact-poisons are rarely found outside of alchemical laboratories.

One dose (one vial) can prepare one weapon or four pieces of ammunition. Every hit with a weapon (whether or not it does damage) reduces the save DC by 2 for subsequent attacks, to represent poison being wiped off. These rules supersede the SRD’s rules.

Poison is usually most effective against a broad class of creatures (mammals, birds, reptiles, insects/arachnids, etc). It may be less effective or even ineffective against other classes (at the DM’s discretion).

Retail prices for poisons are computed as follows:

- Base price is 10 sp per dose.
- First multiplier is x1 for DC 14, x2 for DC 16, x3 for DC 17, x4 for DC 18.
- Second multiplier is x1 for 4 rounds with 1 save, x2 for 6 rounds with 1 save, x3 for 6 rounds with 2 saves, x4 for 8 rounds with 2 saves.
- Third multiplier is x1 for 1d2 ability damage, x2 for 1d3, x3 for 1d4, and x4 for 1d3+1.

- Damaging two ability scores instead of one increases the third multiplier by one step.
- Doing 1 wound point of damage in addition to ability damage increases the third multiplier by one step.

The most expensive poisons tend to only be worth it under special circumstances. Under most conditions, “hire a hit squad with heavy crossbows” is cheaper.

6.6 Career

Career-related equipment replaces the “artisan’s tools” and “alchemist’s laboratory” entries in the Core Rulebook and SRD equipment lists.

- The bare minimum equipment needed to do a Crafting type job costs 50 sp. (*Examples: “artisan’s tools”, “musical instrument”.*) For professions like alchemy or blacksmithing that need more expensive tools, you are assumed to be working with a combination of second-hand equipment and paying to use rented facilities.
- Better equipment costs 500 sp. This gives you a +2 bonus to Craft or Profession checks involving that equipment. This equipment takes up a fair bit of space (a medium-sized workroom, at minimum).
- The best equipment costs 3000 sp. This gives a +4 bonus to Craft or Profession checks involving that equipment. This requires more space (a large workroom and probably a bit of storage space as well).
- Skill-boosting magic items are in roughly the same price bracket. Most professionals invest in both.

6.7 Commodities

About half of these are from the CRB; Duanor and Harborton additions are in bold.

Item	Quantity	Cost (sp)
wheat	1 lb	0.1
flour	1 lb	0.2
tobacco	1 lb	5
cinnamon	1 lb	10
ginger	1 lb	20
pepper	1 lb	20
salt	1 lb	50
saffron	1 lb	150
cloves	1 lb	150

Item	Quantity	Cost (sp)
iron	1 lb	1
glass (poor)	1 lb	1
glass (fine)	1 lb	3
zinc	1 lb	3
lead	1 lb	3
pewter	1 lb	3
copper	1 lb	5
brass	1 lb	5
bronze	1 lb	6
tin	1 lb	10
silver	1 lb	50
mercury	1 lb	150
gold	1 lb	500
quicksilver	1 lb	1250
mithral	1 lb	2500
adamantine	1 lb	5000
aurichalcum	1 lb	10000

Item	Quantity	Cost (sp)
canvas	1 sq yd	1
cotton	bolt	30
leather	measure	50
linen	bolt	25
silk	bolt	75
wool	bolt	40

Item	Quantity	Cost (sp)
chicken		0.2
goat		10
sheep		20
pig		30
cow		100
ox		150

Chapter 7

Spells

7.1 Modified Spells

7.1.1 Animate Rope

Animate Rope lets you make a ranged touch attack with the rope as part of the casting action, rather than requiring a separate action.

If it required a separate action, the spell would never get used.

7.1.2 Ant Haul

Per the CRB, this triple's the target's carrying capacity for land travel, for 2 hours/level.

There is a version that's SL2 that triples the carrying capacity of a flying creature, for 1 hour/level.

7.1.3 Beast Shape

You can assume Tiny forms with Beast Shape I, and Diminutive forms with Beast Shape II.

7.1.4 Calm Animals

Calm Animals works on anything with the “animal” or “magical beast” type that does not have full sapience (i.e. Int less than 3). Be advised that most things with Int 0 are immune to mind-affecting spells due to being mindless (they’re mostly vermin or oozes or the like, not animals). The DM can adjudicate special cases (things that are animal-like but don’t have “animal” or “magical beast” type might still be affected).

7.1.5 Calm Emotions

This spell is also available as a Wizard 2 spell.

There is a version that's SL3 that lasts 1 minute per level and does not require concentration.

There is a SL 4 version lasting 1 round per level and a SL 5 version lasting 1 minute per level that give targets a -5 penalty to the saves to resist the spell.

