

# ARCANE LORE

d20 AHR

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# Do Not Try the Patience of Wizards

Spellcasting in *Arcane* is based on skill checks and energy types, using a relatively free-form system of spell creation (based on that found in *Elements of Magic – Mythic Earth*).

**First**, you must determine your *school of magic*.

**Second**, you must purchase at least one *Tradition feat* from those available to your school of magic.

**Third**, purchase your *Magical Skill* ranks.

## SCHOOL OF MAGIC

The first step in creating a spellcaster is to determine the School of Magic in which you have been trained. You can roll on the following, or, should the GM allow it, you can select one you feel is appropriate. Your school of magic determines your initially available Tradition feats, and may provide additional modifiers.

1d100	Result
01 – 10	Chaos
11 – 20	Druidic.
21 – 30	Voodoo.
31 – 40	Faerie.
41 – 50	Atlantean.
51 – 60	Scientific.
61 – 70	Specific Realm/Pantheon.
71 – 80	Nature.
81 – 90	Order.
91 – 100	Eclectic.

### ATLANTEAN

**Tradition Talents:** Kabbalistic Alchemist.

**Modifiers:** None.

### CHAOS

**Tradition Talents:** Blood Magic, Defilement, Elder Mysteries, Necromancy, Spellfire, Wild Magic, Witchcraft.

**Modifiers:** +4 bonus on Spellcasting checks against creatures, objects, or effects with the Law or Good descriptors.

### DRUIDIC

**Tradition Talents:** Blood Magic, Defilement, Necromancy, Sovereign, Wicca.

**Modifiers:** +4 bonus to Spellcasting checks in untarnished natural settings. -4 penalty to Spellcasting checks in built-up urban areas.

### ECLECTIC

**Tradition Talents:** Anime-ism, Animism, Dancing Blade, Elder Mysteries, Feng Shui, Freed Mind, Spellson, Stage Magic, Wuxia Sorcery.

**Modifiers:** Select one magical skill. You gain a +4 bonus to Spellcasting checks to cast those spells, but take a -2 penalty to all other Spellcasting checks.

### FAERIE

**Tradition Talents:** Classical Fey.

**Modifiers:** +4 bonus to Spellcasting checks in Britain and Ireland. -4 penalty to Spellcasting checks against objects made of, surrounded by, enclosed by or wearing (8 oz+) cold iron. Additionally, cold iron is painful to touch (treat this as a Moderate Allergy (cold iron) Negative Trait).

### NATURE

**Tradition Talents:** Animism, Night Magic, Sovereign, Sun Magic, Wicca.

**Modifiers:** +4 bonus to Spellcraft checks in nature. -4 penalty to Spellcraft checks in urban areas (no modifier in small semi-rural communities and the like).

### ORDER

**Tradition Talents:** Animism, Christian Healer, Christian Magus, Dancing Blade, Dreamtime, Inquisitor, Kabbalistic Alchemist, Wicca.

**Modifiers:** +4 bonus to Spellcasting checks against creatures, objects, and effects with the Chaos or Evil descriptors.

### SCIENTIFIC

**Tradition Talents:** Technomancy.

**Modifiers:** When you use a created device to improve a magical skill, you gain a +6 bonus (instead of the normal +2), but when you cast a spell without such a device, you take a -6 penalty to the Spellcasting check. The Purchase DC of materials for these devices is 14 instead of 16.

## SPECIFIC REALM/PANTHEON

**Tradition Talents:** Animism, Blood Magic, Christian Healer, Christian Magus, Dreamtime, Inquisitor, Night Magic, Nordic Runecasting, Sovereign, Sun Magic.

**Modifiers:** +4 bonus to Spellcasting checks in lands associated with the pantheon/realms, but -4 penalty to Spellcasting checks in realms/lands that exist as a counter to the realm.

## VOODOO

**Tradition Talents:** Animism, Hoodoo, Voodoo.

**Modifiers:** +4 bonus to Spellcasting checks in places of Voodoo belief and in graveyards.

## TRADITIONS

The following Tradition feats are currently available (more may be available with each campaign setting). Each such feat indicates which magical skills are available to you, along with ritual magic notes and other information.

You can learn additional magical traditions at a cost of 10 XP and 6 months training time.

## ANIME-ISM

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

**Prerequisite:** Knowledge (popular culture) 4 ranks.

**Skills:** Attack, Move, Transform.

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

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

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

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

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

## ANIMISM

You believe your magical powers are granted by spirits – of nature, of animals, or even of the dead. This tradition is loosely based on Native American faiths, but the same mechanics cover pantheist religions, such as Ancient Greek and Ancient Roman, or modern urban ideas of magic, in which pretty much anything is possible.

**Skills:** All.

**Benefit:** Because of your powers are broad but not deep, you suffer a -4 penalty to all Spellcasting checks when using this tradition. Once a day you can petition a spirit to favor you. Choose one magical skill and make a DC 20 Diplomacy check. If you succeed, for one hour you can cast spells as if you had 4 more ranks of that magical skill than you actually have. Thus, you can cast spells even if you normally have no ranks of that magical skill. The game master may of course rule that no appropriate spirits are present in particularly non-magical locations, but even cities and deserts have their own odd spirits.

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

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

## BLOOD MAGIC

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

**Skills:** Attack, Defend, Summon, Transform.

**Benefit:** If you have a sharp weapon handy, you can choose to deal 1 point of hit location damage to yourself when you cast a spell. If you do, you gain a +4 blood bonus to the magical skill check for that spell. This is part of the spellcasting action.

**Rituals:** At least one living creature must be sacrificed or have its blood shed. Rituals of power rank 15 or higher require the sacrifice of a sentient creature.

**Mishaps:** You take 2 points of Constitution damage, and also take damage equal to one-half the spell's power rank.

## CHRISTIAN HEALER

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

**Skills:** Create, Cure, Defend.

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

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

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

## CHRISTIAN MAGUS

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

**Skills:** Charm Cure, Divine.

**Benefit:** Non-human creatures suffer a -2 penalty to saving throws to resist your spells.

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

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

## CLASSICAL FEY

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

**Skills:** Charm, Illusion, Move, Transform.

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

**Rituals:** Offerings of food must be made or other casual gifts given.

The final round of the ritual, each person involved in the ritual must close his or her eyes, so as not to see the fey that provides the magic.

**Mishaps:** A spiteful fey, attracted by the spell and angered by the poor execution, appears and attempts to abduct one of the participants who is most sexually attractive or least willful. The person is allowed a Will save (DC 10 + ½ spell power rank) to resist, and if he fails he is taken to Gaia.

He returns later, the amount of time passing dependent on the spell power rank, from a minute (power rank 1) to ten minutes (power rank 2-3), to an hour (4-8), to a day (9-16), to a week (17+). Of this time, he has only vague memories of being compelled to reveal.

## DANCING BLADE

You believe that the movements of dance and the cadence of song can guide magic to aid you in combat.

**Prerequisites:** Weapon Focus, Perform (dance or sing) 4 ranks, Weapon 3 ranks.

**Skills:** Attack, Charm, Defend.

**Benefit:** You cannot cast a non-ritual spell unless you are in combat. Generally, you are in combat if in the past round you or your nearby allies have either attacked or been attacked by a hostile creature.

Whenever you spend a standard or full-round action to make one or more attacks with the weapon for which you have Weapon Focus, you can cast a signature spell as a swift action.

**Rituals:** Your rituals consist of long, graceful weapon forms that you perform. Each round, you must make a melee attack roll against Defense (5 + ½ spell power rank) to make the proper motions.

**Mishaps:** Either by leaving an opening in combat or by accidentally striking yourself with your weapon, you take damage equal to the one-half spell's power rank (ignoring protections).

## DEFILEMENT

You believe that you gain power by draining the life from the living, leaving only withered husks behind.

**Skills:** All.

**Benefit:** Whenever you can cast a spell, even a signature spell, you gather power from nearby life, defiling a 10-ft. radius around you.

Defiling affects inanimate plants first, then other creatures, then the soil itself. If there are inanimate plants present, each plant within 10 ft. takes 1d6 points of damage.

A 10-ft. square patch of grass counts as one creature with 1 hit point,

a sapling counts as a creature with 5 hit points, and larger trees can have dozens or hundreds of hit points. If there are no inanimate plants present, creatures within 10 ft. of you (other than yourself) must make a Fortitude save (DC equal to the spell's power rank) or else take 1d6 points of damage (hit location as explosive, ignoring protections). If there are no plants and no creatures within 10 ft., you defile the land itself, turning the soil with 10 ft. of you barren for at least a decade.

As you defile, track how much damage you deal. If you deal at least an amount of damage equal to the power rank of the spell you're casting, the spell functions. Otherwise you must spend a standard action each round thereafter to continue defiling until you have dealt a total amount of damage equal to or greater than the spell's power rank. Defiling the soil counts as dealing 1d6 damage. Damage you deal in excess of that needed to reduce a plant or creature to 0 hit points does not add to your energy.

**Rituals:** Rituals of this tradition blight the land around them. In a circle measuring ten feet in radius per spell power rank, centered on you, the ritual makes the land unable to support plant life for at least a decade.

**Mishaps:** You do not take any immediate damage, but you lose the ability to heal naturally for one day per spell power rank, and magical healing provides half its effect for that time.

**Special:** You can take this only with GM permission.

## DREAMTIME

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

**Skills:** Create, Divine, Move, Transform.

**Benefit:** You also gain 4 ranks in Concentration.

You can astrally project yourself, following the normal rules for astral projection.

**Rituals:** The ritual must be performed away from the ritual leader's home, at a distance of at least one mile per spell power rank divided by 4. All participants of the ritual must walk to the location.

**Mishaps:** You lose your sense of where or when you are, perceiving another place or time for a number of rounds equal to the spell's power rank. During this time you are considered blind and deaf. If the spell is dispelled, your awareness returns.

## ELDER MYSTERIES

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

**Skills:** Attack, Charm, Defend, Divine, Illusion, Summon.

**Benefit:** You gain a +2 bonus to magical skill checks. Whenever you cast a spell, you must also make an Unnatural Madness check with a DC equal to the Spellcasting check DC -10. This does not have the normal flight or flight reaction, but does accumulate notches.

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

**Mishaps:** You go insane. The variety of insanity should be somehow related to the trauma that triggered it. The game master is encouraged to be cruel, but not to debilitate the character. It is more entertaining for the player to try to keep playing his character despite the madness. The amount of time the insanity lasts depends on the spell power rank, from a minute (power rank 1) to ten minutes (power rank 2-3), to an hour (4-8), to a day (9-16), to a week (17+).

## FENG SHUI

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

**Skills:** Cure, Defend.

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

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

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

## FREED MIND

You have seen beyond the veil of this world, and are free from its restraints. Your will shapes your reality.

**Skills:** Charm, Create, Illusion, Move.

**Benefit:** You gain a +2 bonus to Will saves to resist Charm and Illusion spells.

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

**Mishaps:** Your disbelief turns upon itself and injures your mind,

dealing damage to you equal to the one-half the spell power rank.

## HOODOO

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

**Skills:** Attack, Charm, Summon, Transform.

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

As long as the spell targets only the creature and has no area of effect, you can affect the target with the spell with a range of anywhere on the same planet.

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

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

**Special:** This tradition covers the dark side of the popular idea of "voodoo", including the creation of zombies (See *Creatures [Q-Z]* for zombie statistics and creation methods).

## KABALISTIC ALCHEMIST

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

**Prerequisite:** Read/Write (Hebrew) 5 ranks, Speak (Hebrew) 5 ranks.

**Skills:** Create, Cure, Divine, Summon.

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

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

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

**Mishaps:** Kabalistic spells never create mishaps. The spell simply fails and you take a -1 penalty to Spellcasting checks for the rest of the day.

## NECROMANCY

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

**Skills:** Attack, Charm, Divine, Summon.

**Benefit:** You can only cast Charm to control the dead, Divine spells to gain knowledge from the dead, and Summon spells to raise undead. You gain a +4 bonus to Spellcasting checks for these Charm, Divine, and Summon spells. When using this tradition, you gain the benefits of the Command Undead feat.

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

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

**Mishaps:** You are stalked by one or more undead creatures with a total point value equal to the spell power rank \*50 or less. It may immediately attack, or it may take its time.

## NIGHT MAGIC

You believe that the purity of utter darkness powers your spells, and hidden within these shadows is a power far more subtle than normal sorcery.

**Skills:** Illusion, Move, Transform.

**Benefits:** Spellcasters without this magical tradition suffer a -2 penalty to Spellcasting checks to detect or dispel your spells. Whenever you cast a spell in an area that provides concealment due to darkness, the save DC to resist them increases +1 per 25% of concealment. In areas of bright light, the DC to resist is reduced by -4.

**Rituals:** Rituals for this tradition must be conducted in near darkness. As the ritual progresses, light sources must be gradually extinguished, leaving you in total darkness.

**Mishaps:** You become blind for 1 round per power rank of the spell you were casting.

## NORSE RUNECASTING

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

**Skills:** Attack, Defend, Divine.

**Benefit:** You gain a +2 bonus to Spellcasting checks when casting Attack spells that do not have direct damage effects.

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

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

**Mishaps:** You suffer a penalty to attack rolls and Defense equal to half the spell power rank (round down) for the next day.

## SOVEREIGN

You believe your magic comes from an ancient connection you have with your land.

**Skills:** Charm, Defend, Divine, Move.

**Benefit:** You gain a special connection with an area of land (2d6 square miles), due to a mystic bond one of your ancestors forged with the land long ago. Whenever you cast a spell on your land, you can gain a number of free power points equal to 1d6 (roll at acceptance of this Tradition), which can be used only on improving the range of your spells.

When you use Teleport and both your current location and the destination fall within your special section of land, you gain a +10 bonus to the Spellcasting check and can Take 10 on the check if desired.

You can cast Move spells to teleport as if you had the Movement Specialist feat, but only if both your current location and the destination are on your land.

**Rituals:** Rituals involving this tradition typically take place outdoors at the highest elevation in your land.

**Mishaps:** Your temporarily interrupt your connection to your land, and the interruption leaves you shaken for a number of rounds equal to the spell's power rank. Anyone fighting under your command who sees you during this time must make a DC 15 Will save or become shaken for one hour.

## SPANISH INQUISITOR

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

**Skills:** Attack, Charm, Defend, Divine.

**Benefit:** You gain a +2 bonus on Spellcasting checks to Nullify magical effects.

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

**Mishaps:** You suffer a cumulative -4 penalty to Spellcasting checks for the rest of the day.

## SPELLFIRE

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

**Skills:** Attack, Cure, Defend.

**Benefit:** You can only cast a spell if you have magical focus, and you must expend that focus to cast the spell with no verbal or somatic components every time you cast a spell.

While you have magical focus, you can ready an action to absorb incoming magic. This requires a Knowledge (arcane lore) check (DC 15 + the targeted spell's power rank), but it can only be used against spells that target you or that include you in their area of effect. If you succeed on the Knowledge (arcane lore) check, the spell is countered and you absorb its magical energy.

When you absorb magical energy this way, note the power rank of the absorbed spell. When you cast your own spells, you can trade in this absorbed energy for a bonus to your Spellcasting check, at a rate of 4 stored points per +1 bonus. If you overcast a spell, you can spend 4 points of absorbed energy to negate 1 point of ability burn. You can spend this absorbed energy on Attack (Damage) spells as free power points (1 absorbed rank = 1 power point) used to boost the damage or apply Extras without increasing the Spellcasting check DC.

When you lose your magical focus (as you must whenever you cast a spell with this tradition), you take 1 point of damage (hit location as a front/back fall, ignoring protections) for every unspent spell power rank energy you have absorbed. If you try to switch traditions, the absorbed spells are lost and deal damage to you as if you had lost your magical focus. Additionally, at the end of each round you have more absorbed spell power rank energy than your Constitution, you take 1 point of damage (hit location as a front/back fall, ignoring protections) for each excess spell power rank.

**Rituals:** There are no rituals for this tradition.

**Mishaps:** Whenever you roll a critical failure on the Knowledge (arcane lore) check to absorb a spell, in addition to the normal spell effects, you take hit location damage (as a front/back fall) equal to the incoming spell's power rank.

## SPELLSONG

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

**Skills:** Charm, Illusion, Move.

**Benefit:** Your Attack (Damage) spells can deal only sonic damage.

A number of times per day equal to your Charisma bonus, you can cast a *spell song*. You make a Perform check for your Spellcasting check, instead of a magical skill check. You must sing or play an instrument to cast a spell song. The spell lasts as long as you continue performing, which requires a standard action each round. This is as difficult as concentrating on a spell, for purposes of Concentration checks.

If you cast an overpowered spell as a spell song, the ability burn is not dealt until the spell ends. You can set a spell song as a signature spell.

**Rituals:** You must sing the ritual, requiring a Perform check (DC 5 + ½ spell power rank) each round in addition to Knowledge (arcane lore) checks).

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

## SQUIRRELOMANCY

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

**Skills:** Charm, Illusion, Move, Transform.

**Benefit:** You gain a +2 bonus to Personal Energy Spellcasting checks.

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

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

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

## STAGE MAGIC

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

**Prerequisite:** Sleight of Hand 4 ranks.

**Skills:** Charm, Illusion, Move.

**Benefit:** You gain a +2 bonus to Illusion Spellcasting checks, and you can add your Dexterity modifier as a bonus to the save DCs to resist your illusion spells.

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

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

## SUN MAGIC

You believe that your power is fueled by the primal life-giving energy of the sun above.

**Skills:** Create, Cure, Divine.

**Benefits:** Whenever you cast a spell in sunlight, the save DC to resist them increases +4. In areas of darkness, the save DC is reduced by -1 per 25% of concealment.

**Rituals:** Rituals for this tradition must be conducted outside at mid-day.

**Mishaps:** You become blind for 1 round per power rank of the spell you were casting.

## TECHNOMANCY

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

**Prerequisite:** Knowledge (technology) 4 ranks.

**Skills:** Create, Divine.

**Benefit:** When you use Create to create electronic devices, you gain a +4 bonus to the Spellcasting check.

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

check over the course of 12 hours.

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

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

## VOODOO

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

**Skills:** Charm, Cure, Defend, Divine.

**Benefit:** Spirits and creatures possessed by spirits (including those currently affected by spells you cast with this tradition) suffer a -2 penalty to saving throws to resist your spells.

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

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

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

## WICCA

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

**Skills:** Cure, Defend, Divine.

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

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

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

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

## WILD MAGIC

You believe you can shape the pandemonium of untamed magic, and you revel in its unpredictability. Eschewing traditional training, you try to sculpt chaos, ready to make use of whatever random thing you create.

**Skills:** None.

**Benefit:** You can attempt to cast any sort of spell, even if you do not have any ranks in the appropriate magical skill with a flat 1d20 roll.