7.1.6 Charm Animal

Charm Animal works on anything with the "animal" or "magical beast" type that does not have full sapience (i.e. Int less than 3). Be advised that most things with Int 0 are immune to mind-affecting spells due to being mindless (they're mostly vermin or oozes or the like, not animals). The DM can adjudicate special cases (things that are animal-like but don't have "animal" or "magical beast" type might still be affected).

Rather than making the caster a "trusted friend", this spell improves the target's attitude towards the caster by 2 steps. That's still probably good enough, especially if you try using Handle Animal to improve it further immediately afterward.

There is a version that's SL3 that gives the recipient a -5 penalty to their Will save to resist the spell.

7.1.7 Charm Person

Charm Person works on anything sapient (from a human to a unicorn to a dragon). The target *does not* need to understand your language to be affected. Bear in mind that powerful creatures typically have very good Will saves.

Rather than making the caster a "trusted friend", this spell improves the target's attitude towards the caster by 2 steps. That's still probably good enough, especially if you try using Diplomacy to improve it further immediately afterward.

There is a version that's SL3 that gives the recipient a -5 penalty to their Will save to resist the spell.

7.1.8 Clairvoyance

See notes at "Scrying".

7.1.9 Command

Command works on anything that can understand you. This usually means human-level intelligence, but Speak with Animals can circumvent that that.

The command is limited to one simple action, not one word. Typical examples might be “drop your weapons”, “get out”, “go away”, “lie down”, and so forth.

7.1.10 Comprehend Languages

Comprehend Languages with written material works by accessing the Immaterium.

This means it will work on living languages, but won’t be able to translate dead languages (no fluent speakers within the last 50-100 years).

It also means that it can only translate codes and ciphers that are widely known and that don’t require keys or other message-specific information.

There’s a SL3 version of the spell that can translate writing that only a *few* people know how to read, but the information still has to be around somewhere.

7.1.11 Daylight

Daylight normally lasts for 10 minutes per level, but if cast on an object made of gold (or plated in gold), it lasts for 1 hour per level.

This is sometimes used for household and industrial lighting, in the same manner as the Light cantrip, but the Light cantrip is much more common (since one person can cast it on a large number of lamps).

7.1.12 Darkness and Deeper Darkness

These conjure jet-black spheres of complete darkness, rather than dimming ambient light.

7.1.13 Detect Evil

Superseded by “Know Alignment”.

7.1.14 Discern Lies

This is Cleric 3, Inquisitor 3, Paladin 2.

Since it doesn’t last long, the normal use-case is to get written statements or verbal testimony and then to ask “is your statement/testimony true and complete?”.

7.1.15 Dispel Evil

This targets creatures (and spell effects cast by creatures) that are strongly opposed by your personal ethos, interpreted at the DM's discretion. This is the same class of targets that would be affected by a paladin's "Smite Evil" effect.

Since there are no other planes, the spell instead dismisses conjured or summoned entities that are valid targets (as with Banishment or Dismissal).

7.1.16 Dominate Animal

Dominate Animal works on anything with the "animal" or "magical beast" type that does not have full sapience (i.e. Int less than 3). Be advised that most things with Int 0 are immune to mind-affecting spells due to being mindless (they're mostly vermin or oozes or the like, not animals). The DM can adjudicate special cases (things that are animal-like but don't have "animal" or "magical beast" type might still be affected).

This spell lasts 1 minute per caster level, and the target gets a new saving throw each minute.

There is a Wizard 3 version of this spell.

There is a version that's SL5 that lasts 1 day per caster level, with a new saving throw each day. It also gives the recipient a -5 penalty on the Will save to resist the spell.

7.1.17 Dominate Person

Dominate Person works on anything sapient (from a human to a unicorn to a dragon). Bear in mind that powerful creatures typically have very good Will saves.

This spell lasts 1 day per caster level, and the target gets a new saving throw each day.

There is a version that's SL7 that gives the recipient a -5 penalty on the Will save to resist the spell.

7.1.18 Endure Elements

The "Mass" version of this spell is SL2, rather than the usual SL3.

7.1.19 Expeditious Retreat

Expeditious Retreat gives a land speed bonus equal to your base speed. Per the CRB it's 1 minute/level and bard/wizard 1.

There is a version that's SL3 that gives a speed bonus to all movement modes (equal to each mode's base speed).

This is slightly less useful than Haste (which is also SL3), but lasts longer.

7.1.20 Floating Disk

Floating Disk has several standard shapes; the caster chooses a shape at the time of casting, depending on what type of cargo is being moved.

For moving boxes, crates, and miscellaneous goods, the standard shapes are a 3' diameter disk, a 2.5' square, or a 2' by 3.5' rectangle. There are variants with and without a 4" tall lip at the edge.

For moving liquids, standard shapes are a hemispher 2' in diameter (volume 4 cubic feet), and a cylinder 2' wide and 1' high (volume 3 cubic feet). Water weighs 55 lbs per cubic foot. One cubic foot is about 7.5 gallons.

The weight limit is 100 lbs per caster level. If the weight limit is exceeded, the spell fails and the disk winks out. The disc can be raised and lowered, from touching the ground to 3 feet above ground level.

This spell is widely used in warehouses for moving freight, for loading and unloading carts, and even in place of carts when moving small amounts of cargo (anything you'd use a pallet truck for in our world). Standard pallets are built so that a rectangular disk can fit under the pallet without the pallet sliding off.

There is a version that's SL2 that has 10 times the weight limit, can be raised to 10 feet above ground level, and that lasts 2 hours per caster level. This is used for moving heavy cargo crates in the field, and for loading and unloading cargo from high shelves (anything you'd use a forklift for in our world).

There is a "Mass Floating Disk" spell that's SL3 and gives one disk per caster level (all controlled by the caster), and a "Mass Freight Pallet" spell that's SL4 and gives one heavy-duty disk per caster level.

7.1.21 Geas

Geas works on anything sapient (from a human to a unicorn to a dragon). The target must be able to understand you to be affected. Bear in mind that powerful creatures typically have very good Will saves.

These spells give an instruction to do or refrain from doing some general task or activity. There is an implicit "to the extent that you are able" added to instructions (pausing to eat and sleep are okay), and there is an implicit "to the extent that you can without it being suicide" as well. One or both of these is often made explicit (e.g. "from sunrise to sunset, six days out of seven, you will labour towards X").

On breaking the direction, the subject is immediately Sickened and gets a penalty to all ability scores (without delay). The penalty gets worse (by the spell's penalty increment) every 24 hours, up to the spell's penalty limit. This cannot reduce an ability score below 3. When the spell's duration expires, or when the subject sincerely attempts to abide by its terms again, symptoms reduce in severity every 24 hours (with the Sickened condition disappearing when the last of the ability penalties do).

Instructions that are prohibitions (such as “don’t kill anyone”) usually include terms of restitution, so killing someone in anger and then resolving not to do it again isn’t enough to remove the penalty – the recipient has to sincerely intend to make restitution (or to accept a pre-specified alternate punishment) as well.

Lesser Geas is Bard 3, Cleric 4, Wizard 4. Greater Geas is Bard 5, Cleric 6, Wizard 6.

Both spells have a casting time of 1 minute (long enough to spell out the task or prohibition). Both spells allow a Will save; for Greater Geas, the save has a -5 penalty. There is no hit dice limit; if an ancient dragon fails its saving throw (and fails to kill you while you’re casting the spell), it’s affected.

Lesser Geas lasts 2 days per caster level, and applies an ability score penalty of -2 to 24 hours, to a limit of -8.

Greater Geas lasts 2 weeks per caster level, and applies an ability score penalty of -3 per 24 hours, to a limit of -12.

7.1.22 Hide from Animals

Hide from Animals works on anything with animal intelligence or less that could be described as a “critter”. This includes insects, magical beasts, and oozes, but not including undead, outsiders, or aberrations.

7.1.23 Light

Light normally lasts for 10 minutes per level, but if cast on an object made of gold (or plated in gold), it lasts for 1 hour per level.

This is widely used for household lighting, and handheld objects with plated fiddly-bits and reflectors are readily available in “flashlight” and “lantern” form-factors.

7.1.24 Longstrider

Longstrider gives a land speed bonus of half your base speed, rounded down to the next multiple of 5’. Per the CRB it’s 1 hour/level and druid/ranger 1.

There is a version that’s SL2 that gives a speed bonus to all movement modes (equal to half each mode’s base speed, rounded down per above).

7.1.25 Mage Armor

This gives you a +4 armour bonus, stacking with the bonus from Shield. As noted, this is effective even against incorporeal entities.

7.1.26 Mage's Private Sanctum

The level, target, and effect of this spell are adjusted:

- It's Cleric 4, Wizard 4.
- The area of effect is either a sphere centered on a location touched with a radius chosen by the caster (up to 40'), or the interior of a building with up to 30,000 square feet of floor area (1200 5' squares).
- Instead of the effects described in the Core Rulebook and SRD, the affected area behaves as if under the effects of the "Privacy Screen" spell and the "Nondetection" spell.

For protection against mind-reading, use the "Protection from Mental Control" spell.

7.1.27 Magic Circle against Evil

As with "Protection from Evil", this has been split into two spells. See "Protection from Immaterial Influence" and "Protection from Metal Control" in the "New Spells" section.