If you have at least 5 ranks in the magical skill(s) you are trying to emulate, you gain a +2 bonus to this check from synergy. You can even make signature spells of spell types you have no ranks of.

If you cast a spell in this way that has a greater power rank than the number of ranks you have in Knowledge (arcane lore), you act as if you cast an overpowered spell.

**Rituals:** This tradition has no rituals.

**Mishaps:** The uncontrolled magic you release deals damage (hit location as front/back fall, ignoring protections) to you equal to the spell's power rank.

Instead of your intended spell, the magical energy unleashed has effects as determined by rolling on some table used by the GM – usually a *rod of wonder* of something similar.

## WITCHCRAFT

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

**Skills:** Attack, Charm, Illusion, Summon.

**Benefit:** You can summon a familiar. See below for more information.

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

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



## Familiar

A familiar is a supernaturally enhanced animal. Summoning the familiar is a ritual that takes 12 hours. At the end of this time, make an open-ended Charisma check.

Check	Result
1	Failure: wait 1 year + 1 day
2 – 10	Failure
11 – 25	Success
26 – 30	Success: Increase random Int, Wis, or Cha by +2.
31+	Success: Increase three ability scores by +2 each.

When you summon a familiar, the GM will select one he feels is appropriate.

Take an appropriate animal with a Point Value of 100 or less and apply the following template:

**Size:** As base creature.

**Type:** The base creature gains the Beast subtype.

**Speed:** As base creature.

**Defense:** As base creature.

**Special Attacks:** As base creature.

**Special Qualities:** As base creature plus the following:

- **Donate:** The familiar can donate health in the form of Constitution damage to aid the master in casting spells. To do so, the familiar must be within 5 ft. of the master, and have an action readied. When the master goes to cast a spell, the familiar donates – for each point of Constitution so donated, the master gains one free spell power rank for the spell. The master cannot force the familiar to do this.
- **Sensory link:** The familiar and the master can perceive through each other's senses as if using power rank 4 Sensory Link.
- **Telepathy:** The familiar and master can mentally communicate with each other as with rank 4 Communication (they cannot read each other's minds though).

**Ability Scores:** Increase Intelligence, Wisdom, and Charisma to 8. The familiar uses the better Constitution and Perception scores of it or the master.

**Skills:** As base creature. The creature gains additional skill ranks equal to its Intelligence score. These are spent on the same skills as the master, in the order of Magical Skills → Knowledge Skills → Other Mental Skills → Physical Skills.

**Feats:** As base creature.

**Death:** If the familiar dies, you can attempt to resurrect using any method normally available to characters. If you cannot resurrect it, you must wait one year and one day before summoning a new familiar.

## WUXIA SORCERY

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

**Prerequisites:** Kicking Basics, Punching Basics, Weapons (unarmed) 1 rank.

**Skills:** Attack, Defend, Illusion, Move.

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

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

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

**Mishaps:** You take damage equal to the spell power rank.

## MAGICAL SKILLS

Magical Skills provided by your Tradition cost 2 points per skill rank. Other Magical Skills cost 4 points per skill rank.

### ATTACK

Every rank in this skill provides you with 2 power points that you can spend among the following power effects:

- Damage
- Dazzle
- Drain
- Fatigue
- Nauseate
- Paralyze
- Snare
- Stun
- Suffocate
- Trip

## CHARM

Every rank in this skill provides you with 2 power points that you can spend among the following power effects:

- Confuse
- Emotion Control
- ESP
- Mind Control
- Mind Reading
- Transform (mental transformations only)

## CREATE

Every rank in this skill provides you with 2 power points that you can spend among the following power effects:

- Create Object

## CURE

Every rank in this skill provides you with 2 power points that you can spend among the following power effects:

- Boost (trait)
- Healing
- Fatigue
- Nauseate
- Paralyze
- Regeneration
- Stun

## DEFEND

Every rank in this skill provides you with 2 power points to spend among the following power effects:

- Concealment
- Deflect
- Immovable
- Immunity
- Nullify
- Obscure
- Protection

## DIVINE

Every rank in this skill provides you with 2 power points to spend among the following power effects:

- Communication
- Comprehend
- ESP
- Mind Reading
- Super-Senses

## ILLUSION

Every rank in this skill provides you with 2 power points to spend among the following power effects:

- Illusion

## MOVE

Every rank in this skill provides you with 2 power points to spend among the following power effects:

- Burrowing
- Flight
- Immovable
- Leaping
- Move Object
- Quickness
- Space Travel
- Speed
- Super-Movement
- Swimming
- Teleport

## SUMMON

Every rank in this skill provides you with 2 power points to spend among the following power effects:

- Summon

## TRANSFORM

Every rank in this skill provides you with 2 power points to spend among the following power effects:

- Additional Limbs
- Anatomic Separation
- Boost
- Concealment

- Density
- Elongation
- Enhanced (trait)
- Environmental Control
- Features
- Growth
- Insubstantial
- Morph
- Shrinking
- Super-Strength
- Transform

## MAGICAL RANK

Spellcasters are divided into tiers of power, or "ranks" as follows:

### INITIATE

An Initiate is a beginning spellcaster. An Initiate knows 1 to 2 magical skills, each with 1 to 5 ranks. Initiates take a -2 penalty to social skill checks when interacting with spellcasters of greater rank.

### ADEPT

An Adept knows 3 to 5 magical skills, each with 6 to 10 ranks. An Adept takes a -1 penalty to social skill checks when interacting with spellcasters of greater rank.

### MAGICIAN

A Magician knows 6 to 7 magical skills, each with 11 to 15 ranks, and at least two magical Traditions. He also has at least 10 ranks in Knowledge (arcane lore). Magicians gain a +1 bonus to social skill checks when interacting with spellcasters of lower ranks.

### SORCERER

A Sorcerer knows 8 to 9 magical skills, each with 16 to 30 ranks, and at least three magical Traditions. He also has at least 15 ranks in Knowledge (arcane lore). A Sorcerer gains a +2 bonus to social skill checks when interacting with spellcasters of lower ranks. A Sorcerer gains a +1 bonus to Intimidate checks.

He also gains a +1 bonus to Spellcasting checks.

### MASTER

A Master knows all 10 magical skills, each with 31 to 40 ranks, four magical Traditions, and has at least 20 ranks in Knowledge (arcane lore). A Master gains a +3 bonus to social skill checks when interacting with spellcasters of lower ranks. A Master gains a +2 bonus to Intimidate checks.

He also gains a +2 bonus to Spellcasting checks.

### SORCERER SUPREME

A Sorcerer Supreme (there is usually only one per world) knows all 10 magical skills, each with 41 or more ranks, six magical Traditions, and has at least 30 ranks in Knowledge (arcane lore). He gains a +6 bonus to social skill checks when interacting with spellcasters of lower rank. He gains a +4 bonus to Intimidate checks.

He also gains a +4 bonus to Spellcasting checks.

## NEW SKILLS/ USES

### ARTIFICER

(Intelligence; Trained Only)

You are able to imbue spell effects into items and locations – you can create magic items.

**Check:** The DC for an Artificer check is based on the statistics of the magical item being created.

**Try Again?** Yes, but you lose 25% of the materials. This second check takes one-half as much time.

**Time:** The time it takes to create a magical item is based on the statistics of the item in question.

**Take 10/20:** Yes.

**Critical Success:** You gain a +4 bonus to Artificer checks to create identical items in the future.

**Critical Failure:** You waste all of the materials and must completely start over again.

### CONCENTRATION (CON)

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

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

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

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

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

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

## HYPNOTISM

(Charisma; Trained Only)

Although largely based in entertainment, hypnosis can easily serve functions outside the realm of performance although it is unlikely that most fantasy settings will have heard of anything remotely resembling "psychology" or "hypnotherapy," let alone put them into practice. Instead, as a practical tool, hypnosis is likely to be used in aid of interrogation, to break someone else's hold on the subject's mind, and so on.

**Check:** To initiate a hypnotic state, the subject must have a calm mind – if their mind is agitated or fully aware and/or unwilling, hypnosis simply will not work without first artificially calming it through drugs, sleep deprivation or the like. Someone not in such a calm state, regardless of how it is achieved, automatically causes a Hypnotism check made to initiate a hypnotic state to fail. If the calm state exists for the entire stretch of time needed to induce the hypnotic state, the hypnotist makes a Hypnotism check, the result of which acts as the DC for the subject's Will save. Failing the save means the subject is in a hypnotic state while success means no effect is incurred.

Hypnotism does not work on a subject of animal Intelligence or worse, nor does it work on creatures unaffected by mind-affecting abilities. Subjects add any special save bonuses against mind-affecting abilities to their Will saves against hypnotism.

Using a rhythmic object (e.g., a swaying pendulum) as a focus to aid in the process grants a +1 circumstance bonus to initiate a hypnotic state. Doing so requires the subject retain eye contact with this focus at all times. This bonus is not applied to subsequent checks to illicit a desired result from the subject.

Once a hypnotic state is achieved, additional Hypnotism checks are needed with each additional result you wish to garner from the subject. The possible results vary:

**Acquire Information:** Asking the subject to reveal information consciously or unconsciously held within his memory. Examples include the truth of a specific matter, a pass phrase, lock combination or location of a desired item.

**Delusion:** Hypnosis for the sake of entertainment involves inducing hallucinations and/or delusions, such as making the subject believe they are a chicken or existing within a false situation. A minor delusion requires very little in the way of convincing the subject. The delusion likely has a great deal of basis in reality, but merely alters how the subject perceives and interacts with that false existence the hypnotist creates for him. Making the subject believe he is talking with someone he knows, regardless of that false person's behavior, would be an example of a minor delusion.

A major delusion involves grand changes to the subject's perception of their common reality. Making a peasant believe he was talking with a great and powerful dragon (a creature he's highly unlikely to encounter in his life) or that he is breathing underwater while visiting a merman king would both be examples of major delusions.

The affect of a delusion depends on any number of circumstances and should be left to the GM to determine. The hypnotist can spend a standard action to end the delusion whenever he wants, otherwise it can last as long as the subject remains hypnotized.

**Instill Bonus:** Hypnotism can be used to instill a confidence and clarity of mind that temporarily enhances one's capacity to perform. The hypnotist can choose to provide either a temporary +2 circumstance bonus to the subject's Will save or a +2 circumstance bonus to a skill of the hypnotist's choosing (the subject must have at least one rank in the skill.) This bonus does not come into effect until after the subject is released from the hypnotic state and lasts 1 round following release, plus one additional round per point the skill check to induce the result succeeds by. Separate checks may be made to instill both the skill (or multiple skills) and save bonus into the subject to be in effect simultaneously.

**Suggestion:** The subject may be influenced in much the same way as the *suggestion* spell, although the heightened state of malleability that hypnotism brings about usually makes the desired result more likely to occur. Resisting the suggestion requires a DC (10 + amount the Hypnotism check succeeded by) Will save.

It is also possible to install a *post-hypnotic suggestion* that will occur once the hypnotic state ends, although it may be resisted in the same fashion as a normal hypnotic suggestion. A post-hypnotic suggestion can be activated at a given time or under specific circumstances (such as with a code word, specific condition or place, etc.), and will normally end once activated; programming the subject so the post-hypnotic suggestion will

occur for more than one instance increases the Hypnotism DC to achieve the desired result. The post-hypnotic suggestion will disappear on its own if not activated within as many weeks as the hypnotist has Hypnotism ranks.

**Suppress Session:** A subject normally remembers everything that happened during a hypnotic state once brought back to full awareness. The hypnotist may, however, choose to suppress part or all of the session. The longer and more difficult the subject's hypnotic state, however, and the more memories from the session that are to be suppressed the more difficult it will be for the hypnotist to succeed.

**Uncover Suppressed Memory:** A memory that has been lost or suppressed may be recovered by probing the mind for a way through or around whatever is preventing recall. When the block is artificially caused by spell, psionic or other ability it is typically more difficult to release the memory. If a memory is large or complex, the GM may wish to break it down into components, each of which requires a separate successful check with failure leaving holes in the memory.

**Undo Mind-Affecting Ability:** Be the effect caused by a spell, psionic power or something else entirely, hypnosis can be used to remove a mind-affecting effect currently working upon the subject. For instance, a hypnotist may attempt to remove the effects of a *charm* spell currently affecting the hypnotized subject.

A cumulative +1 bonus is applied to all Hypnotism checks for every previous instance of the subject having been hypnotized in the past week because their will is more receptive and malleable.

A hypnotized subject can be brought back to a normal state of awareness by the hypnotist at any time as a standard action. Any condition that requires a spellcaster make a Concentration check also requires the subject make a Will save against that same DC or else he will be brought out of the hypnotic state. The subject may also attempt to bring himself out of the hypnotic state by making another Will save against the initial Hypnotism result from the check that put him into the state to begin with. However, because his hypnotized mind is more easily manipulated, this saving throw suffers a -4 penalty. The subject is also entirely aware of what's going on while hypnotized and will remember everything unless directed otherwise with the *suppress session* result.

**Action:** The time needed to hypnotize someone is 1d8+2 rounds for subjects with a total Will save bonus of +5 or less against mind-affecting abilities, 1d2 minutes for a save bonus of +6 to +12, 1d4+2 minutes for a save bonus of +13 to +25, and an additional 1d4 minutes per range of +10 beyond +25.

The *acquire information* result takes as long as is needed to both ask and answer the question – typically one full-round combined.

The *delusion* result typically takes a full-round to build, although some minor versions are only a standard action while more complex delusions will take longer.

The *instill bonus* result takes (1d10 \* subject's existing ranks in skill) rounds to bring about in the case of the skill bonus or (1d4 \* subject's base Will save bonus) rounds for the save bonus.

The *suggestion* result takes one full-round if it is to occur while the subject is in the hypnotic state. A *post-hypnotic suggestion* requires 1d8+2 minutes to prepare.

The *suppress session* result takes one standard action per result/memory to be suppressed.

The *uncover suppressed memory* session takes 1d4 minutes per memory.

The *undo mind-affecting ability* result takes 1 round + 1 additional round per point of the mind-affecting ability's save DC above 15.

**Try Again:** Any attempt to induce a hypnotic state upon a subject may be retried, although a cumulative -2 penalty is suffered per every failed attempt in the past 24 hours, whether that failure was by the current hypnotist or someone else. Retrying a failed attempt to bring about a desired result on a hypnotized subject may also be retried, with a cumulative +2 increase to the DC per previous failure at that result during the current session.

**Special Weakness:** Having recently undergone hypnosis weakens the subject's mind to external influence. A subject that has undergone hypnosis within the past 24 hours suffers a -4 penalty to Will saves against mind-affecting effects. This penalty is reduced to -2 if hypnosis has occurred in the past three days.

- **Acquire information:** DC d20 + subject's Will save modifier
- **Instill bonus:** DC 25
- **Major delusion:** DC 5 + subject's Will save modifier
- **Minor delusion:** DC Subject's Will save modifier
- **Suggestion:** DC 5 + subject's Will save modifier
- **Suggestion, post-hypnotic:** DC 15 + subject's Will save modifier +2 per instance it will occur beyond the first instance
- **Suppress session:** DC 15 + 1 per every hypnotic result attempted (successful or not) during the session + 1 per every result to be suppressed
- **Uncover suppressed memory:** DC 15 (or 5 + ability save DC if suppressed by a spell or similar effect)
- **Undo mind-affecting ability:** DC 5 + mind-affecting ability's original save DC

Subject's Inclination Towards Hypnotist	DC Modifier
Favorable	-1 to -4 (1d4)
Reluctant	+1 or +2 (1d2)
Unwilling	+3 to +6 (1d4+2)

## KNOWLEDGE (ARCANE LORE) (INT)

Trained only. Use this skill to identify spells as they are cast or spells already in place. Spellcasters can also use this skill to counter and dispel spells.

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

**Time:** Unless otherwise indicated, using the Knowledge (arcane lore) skill is a standard action.

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

## NEW FEATS

### ALCHEMIST

You are skilled in the arts of alchemy.

**Prerequisites:** Craft (chemical) 3 ranks, Knowledge (arcane lore) 5 ranks.

**Benefit:** You can use Craft (chemical) to perform feats of alchemy.

**Special:** In certain campaign settings, the science of alchemy is what you actually perform with the Craft (chemical) skill, and as a result, you will not require this feat.

### ASTROLOGIST

You have studied the influence that the stars, planets, and other celestial bodies have on events and people on Earth.

**Prerequisites:** Knowledge (physical sciences) 1 rank.

**Benefit:** You can use Knowledge (physical sciences) to perform astrological tasks.

### CHANGE INSTRUCTION

You are capable of altering a summoned creature's instructions.

**Prerequisites:** Summoned entity.

**Benefit:** When you summon an entity, you can, as a full-round action, attempt to change the instructions you have given it. This requires a new Control check with the same modifiers as the original check. If successful, you can change the instructions given to the entity; if it fails, the entity is freed. This does not allow you to extend the length of time the entity will remain in service.

### CHARM AGAINST MAGIC

You can craft a charm that gives significant protection against hostile magic.

**Prerequisites:** Lesser Charm against Magic.

**Benefit:** The bearer of the charm gets a +3 resistance bonus to all saving throws against magic, of any kind. The charm wears out, physically, in a month, and ceases to have any effect at that point. It takes one day to make this charm.

### CHARM OF WOUNDING

You can craft a charm that makes its wielder do significantly more damage in battle.

**Prerequisites:** Lesser Charm of Wounding.

**Benefit:** The wielder gains a +3 enhancement bonus to all damage done in the battle, with any weapon. It takes one day to make this charm. Otherwise, this functions as a lesser charm.

### COMMAND UNDEAD

You can affect undead with charm magic.

**Prerequisites:** Charm magical skill.

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

You can exorcise a spirit that has bonded with a creature.

## CONSECRATED SPELL

You can infuse your spells with the essence of goodness.

**Prerequisites:** Order school of magic (or certain Specific Pantheons), ability to cast a damage-dealing spell, allegiance to Good.

**Benefit:** Select a damage-dealing signature spell. By increasing the effective spell power rank by +4, you add the [Good] descriptor to the spell. Additionally, one-half of the spell's damage is Holy. For example, a fireball that deals 1d30 will instead deal 1d15 points of fire damage and 1d15 points of holy damage. If the target has fire resistance, his resistance doesn't apply to the holy damage.

When you cast the spell, you can choose whether to apply this modifier or not.

**Special:** You can select this feat multiple times; each time, it applies to a different signature spell.

## CORRUPTED SPELL

You can infuse your spells with the essence of evil.

**Prerequisites:** Chaos school of magic (or certain Specific Pantheons), Blood Magic, Defilement, Elder Mysteries, Necromancy, or Witchcraft Traditions, Knowledge (arcane lore) 5 ranks, ability to cast a damage-dealing spell, allegiance to Evil.