7.1.28 Magic Fang

Magic Fang works as-described in the CRB (giving +1 to a single natural weapon).

There is a version that's SL2 that affects all natural weapons.

Greater Magic Fang works on all natural weapons and gives a scaling bonus (+1 per two full levels, to a maximum of +5).

7.1.29 Magic Missile

If a caster gets multiple missiles, and several missiles are directed at one target, those missiles' damage is added together before DR is applied (in the same manner as with the "Clustered Shots" feat).

7.1.30 Mount

In addition to being ridden, horses conjured by this spell can be used as light draft animals.

For heavier work, the "Conjure Team" spell is used.

7.1.31 Nondetection

There is a “Greater” version of Nondetection that increases the DC by 5, and is also more effective at degrading scrying. See notes at “Scrying”. Greater Nondetection is Wizard 5.

7.1.32 Phantom Steed

The special effects kick in at levels 7, 8, 9, and 10 (rather than 8, 10, 12, and 14).

7.1.33 Protection from Evil

This spell has been split into “Protection from Immaterial Influence” and “Protection from Metal Control” (see the “New Spells” section).

7.1.34 Purify Food and Drink

This does not affect poisons.

This removes spoilage that is present in food, resulting in less food. There is a new spell (“Preserve Food and Drink”) that prevents spoilage.

7.1.35 Scrying

Sending and Scrying can operate at long range, but are limited by interference from high-background areas (with a useful range of 100-200 miles). The spells can also be attenuated by lead.

Signal levels are Decent, Degraded, Very Bad, and None.

There are higher-level (“Greater”) versions of Sending, Scrying, and Clairvoyance that operate more effectively. These are two levels higher than the corresponding standard spells.

Certain spells (or enchanted devices with those spells) at the target can be used to enhance the signal. These are used as communications aids (for Sending) and for espionage (Scrying and Clairvoyance). See “Sending Focus” and “Scrying Focus” for details.

Summary of spells and countermeasures affecting signal:

Effect	Conditions
baseline	Sending (C4/W5), Scrying (D4/C5/W5), Clairvoyance (W3)
+1 signal	Greater version of the spell.
+1 signal	Sending or scrying focus at the target.
+2 signal	Greater focus at the target.
-1 signal	Lead foil.
-2 signal	Heavy lead plates.
-2 signal	Nondetection (W3) (Scrying/Clairvoyance only).
-3 signal	Heavy multi-layer shielding.
-4 signal	Greater Nondetection (W5) (Scrying/Clairvoyance only).

7.1.36 Secure Shelter

This spell does not provide an “Unseen Servant” (see below).

7.1.37 See Alignment

Superseded by “Know Alignment”.

7.1.38 See Invisibility

In addition to seeing invisible things, the user can also see through illusions of the “figment” or “glamer” type, such as those produced by Disguise Self or Minor Image. The user perceives both the illusion and whatever’s under the illusion, and knows which is which.

Illusions of the “pattern” type (such as Colour Spray) are identified as illusions but still do their thing (mind-affecting).

Illusions of the “phantasm” type (all in your head) function normally.

Illusions of the “shadow” type (conjuring in shadow-matter) are identified as what they are (typically resulting in reduced damage).

7.1.39 Sending

This has a casting time of 1 minute, rather than 10 minutes.

The recipient of a “Sending” call can choose to reject the call. The person making the call can’t tell if the call was rejected or if the contact attempt failed for some other reason.

See also the notes at “Scrying”.

7.1.40 Shield

This gives you a +4 armour bonus, stacking with the bonus from Mage Armor. As noted, this is effective even against incorporeal entities. This spell **does not** negate Magic Missiles, though the damage reduction will certainly help.

7.1.41 Spiritual Weapon

Spiritual Weapon's damage bonus is +1 per caster level (rather than per 3 levels).

Otherwise it has a very hard time dealing with opponents that have DR.

7.1.42 Suggestion

Suggestion works on anything that can understand you. This usually means human-level intelligence, but Speak with Animals can circumvent that. Bear in mind that powerful creatures typically have very good Will saves.

7.1.43 Tiny Hut

This has a 10' radius (20' diameter). That still has almost as much square footage as my apartment.

7.1.44 Zone of Truth

This is a Divination spell rather than an Enchantment spell (per Discern Lies).

Rather than preventing lying, this spell produces a visible indicator of spoken lies (traditionally a puff of mist expelled as the lie is spoken, though other variants of the spell could be made).

Since a Will save prevents the spell from detecting lies, the normal use-case involves asking everyone giving testimony to speak a lie (to a question like “what day is today”), to confirm that they are affected.

Enchanted devices with this effect are widely used in court.