**Benefit:** Select a damage-dealing signature spell. By increasing the effective spell power rank by +4, you add the [Evil] descriptor to the spell. Additionally, one-half of the spell's damage is Unholy. For example, a fireball that deals 1d24 will instead deal 1d12 points of fire damage and 1d12 points of unholy damage. If the target has fire resistance, his resistance doesn't apply to the unholy damage.

When you cast the spell, you can choose whether to apply this modifier or not.

**Special:** You can select this feat multiple times; each time, it applies to a different signature spell.

## CRAFT MAGIC ITEM

You are able to create magical items.

**Prerequisites:** Knowledge (arcane lore) 5 ranks, one magical skill at rank 1.

**Benefit:** You gain 1 rank in the Artificer skill, allowing you to use your magical skills to create magic items. See *Of the Finest Steel, in the Blood of Dragons* for more information on creating magic items. You can improve your Artificer skill normally.

## CRAFT PERMANENT SPELL

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

**Prerequisites:** Craft Magic Item, Knowledge (arcane lore) 10 ranks, at least 10 ranks in magical skills.

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

## DARK SPEECH

You have started down the path of understanding of these particular words of power.

**Prerequisites:** Intelligence 15, Charisma 15, base Will save +5, Chaos school of magic (or certain Specific Pantheons), Blood Magic, Defilement, Elder Mysteries, Necromancy, or Witchcraft Traditions, Knowledge (arcane lore) 10 ranks, allegiance to Evil.

**Benefit:** You gain 1 rank in Speak Dark Speech. You can use Dark Speech for certain effects (see *Dark Speech* for more information). Additionally, if subjected to a Dark Speech effect, you gain a +4 bonus to any applicable saving throw.

## DEATH CURSE

You have learned to spit a final curse at your enemies before you die.

**Prerequisites:** Knowledge (arcane lore) 5 ranks, at least one magical skill at 1 rank.

**Benefit:** If you are *dying*, you can generate a curse that targets your killer. The power of this curse is typically something along the lines of a Drain (trait) effect, but can include effects such as fatigue and nausea.

Typically, you can craft a curse with a total power point value not exceeding your Charisma score \*50. Death curses cannot be direct damage – you cannot death curse your killer with a fireball.

When you use your death curse, you die, and any attempts to bring you back from death take a -20 penalty. Coming back from death also ends the curse.

Death curses are incredibly hard to reverse or undo (-20 to nullify or negate). In fact, they are so terrible, that if a creature knows you can lay a death curse on him, he may actually reconsider killing you or bringing about your death.

## DETECT MAGIC

You can use your magical knowledge and ability to detect the presence of magical auras.

**Prerequisites:** Perception 13, ability to cast spells, Knowledge (arcane lore) 5 ranks.

**Benefit:** On a successful DC 10 Knowledge (arcane lore) check (modified by Perception instead of Intelligence), you detect magical auras. The range of your sense depends on the magic you try to detect: powerful spellcasters are easier to sense and from farther away than minor hedge wizards. This skill's range of effectiveness as it applies to spellcasters is as follows:

- **Initiate:** 30 ft.
- **Adept:** 60 ft.
- **Magician:** 120 ft.
- **Sorcerer:** 1,200 ft.
- **Master:** 1 mile.
- **Sorcerer Supreme:** 10 miles.

The better your check result, the more information you glean, as follows:

- **DC 10 – 15:** Presence or absence of magical auras in area, object, or individual.
- **DC 16 – 20:** Number of different magical auras and the power of the most potent.
- **DC 21 – 25:** The strength and location of each aura.
- **DC 26+:** The spell (if any) used to create the aura's effect.

An aura's power depends on the Spellcasting check DC required to generate the effect as follows. The power of the aura also determines how long the aura lingers in the area.

- **DC 1 – 10:** Faint (1d6 rounds)
- **DC 11 – 25:** Moderate (1d6 minutes)
- **DC 26 – 35:** Strong (1d6\*10 minutes)
- **DC 36 – 45:** Powerful (1d6 days)
- **DC 46+:** Overwhelming (1d6 weeks)

This effect can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

It takes a full-round action to detect magic in a 60-foot cone; 4 full rounds to detect magic in a complete circle.

If you have 9 or more ranks in Knowledge (arcane lore), you may detect the presence or absence of magic as a swift action. At 14 or more ranks, you also determine the number of different magical auras and the power of the most potent aura. At 19 or more ranks, you also sense the presence and location of each aura. Finally, at 24 or more ranks, you also determine the type of spell (if any) used to create the aura.

Detect Magic can also be used passively. The GM may call for you to make a Detect Magic check when you aren't actively looking or searching. In such instances, you take a -10 penalty on your roll.

## ELEMENTAL FOCUS

Your spells are enhanced with elemental power.

**Prerequisites:** Attack, Create, or Transform 1 rank.

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

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

## FORMULA CAPACITY

You are capable of remembering more spell formulae than most.

**Prerequisites:** Intelligence 13, Knowledge (arcane) 10 ranks.

**Benefit:** You can store more spells in your memory than most. You can retain a number of spell formulae equal to your Intelligence \*6.

**Special:** You can select this feat multiple times; each time, increase the multiplier by an additional point (\*7, \*8, \*9, etc).

## GREATER CHARM AGAINST MAGIC

You can craft a charm that provides great protection against hostile magic.

**Prerequisites:** Charm against Magic, Lesser Charm against Magic.

**Benefit:** The bearer of the charm gets a +5 resistance bonus to all saving throws against magic, of any kind. The charm wears out, physically, in a month, and ceases to have any effect at that point. It takes one day to make this charm.

## GREATER CHARM OF WOUNDING

You can craft a charm that makes its wielder do significantly more damage in battle.

**Prerequisites:** Charm of Wounding, Lesser Charm of Wounding.

**Benefit:** The wielder gains a +5 enhancement bonus to all damage done in the battle, with any weapon. It takes one day to make this charm. Otherwise, this functions as a lesser charm.

## GREATER ELEMENTAL FOCUS

Your spells are further enhanced with elemental power.

**Prerequisites:** Elemental Focus, Improved Elemental Focus, Attack, Create, or Summon 4 ranks.

**Benefit:** Your bonus with Attack, Create, and Transform magical skill checks when the spell uses your chosen element improves to +4.

## GREATER SPELL FOCUS

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

**Prerequisites:** Spell Focus, one magical skill at rank 1.

**Benefit:** The saving throw DC to resist your spells of the chosen type is increased by +4. This supersedes the +2 bonus of Spell Focus.

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

## HELD SPELL

You can store a greater number of precast spells.

**Prerequisites:** Constitution 13, Wisdom 13, Magical Meditation, Concentration 7 ranks.

**Benefit:** You can store an additional number of precast spells equal to your Constitution bonus.

**Special:** You may select this feat multiple times; each time, you gain an additional number of precast spells equal to your Constitution bonus.

## HERBALIST

You are skilled at creating a variety of concoctions from plants and other organic materials.

**Prerequisites:** Craft (pharmaceutical) 3 ranks, Knowledge (earth and life sciences) 5 ranks.

**Benefit:** You can use Craft (pharmaceutical) to create herbalist concoctions.

**Special:** In certain campaign settings, the art of herbalism is what you actually perform with the Craft (pharmaceutical) skill, and as a result, you will not require this feat.

## IMPROVED ELEMENTAL FOCUS

Your spells are further enhanced with elemental power.

**Prerequisites:** Elemental Focus, Attack, Create, or Summon 2 ranks.

**Benefit:** Your bonus with Attack, Create, and Transform magical skill checks when the spell uses your chosen element improves to +2.

## IMPROVED FAMILIAR

Your familiar is greater than normal.

**Prerequisites:** A familiar.

**Benefit:** When you gain this feat, you gain 4 points to distribute among your familiar's ability scores. For every point of Intelligence the familiar gains, it gain an additional skill rank (and if it develops an Intelligence bonus, bonus feats as well).

**Special:** You may select this feat multiple times; its effects stack.

## IMPROVED MAGIC FOCUS

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

**Prerequisites:** Wisdom 13.

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

## INFERNAL FAMILIAR

Your familiar is touched with infernal energy.

**Prerequisites:** A familiar.

**Benefit:** To apply this feat, you must first summon a demonic entity with a point value of at least 100 (see *Summoning* below) and siphon its energy. Instead of applying the energy to your spells, you infuse it into your familiar.

Your familiar immediately gains the [Evil] descriptor, +5 natural armor DR, and spell resistance 10.

## LESSER CHARM AGAINST MAGIC

You can craft a charm that protects against hostile magic. These charms vary greatly in form. Holy items are a common component, as are arcane inscriptions, but some consist merely of a particular herb gathered in a particular way.

**Benefit:** The bearer of the charm gets a +1 resistance bonus to all saving throws against magic, of any kind. The charm wears out, physically, in a month, and ceases to have any effect at that point. It takes one day to make this charm.

## LESSER CHARM OF WOUNDING

You can craft a charm that makes its wielder do more damage in battle. These charms normally take the form of symbolic images, showing an enemy wounded by whatever sort of weapon the wielder prefers. The wielder must strike the image before the battle to activate its powers. Once struck, the charm will stay in effect for that entire battle. However, the charms can only survive three such blows.

**Benefit:** The wielder gains a +1 enhancement bonus to all damage done in the battle, with any weapon. It takes one day to make this charm.

## MAGICAL MEDITATION

You can focus your mind faster than normal.

**Prerequisites:** Wisdom 13, Concentration 7 ranks.

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

## MASTER OF SACRIFICE

You have raised the performance of a sacrifice to an art.

**Benefit:** You gain a +6 bonus to checks made to perform sacrifices.

## MESMERIST

You are an effective hypnotist.

**Prerequisites:** Hypnotism 4 ranks, Sense Motive 4 ranks

**Benefits:** Inducing a hypnotic state and attempting a hypnosis result requires half the usual amount of time, to a minimum of one standard action.

## NATURAL SPELL

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

**Prerequisites:** Ability to assume the forms of other creatures.

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

## OBSCURE TRUE NAME

You have made your True Name particularly difficult to track down and use.

**Prerequisites:** You must know your True Name.

**Benefit:** You make your True Name hard to track down, and pronounce, increasing all of the relevant DCs by +4.

**Special:** You may select this feat multiple times; each time, it increases the relevant DCs by +4.

## OCCULT SCIENCE

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

**Prerequisites:** Knowledge (arcane lore) 10 ranks, Knowledge (earth and life sciences) 10 ranks, and Knowledge (physical sciences) 10 ranks.

**Benefit:** You can create magical items even if you don't have ranks in the appropriate magical skill. You can even make permanent items as if you had the Craft Permanent Spell feat.

You follow all the rules for crafting magic items, except you increase the Craft DCs by +10, and you must research each spell effect with a Research DC equal to the spell effect power rank +10.

Even though you do not cast spells to create these items, they are magical and can have their effects suppressed by anti-magic just as can normal items.

The cost and time to create these items is the same as for normal magic items.

## PERMANENT SUMMONING

You are able to establish long-lasting control over weaker entities.

**Prerequisites:** Charisma 15, summoned entities.

**Benefit:** If you summon and successfully control an entity with a point value of 300 or less, you can attempt to bring it permanently under your control. Make a second Control check; if successful, the entity is bound to you. It is trapped in the material realm, and will follow your instructions normally at any time. When it completes a task, instead of returning to its home, it returns to your side to await further instruction. If the entity somehow ever breaks free, it will hate you and retaliate in whatever way possible. You can only have one such entity at a time.

**Special:** Normally, you can only have one entity under your control in this manner. You can select this feat multiple times, with each additional selection increasing the number of sustainable entities by +1.

## POSTMODERN

You can combine different styles and traditions of magic.

**Prerequisites:** Any three tradition feats, Knowledge (arcane lore) 20 ranks.

**Benefit:** You can use the power of more than one magical tradition at a time. At any given time, you can choose any of the benefits of the traditions you know, and can ignore any drawbacks or penalties they have.

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

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

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

## QUICKEN SPELL

You can cast spells with a moment's thought.

**Prerequisites:** Signature spell.

**Benefit:** When casting a signature spell, you can increase the spell's power rank to quicken the spell, reducing the casting time.

- **Personal Energy:** Casting time is a free action.
- **Universal Energy:** Casting time is a standard action.
- **Dimensional Energy:** Casting time is one full-round.

Casting a free action quickened spell doesn't provoke an attack of opportunity. The table below shows how many power ranks quickening a spell costs, based on its original power rank.

Original Power Rank	Power Rank
1–5	+2
6–10	+5
11+	+10

## RAPID FOCUS

You can become magically focused quite quickly.

**Prerequisites:** Wisdom 13, Magical Meditation, Concentration 12 ranks.

**Benefit:** You can become magically focused as a swift non-provoking action.

## RITUAL MAGE

You can orchestrate large magical rituals with ease.

**Prerequisites:** Concentration 13 ranks, Knowledge (arcane lore) 13 ranks.

**Benefit:** When performing a ritual, you can be assisted by a number of characters equal to your Wisdom score.

## SPELL FOCUS

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

**Prerequisites:** One magical skill at rank 1.

**Benefit:** The saving throw DC to resist your spells of the chosen type is increased by +2.

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

## SPELLSINGING

You can sing your spells more often.

**Prerequisites:** Constitution 13, Spellsong tradition.

**Benefit:** You can use a *spellsong* an additional number of times per day equal to your Charisma bonus.

**Special:** You may select this feat multiple times; each time, you gain additional daily uses equal to your Charisma bonus.

## SPONTANEOUS SPELL DESIGN

You are so skilled as a spellcaster that you can design spells on-the-fly.

**Prerequisites:** Knowledge (arcane) 20 ranks, at least 15 ranks in the applicable Magical Skills.

**Benefit:** This applies in settings that rely on the use of spell formula. In such settings, you can design your spells on the fly, negating your need for spell formulae. Spellcasting follows the normal rules, you just don't have to have learned the spell before hand, and you don't have to have the spell in your memory. You can only spontaneously design spells with the Magical Skills for which you have 15 or more ranks.

## THE STARS ARE RIGHT

You have learned to perform your magic when the stars are in excellent alignment.

**Prerequisites:** Intelligence 17, The Time is Right, Knowledge (arcane lore) 20 ranks.

**Benefit:** By increasing your casting time to 30 days (at 8 hours per day), you can align the casting of a spell with the alignment of the stars. Make a DC 20 Knowledge (arcane lore) check. If successful, you can Take 20 on the Spellcasting check, but without actually taking 20 times longer than normal. Additionally, if the target has any bonuses to his saving throw against the spell that are not Base or ability modifiers, reduce those bonus by one-half (round down) against the spell. The preparation for this requires PDC 21 worth of ritual components.

## THE TIME IS RIGHT

You have learned to time your magic to enhance the effect.

**Prerequisites:** Intelligence 15, Knowledge (arcane lore) 15 ranks.

**Benefit:** By increasing the casting time of your spell to 2 weeks (at 8 hours per day), you can, with a successful DC 15 Knowledge (arcane lore) check, Take 20 on the Spellcasting check but without actually taking 20 times longer than normal. The preparation for this requires PDC 20 worth of assorted ritual components.

## TRUE NAME BACKLASH

You have charged your True Name with magical energy, making it even more dangerous to use.

**Prerequisites:** Intelligence 17, Obscure True Name, Knowledge (arcane lore) 15 ranks, Knowledge (theology and philosophy) 15 ranks, you must know your True Name.

**Benefit:** Whenever a creature attempts to use your true Name against you and fails by 5 or more points, it takes hit location damage as a front/back fall equal to your Total Point Value divided by 50.

## VIOLATED SPELL

You can infuse your spells with the essence of evil.

**Prerequisites:** Chaos school of magic (or certain Specific Pantheons), Blood Magic, Defilement, Elder Mysteries, Necromancy, or Witchcraft Traditions, Corrupted Spell, Knowledge (arcane lore) 5 ranks, ability to cast a damage-dealing spell, allegiance to Evil.

**Benefit:** Select a spell to which you have applied Corrupted Spell. Now, when you cast that spell, instead of unholy damage, you can increase the effective power rank by +8 to have the spell deal one-half the damage as Vile damage. Vile damage functions like unholy damage, except that it can only be healed (naturally or magically) in a place of power that is aspected to Good (specific note – power-based healing can restore vile damage at one-half the normal amount).

When you cast the spell, you can choose whether to apply this modifier or not. You can also choose to simply apply the unholy modifier instead.

**Special:** You can select this feat multiple times; each time, it applies to a different signature spell that you have applied Corrupted Spell to.

**Comment [d1]:** Improved quicken spell to allow quickening of non-signature spells?

# For They Are Subtle and Quick to Anger

## CASTING A SPELL

To cast a spell, you must have the Magical Skill that allows for the effect you desire. The maximum power rank you can utilize is equal to the ranks you have in the applicable magical Skill. For example, if you have Attack 6 ranks, you can't use any spell listed under Attack at an effect greater than power rank 6.

To actually cast the spell, roll a *Spellcasting check* (1d20 + Magical Skill ranks + any other applicable modifiers). The DC for this check is 10 + the spell total Power Rank.

If the Spellcasting check fails by 1 to 5 points, the spell takes effect normally, but you take a cumulative -1 penalty to all Spellcasting checks for the next 24 hours. If the check fails by 6 or more, the spell fails to take effect. For the effects of critical successes and critical failures, see the appropriate skill descriptions.

## FREE POWER RANKS

Some effects provide you with "free" power ranks. You apply these free ranks to the Spellcasting check DC, reducing the DC by the number of free ranks being used.

## COMBINED SPELLS

You can attempt to cast spells that combine effects from the different powers available to you. Say you want to create a fireball that dazzles those in the area of effect. You need to synchronize the stats of both effects (using the Attack skill):

To create the fireball, you need *Damage* [Area (Burst) +10%; Range +10%]

To create the dazzle effect, you need *Dazzle* [Area (Burst) +1].

You have 10 ranks in Attack, which provides you with 20 points. You want the primary effect to be that of the fireball, so you assign 15 points to the fireball effect, giving you rank 3a damage (1d12) with range and a burst radius. You assign the remaining 5 points to *Dazzle*, giving you a bursting rank 2 *Dazzle* effect in the same location as the fireball. The DC to cast this spell is 10+3+2=15.

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

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

## SIGNATURE SPELLS

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

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

The benefit of a signature spell is a reduced casting time:

- **Personal Energy:** Casting time is a standard action.
- **Universal Energy:** Casting time is one-full-round.
- **Dimensional Energy:** Casting time is two full-rounds.

## SPELL FORMULAE/GRIMOIRE

The system described in this document allows essentially for freeform spell creation and casting. However, in most settings, this type of spellcasting is rather unusual. More common are spellcasters that learn spells from formula, found in "spell books" (a *Grimoire*).

Spell formula has several benefits. First, if you discover a spell formula, it may open your mind to new ways to put magical skills together. But more importantly, in most settings that use spell formula, a multitude of people have spent untold years designing, testing and refining the spells found in formulae. As a result, these spells, for casting time purposes, are treated as signature spells that do not count against your signature spell limits.