7.1.45 Dimensional and Planar Magic

Spells that involve creating pocket dimensions or that involve travel to other planes do not exist in this setting. Some of these are removed (per the next section); others remain but are re-flavoured as operating by other means. A list of re-flavoured Core Rulebook spells in this category is as follows:

- **Banishment** – This dismisses conjured/summoned entities.

- **Contact Other Plane** – This tries to find the requested information in the gestalt knowledge of the Immaterium.
- **Dismissal** – This dismisses conjured/summoned entities.
- **Ethereal Jaunt** – This makes the targets intangible, not ethereal.
- **Etherealness** – This makes the targets intangible, not ethereal.
- **Imprisonment** – The target is moved to its entombment location the old-fashioned way, not by teleporting there. Sufficiently determined miners could follow the disturbed earth/stone.
- **Planar Ally** – This makes a magically-conjured body to house an Immaterial concept, as with other summoning spells.
- **Planar Binding** – This makes a magically-conjured body to house an Immaterial concept, as with other summoning spells.

7.2 Removed Spells

7.2.1 Charm Monster

This spell does not exist. Use Charm Animal for non-sapient targets and Charm Person for sapient targets.

7.2.2 Continual Flame

This spell does not exist; enchanted devices serve the same function.

7.2.3 Read Magic

Anyone taught Arcane or Divine magic is also taught to read Arcane and Divine spell notation. A Spellcraft roll may be needed to decipher an unfamiliar spell (this automatically succeeds if a person familiar with the spell is available to provide instruction).

Spell notation forms used by unfamiliar cultures typically require both Comprehend Languages and a more difficult Spellcraft roll if an interpreter is not available.

7.2.4 Spell Resistance

I am not using Spell Resistance, so this spell is also removed. If you choose to use SR in your campaign, this spell would exist as normal.

7.2.5 Unseen Servant

This spell is rarely used *and* has too many headaches to adjudicate to be worth it.

For campaigns that use it, it would work the same way familiars do: by using the caster's mind to think with. As such it would not be compatible with having a familiar, animal companion, or bonded object.

7.2.6 Dimensional and Planar Magic

Spells that involve creating pocket dimensions or that involve travel to other planes do not exist in this setting. A list of Core Rulebook spells in this category are:

- Astral Projection
- Blink
- Dimensional Anchor
- Dimensional Lock
- Forbiddance
- Mage's Magnificent Mansion
- Phase Door
- Plane Shift
- Rope Trick
- Secret Chest

7.2.7 Teleportation Magic

Spells that involve teleportation do not exist in this setting. A list of Core Rulebook spells in this category are:

- Dimension Door
- Instant Summons
- Teleport (all variants)
- Word of Recall

7.3 New Spells

7.3.1 Apprentice's Spinner

Wizard 0

V/S, 10 minutes per caster level

This makes an object spin, with force comparable to what you'd get with a child's spinning top, or (if geared down) turning a screwdriver.

This has little use industrially, but sees niche household uses (light-duty sewing machines, record players, and the equivalent of wind-up toys). Clocks are sometimes enchanted with this effect to be self-winding.

NOTE: In some campaigns, casting this on an appropriately built mechanism or a flywheel made from an appropriate material can extend the duration to 1 hour per caster level, much as gold extends the Light cantrip. This is an optional change.

7.3.2 Bardic Masterpiece: Scare

Flavoured as "Terrifying Tale" or "Haunting Melody" or similar.

Prerequisite: Perform (6 ranks)

Cost: Buy it with a feat, or as a L3 Bard spell.

Effect:

At the end of the round in which you initiate the performance, a set of targets that you specify must make a Will saving throw. On failure, the creatures become Frightened; on success, they become Shaken. You can affect a number of targets equal to your Charisma modifier. Targets must be able to hear and understand your performance.

When the performance ends, affected creatures may make new saving throws. Saving throws are made at the start of a creature's turn. A successful save ends the condition. Attempts may be made each round until successful.

Use:

2 Bardic Performance rounds to initiate, plus 2 Bardic Performance rounds per target per round that the effect is maintained. This includes the round in which the performance is initiated.

For purposes of computing the save DC, this is a L2 effect (not L3).

7.3.3 Bind Wound

Cleric 0, Druid 0

V/S/DF, one wound, 24 hours, Fortitude negates (harmless)

This cleans one open wound and applies a magically conjured covering to protect the wound and hold it closed. Rough treatment may open the wound again or remove the covering.

This does more or less the same thing as real-world medical glue or spray-on bandages.

Non-magical cleaning and bandaging can accomplish the same thing, but the spell does not require a skill check or medical supplies.

7.3.4 Binding Contract

Cleric 3, Wizard 3

V/S/M, one living creature, indefinite, n/a save (see below) Material component is 5000 sp worth of diamonds.