## Learning from a Spell Formula

When you find a spell formula, you must study it to learn the details and commit them to memory for future use. This requires that you study the formula for a number of hours equal to the ((total power rank \*2) +1d6 - Intelligence bonus (or + Intelligence penalty)).

After this time, make a Knowledge (arcane lore) check with a DC equal to the total power rank +5. If successful, you've learned the spell and

can cast it normally. If you fail, you can try again. If you critically succeed, you gain a +1 bonus to Spellcasting checks to cast the spell. If you critically fail, however, you actually cast the spell, with the effects centered on or affecting you (in the most negative manner possible). Additionally, you take a -5 penalty to any further attempts to learn from that specific formula.

At any given time, you can retain a number of spell formulae in memory equal to your Intelligence score \*5. This limit is why magi tend to have spellbooks and other similar means of recording spell formulae.

## Free-Form Spells

In settings and campaigns where spell formulae are common and the way through which most magi learn spells, being able to cast spells using the system above by picking and choosing the elements at that moment (on-the-fly casting) is difficult and requires the *Spontaneous Spell Design* feat.

## RITUAL SPELLS

Ritual spells do not require you to have any applicable Magical Skills or tradition feats. To cast a ritual spell, make a Knowledge (arcane lore) check (DC 20 + one-half the spell's power rank). Casting a ritual spell requires 10 successful skill checks, at a rate of one check every 1d10 rounds. If you fail a check, that round does not count toward the ten necessary successes. If you fail 2 times in a row, the spell fails entirely and causes a mishap. You cannot Take 10 on these checks.

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

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

Rituals that are power rank 10 or higher always require some action in addition to simple spellcasting. What this action is depends on the tradition, and examples are presented with each tradition, but typically they are not difficult to do. They simply take up time if you do not have assistance. Characters cannot Take 10 on Knowledge (arcane lore) checks to assist a ritual spell. Ritual spells are written texts, so characters must be able to read and speak the language to participate in a ritual.

**Failed Rituals:** If you fail two consecutive Spellcasting checks for a ritual, the spell fails, you suffer a -1 penalty to all Spellcasting checks for the rest of the day, and the spell mishaps. If, while casting a ritual, you end the ritual voluntarily instead of failing two Spellcasting checks, no mishap occurs, but you still suffer a -1 penalty to all Spellcasting checks for the rest of the day.

**Energies:** As with all spells, ritual spells are fueled using one of the energies described below. However, ritual spells can be fueled only with Dimensional or Universal Energies.

## Swift Rituals

You can attempt to cast a ritual spell more quickly, though this is difficult. To cast a ritual spell swiftly you need only succeed on two Spellcasting checks, but you suffer a -20 penalty to your Spellcasting check, and if you fail a single Spellcasting check, the spell fails.

## Ceremonial Areas

Spellcasters who perform ritual magic often will usually create a ceremonial area – a location specially prepared for the practice of ritual magic.

To create a ceremonial area, you must first find an appropriate space (preferably one on a ley line or nexus point). The space to be used must be of a specific size – the square footage must be equal to the highest spell power rank to be cast in the area multiplied by itself. For example, if creating a ceremonial area for spells of power rank 10 or less, the area must be at least (10\*10) 100 square feet.

Once you have the space, selected, you must acquire the materials required to prepare the space. This requires materials with a Purchase DC equal to the highest power rank to be cast \*2. So the power rank 10 area would require materials with a Purchase DC of 20.

Once you have the space and the materials, you must prepare the site. This takes a number of man-hours equal to the highest power rank to be cast \*24. During this time, you can perform no magic, and you cannot take a break – no taking a day or two off. However, you can take out time for normal sleeping and a small meal or two.

Once you've done this, make a Knowledge (arcane lore) check against a DC equal to the highest power rank to be cast +10 (so, continuing our example, DC 20). If successful, the area is prepared. If critically successful, the area is prepared and can handle spells of +2 levels greater than intended.

If the check fails by 5 points or less, you must acquire more materials

(at one-half the original Purchase DC) and rework the area (taking one-half the previous time), and can try again.

You can maintain as many ceremonial areas as you can afford.

Why go through all this effort? When you cast a ritual spell in a ceremonial area, you gain a bonus to the Knowledge checks equal to the difference between the power rank of the ritual spell and the power rank the area is designed to handle. For example, in our power rank 10 area, if you were to cast a power rank 5 ritual spell, you'd gain a +5 bonus to each Knowledge check.

## SPELL FAILURE

If you fail in casting a ritual spell, or a spontaneous spell, you suffer a cumulative -1 penalty to further ritual/Spellcasting checks until you get a good night's sleep. You can only reset these penalties once in a day – in other words, no, you can't go to sleep twice in the day to try and reset the penalty.

## ENERGIES

When you go to cast a spell, you must determine what kind of energy you will use to fuel the spell – *Personal, Universal, or Dimensional*.

### Personal Energy

When you use Personal Energy to fuel a spell, you are drawing on your own inherent magical power and nature as fuel. Spells using Personal Energy can affect only you or emanate from you (such as some Divine spells); you cannot use PE to cast spells that affect others.

- **Spellcasting check:** You gain a +2 bonus to Spellcasting checks made to cast spells using Personal Energy.
- **Casting time:** Personal Energy spells take one-full round to cast.
- **Components:** Personal Energy spells have minimal verbal and somatic components, allowing them to be cast even if blind, bound and gagged.
- **Critical Failure:** In addition to any other effects, if you score a critical failure when casting a Personal Energy spell, you must make a Fortitude save with the same DC as the Spellcasting check; if this fails, you are stunned for 1d10 rounds.

### Universal Energy

Universal Energy spells draw on the ambient magical energy around you, across the world, galaxy, and universe.

- **Spellcasting check:** Spellcasting checks involving Universal Energy are straight up.
- **Casting time:** Casting a spell with Universal Energy takes two full-round actions.
- **Components:** Universal Energy spells require you to speak clearly and gesture (verbal and somatic components). If you are prevented from performing one of these, you take a -4 penalty to the Spellcasting check; if prevented from both, you cannot cast the spell.
- **Critical Failure:** Universal Energy spells carry no additional effects for a critical failure.

### Dimensional Energy

These spells tap into the magical energy of another dimension for power. Dimensional Energy spells are more difficult to cast, but are inherently more powerful as well.

- **Spellcasting check:** You take a -4 penalty to cast Dimensional Energy spells.
- **Casting time:** Casting a Dimensional Energy spell takes three full-round actions.
- **Components:** Dimensional Energy spells require you to speak clearly and gesture (verbal and somatic components). If you are prevented from performing one of these, you take a -4 penalty to the Spellcasting check; if prevented from both, you cannot cast the spell.
- **Special:** When you cast a Dimensional Energy spell, select range, area, duration, or damage, and increase that aspect by +25%.
- **Critical Failure:** If you score a critical failure with a Dimensional Energy spell, then in addition to any other effects, you take hit location damage (bypassing any protections) equal to the spell power rank, applied as a front/back fall.

## OTHER CONSIDERATIONS

### Caster Level

If an effect is based on a "caster level", your effective caster level equals your ranks in the applicable magical skill, or, in the case of a ritual spell, the spell power rank.

## Communal Spells

When a spellcaster is assisted by a large number of people, the combined will of the group can enhance the spell's scope, if not its power. If you have a large group working with you as you cast a spell — either ritual or spontaneous — their presence can grant the spell additional "power points" which can be used for extras and modifiers.

A group of ten people grants you +16 power points.

Forty grants +24 power points.

A thousand grants +32 power points.

Ten thousand grants +40 power points.

One hundred thousand grants +48 power points.

One million grants +56 power points, and so on.

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

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

## Long Spells

You can extend the casting time of a spell in order to increase your chance of successfully casting the spell. For a spontaneous spell, increasing the casting time to a number of minutes equal to the normal time provides you with a +4 bonus to the Spellcasting check. For ritual spells, increasing the time between checks to 1d10 minutes provides you with a +4 bonus to each such check you must make.

## Magical Focus

As a full-round action that provokes attacks of opportunity, you can make a DC 20 Concentration check in order to gain magical focus. Once so focused, you may expend this focus in order to reduce the casting time of a spell by one full-round (reducing a full-round to a standard action). Once focused, you remain so until you expend the focus, or become unconscious.

## Overpowered Spell

Normally, when you cast a spontaneous spell, you cannot cast a spell that has a power rank greater than the number of ranks you have in the appropriate magical skill. You can choose to cast an overpowered spell, allowing you to cast a spell up to 5 power ranks higher than your number of skill ranks. Casting an overpowered spell deals 1d2 points of Strength ability burn to you for every power rank you went above your limit.

Ability burn is like ability damage, except that it cannot be healed by magic. It heals naturally at a rate of 1 per evening of rest. A DC 20 Treat Injury check can recover 1 additional point of ability burn, but a character can only benefit from this once per day. If your Strength is reduced to 0, additional ability burn is dealt to Constitution.

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

## Precast Spell

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

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

You can have a number of precast spells equal to your Constitution modifier.

## Saving Throws

If a spell allows a saving throw, the DC of the saving throw is equal to 10 + the amount by which you succeeded on the Spellcasting check.



## CREATING SPELLS

### Contingency (Varies)

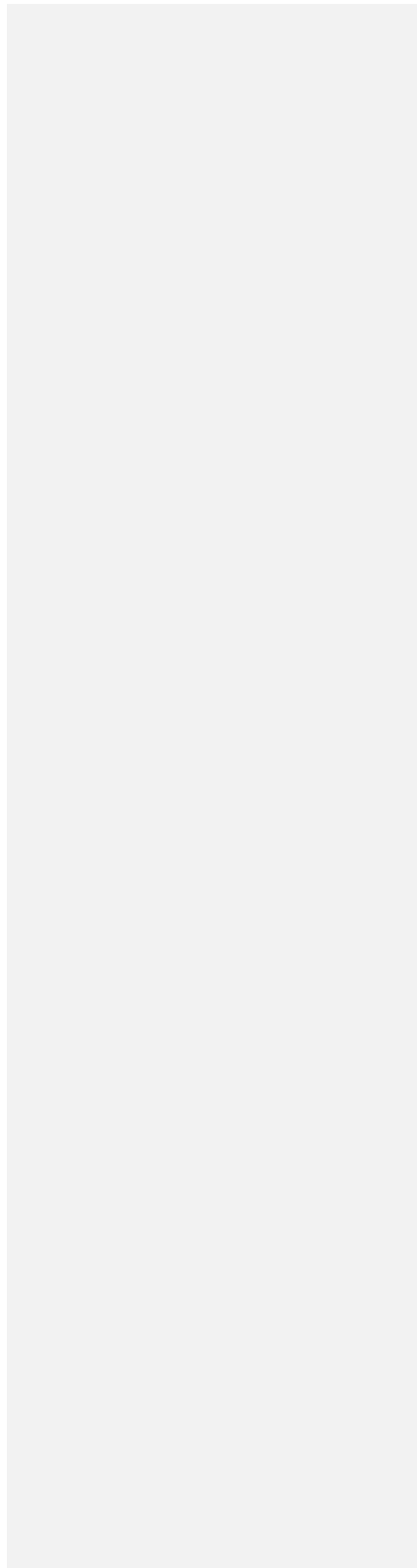
When you cast the spell, you choose all the spell's effects, but the spell's duration doesn't begin until a certain trigger you set occurs. The trigger must be clear, and must be something a typical human could notice. Note that the trigger condition must be something that takes place within 30 ft. of the spell's area, and the game master may disallow inappropriate triggers. A Create spell that sounds an alarm if anyone enters the area of effect is fair, but an Attack spell that fires at the third creature without ice resistance to talk in the area of effect is too complicated. You can only have one triggered spell waiting at any given time; if you cast another triggered spell before the first triggers, the earlier one has no effect. The cost of this extra is listed below:

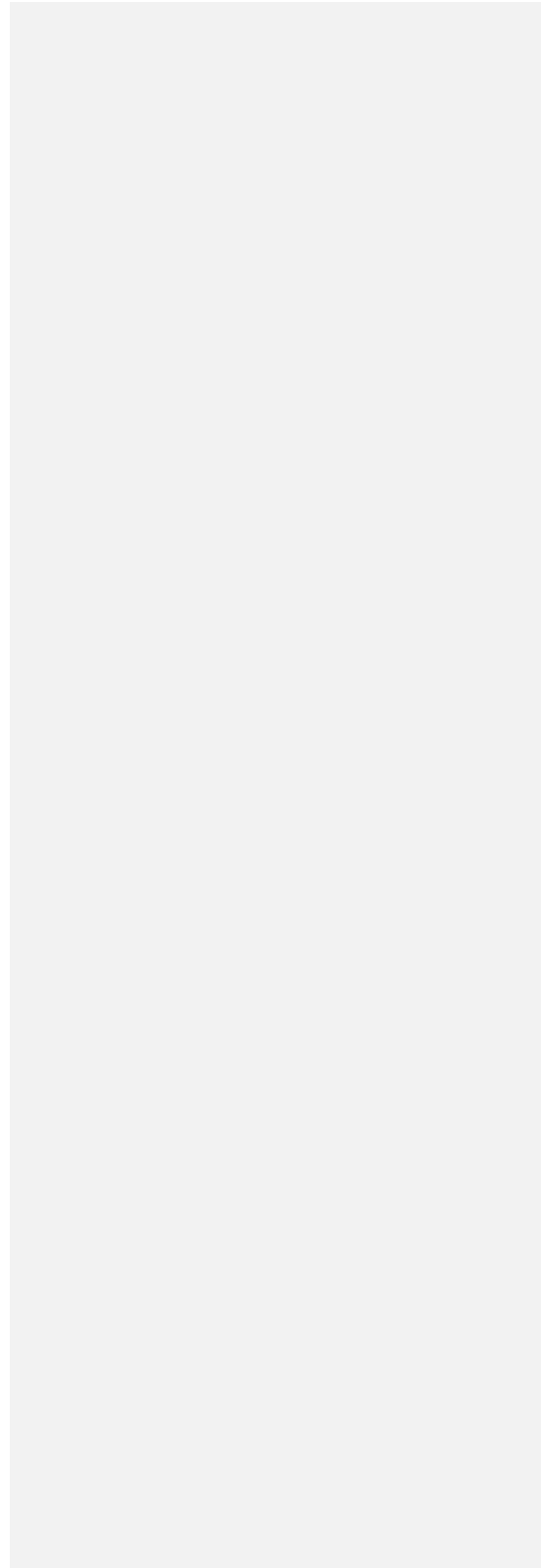
- **Contingency, Short (+1).** If the trigger doesn't occur for 10 minutes, the spell dissipates.
- **Contingency, Medium (+2).** As above, except the spell can lie in wait for up to one hour.
- **Contingency, Long (+4).** As above, except one day.
- **Contingency, Week (+7).** As above, except seven days.
- **Contingency, Month (+10).** As above, except thirty days.
- **Contingency, Year (+14).** As above, except one year.



# *The Grimoire Arcanum*

This chapter contains a selection of sample spells along with the math behind their statistics.





# Lore Forgotten and Forbidden

## ALCHEMY

This is the ancient science of chemistry, often thought of as the search for the ability to turn lead (and other base metals) into gold. To perform alchemy, you must have the skill Craft (chemical), and the Alchemist feat.

Alchemy requires a lab to perform properly. This lab has a total weight of about 500 pounds, requires at least a 10 ft. x 10 ft room, and has a base PDC of 23 (each +2 PDC you pay for gets you a +1 bonus to Alchemist checks made in the lab).

### ANALYZE MATERIALS

You can attempt to analyze unknown materials, particularly potions and the like. Analysis takes at least 15 minutes and a skill check. If you don't have access to your lab, the check takes a -6 penalty.

- **Identify potions:** Alchemists can identify potions with only a small sample (not enough to render the potion useless) with a DC 20 skill check.
- **Identify non-magical inorganic material:** An alchemist can identify these materials with a DC 25 check.
- **Identify magical inorganic material:** Alchemists can identify such materials with a DC 30 check.

With 1d6 hours' time, and a check against the DCs listed above, you can use the sample to reverse engineer the substance. This provides you with a +4 bonus to future checks to create said substance.

### CREATE DYE

Alchemical dyes tend to be brighter and retain their color much longer than normal dyes. Creating enough dye for 15 square feet of cloth takes 1 day, a DC 20 check, and has a materials PDC of 10.

### CREATE GEMS

You can use your alchemy to create gemstones from ordinary rocks. This has a raw material cost equal to the value of the resulting gemstone, requires a DC 15 skill check, and takes 1 week. The only real advantage is that it allows you to convert your wealth to gemstones of your choosing.

### CREATE GLASS

You can use your alchemy to create glass of a finer quality and appearance than that made by most glass makers. You make the glass as raw material that does not lose its color or integrity when properly shaped. Making glass requires a DC 20 check, has a cost of \$100 per cubic foot, and takes 1 week per cubic foot.

### CREATE GOLD

You can turn base metals (non-precious metals) into gold. This takes one week, and a DC 15 skill check. The resulting gold has a value equal to one-half the amount spent on raw materials.

### ENHANCE METAL

You can enhance metal in such a way as to make it better for tools and weapons made from it. Essentially, you provide the metal an enhancement bonus. For weapons, this applies to attack rolls and damage. For armor, it applies to DR, and for tools, it applies to certain skill checks made with the tool. This is an alchemical way of creating mastercraft items.

Bonus	Cost/lb.	DC	Time
+1	\$1,000	20	1 week
+2	\$2,500	25	2 weeks
+3	\$5,000	30	3 weeks

### LIGHTEN METAL

You can make metal lighter without losing durability or structure (once per object). You reduce the weight in 10% increments, to a maximum reduction of 50%. For the first 10%, the skill check DC is 18 (+3 per additional 10%), and the materials PDC is equivalent to \$250 (+\$250 per additional 10%).

### STRENGTHEN METAL

You can make metal more durable and stronger. With a DC 15 check, you can increase the hardness by 1, or add 5 hit points per inch of thickness for one pound metal. To determine the costs and time, determine the total pounds being manipulated. Each pound increases the check DC by +1, and treat each pound as having a cost of \$100 and compare to the appropriate table. This must be performed separately for hardness and hit points. This takes one day per pound.

## STRENGTHEN STONE

You can make stone more durable and stronger. With a DC 15 check, you can increase the hardness by 1, or add 5 hit points per inch of thickness for one cubic foot of stone. To determine the costs and time, determine the total cubic feet being manipulated. Each cubic foot increases the check DC by +1, and treat each cubic foot as having a cost of \$25 and compare to the appropriate table. This must be performed separately for hardness and hit points. This takes one day per cubic foot.

## ASTROLOGY

Astrologers cannot work without astronomical tables, which give the positions of the planets at various times. These tables vary in quality, and in price. An astrologer without astrological tables may not attempt a skill check.

Astrology skill checks take half an hour. If the astrologer is under pressure or interrupted, the test is not possible, so an astrologer may always take ten if he can attempt the test at all. However, it is not possible to take twenty on an astrology check.

Tables	Modifier
Old Western European	-4
Old Arabic	+0
Modern	+2
Modern SOTA	+4

### BASIC ASTROLOGY

Basic astrology has two uses. It can be used to predict events in the natural world, such as the weather, or earthquakes, and it can be used to determine a day that is favorable for a particular kind of activity, known as determining an *inception*.

In order to predict the weather or other natural events, you must know the time and place for which the prediction is to be made. This means that it is not possible to predict "the next earthquake". The distance between you and the place studied has no effect on the difficulty of the check, and neither does the distance into the future that you are trying to predict. Indeed, you can predict the past just as easily as the future. You make a DC 15 Knowledge (physical sciences) check. If this succeeds, you make an accurate prediction. The detail of the prediction depends on how much the check succeeds by, as described below.

- **15 – 17:** Only the most important feature of the weather or other natural events, and only broad details of that. For example, "rain", "a flood", or "an earthquake".
- **18 – 19:** Only the most important feature, but some details about it. For example, "heavy rain all day", "a small flood, about a two feet over the normal level", or "a medium-size earthquake just before noon".
- **20 – 24:** General details about secondary features, as well as the information about the main feature gained from an 18. For example, "... and gentle breezes.", "... and extremely cold weather.", or "... and a beautiful sunny day."
- **25 – 29:** Full information, at the sort of detail you would get in a report from someone after the event.
- **30+:** Fully detailed information about everything that doesn't involve human action. For an earthquake, this would include the exact pattern of shocks.

Calculating inceptions is somewhat harder. First, you must define exactly what activity you want to start. The inception is calculated for that activity; if it changes in process, then any bonuses cease to apply.

Next, you do the astrological calculations. The base DC is 20. If you succeed against that, you can avoid bad luck if you start the activity on a particular day, which is some time in the next sixty days. Avoiding bad luck means that circumstances do not conspire to upset your plans. Thus, if you were planning a journey, the weather would not be too bad, and you would not meet bandits on the highway.

For every full 5 points by which the check succeeds, you may either add a +1 astrological bonus to the activity, or find other times at which you can start. Every increase devoted to increased flexibility multiplies the number of potential starting days by four, so with a success against a DC of 40 you could avoid bad luck no matter which day you started. This flexibility comes from taking advantage of minor conjunctions, and thus you will have to do some slightly strange things as you start. However, this only applies to the beginning of the task; once you have started, you can act freely.

Both sorts of improvement can be applied to the same task, so that an astrologer who succeeds against a DC of 30 could choose to have a +1 bonus and four starting days in the next sixty days. If the task involves several different kinds of die roll at the same time, you must choose which one gets the bonus.

## ELECTION ASTROLOGY

Election horoscopes are the hardest to cast, and the least reliable. They attempt to predict the decisions that a person will make at a particular time, and are thus particularly prone to being interrupted by free will. However, they do say what will happen unless someone deliberately intervenes, and thus they can be useful for avoiding disaster.

In order to cast an election horoscope, you need the person's time, place, and date and birth, and the time, place, and date where they will make the decision. The latter is usually the place where they are now, although decisions to travel can be read in the stars, and the target then followed around.

If a successful DC 30 Knowledge (astrology) check is made, you learn the decision that the person is most likely to make. With a successful DC 40 check, you also know the reasons behind the decision, and the other options that are most likely to be considered.

As noted under natal astrology, most people do not rule the stars, so most people take the most likely decision. People almost always take one of the decisions revealed by astrology; the main exception is if they know the result of the horoscope and thus decide to do something different.

## NATAL ASTROLOGY

Natal astrology allows you to determine someone's personality and talents from their birth horoscope. Because people have free will, this is never entirely reliable.

You must know the target's date, time, and place of birth in order to cast the horoscope. If any of these pieces of information are wrong, the attempt gives misleading information and unless you already know the person, there is no way to spot this.

Natal astrology cannot take account of free will. While, as astrologers say, "A wise man rules the stars", most men are not wise, and natal astrology is highly accurate. However, it is never perfect, and the detailed account produced by a 40+ result always contains at least one or two minor errors. Occasionally people act to overcome their nature, and in that case the results of natal astrology can be completely wrong.

Make a DC 20 check with the following results:

- **20 – 24:** Allegiances
- **25 – 29:** Profession/occupation
- **30 – 34:** Abilities, broad outline of personality
- **35 – 39:** Experience, some details of personality
- **40+:** Full game statistics, detailed account of personality

## POLITICAL ASTROLOGY

In order to use political astrology you must know the location of the place for which you want to cast the horoscope. This is not a problem if you can visit the place, as you can then make the necessary measurements yourself, or if you have access to accurate maps with longitude and latitude.

Political horoscopes require a single check against a DC of 20. On a success, you know what sorts of actions people in the specified area will tend to undertake at the specified time. These actions can be discouraged in the normal way, so political astrology is most useful for finding potentially rebellious areas, or areas particularly receptive to new teaching, or something similar.

As a rule, if an area is prone to a particular kind of action, a character may automatically incite that activity, provided that no major character actively opposes him.

Thus, if an area is prone to rebellion, a character calling for a revolution will succeed in starting one, unless the king has sent troops to keep the peace in that area. Political astrology, as its name suggests, is most useful to rulers, or to those who want to overthrow them.

## DARK SPEECH

Dark Speech is a peculiar form of magic with an origin in the Elder Mysteries. It is an ancient language of evil, so potent that the words carry corrupted power. In addition to relatively normal communications, those skilled in Dark Speech can use the "words of power" for certain effects. Dark Speech has no written form, and if translated into another language, the words in the new language have no power.

When you use Dark Speech for any effect other than communication, you must also make a Madness check – specifically, The Unnatural. This doesn't have the normal fight or flight results, but does impose Hardened and Failed notches. The DC for the check is listed with the effect.

## CORRUPTION WORDS [DC 15]

As a full-round action, you can whisper certain bits of Dark Speech in order to physically corrupt and weaken an object. This requires a DC 15 Speak Dark Speech check, and has a range of about 30 ft. If successful, the words weaken the object, reducing its hardness by 50% (or protections if applicable). You can use corruption words only once on any given object.

## DARK UNITY [DC 20]

You can use Dark Speech to create a hivemind of vermin (see below). This requires a DC 20 Speak Dark Speech check, and deals 1d4 points of Charisma damage. If successful, up to 100 vermin (each with a point value of no more than 75) within 100 ft. form a hivemind and take one command from you as if from a simple language Command spell.

## DREAD WORDS [DC 30]

Using the Dread Words requires a DC 20 Speak Dark Speech check, and affects everyone within 30 ft. If successful, you take 1d4 points of Charisma damage and every creature within 30 ft. must make a Will save with a DC equal to 10 + Charisma modifier + Dark Speech ranks. Victims with no allegiance to Evil who fail to save are shaken for 1d10 rounds (cowering if you rolled a critical success).

Creatures with an allegiance to evil who fail to save are shaken for 1d6 rounds (cowering if you rolled a critical success). Regardless of whether they save or not, you gain a +4 dark speech bonus to social skill checks with those beings in the future.

## POWER WORDS [DC 30]

When casting a spell or creating a magic item with the [Evil] descriptor, you can boost the effects by using power words. This requires a DC 20 Speak Dark Speech check. If successful, you gain a number of free power ranks to apply to the effect equal to the check result – DC, divided by 2. Using this deals 1d4 points of Charisma damage.

## HIVEMIND

When a hivemind forms, the creatures operate with an Intelligence and Charisma of 5 for the first 50 creatures, with an additional +1 per additional 20 creatures. An increase in Intelligence provides bonus skill ranks (and if applicable, bonus feats). Once the hivemind consists of 150 creatures, it takes an additional 50 for another point of Intelligence and Charisma.

If the hivemind achieves a Charisma score of 18 or better, they gain one rank in all 10 magical skills and can cast spells normally using Universal Energy.

When a hivemind attacks, they gain a +1 insight bonus to both attack rolls and Defense.

## ENTREATIES

An entreaty spell is a special kind of spell – well, it's not so much a spell, but more like a prayer. An entreaty is a specific request for a specific effect from a specific entity. Casting an entreaty spell doesn't require you to have any ranks in Magical Skills, much like a ritual spell. Like a ritual spell, however, you must know of the entity though (usually through Knowledge (arcane lore) or Research checks).

When you call for an entreaty, determine the spell effects you desire as if casting a spell normally. Then make a Diplomacy check. The base DC for the check is the normal Spellcasting check DC, modified as normal for a Diplomacy check, plus the following modifiers:

- Entity is associated with a magical Tradition you are skilled with: -4 DC.
- Spell effect is associated with the entity in question (i.e., asking a god of fire for a fire spell): +0 DC.
- Spell effect is contrary to the entity's nature or purpose (asking the water god the that fire spell): +10 DC.
- Spell effect is not associated with the entity in question but not contrary to its nature or purpose (asking a god of animals for a healing): +5 DC.
- You have no ranks in Magical Skills: +4 DC.

If you score a critical failure on the Diplomacy check, you take a permanent (and cumulative) -4 penalty on future attempts to entreat that entity.

If you entreat from an entity that is Neutral or Hostile to you or your Traditions, the entity may take special notice of you. The GM will roll 1d20 + your Charisma modifier + total magical skill ranks. If the entity is Neutral, it takes notice of you on a 40 or better. If the entity is Hostile, it takes notice on a 30 or better. What the entity does after this point is based on a variety of factors.

## HERBALISM

You can use Craft (pharmaceutical) to prepare various plants for certain uses. Details on specific herbs and herbal concoction will be presented in a future document.

# OF THE FINEST STEEL, IN THE BLOOD OF DRAGONS

There are two basic types of magic items – activated and continuous. Activated items are exactly that – activated. You must use a command phrase, gesture, or perform some other action to make the item function. Continuous items provide a perpetual effect, regardless of your actions. To create magic items, you must have the Craft Magic Item feat, the Artificer skill, time, materials, and the necessary spell effects at your disposal.

The first step in creating a magical item is determining the effects. Once you know the effects, you can determine the Artificer check DCs and other aspects.

First, determine the spell effects present or provided by the item. Once you know the effects, total the spell power rank of the effect – note; you can only provide effects from those Magical Skills in which you have ranks. Once you have the spell power rank, compare to the following:

- **Continuous item:** This item provides one or more perpetual effects or effects that activate with every use. For example, a belt that provides a bonus to Strength as long as it is worn. Continuous items have an Artificer check DC equal to the final spell power rank +10. They have a Binding Point cost equal to the power rank \*10.
- **Activated item, multiple use:** These items have one or more effects that can be used more than once, and often, more than one time per day. For example, a ring that allows you to become invisible 3 times per day. A multiple-use activated item has an Artificer check DC equal to the final spell level +5, and a Binding Point cost equal to the final spell power rank \*4 for a single daily use. Each additional daily use increases this multiple by one (\*5, \*6, \*7, \*8), for a maximum of 5 uses per day with a multiplier of \*8.
- **Activate item, single use:** These items have one or more effects; however, once the item is used once, it becomes inert (and frequently is destroyed in the process of using). For example, a potion that heals damage. A single-use activated item has an Artificer check DC equal to the final spell level, and a Binding Point cost equal to the final spell power rank \*2.
- **Permanent item:** There are no permanent items; however, you can use the Craft Permanent Spell feat to create permanent effects on creatures and locations. Such effects usually have a visible indicator, although you can void this by increasing the cost and difficulty. Permanent effects use Knowledge (arcane lore) instead of Artificer with a DC equal to the DC for a Continuous or Multiple-use item +5. The Binding Point cost for such an effect is equal to the cost for a Continuous or Multiple-Use item \*1.25.

Once you've determined the effects, spell power rank, and Artificer DC, you set about the actual creation.

You must purchase materials. These have a minimum Purchase DC equal to the final spell power rank +2 (you can pay more for better materials). Actually creating the item takes a number of man-hours equal to the spell power rank \*2. Every 8 hours of this time, you must cast the applicable spells into the item. If you fail, that 8-hour period doesn't count as time spent crafting. If you score a critical failure, you ruin and must replace 1d100% of the materials, and the time doesn't count.

At the end of the craft time, make the Artificer check. If successful, you've created the item. If it fails, you lose 25% of the materials, but can try again taking one-half the time. If you roll a critical failure, you must start again with all new materials. If you score a critical success, you create the item, and gain a +4 bonus to create identical items in the future.

## BASE ITEMS

These rules are for the imbuing of spell and magical effects into items. To create a magic item you must first have an item to enchant. You can make this yourself, or purchase it. The item does not have to be mastercraft quality, but it must be at least average quality.

If you use a mastercraft item, you gain a bonus to the Artificer check equal to the mastercraft bonus.

If you use an item that you build yourself, you gain a +2 bonus to the Artificer check. This stacks with the bonus for a mastercraft item.

## BINDING SPELLS TO ITEMS

Note that to craft a magic item, you must have some method of binding the spell effects to the item. Binding the effect requires a number of *binding points* equal to the final spell power rank of all the device's effects. You can use the following methods to finalize magical items:

- **Ability scores:** You can burn off your attributes to bind the energies to the items. You can sacrifice points from any ability score except for Faith. One ability score point counts as 5 binding points. Other beings can willingly sacrifice their scores to bind an item as well.

- **Binding entities:** You can attempt to summon and bind entities into items to account for the Binding Point cost. See Summoning below for the rules on doing so.
- **Health:** You can sacrifice your physical health to bind the effects. Each permanently sacrificed hit location hit point counts as 2 binding points. Other beings can willingly sacrifice health to bind an item as well.
- **Knowledge:** You can sacrifice your knowledge to bind the effect. Every skill rank permanently sacrificed acts as 1 binding point. Other beings can willingly sacrifice knowledge to bind an item as well.
- **Offering:** You can sacrifice and ritually destroy valuable goods. The minimum PDC for any given items is equal to the power rank. Each +1 of PDC counts as 5 binding points.
- **Sacrifice:** You can sacrifice living creatures to bind effects. When you do so, all effects of the item (and the item itself) gain the Evil descriptor. To do this, you must first make the sacrifice following the normal rules except the check is not open ended. Instead, you roll against a DC equal to the Craft DC +5. If successful, the binding points you gain depends on whether you sacrificed an intelligent being or an animal. If you sacrificed a creature with an Intelligence of 1-2, you gain binding points equal to the sacrifice check result – DC \*2. If the victim had Intelligence 3-6, you gain check result –DC \*3. If the victim had an Intelligence of 7 or better, you gain check result –DC \*5 binding points. Apply any other applicable modifiers for sacrifices to your check.

## RESEARCH OPTION

You can always attempt to research an item before embarking on the construction to better your chance of success. Researching takes a number of days equal to one-half the final spell power rank +1d6. At this time, make a Research check with a DC equal to the final spell power rank +20. If it fails, you gain no benefit, but can try again. On a critical failure, you can try again, but the next attempt takes twice as long.

If successful, subtract the DC from your result – you gain the remainder as a bonus to your Artificer check. On a critical success, you gain twice the amount as a bonus.

## MANA BATTERIES

Mana batteries are items crafted for the express purpose of storing magical energy for later use. The first step to crafting a mana battery is determining how much energy you want it to store, and how often the energy can be accessed (in the format of Energy x Uses).

To build a mana battery, you must have the Create magical skill. You build the mana battery as either a continuous item (providing energy perpetually), a multiple use activated-item, or a single-use activated item. You follow the normal rules for creating those items (increasing the Binding Points costs by an additional 25%). The maximum amount of power ranks you can infuse a mana battery with equals your ranks in Create \*2. The energy stored equal the final power ranks for determining DC and the like.

A basic mana battery requires you to be in physical contact with it to tap the energy, and it affects only you. When creating a mana battery, you can divert some of the power ranks from your Create skill to applying Range extras at five times the normal value. For example, increasing the range to Ranged has a cost of 5 power ranks. This allows you to tap into the mana battery at a distance (with an appropriate attack roll).

Why build a mana battery? When you use a mana battery in conjunction with a spell, you can apply the energy from the battery to Extras for the spell without increasing the Spellcasting DC. For example, if you have a mana battery with 10 points in it, you can devote those 10 points to increasing the range extra of your fireball spell. Or you can use a mana battery to cast overpowered spells. Every 2 points of energy in the battery soaks one point of Ability Burn.

Continuous mana batteries can be tapped once per round.

The minimum size of a mana battery is based on the energy to be stored inside:

Energy	Size
1 – 2	Fine
3 – 6	Diminutive
7 – 10	Tiny
11 – 14	Small
15 – 20	Medium
21 – 30	Large
31 – 40	Huge
41 – 50	Gargantuan
51 – 70	Colossal
71 – 90	Colossal I
91 – 120	Colossal II
121+	Colossal III

## Location Batteries

Normally, a mana battery is an object, something easily transportable, but you can also make a location into a mana battery. Determine the capabilities of the battery as normal. Then build a *Ceremonial Area* following the normal rules. Build the battery as normal, but apply an *Area – Radius* enhancement (no larger than the size of the ceremonial area, using ranks from your Create skill) to the effect. This allows you to gain the benefits when present in the area. You can also apply Range enhancements normally. The benefit of a location battery is freedom of movement – for more powerful batteries, it may be more convenient to build a location than an item. Additionally, a location is more difficult to steal or destroy than an item (usually).

## Limited Batteries

Mana batteries allow you to apply the Energy rating to your spells without restriction, functioning equally well with all 10 magical skills. You can create limited, or “aspected” batteries however. An aspected battery applies energy only to the listed magical skills. For example, an Attack battery provides a benefit only when casting Attack spells.

Build limited batteries following the normal rules. For every magical skill that battery does not apply to, reduce the final spell power rank (for crafting DC and the like) by 1 point. For example, an Attack battery applies to only 1 of 10 skills (-9), so the final spell power rank would be reduced by 9 points.

## Energies

Mana batteries can boost spells that use Personal and Universal Energies, but not Dimensional Energies. If a mana battery is limited to one of these energies, reduce the final spell power rank (for Artificer DCs and the like) by 2 points.

## PLACES OF POWER

The world (and universe) is dotted with places and with lines of magical energies (ley lines). Locations that have high levels of magical energy are “places of power”. Lines of energy are called “ley lines”, and the locations where ley lines intersect are “nexus points”.

Places of power are usually small areas, no more than 20 or 30 feet in diameter (some exceptions exist). Ley lines can range from a few feet in length to miles in length.

Like mana batteries, ley lines and places of power are rated with Energy levels and Frequencies, and functions as such.

## LEY LINES

Finding a ley line requires a Detect Magic check. The DC for the check is 30 – the energy level of the ley line. Tapping into a ley line once you’ve detected it requires a DC 20 Knowledge (arcane lore) check.