Casting time is anywhere from a few rounds to several minutes; it involves reading out the contract and making sure it's understood.

This spell enforces the terms of a contract on the recipient. The recipient must understand and willingly agree to abide by the terms of the contract for the spell to take effect; no saving throw is made (they voluntarily failed it). If the recipient does not agree to be bound by the contract, the spell is expended but the material components are not.

The recipient has a general idea if a given action or inaction would break the contract; this makes it hard to accidentally break it.

The contracting parties both know the current compliance state and are updated about changes to compliance.

Immediately upon breaching the terms of the contract, the recipient is Sickened, and gets a -2 penalty to all ability scores (without delay). The penalty gets worse (by -2) every 24 hours, to a maximum of -8. This cannot reduce an ability score below 3. The penalty remains until restitution for all outstanding breaches is made. When no outstanding breaches remain, symptoms reduce in severity every 24 hours (with the Sickened condition disappearing when the last of the ability penalties do).

Terms of restitution for breaches are usually spelled out in the contract. The person who offered the contract can forgive the recipient of one or more breaches at their discretion.

The contract remains in force indefinitely, irrespective of whether penalties have occurred and of whether breaches are outstanding or forgiven. The contract ends when the recipient dies (which the offerer immediately knows about), or when the person who offered the contract explicitly ends the contract or dies (both of which the recipient immediately knows about).

There is a version that's SL 5 that affects a number of recipients up to the caster level (with one set of shared terms). The material component for this version of the spell is 20,000 sp worth of diamonds (beakeven point vs the SL 3 spell is 4 recipients).

The Harbourton version of this spell traditionally involves reading out the offered terms, asking "do you understand the offer?", and then asking "do you agree to this contract?". Replying "yes" to both completes the spell.

7.3.5 Conjure Team

Wizard 2

V/S, close (25' + 5'/2 levels), 6 or 12 hours (D) (see below)

This conjures either one or two draft animals (draft horses or oxen), in the same manner as the "Mount" spell. If one animal is conjured, it lasts for 12 hours; if two are conjured, they last for 6 hours.

These are typically used to draw ploughs, wagons, or large carriages.

As conjured creatures, they do not need to eat or sleep, but also aren't capable of strenuous exertion (such as sprinting/galloping).

7.3.6 Detect Background

Cleric 0, Druid 0, Wizard 0

This tells the caster what the level of background magic around them is (none, low, medium, high, or extreme).

7.3.7 Delay Specific Poison

bard 1, cleric 1, druid 1, paladin 1 V/S/DF, creature touched, 1 hour/level, Fortitude negates (harmless)

This is a collection of many different spells, not one spell. Each spell functions as "Delay Poison", but only affecting one narrow class of poisons (such as snake venom or specific classes of alchemical reagents).

These spells are widely used for first aid in situations where poisonous substances or venomous creatures are likely to be encountered. Potions are widely available for commonly-encountered types.

The "Communal" version of this spell is SL1 for rangers, SL2 for everyone else (since rangers get non-specific "Delay Poison" as SL1).

7.3.8 Diagnose Disease

cleric 1, druid 1, ranger 1

V/S/DF, one subject per caster level, Fortitude negates (harmless)

This identifies mundane diseases that the subject is suffering from. This does not identify poison or wounds, though infections within wounds will be flagged by the spell.

This spell is used during triage and as a first step before magical or non-magical treatment.

A non-magical medical examination can accomplish the same thing, but the spell works immediately and does not require a skill check.

7.3.9 Diagnose Injury

cleric 1, druid 1, ranger 1

V/S/DF, one subject per caster level, Fortitude negates (harmless)

This identifies physical injuries that the subject is suffering from. This does not identify poison or disease, though injuries made worse by these will be flagged by the spell.

This spell is used during triage and as a first step before magical or non-magical treatment.

A non-magical medical examination can accomplish the same thing, but the spell works immediately and does not require a skill check.

7.3.10 Diagnose Poison

cleric 1, druid 1, ranger 1

V/S/DF, one subject per caster level, Fortitude negates (harmless)

This identifies mundane poisons that are present within the subject, and damage caused by those poisons. In mechanical terms, the caster knows how many more saving throw successes are needed to end the poisoning (if the poisoning is ongoing), whether poison is present but delayed by Delay Poison, or whether poison is present but has already caused as much damage as it's going to (saves already successful).

This spell is used during triage and as a first step before magical or non-magical treatment.

A non-magical medical examination can accomplish the same thing, but the spell works immediately and does not require a skill check.