The energy from a ley line emanates only a short distance. At a distance of 20 feet or less, you have full access to the ley line. For every 20 feet beyond this, reduce the effective Energy level of the ley line by 1 point. Once you have tapped into a ley line, you remain connected until you move completely out of the line’s range.

Ley lines are *never* aspected.

## Nexus Points

A nexus point is a location where two or more ley lines cross each other. Nexus points function just like ley lines, but the Energy levels tend to be greater. To determine the Energy level of a nexus point, simply add the values for each crossing ley line.

Tapping into a nexus point is just like tapping into a ley line.

## Overloading

Ley lines and nexus points are quite useful to spellcasters, but they can be dangerous as well. When you tap into a ley line or nexus point, you can’t choose how much of the energy to use – you use it all or you use none. If the Energy level of the line is greater than your ranks in the magical skill you are using, you take damage from the excess energy flowing through you. The damage equals the difference in Energy level and skill ranks, applied directly to hit locations (ignoring protections) as a front/back fall.

## Energies

Ley lines and nexus points can boost spells that use Personal and Universal Energies but not Dimensional Energies.

## PLACES OF POWER

A place of power functions in the same way as a ley line. Unlike a ley line, though, a place of power is usually small, and does not radiate the energy. To tap into the energy of the location, you must be within the boundary of the location. Unlike ley lines, places of power are almost always aspected. However, they are not necessarily aspected only to magical skills; some may be aspected to seasons, entities, gods, etc, in which cases, only spells involving or invoking those aspects are boosted.

## Mixed

Some places of power co-exist with ley lines and nexus points – *Stonehenge*, for example. In such cases, double the Energy rating of the location and compare it to the Energy level of the ley line or nexus point. If the location has a greater value, then in the boundary of the location, all of the nexus point/ley line energy in the boundary is locked down and aspected in the same manner as the location.

If the line rating is greater, then the line can be accessed normally, as can the place of power, with each being treated separately.

## Anti-Power

Some places of power may also be aspected against certain magical skills and other aspects, noted as “-n aspect”, such as -5 Attack. In these cases, any magical skill use with the listed anti-aspect takes the noted penalty. For example, in a -5 Attack location, all Attack magical skill checks take a -5 penalty.

## Energies

Places of power normally boost (or restrict) spells using Personal or Universal Energies, but some are able to boost Dimensional Energies as well, and some places may be aspected for any given Energy type.

## SACRIFICES

Ritual sacrifice is used for a variety of reasons, most often by evil beings in dedication to greater evil beings, but sometimes for mere appeasement (as with some ancient Earth cultures).

Performing a sacrifice properly requires a Knowledge check – if the sacrifice is dedicated to a religious entity, the check is Knowledge (theology and philosophy), but for some dedications, or purely magical-related sacrifices, Knowledge (arcane lore) may be used. When you perform a sacrifice, you must make the appropriate skill check, with modifiers as described below. Typically, a *sacrifice check* is open-ended with a minimum DC of 15, and made for each sacrificial victim. You cannot take 10 or 20 on this check.

Most of the time, the entity being appeased with the sacrifice will benefit the sacrifice only once in a given day, regardless of the number of sacrifices. However, multiple sacrifices in a single ritual add a bonus to the final skill check.

The time required for a sacrifice is typically 1d10 minutes per victim (roll once for all the victim in a particular ritual).

Apply the following modifiers to the sacrifice check:

- *Conducted before 10+ followers*: +1
- *Conducted before 100+ followers*: +2
- *Conducted in Evil-aspected place of power*: + energy level
- *Conducted in the presence of a creature important to the entity*: +2
- *Conducted on dedicated altar*: +2
- *Conducted publicly*: +1
- *Ritual extended to 1-hour ceremony*: +1
- *Sacrifice has allegiance to Good*: +1
- *Sacrifice is a dedicated follower of an enemy entity*: Varies based on the victim’s devotion, position, reputation, and the status of the other entity.
- *Sacrifice is dedicated follower of another entity*: Varies based on the victim’s devotion, position, reputation, and the status of the other entity.
- *Sacrifice is pure/virginal*: +1
- *Sacrifice is willing but duped or controlled*: +1
- *Sacrifice is willing*: +3
- *Sacrifice tortured 1 day prior*: +1

If you roll a critical failure on the check (using the minimum 15 DC), the entity inflicts you with pain, dealing damage to each hit location equal to the amount by which you critically failed the check. You cannot attempt this ritual again that day.

Typically, the person performing the sacrifice can pray for a specific effect (within the guidelines provided below), but the actual effect is up to the entity. Boons granted tend to last for 24 hours, and may apply to the person performing the sacrifice, or, if great enough, may be spread among the attending followers as well.

Boons tend to have a point value equal to (sacrifice check result – DC)\*2, with a minimum of 1 point, and tend towards enhancement of the person, or the brief use of a servant creature.

## SACRIFICE AND SPELLCASTING

Someone with the Blood Magic or Witchcraft Traditions can use sacrifices to boost general spellcasting. In such cases, the check DC equals to the Spellcasting DC +5. If successful, you gain a bonus to your Spellcasting check equal to the difference between your check result and the DC; one-half this if the subject had an Intelligence of 1 or 2.



## SUMMONING

Summoning is a specialized type of ritual most often used to call forth and command "demons" and "devils". The first step in summoning a demon (devil, and any similar extra-dimensional being) is research – you must locate a ritual to summon the being. This requires a Research check with a DC equal to 30 minus the target creature's point value divided by 100. This takes 1d100 days (certain Divine effects can possibly speed up this process). You can make a Knowledge (arcane lore) or (theology/philosophy in some cases) check against this same DC +5 to determine if you may already know the proper rituals.

Once you have this information, you can perform the ritual following the normal rules (you gain a +2 bonus for every 5 ranks you have in Summon). The DC for this ritual type is 5 + (target's point value divided by 100).

These rituals require materials with a Purchase DC equal to the effective spell power rank. If you fail the ritual, you expend the materials.

Make your summoning checks. If you succeed, the demon appears in the pentagram you should have prepared. If you score a critical failure, the demon appears outside of the pentagram, unbound and free to act as it will. If you score a critical success, you gain a +4 bonus to the Control check.

For every time you have successfully summoned this specific target, you gain a +1 bonus to the summoning checks.

Once the demon appears, you must make a Control check. Roll 1d20 + Charisma modifier + Will save modifier. This is an opposed check – the target makes a Will save, high roll wins. Ties mean both parties roll again the next round. For every time you have previously summoned and controlled this target, you gain a +1 bonus to your Control check.

If the demon wins, it is uncontrolled and freed. If you win, you've established control over the demon.

A controlled demon is compelled to carry out and complete a single nine-word instruction issued by you for a duration of no more than one hour. Once the instruction has been carried out or an hour has elapsed, whichever comes first, the demon instantly winks out of existence in the material world and is immediately returned to the infernal planes.

This instruction *must* be given at the moment of control, straight after the demon has been summoned or it will merely return to the infernal planes. Instructions cannot normally be issued after this time, no matter how powerful you are.

Anything may be demanded and the demon is compelled to carry out such instructions to the best of its ability. You may ask the demon, for example, to act as a bodyguard, or to assassinate an enemy. Many demons have existed since before the dawn of time and are thus incredible sources of long forgotten knowledge. Others, such as the nightmare steeds, excel as fast mounts or even beasts of burden. These are just a few of the most basic examples of what you may compel a demon to do. In practice, you are limited only by the demon's powers and your own imagination. Due to the convolutions of demonic politics upon the infernal planes, however, a summoned demon can never be compelled to summon additional demons itself.

Passing the Control check when the demon is summoned allows you to issue a single nine word instruction that will be obeyed for up to one hour. However, the number of instructions and the time the demon is compelled to stay in the material world may both be extended.

For each additional instruction issued or each additional hour the demon is required to remain in the material world, another Control check must be made with a cumulative -2 penalty. If any of these additional Control checks are failed, the demon will become uncontrolled. No more instructions or additional hours may be added to the demon's service as it is now free to exact its vengeance.

Note that any of these additional instructions or extended hours *must* be attempted straight after the first Control check. They may not be added to the demon's service at a later time, so you must plan in advance to decide exactly what you will ask the demon to do if the summoning proves successful.

## BINDING

Some artificers prefer to make magical items in a dangerous fashion, powering them by infusing them with bound entities. Once the item is prepared, you must summon the appropriate demon, with a -6 penalty to the Control check. Binding the entity takes the place of giving any commands.

Binding such an entity into a magical item acts as a number of Binding Points equal to the point value of the entity. Once bound, the item functions normally, although it gains the [Evil] descriptor if the entity was infernal ([Good] if celestial).

While bound into an item, the entity cannot be summoned or called upon by any other beings. One year and one day after being bound, the entity may attempt to break free. This requires you to make another Control check with the same -6 penalty as normal. If you win, the entity remains bound, and will attempt to free itself again in one year and one day. If you lose, the item is destroyed, and the entity is freed (evil entities will immediately attack the bearer of the item).

## DISMISSAL

Sometimes, you may need to dismiss an entity earlier than planned. You can only dismiss a creature you have summoned. The creature must be within 60 feet and visible. Make a Control check as a full-round action; if successful, the creature returns to its home. If you dismiss a creature, you cannot attempt to summon it again for at least 7 days.

## MULTIPLE SUMMONING

Normally, when you go to summon an entity, you attempt to summon only one. However, this is not a requirement. Summoning multiple demons follows the normal rules (total up the point values to determine the necessary numbers). However, when you go to make the Control check, you take a -2 penalty per entity. You roll once, and apply the result to all of the entities.

## NAMES

If you know an entity's True Name (see below), you can use that in your summoning attempt. Check to pronounce the name as normal; if successful, using the name in the summoning ritual provides you with a +20 bonus to all Control checks made involving that entity for this particularly summoning.

## FACTS

When you summon a demon, you can attempt to make a pact with it. If you make this offer, you gain a +20 bonus to your Control check. The pacts presented below are, for the most part, generic. Certain entities may offer specific pacts variants.

### The Oath

All of the pacts presented below, except the Soul Pact, require you to first swear fealty to the entity you have summoned. Once you've sworn this Oath, you've enthralled yourself to the entity. If you violate your oath, you lose all of the benefits associated with a pact, and open yourself up to being hunted by infernal entities, all of whom gain a +4 bonus to attack and damage rolls (and spell/power DCs) against you. Conversely, you take a -4 penalty to attack and damage rolls (and spell/power DCs when applicable) against these beings.

The exception to this basic rule is when you're, for lack of a better phrase, "upgrading". You can always swear an oath to a more powerful entity without suffering any penalties from the violation of the previous oath (however, the entity from the previous oath may strike back at you out of spite).

The effective "rank" of the entity determines the maximum number of pacts it can provide you with as follows (this follows the general power ranking for the creatures of Hell – other creature will be assigned a comparable ranking):

- **1<sup>st</sup> House:** 1
- **2<sup>nd</sup> House:** 2
- **3<sup>rd</sup> House:** 3
- **4<sup>th</sup> House:** 4
- **5<sup>th</sup> House:** 5
- **6<sup>th</sup> House:** 6
- **7<sup>th</sup> House:** Unlimited

### Pact of the Corrupter

This pact is only available to those who can cast Charm spells. This pact increases the potency of your charm spells. All such spells now gain the [Evil] descriptor.

First, this requires a donation of at least purchase DC 25 in valuable goods. Determine the bonus you wish to receive; you swear to use your Charm effects on a number of non-evil, intelligent creatures per week equal to the bonus – each time you cast a Charm effect for this pact, it must result in the target ending up more corrupted than before.

### Pact of Damned Strength

This requires you to sacrifice both valuable goods worth at least purchase DC 20, and 2 points from your Constitution. In exchange, you gain a +4 bonus to your Charisma score. You must attempt to corrupt an innocent at least once per week with your newfound magnetism.

You can make this pact multiple times.

### Pact of the False Prophet

This requires you to sacrifice both valuable goods worth at least purchase DC 20, and 2 points from your intellect (Intelligence) or insight (Wisdom). In exchange, you gain a +4 bonus to your Strength score. Additionally, you must hurt an innocent creature this Strength at least once per week.

You can make this pact multiple times.

### Pact of Fate's Twist

This pact requires the sacrifice of at least purchase DC 25 in valuable goods. In return, for as long as you please your patron, you can re-roll any single d20 roll once per day as the patron warps reality for your benefit.

You can make this pact multiple times in order to gain additional daily

re-rolls.

### Pact of Forbidden Lore

This pact requires a sacrifice of valuable goods with a purchase DC equal to the spell power rank, and the sacrifice of a number of Intelligence creatures equal to the spell level. In return, you gain the knowledge of a certain infernal spell effect (normally a spell converted from the *Book of Vile Darkness*, the spell effects of which are typically unknown to most casters). You can take this pact multiple times.

### Pact of the Infernal Tongue

By sacrificing a creature with a Charisma score of at least 15, you gain a bonus to Bluff and Diplomacy checks equal to +4, with an additional +1 per 2 points above 15 of the victim's Charisma score.

### Pact of Safety

With this pact, you gain a measure of infernally-influenced protection, represented by a bonus to all saving throws. For every +1 bonus you desire, you must sacrifice valuable goods with a total purchase DC equal to 20 + bonus.

### Pact of Wealth

With this pact, you agree to sacrifice living, intelligent creatures in return for material goods and wealth. You do not need to make the sacrifices all at once (although one is required immediately upon forging the pact), but you must perform at least one per week for as long as you wish to maintain the pact. Failure to do so violates the pact, and all wealth gained (and anything gained by the wealth) is forfeit.

In terms of what you can get, each creature with an Intelligence score of 6 or better that you swear to sacrifice gains you \$250,000 in wealth. You can take this as goods (determine the effective Wealth bonus and deductions normally), magic items, or straight up wealth (following the guidelines for selling something; don't forget about the I.R.S.).

You can make this pact multiple times.

### Soul Pact

Success in the Control check will result in the demon lord compelled to obey every instruction you issue for one year and a day from the time of summoning. These instructions do not have to be stated when the demon is summoned, as is usual, but instead any can be given at any time and they will automatically be obeyed. If the demon's physical form is slain while on the material world, it will return to the infernal planes but, unfortunately for you, the soul servitude is not nullified and after the year and a day, you will be beholden to the demon as described below.

Once the year +1 day has elapsed, your soul becomes forfeit. Lower-powered demons will usually simply yank your soul from your body, resulting in your immediate death and the beginning of your eternal torment. However, greater demons will often allow you to continue to live for... however long they desire.

Once soul servitude has been made, a demon may always see and hear through your senses merely by concentrating, even whilst on the infernal planes, so close is this bond. You will always be able to sense the foreboding presence of the demon whenever it does this. In this way, they are forever able to watch and monitor your progress to ensure you act according to their dark plans.

You retain free will throughout the soul servitude and may act as you wish at any time. There are, however, three methods by which the demon may compel you to do as it demands. First, the demon is able to speak directly to you at any time, whether whilst awake or within your dreams, again simply by concentrating.

If threats and black promises fail to sufficiently motivate you, the demon is then able to either possess you or take your soul. Possession occurs automatically, with no chance of you resisting and the demon is able to leave at any time of its choosing. The taking of a soul is the ultimate threat for this is something the body cannot exist without. Such an action will automatically slay you, with no chance of reversal or resurrection as your soul descends to the infernal planes to be forever a plaything of your demonic master. This is the ultimate fate of all who make soul servitude, for the demon will inevitably come to collect one day. All you can do is follow the designs of your master, hoping that by proving yourself capable, you stave off the cruel attentions of the demon for as long as possible.

**NOTE:** The *greatest* of demons usually makes slightly different pacts. He does not serve you for any length of time. Instead, he grants one wish (success, stupendous wealth, amazing talent, vast magical knowledge, etc). This pact has a duration of 10 years, at which time, you are forfeit. When he grants this pact, he does so of his own volition – very, very few beings have the force of will necessary to compel him in any way.

### Witch's Pact

Some people gain the Witchcraft Tradition through study of long-forgotten knowledge or knowledge of entities passed down through familial generations (it's not unknown for the entities to literally father some of these newer generations), but the most common way to gain such power is through a direct pact with an infernal entity.

As always, you must swear an Oath to the entity that will provide you with power and knowledge. This pact requires the sacrifice of a number of

living, innocent, intelligent being equal to the House of the entity.

In return, you gain the Witchcraft Magical Tradition, and the following ranks in each of the Magical Skills Attack, Charm, Illusion, and Summon.

- 1<sup>st</sup> House: 1
- 2<sup>nd</sup> House: 3
- 3<sup>rd</sup> House: 5
- 4<sup>th</sup> House: 7
- 5<sup>th</sup> House: 9
- 6<sup>th</sup> House: 11
- 7<sup>th</sup> House: 13

You can advance your ability in these skills normally, but if you displease the entity, it can revoke the ranks provided by this pact at any time, without warning. It can also usurp control of your spells without warning or resistance.

## POSSESSION

Occasionally, when someone botches a summoning, instead of the freed demon simply attacking, it may decide to possess the would-be summoner.

This is a full-round action for the entity. You roll 1d20 + Charisma modifier + Will save bonus versus the creature's Will save, with the high roll winning (ties continue to the next round as described above). If you win, the demon is repelled and cannot attempt to possess you again for at least 24 hours. If the demon wins, it possesses your body.

When such an entity possess you, it takes one of the following states:

### Controller

The entity attempts to usurp control of your body as a standard action. Roll checks as described for the initial possession every round until the entity wins, or you win three consecutive checks (at which point, the entity cannot try to take control for 24 hours). If the entity wins, it gains access to all of your senses, abilities, skills, feats, special powers, and knowledge. You remain mentally aware and can mentally communicate with the entity. You also retain sensory input unless the entity spends a standard action each round to block this input. If the entity wishes, it can simply force you to black out while it controls your body.

A controller entity remains in control for a number of minutes equal to its Charisma score + Will save bonus. After this time, it can relinquish control (but can attempt to usurp again at any time), or it can attempt to maintain control, forcing checks as described above. However, for every time the entity has taken control in a day, you suffer a cumulative -1 penalty to resist the takeover.

### Enemy

While in possession of your body, the entity imposes a -4 penalty to an ability score of its choice, and it can change the ability score as often as once per round as a standard action. The entity can use any mental power freely, but not physical powers.

### Rider

In this case, you don't even realize the demon has possessed your body. It remains hidden in you, until at such time as it choose, it can attempt to become Ally or Controller. While in the Rider state, if you enter a location of such that would normally bar the entity's entry, it can slip in with you, protected from whatever would normally bar its entry.

### Duration

The maximum duration of the possession is based on the amount by which you failed to beat the entity's Will save as follows

Failed by	Duration
1 – 5	1 hour
6 – 10	1 day
11 – 15	1 year
16+	Permanent

### Forcing Possession

When you summon an entity, you can attempt to force it to possess another being. You must have the being at hand, and he must be conscious and aware through the entire ritual and possession attempt.