7.3.11 Know Alignment

Bard 1, Cleric 1, Wizard 1

60' cone, concentration 1 minute/level, Will negates

This spell produces an emanation similar to that of “Detect Thoughts”. The caster can focus on any person that they can see or otherwise perceive within the target area, and learn about their world-view on the good/evil and law/chaos axes.

Information starts off very vague and gets more precise with continued inspection (up to 3 rounds).

7.3.12 Magic Circle against Immortal Influence

Cleric 3, Inquisitor 3, Paladin 3, Wizard 3 person or object touched, 10 minutes/level, V/S/DF

At the time of casting, all creatures within a 10' emanation of the the person or object touched are granted the effects of “Protection from Immortal Influence”. The effect lasts as long as they remain within the emanation (until the spell’s duration expires).

An alternate version of the spell exists (a separate spell) that is used for containment. It is cast on a circle, and while the spell is active grants PfImIn’s protections to people outside the circle when resisting effects or attacks that come from inside the circle.

There is a version that’s SL5 that provides a -4 attack roll penalty and a +4 saving throw bonus.

“Communal” and “Mass” versions of this spell could be made, and might or might not already be invented/available at the DM’s discretion.

7.3.13 Magic Circle against Mental Control

Cleric 3, Inquisitor 3, Paladin 3, Wizard 3 person or object touched, 10 minutes/level, V/S/DF

At the time of casting, all creatures within a 10' emanation of the the person or object touched are granted the effects of “Protection from Mental Control”. The effect lasts as long as they remain within the emanation (until the spell’s duration expires).

An alternate version of the spell exists (a separate spell) that is used for containment. It is cast on a circle, and while the spell is active grants PfMC’s saving throw bonuses to people outside the circle when resisting effects that come from inside the circle.

There is a version that’s SL5 that provides a +10 saving throw bonus.

“Communal” and “Mass” versions of this spell could be made, and might or might not already be invented/available at the DM’s discretion.

7.3.14 Neutralize Specific Poison

bard 3, cleric 3, druid 2, ranger 2, paladin 3 V/S/DF, creature touched, Fortitude negates (harmless)

This is a collection of many different spells, not one spell. Each spell functions as “Neutralize Poison”, but only affecting one narrow class of poisons (such as snake venom or specific classes of alchemical reagents).

7.3.15 Padded Weapon

Cleric 1, Wizard 1

touch, 1 weapon or 10 projectiles, 1 hour per caster level

This makes a normally-lethal weapon function deal nonlethal damage.

The damage type becomes “bludgeoning”, and the damage die size is reduced by one step (1d8 becomes 1d6, etc).

Most versions of this spell cause a visible aura around the weapon, so that people on the receiving end know that they are being attacked with nonlethal force. This spell is widely used for police work.

It is normally more cost-effective to buy a purpose-built nonlethal weapon, but when flexibility is desired, this spell provides a nonlethal option.

7.3.16 Preserve Food and Drink

Cleric 0, Druid 0 10’, 1 cubic foot per level of food and water, 24 hours

This spell prevents the targetted food and drink from spoiling. It may still suffer contamination, so packaging it properly is advised if it’s being transported.

7.3.17 Privacy Screen

Cleric 2, Wizard 2 location touched, see text, 10 minutes/level (D)

This spell affects either a sphere centered on a location touched with a radius chosen by the caster (up to 20’), or the interior of a room with up to 1200 square feet (48 5’ squares).

The spell prevents people inside and outside the area from seeing or hearing each other. There are several ways it might do this; a way is chosen at the time of casting:

- The boundary of the area may be opaque (typically looking like shimmering black velvet for the standard version; the Jewelled Empire’s version looks like the walls of a silk tent).

- The boundary of the area may instead distort light in the manner of textured glass (showing the rough size and shape of people on the other side but obscuring all other details).
- The boundary completely deadens sound.
- The boundary may optionally produce sound near itself (rushing water for the standard version).

The appearance and sound of the boundary can be identified as illusions by appropriate magic (such as See Invisibility), but are not penetrated by such magic.

7.3.18 Protection from Background Magic

Cleric 1, Druid 1, Ranger 1, Wizard 1

touch, 24 hours, Will negates (harmless)

This protects a person from background magic, reducing its effective strength by one step.

The “Mass” version is SL2, rather than the usual SL3.

There is a version that’s SL2 that reduces the effective background strength by two steps. The “Mass” version of that spell is SL3.