The Control check for this technique takes an additional -4 penalty. You must specify your instruction to the demon during the Control check as normal and this is what the demon will be compelled to do for as long as it possesses the victim (in this case, the creature cannot end the possession before the maximum duration expires). If the Control check fails, you lose all control of the demon and it will attack you immediately (and may attempt to possess you in return!). If the Control check is successful, then the victim must make a Will save to avoid possession by the demon, as described above. You may apply your Charisma bonus as a modifier to the demon's roll as you exert your own will alongside that of the demon's to break down the mental defenses of the victim and force the possession through. If the victim is willing at the point of possession (immediately after the Control check), then no Will save takes place – the demon possesses the victim permanently, as if the Will save had been failed by 16 or more.

## Self-Possession

When you summon an entity, you can, if you wish, attempt to force it to possess you. When you do so, you must state the duration of the possession (up to one year plus one day), and make a Control check. If this fails, the entity can choose to possess you, acting as a Controller. If you win, the demon possess you, and for the duration, you gain the Half-Fiend template or, the demon acts as an Ally (see below). However, demons don't really like being forced into this kind of possession, and will normally take every chance to become a Controller. If you score a critical success, the demon will not attempt to usurp control.

You can attempt to end the possession early. This requires a Control check that you can attempt as often as once per day. However, if this fails, the demon will attempt to usurp control (even if you originally scored a critical success).

## Self-Possession – Ally

An entity in this state can communicate with you telepathically (and vice versa). It can, as a free action, provide you with a +4 profane bonus to an ability score of its choosing, and can change the ability score as a standard action. At any time, the entity can take the Rider or Enemy states, or attempt a Controller state.

## Exorcising the Creature

At its core, exorcism is a contest of wills – who has the greater will? The demon or the exorcist? Faith can aid in exorcising a creature, as can the trappings of faith. The metaphysical considerations of the campaign also have an effect on the successful chance of exorcising a creature. As important as will, however, is knowledge. Note that these rules are essentially based on the Catholic rite of exorcism.

The first step in the exorcism is determining that, in fact, the victim is possessed. This is accomplished through a series of questions for the entity. These questions determine if the target is actually possessed, and if so, by how many entities and who is the leader of the entities, so he may be addressed. The questioning period takes 1d30 minutes, and requires a simple DC 10 Gather Information check. If the possessing entity desires to deceive the exorcist, it can attempt a Bluff check to oppose (which can then devolve into a series of Bluff, Sense Motive, and Gather Information checks).

Once the questioning ends, the actual ritual of exorcism begins. Each stage of the ritual takes 2d30 minutes \* the possessing entity's Charisma bonus.

The first stage involves calling up the creature and forcing it to make its presence known. During this stage, the host usually and vehemently denies being possessed, and begs and pleads for the exorcism to end. The exorcist must make a Knowledge (theology and philosophy) check, or a Knowledge (arcane lore) check. The exorcist applies his Faith modifier to this check. The entity makes an opposing Will save. This may involve a series of these checks, continuing until the exorcist wins. The exorcist may have to make periodic Concentration checks to maintain the stage. Once the exorcist wins, the possession becomes obvious, reflected in physical changes in the host and the location (temperature changes, foul odors, etc).

The second stage is a direct spiritual confrontation between the exorcist and entity. During this stage, the entity will attempt to physically attack the exorcist (which is why the target is usually restrained). If prevented from attacking, the entity will insult the exorcist and others present, and will attempt to harm the host body, wrenching itself, biting itself, voiding bowels and bladder, etc. The host takes 1d10 subdual damage per 10 minutes, and 1d2 points of hit location damage (random area) every 30 minutes. During this stage, both the exorcist and entity make Will saves. Both apply their Faith modifiers. Once the exorcist wins, the third stage begins. Every time the entity wins, the exorcist must make a DC 10 Faith check, with failure imposing a cumulative -1 penalty to all future checks involved in this exorcism.

The third stage is the expulsion. At this point, the entity will say and do anything if it is allowed to stay – it might even speak a period truth. If the exorcist makes any kind of deal, the exorcism ends in failure. To successfully expel the entity, the exorcist must succeed in a Knowledge check as described above. He must also succeed in a Faith-modified opposed Will save.

### The Perils of Exorcism

Any time the exorcist loses one of the contests described above, there is a chance that the entity may attempt to move into the exorcist. This follows rules for possession described previously, except that even if the entity fails, it can attempt to possess the exorcist again if he fails a contest.

### Modifiers

Apply the following modifiers to all of the exorcist's checks.

EXORCISM MODIFIERS	
Circumstance	Modifier
Entity has complete dominance	-4
Entity shares the body	-2
Exorcist has relevant holy symbol	+2
Exorcist has holy water or similar relevant material	+1

EXORCISM MODIFIERS	
Circumstance	Modifier
Exorcist has Bible or other relevant text	+1
Exorcism performed on holy day	+
Exorcism performed on consecrated ground	+3
Exorcism performed on desecrated ground	-2
Exorcism performed without proper preparation	-1
Exorcist spent at least a day doing nothing but preparing	+1
Exorcist possesses holy relic	+1 - +5
Exorcist relying on Arcane instead of Theology & Philosophy	-8

## SACRIFICE

When summoning evil creatures, throwing in a living sacrifice grants you some benefit. Follow the rules for *Sacrifice and Spellcasting* above. A successful sacrifice provides you with a bonus to the Control check.

The bonus is equal to one-half the victim's Intelligence score (round down), to a maximum of +5 at Intelligence 10 or better. However, the bonus may be greater if the victim also has some significance for the entity (such as a devout priest or holy warrior).

Described above is a simple blood sacrifice. You can also attempt a soul sacrifice, empowering the summoning with the soul of the victim (and condemning the victim to an eternity of pain).

A soul sacrifice follows the rules above, except the DC is +10, and the victim must have an Intelligence score of at least 6.

If successful, you gain a +10 bonus to the Control check (more if the victim is particularly good or otherwise of interest). This does not stack with the bonus from a normal blood sacrifice. A victim of a soul sacrifice cannot be resurrected by any means short of direct divine intervention (difficult) or going to the location of the soul and actually retrieving it (probably even more difficult).

## SIPHON ENERGY

When you successfully summon an entity, instead of issuing a command, you can instead attempt to siphon some of the creature's energy in order to boost your spellcasting ability. Make a Control check as described above; if successful, instead of issuing a command, you can siphon energy. You gain a number of free spell power ranks equal to the entity's point value divided by 100. You may use these freely within the next 24 hours, after which, they dissipate. When you use this ability, the entity immediately returns to its home.

## TAINT AND CORRUPTION

When you use evil magic, you acquire *Taint* and can become *Corrupted*.

### ACQUIRING TAINT

When you risk acquiring taint, you make a Will save against the indicated DC, with failure granting the listed Taint (double on a critical failure). When checking for this save, if your current Taint score equals or exceeds the save DC, you do not need to make the saving throw.

Mastery of magic can shield you from Taint. Your Magical "Rank" modifies your saving throw as follows:

- **Initiate:** -4
- **Adept:** -2
- **Magician:** +0
- **Sorcerer:** +2
- **Master:** +4
- **Sorcerer Supreme:** +8

### Bind Evil entity

Once you've summoned an evil entity, if you bind it, you make a Will save with a DC equal to the point value of the entity divided by 10. Failure nets you Taint equal to the point value divided by 50.

### Cast spell with Evil descriptor

When you cast a spell with the Evil descriptor, you must make a Will save with a DC equal to one-half the spell power rank or acquire Taint equal to one-quarter the spell power rank.

### Handle item with Evil descriptor

Every time you use an item with the Evil descriptor (or, for continuous items, every hour in contact), you make a Will save with a DC equal to the item's power rank. If this fails, you acquire Taint equaling the power rank divided by 5.

### Learn Dark Speech

When you acquire the Dark Speech feat, you gain 5 Taint. Every additional rank in Speak Dark Speech increases your Taint by +2.

## Learn spell with Evil descriptor

When you learn a spell with the Evil descriptor, you must make a Will save with a DC equal to one-quarter the spell power rank or acquire Taint equal to one-fifth the spell power rank.

## Pact with Evil entity

When you make a pact with an evil entity, you acquire Taint equal to one-quarter of the entity's point value.

## Possessed by Evil entity

When you are possessed by an evil entity, you must make a Will save every day with a DC equal to 10 + (entity point value/10) or gain 1d3 Taint.

## Sacrifice intelligent creature

When you sacrifice an intelligent creature, you must make a DC 35 Will save or gain 10 Taint.

## Sacrifice living creature

When you sacrifice a living creature, you must make a DC 25 Will save or gain 5 Taint.

## Summon Evil entity

When you summon an evil entity, you make a Will save with a DC equal to the point value of the entity divided by 10. Failure nets you Taint equal to the point value divided by 50.

## Time in Tainted location

For every hour you spend in a Tainted location, you must make a DC 15 Will save or acquire 1d3-1 Taint.

## Use Dark Speech

Whenever you use Dark Speech, you gain 1 Taint.

## EFFECTS OF TAINT

At every 10<sup>th</sup> point of Taint you gain, you must make a Corruption Madness check – this is a Charisma check. Unlike normal Madness checks, Corruption doesn't have the normal fight, flight, or freeze effects. Instead, if you fail, you become obsessed for 1d6 hours with whatever prompted that 10<sup>th</sup> point. While obsessed, you can take a standard action (at a -2 penalty) or move during a round, but not both. Once the time period has elapsed make a DC 10 Will save to shake off the obsession (if this fails, check again in 1d6 hours, etc).

## PURGING TAINT

You can attempt to purge yourself of Taint. This is a day-long ritual that requires PDC 15 in materials. At the end of the day, make a Will save with a DC equal to your current Taint score +10. If successful, you reduce your current Taint by 1d2 points (1d4 on a critical success). If you fail, you purge no Taint. On a critical failure, you acquire an additional 1d2 points of Taint. Purged Taint has no effect on your current Corruption notches.

## CORRUPTION

Tainted beings become corrupt, and Corruption is measured on a Madness Meter. Corruption notches have the following effect:

### Hardened Corruption Notches

**1 – 5:** You have started to develop a hardened mental shell that protects you from Corruption, but you are still functionally normal.

**6 – 10:** As your ability to stave off Corruption increases, it does so at the cost of building walls that cut you off from your fellow man. You take a -2 penalty to social skill checks.

**11 – 15:** Your mental walls thicken, increasing the social skill penalty to -4.

**16 – 20:** Your defense against Corruption has nearly severed your ability to interact in a human manner. Increase the social skill penalty to -8.

**21+:** Your mind is practically immune to Corruption, but you are so focused on protecting yourself, that you can no longer relate to others in any manner approaching normal. Increase the social skill penalty to -16.

### Failed Corruption Notches

**1 – 5:** At this level, the "stench" of your Corruption is minor, and thought animals and small children may act "off" around you, the effects are minimal at worst.

**6 – 10:** The Corruption of your mind, body, and soul have taken root, and are more noticeable than before. You take a -2 penalty to social skill checks except for Intimidate, which you gain a +1 bonus on. When you become obsessed via Corruption, the duration increases to 1d8 hours.

**11 – 15:** Your Corruption is almost palatable at this point. Your social skill penalty increases to -4, your Intimidate bonus increases to +2, and obsession lasts for 1d10 hours.

**16 – 20:** Your Corruption has nearly destroyed your ability to interact with your fellow men. The social skill penalty increases to -8, the Intimidate

bonus increases to +4, and obsession lasts for 1d12 hours.

**21+:** You are so twisted by your Corruption that you barely acknowledge other mortal beings. The social skill penalty increases to -16, the Intimidate bonus increases to +8, and obsession lasts for 1d24 hours.

## PHYSICAL CORRUPTION

In addition to the normal effects described above, Corruption marks you physically. When you pick up your 11<sup>th</sup> failed notch, roll on the Mild table below. Roll on this table for every failed notch from 11 – 15. Roll on the Moderate table for every failed notch from 16 – 20, and on the severe table for the 21<sup>st</sup> and succeeding notches.

### Mild Physical Corruption

MILD PHYSICAL CORRUPTION	
1d100	Result
01 – 10	Occasional nausea or vomiting
11 – 15	Pain in joints
16 – 20	Hair goes white
21 – 30	Mild paranoia
31 – 40	Disorientation
41 – 50	Increase aggressiveness (+2 Aggression)
51 – 55	Mild hallucinations
56 – 60	Phlegmy, wracking cough
61 – 70	Eyelid swells, obscuring vision
71 – 75	Pale, grayish, dead complexion (-1 Appearance)
76 – 80	Sunken eyes, cracked lips (-1 Appearance)
81 – 90	Skin seeps greasy, yellowish sweat (-2 Appearance)
91 – 100	Skin thickens, cracks, and turns leathery (-1 Appearance)

**Occasional nausea or vomiting:** 1/6 chance every 2 hours, nausea for 1d10 minutes.

**Pain in joints:** Imposes a -1 penalty to Dexterity-based checks, proper analgesics negate the penalty for short periods.

#### Mild paranoia

**Disorientation:** 1/6 chance every 2 hours, treat as shaken for 1d10 minutes.

#### Mild hallucinations

**Phlegmy, wracking cough:** 1/6 chance every hour, sickened for 1d4 minutes; also occurs whenever you have to exert yourself unduly.

**Eyelid swells, obscuring vision:** -1 penalty to visual Perception-based checks and attack rolls against target more than 5 ft. away.

Comment [d2]: Paranoia?

Comment [d3]: hallucinations

### Moderate Physical Corruption

MODERATE PHYSICAL CORRUPTION	
1d100	Result
01 – 05	Bones begin to warp and thicken (-2 Dexterity)
06 – 10	Black, lichen-like growth across skin itches (-1 Appearance)
11 – 20	Reddened, burn-like sores and scars (-1 Appearance)
21 – 30	Eye clouds and blood vessels break, obscuring vision
31 – 40	Lips shrink back to gums (-2 Appearance)
41 – 50	Gums swell, bleed, and rot (-2 Appearance)
51 – 55	Bleeding from eyes, nose, mouth, ears, or lips (-1 Appearance)
56 – 60	Hair falls out
61 – 65	Uncontrollable seizures that wrack the body with spasms
66 – 76	Eruption of painful sores (-2 Appearance)
77 – 87	Sores ooze blood, pus, foul-smelling ooze, spiders or insects, thick pasty substance, maggots, or slime (-12 Appearance)
88 – 93	Hears voices of spirits
94 – 98	Severe paranoia
99 – 100	Fits of uncontrollable, disturbing laughter or shrieking.

**Eye clouds and blood vessels break obscuring vision:** -2 penalty to visual Perception-based check and attack rolls against target more than 5 ft. away.

**Uncontrollable seizures that wrack the body with spasms:** 1/6 chance every hour, incapacitates for 1d6 minutes.

**Eruption of painful sores:** -1 pain penalty to all checks; analgesics temporarily negate.

**Sores ooze (stuff):** In addition to the Appearance penalty, people just really won't want you around and will probably run screaming or try and kill you. This forces viewers to make a DC 3 Unnatural madness check.

**Hears voices of spirits:** DC 10 Concentration check to distinguish these voices from the voices of actual people around you.

#### Severe paranoia

**Fits of uncontrollable disturbing laughter or shrieking:** 1/6 chance every hour, treat as shaken for 1d6 minutes.

Comment [d4]: paranoia?

### Severe Physical Corruption

SEVERE PHYSICAL CORRUPTION	
1d100	Result
01 – 10	Flesh of nose rots away, leaving skull-like openings (-4 App)
11 – 20	Spine twists, back hunches
21 – 30	Great swollen growths form on the body (-4 Appearance)
31 – 40	Lungs eaten away from inside, causing wet, labored, and painful breathing.
41 – 50	Eye falls out, leaving a gaping socket that glows with an unholy light
51 – 60	Skin peels off in papery sloughs at the slightest touch, leaving raw red flesh beneath (-2 Appearance)
61 – 70	Fingers and toes fuse
71 – 80	Irresistible murderous urges
81 – 90	Reduced to primitive behavior
91 – 00	Eats inedible or still-living things

**Spine twists, back hunches:** Reduce Fighting and Dexterity by -4 points.

**Lungs eaten away from inside:** Reduce Constitution by -6 points.

**Eye falls out:** Blind, eyes give off light equal to candles. DC 3 Unnatural Madness checks for viewers.

**Skin peels off:** This also imposes a -4 pain penalty to all actions.

**Fingers and toes fuse:** This imposes a -6 penalty to checks requiring manual dexterity.

**Irresistible murderous urges:**

**Reduced to primitive behavior:** Behave like a chimpanzee or orangutan. A DC 20 Will save allows normal actions for one minute.

## TRUE NAMES

Words have power, and few words have as much power as a creature's True Name – the name given it by the universe, by existence itself. According to legend, if you know a being's true Name, you gain what is practically complete and utter mastery over that being.

What can you do with a true Name? If you know a being's true Name, and you pronounce it correctly, you can do practically anything you want.

You want the creature to drop dead on the spot? Done.

You want to make the creature perform actions as if under power rank 100 *mind control*, even actions up to an including suicide and killing its loved ones? Done.

Anything the creature can do, you can make it do, such is the power of the True Name.

However, the creature has to be within hearing range for this to take effect. You can't use a True Name to command or affect a creature a world away, or in another dimension.

What restrains this immense power over individuals?

Mortals generally don't know their own True Names.

Infernals, Heavenly beings and the like often know their True Names, but work extra hard to keep that knowledge from getting out into existence. More powerful beings of those types will often disseminate false True Names to lead the curious astray.

The first restraint is discovering a creature's True Name. Unless you are incredibly lucky and manage to come across and decipher a rare tome which records the True Names of a few individuals (and many being swill release copies of such tomes into the world with *their* True Names garbled, but the True Names of their enemies and rivals intact), tracking down a creature's true Name takes time, effort, and resources.

Researching a True Name requires you to make a series of Knowledge (arcane lore) and/or Knowledge (theology and philosophy) checks (depending on the target), along with a number of Research checks. These are not safe, typical Research checks you can just perform from the comfort of your home on your computer or at your local library. In more cases than not, they will require you to track down obscure works, physically travelling to several locations.

When you make these skill checks, note the result even if you fail the check. You can add your failed checks together to eventually score a successful check.

## DISCOVERING NAMES

### Infernal/Heavenly Being

Discovering the True Name of an Infernal or Heavenly being is quite difficult, especially for the more powerful beings, who disseminate false and misleading information to thwart such attempts.

To discover the True Name of a being, you must make a number of successful Knowledge (theology and philosophy) checks as well as a number of Research checks. Each pair of checks takes 112 man-hours (14 8-hour days), with a weekly PDC of 22.