7.3.19 Protection from Immaterial Influence

Cleric 1, Inquisitor 1, Paladin 1, Wizard 1 touch, 1 minute/level, V/S/DF

This spell reduces the extent to which the Immortal realm can influence the warded creature. This has several effects:

- Summoned creatures, ghosts, and other entities that are “concepts from the Immortal Realm cothed in magically conjured bodies” cannot physically touch a creature protected by the spell. Corporeal undead can still do so, as they are mundane matter animated by magic rather than conjured matter.
- Entities such as those described above, along with corporeal undead and creatures possessed by immaterial entities, receive a -2 to attack rolls against the protected target. The protected target gets a +2 resistance bonus to saving throws made against effects that these entities generate.
- The protected target cannot be drawn into shared dreams or visions.
- The severity of immaterial influence on the target due to being a public figure (with lots of people thinking about them) is reduced by one step.

There is a version that’s SL3 that provides a -4 attack roll penalty, a +4 saving throw bonus, and that reduces the severity of immaterial influence by 3 steps.

“Communal” and “Mass” versions of this spell exist.

7.3.20 Protection from Mental Control

Cleric 1, Inquisitor 1, Paladin 1, Wizard 1 touch, 1 minute/level, V/S/DF

This provides the target with a +5 saving throw bonus (resistance bonus) against Charm, Command, Suggestion, Dominate, and similar spells. If the spells are already in effect, they get a new saving throw.

The target also receives a +5 bonus to saving throws (resistance bonus) against Detect Thoughts and similar mind-reading spells.

There is a version that's SL3 that provides a +10 saving throw bonus.

“Communal” and “Mass” versions of this spell exist.

7.3.21 Remove Specific Disease

cleric 2, druid 2, ranger 2 V/S/DF, creature touched, Fortitude negates (harmless)

This is a collection of many different spells, not one spell. Each spell functions as “Remove Disease”, but only affecting one narrow class of diseases.

7.3.22 Scrying Focus

Druid 2, Cleric 2, Wizard 2

touch, 24 hours, Will negates

This makes a person, place, or object easier to target with the “Scrying” and “Clairvoyance” spells, per notes at “Scrying”.

There is a “Greater” version at SL4 that is even more effective.

7.3.23 Sending Focus

Cleric 2, Wizard 2

touch, 24 hours, Will negates

This makes a person, place, or object easier to target with the “Sending” spell, per notes at “Sending”. Signal quality is improved, mitigating interference.

There is a “Greater” version at SL4 that is even more effective.

7.3.24 Smaw's Pencil

Cleric 2, Wizard 2 V/S/M, filler rods touched, 10 minutes per caster level

This performs stick-welding. Metal filler rods are consumed during welding. Dipping them in alchemical flux paste is wise if you want high-strength welds.

You can gouge (cut metal) by using charcoal sticks instead of filler rods. These are consumed very quickly (ten times as much charcoal consumed as metal removed, by volume).

You can braze by using a lower-melting filler rod. The target site heats up to near the melting point of the filler rod, not the melting point of the workpiece.

You'll need to wear welding goggles to avoid temporary (or permanent) blindness. Flame-rated goggles will do, since you're only dealing with hot metal, not an arc.

Enchanted devices with this effect exist, but are very expensive.

7.3.25 Smaw's Visor

Cleric 1, Wizard 1 V/S, 10 minutes per caster level

This protect's the caster's eyes from bright light, the same way an automatically-darkening welding mask does (putting a filter over the caster's eyes). Much as with a welding mask, all light is attenuated, not just the bright spots.

Whether darkened or not, the spell also filters near-infrared, giving everything a slight greenish cast and preventing eye damage from looking at hot metal or forge-coals.

The intended use-case is stick-welding (using "Smaw's Pencil"), but it's also helpful for forge work and may have niche uses elsewhere.

Enchanted devices with this effect exist but are uncommon, as it's usually cheaper to use mundane welding goggles or visors if the spell isn't available.

7.3.26 Unseen Oxen

Wizard 2

V/S, 10 minutes per caster level

This makes a heavy object such as a millstone or large flywheel spin, with force comparable to what you'd get with a pair of oxen powering a mill or pulling a wagon.

This can be used to power heavy industrial equipment or as the "prime mover" of a small factory. It can also be used to make self-propelled wagons, though conjured draft animals are usually more practical.

NOTE: In some campaigns, casting this on an appropriately built mechanism or a flywheel made from an appropriate material can extend the duration to 1 hour per caster level, much as gold extends the Light cantrip. This is an optional change.

7.3.27 Wizard's Wheel

Wizard 1

V/S, 10 minutes per caster level

This makes an object up to the size of a cart-wheel spin, with force comparable to what you'd get pedalling a bicycle or pumping a treadle.

This can be used to power light industrial equipment or heavy household machinery. It can also be used to make self-propelled carts or scooters, though conjuring a mount is usually more practical.

NOTE: In some campaigns, casting this on an appropriately built mechanism or a flywheel made from an appropriate material can extend the duration to 1 hour per caster level, much as gold extends the Light cantrip. This is an optional change.