The DCs for tracking down the True Name of a heavenly creature are as follows:

- 1<sup>st</sup> Heaven: 35
- 2<sup>nd</sup> Heaven: 40
- 3<sup>rd</sup> Heaven: 45

- 4<sup>th</sup> Heaven: 50
- 5<sup>th</sup> Heaven: 55
- 6<sup>th</sup> Heaven: 60
- 7<sup>th</sup> Heaven: 65
- 8<sup>th</sup> Heaven: 70
- 9<sup>th</sup> Heaven: 75

The DCs for tracking down the True Name of an Infernal are as follows:

- 1<sup>st</sup> House: 35
- 2<sup>nd</sup> House: 45
- 3<sup>rd</sup> House: 55
- 4<sup>th</sup> House: 65
- 5<sup>th</sup> House: 75
- 6<sup>th</sup> House: 85
- 7<sup>th</sup> House: 95

Depending on your available time and resources, it can take weeks, months, or even years to find a single True Name for one of these beings. In fact, in history, discovering True Names has been the life's work of some dedicated (and/or insane) individuals.

Note that learning the true Names of Heavenly and Infernal beings can take a toll on one's sanity. When you learn the True Name of such a creature, you must make an Unnatural Madness check, with a DC equal to 25 + the Heaven or House of the creature.

### Intelligent Mortal

Discovering the True Name of an intelligent mortal creature requires 10 Knowledge and Research checks, with each check taking 56 man-hours (seven 8-hour days). The DCs for these checks are 35. You gain a bonus to your checks equal to the target's Reputation bonus (the more well-known the target, the more he has been researched and documented, and the more likely bits of his True Name are recorded). This has a PDC of 20, made every week. If you miss the Wealth check, you cannot make the other checks for that time period.

### Unintelligent Mortal

Discovering the True Name of a mortal creature that lacks intelligence (Intelligence 0-2) is even more difficult, requiring 15 checks from each skill. Otherwise, treat as if searching out a mortal name.

## USING TRUE NAMES

So you've used a significant period of your life and money to discover a being's True Name. Now how do you use it? As noted above, for the True Name to have power, it must be used forcefully and clearly while in the hearing of the Named being.

However, so-called "Greater" beings, such as Celestial/Heavenly and Infernals can hear when their True Names are spoken anywhere across the multiverse. When you make the final checks for the True Name of one of these creatures, make a DC 25 Will save. If this fails, you've accidentally uttered the being's True Name as you discovered it. Note this is almost a magical compulsion, allowing you to speak the name accurately the first time.

Now that creature knows who used its name, and where the persona is, and if it has the capability, it can move to your location immediately, or send minions to move against you, and so forth. So you'd best be careful once you discover the True Name.

When you speak the True Name of a mortal creature out loud, anywhere on the same world, it gets a slight shiver in its back, like "someone walked over its grave".

### Speaking the True Name

Once you have the True Name, you must be able to pronounce it when you go to use it.

If you want, you don't have to work with the name, and can simply attempt to use it on the being once its within range. Speaking a True Name accurately requires either a Speak Language check for the language in which you discovered the name, or an Intelligence check if you are not skilled in the language. Using a True Name is a standard action, and the DC is based on the creature type as follows:

- **Heavenly:**
  - 1<sup>st</sup> Heaven: 35
  - 2<sup>nd</sup> Heaven: 40
  - 3<sup>rd</sup> Heaven: 45
  - 4<sup>th</sup> Heaven: 50
  - 5<sup>th</sup> Heaven: 55
  - 6<sup>th</sup> Heaven: 60
  - 7<sup>th</sup> Heaven: 65
  - 8<sup>th</sup> Heaven: 70
  - 9<sup>th</sup> Heaven: 75
- **Infernal:**
  - 1<sup>st</sup> House: 35
  - 2<sup>nd</sup> House: 40
  - 3<sup>rd</sup> House: 45
  - 4<sup>th</sup> House: 50
  - 5<sup>th</sup> House: 55
  - 6<sup>th</sup> House: 60

Comment [d5]: Homicidal?

- **7<sup>th</sup> House:** 65
- **Intelligent mortal:** 30
- **Unintelligent mortal:** 25

If you successfully speak the True Name, you can command the being as described above. If you fail, well, the being will take action based on its nature.

If you critically fail, you must roll a DC 30 Will save or be stunned for one round per point by which you failed the save, which could land you in serious trouble if you True Named the wrong being.

If you want to, you can practice the True Name until you become proficient with it. You must make a Language or Intelligence check as described above (but since you're doing so without the entity present, all you risk is his hearing his name spoken). This practice takes a number of days equal to the DC divided by 10, and requires you to spend XP equal to 20% of the DC. Once you do so, you can use the True Name without making any Language checks.

## **YOUR TRUE NAME**

As you see, True Names are incredibly powerful. What about your True Name? Can you do anything positive with it?

If you can must the action to use your True Name, a successful use will dispel any shaken condition, rage, or similar emotional effect you are suffering from.

A successful use of your True Name can purge your body of poisons and diseases.

A successful use of your true Name can restore 1d4 hit points to all hit locations as often as once per day.

# Whomever Shall Find the Grail?

This chapter includes a few sample magic items along with the DCs and such required to create them.

**Note:** A quart equals 32 ounces. Most liquid items are dispensed in 8-ounce portions.

## GENERAL ITEMS

### AQUA CLARISSIMA

This is often used as a base for other liquid alchemical concoctions. On its own, if 8 ounces are consumed, any magical healing applied within the next 30 seconds gain an additional point. An alchemist can identify this by smell with a DC 10 check.

- *Craft (chemical)* DC 14, *Materials PDC* (1 quart) 10, *Time* 1 days.

### AQUA FORTIS

When an 8-ounce portion of this is consumed by a creature suffering from mind-affecting effects, this allows an immediate new Will save to void the effect. An alchemist can identify this by smell with a DC 10 check.

- *Craft (chemical)* DC 14, *Materials PDC* (1 quart) 10, *Time* 1 days.

### AQUA METALLORUM

This shiny liquid resembles mercury. Its uses are as a base for other alchemical concoctions. On its own, it acts as a keen metal polish. If consumed, an 8-ounce amount will force a DC 15 Fortitude save with failure resulting in 1d3 points of Constitution damage. Regardless of the save, you take a -2 penalty to your Dexterity for 24 hours.

- *Craft (chemical)* DC 13; *Materials PDC* (1 quart) 9; *Time* 1 days.

### AQUA PERMANENS

This substance is used as a sealant, locking in special properties into items enhanced by other substances. On its own, it can be used to stop a bleeding wound. Pouring an 8-ounce portion on a bleeding wound will seal the wound and stop the bleeding immediately, though this deals 1d4 points of subdual damage. Additionally, this leaves severe scarring over the wound.

- *Craft (chemical)* DC 18, *Materials PDC* (1 quart) 12, *Time* 1 days.

### AQUA REGIA

This liquid allows for the near-instantaneous cleaning of the object to which it is applied, removing all light soils and grime. If applied to a topical substance, such as a contact poison within the same round, there is a 50% chance this will clean the substance off before it can take effect.

- *Craft (chemical)* DC 11, *Materials PDC* (1 quart) 10, *Time* 1 days.

### AQUA VITAE

This is one of the most common bases for other alchemical liquids. On its own, if ingested, it acts as wine.

- *Craft (chemical)* DC 14, *Materials PDC* (1 quart) 12, *Time* 1 days.

### BLADEBLACK

This is a thick gummy substance usually applied to swords, dagger, or other shiny metal objects in order to make them not shiny, so they don't give away the position of someone trying to be stealthy. 8 ounces can coat a Small weapon or item. The materials dries and flakes off after 1d12 hours.

- *Craft (chemical)* DC 12, *Materials PDC* (1 quart) 8, *Time* 1 day.

### ELIXIR OF LIFE

This elixir comes in three forms: *impure*, *refined*, and *pure*. All are applied in 8-ounce portions. *Impure elixir of life*, when consumed, reduces the imbiber's physical age by 10 years. When *refined elixir of life* is consumed, the imbiber stops aging physically for 1d100 years. When *pure elixir of life* is consumed, the imbiber ceases to age physically. Note that to create this, in addition to the materials PDC listed below, you need an equal amount of *Aqua Clarissima*.

- **Impure:** *Craft (chemical)* DC 38, *Materials PDC* 32, *Time* 65 days.
- **Refined:** *Craft (chemical)* DC 40, *Materials PDC* 32, *Time* 65 days.
- **Pure:** *Craft (chemical)* DC 42, *Materials PDC* 32, *Time* 65 days.

### ELIXIR OF PURITY

This elixir has several benefits when consumed (8 ounces) – your Strength, Dexterity, Constitution, Perception, and Appearance all increase by +1. All physical (subdual and hit location) damage is healed, and the body is purged of toxins and diseases. If you consume this more than once in your lifetime, each additional time sees your Strength, Dexterity, Constitution, Perception, and Appearance all reduced by 50%.

- *Craft (chemical)* DC 35, *Materials PDC* 32, *Time* 65 days.

### GLOVES OF TYSON

These resemble basic regulation boxing gloves, but allow you to deal greater-than-normal damage with your punches (specifically, rank 4c damage, or 1d30; this is lethal damage and you cannot pull your strike for subdual damage).

*To create this continuous use-activated item, you need a damage effect spell at rank 4c with no flaws or extras. This has a point cost of 22, requiring at least 11 ranks in Attack.*

- *Magical Skills* Attack (damage) 11 ranks, *Artificer* DC 14, *Materials PDC* 6, *Power Rank* 4c, *Binding Point Cost* 40, *Time* 8 man-hours.

### THUNDER TASER

This resembles a standard taser. However when it is used, in addition to the normal effect, it generates a tremendous thunderclap which can deafen the target (as a power rank 6 auditory *dazzle* effect) if he fails a Fortitude save (average DC is 17, assuming the caster took 20). Roll every round with a cumulative +1 bonus. On the first successful save, the sense partially returns (-2 penalty to applicable actions). On the next round, the sense is fully restored.

*To create this continuous use-activated item, you need an auditory dazzle spell at rank 6 with Flaw – Range (touch; -1). This reduces the cost per rank to*

½, and requires at least 3 ranks in Attack.

- *Magical Skills Attack (dazzle)* 3 ranks, *Artificer DC 16, Materials PDC 8, Power Rank 6, Binding Point Cost 60, Time 12 man-hours.*

## UNIQUE ITEMS

Unique items typically are created by magicks long forgotten and out of the reach of most characters. IN any given world, these are unique – only one exists.

## TWELVE SWORDS OF POWER

Each Sword has a white blade 36 inches long, perfectly symmetrical, decorated with a crosshatch pattern in black that appears to be etched deeply into the blade though touching it reveals only a perfectly smooth surface. The hilts are all jet black with a pure white emblem to designate which Sword is which.

### General Abilities

**Basic Statistics:** Each of the *Twelve Swords of Power* is, in essence, an arming sword, with the following statistics:

**Indestructible:** Unless specifically noted otherwise below, each of these swords is effectively indestructible, and can be damaged and destroyed only by *Shieldbreaker*.

### Coinspinner

The Sword of Chance proudly proclaims its nature with a pair of dice shown on the pommel. Its owner will find great luck in any endeavor – at least until it decides to leave him.

This sword provides truly incredible luck. Its wielder receives a +20 luck bonus on all attack and damage rolls, saves, checks, **Defense**, and initiative. All spells he casts are automatically maximized at no cost. Any bet he places is almost guaranteed to win no matter how unlikely it is. For example, he could bet on the slowest horse in a race with 50 contestants and all 49 other contestants would be disqualified for some reason, break a leg, grow ill, or at the very least turn in substantially subpar performances, while the horse he bet on would run the best race of its life. Spurious bets such as “*I bet that castle will collapse in a minute*” are not affected by this power. Bets placed by proxy are affected, but only if the bet has specific input from *Coinspinner's* wielder. Thus, someone could use *Coinspinner* to break the bank at casino by having someone else do all the betting and only occasionally tell that person how to bet. All the bets with specific instruction would be won, while the majority placed without specific instructions would follow a normal pattern of wins and losses, thereby avoiding suspicion of cheating.

In addition to these mechanical bonuses, happenstance favors *Coinspinner's* wielder to an extreme degree. When attempting to infiltrate a castle, he should not be particularly surprised to find that the guards who would otherwise have spotted him were all bitten by a deadly snake, for example. GM's judgment is, of course, required for this. In extreme cases, a spontaneous earthquake throwing off an archer just as he was about to shoot at *Coinspinner's* wielder is not beyond possibility.

*Coinspinner* also possesses the guidance abilities of *Wayfinder*, but that is not its focus. Any means that can block Discern Location can prevent *Coinspinner's* divination from working.

*Coinspinner's* luck is as fickle as it is great. Each day, there is a 1% chance that *Coinspinner* will depart of its own accord, teleporting to a new lucky wielder.

*Coinspinner's* luck can be negated only by *Shieldbreaker* and *Doomgiver*. The luck bonuses do not function when fighting *Shieldbreaker* in combat, and bets against *Shieldbreaker's* wielder are determined normally as if neither Sword were present. When fighting *Doomgiver*, *Coinspinner's* luck bonuses are transferred to *Doomgiver's* wielder instead, and bets against *Doomgiver's* wielder uniformly lose just as badly as they would normally win with *Coinspinner* involved.

### Doomgiver

The Sword of Justice visits suitable punishment on all who would oppose its wielder. Second only to *Shieldbreaker*, this perfect sword bears the mark of a circle on its pommel.

This +5 adamantite longsword provides protection that is in some ways superior even to that of *Shieldbreaker*. *Doomgiver* blocks everything that *Shieldbreaker* does and also blocks unarmed strikes, but does not automatically sunder anything. In addition, each attack is reflected back at the attacker, so an archer would be struck by his own arrow, a fireball would be centered on its own caster (but wouldn't affect *Doomgiver's* wielder even if he happened to be within the area), and a monk would rain a Flurry of Blows on his own head. Anyone attempting to Scry on *Doomgiver's* wielder for nefarious purposes would find his own image appearing in the pool, though an ally attempting to find him to give aid would be successful. Even indirect attacks are foiled. At the GM's option, even things such as an attempt to starve *Doomgiver's* wielder by removing all food from the area before he can find it could backfire, causing the one taking all the food to starve regardless of what he ate while *Doomgiver's* wielder would feel no hunger.

*Doomgiver's* protection does not block any action taken by *Shieldbreaker's* wielder but is otherwise perfect. Even a god's efforts would be in vain.

### Dragonslicer

The Sword of Heroes has felled many a mighty dragon, impaling their hearts while they still fought. It should come as no surprise that its mark is a tiny dragon on the pommel.

This +5 adamantite longsword is the ultimate weapon against dragon-kind. When used against a dragon, its enhancement bonus increases to +10, it does 5d6 extra damage, and it ignores all of the dragon's natural armor. It also allows performing a coup de grace on a dragon even when the dragon is not helpless. It is still a full round action that provokes an attack of opportunity, and the coup de grace fails if the AoO hits.

### Farslayer

The Sword of Vengeance easily provides its namesake to anyone who uses it, but any triumph is likely to be short-lived as anyone near the victim can throw it right back. It bears the mark of a bull's-eye target on its pommel.

This +5 adamantite longsword is an assassin's dream weapon. It has no special power in battle, but it can be used to kill anyone its wielder wishes simply by speaking the name of the target and throwing it. *Farslayer* will then take off at supersonic speed in the direction of the named victim, unerringly



seeking his heart. When it arrives a few short moments later, it buries itself in the victim's heart, instantly killing him (no save). Even a god can be slain in this way. For creatures such as liches with external objects such as phylacteries that allow them to survive and regenerate, *Farslayer* destroys those objects before it lands in the victim's heart. The only catch is that *Farslayer* stays in the target's chest. If he happened to have a friend nearby, it would be but a moment's work for the friend to draw the Sword out and throw it back, telling it to slay whoever threw it last.

*Shieldbreaker* and *Doomgiver* are the only protections against *Farslayer*. If *Farslayer*'s victim has *Shieldbreaker* in hand when it arrives, *Shieldbreaker* shatters *Farslayer* an instant before it hits. Throwing *Farslayer* at *Doomgiver*'s wielder is quite literally suicide, as *Doomgiver* causes *Farslayer* to reverse course and strike its thrower. *Woundhealer* can revive *Farslayer*'s victim if it is used quickly enough. Nothing else, not even the protection of a god, can stop *Farslayer* once it has been thrown.

## The Mindsword

The Sword of Glory brings glory aplenty to its wielder, but it would all vanish into nothing if he ever lost this blade. A flag, such as might announce the allegiance of an army, adorns its pommel.

This +5 adamantite longsword commands complete loyalty to its wielder and can inspire his followers to incredible feats. When drawn, everyone within 500 feet instantly becomes fanatically loyal to the *Mindsword*'s wielder. A DC 30 Will save can delay this, but it must be repeated every round until failed and no other action can be taken. This loyalty lasts for 5 days after the last exposure to the *Mindsword*'s effect, and all those affected by it truly believe their loyalty is justified and well deserved. Both the *Mindsword*'s wielder and his followers within range receive a +5 morale bonus to attack and damage rolls and are immune to all fear effects. These bonuses last for 10 minutes after leaving the area of effect or after the *Mindsword* is sheathed.

*Shieldbreaker* provides complete immunity to the *Mindsword*'s domination. If *Doomgiver*'s wielder is in the area of effect, all those within range - including the *Mindsword*'s wielder himself - are affected as if the *Mindsword* were in the same hands as *Doomgiver* instead. *Sightblinder* provides some protection with its ability to see things as they truly are, but it is far from perfect. The DC to resist the *Mindsword*'s control is only 20 for *Sightblinder*'s wielder and only needs to be made every 5 rounds. If he beats the DC by 5 or more, *Sightblinder*'s wielder may act normally until the next save.

Even gods can be commanded with the *Mindsword*, but the duration is shortened to just 1 day.

## Shieldbreaker

This perfect weapon, the crowning masterpiece of the smith's forge, makes its wielder all but invulnerable and is so adept at mowing down any man who stands in his path that it is also known as the Widowmaker. As enemies approach, the Sword of Force emits a low thudding drumbeat sounds quietly in time with its wielder's heartbeat. The drumbeat grows louder when battle is joined, sounding a sharp pulse in time with the blade's movements. The pommel is marked with a hammer.

This +10 adamantite longsword grants its wielder complete immunity to all attacks of any sort. Attacks with weapons automatically fail and the weapon has a 50% chance of being sundered instantly (ignore normal sunder rules, the weapon is shattered). This ability is somewhat less useful against projectile weapons than other types, as only the projectile is destroyed. Even the other eleven Swords are not immune to this effect.

Hostile spells cast at *Shieldbreaker*'s wielder have no effect on him. This is even more powerful than unbeatable SR because it blocks even spells that do not allow SR. Only spells that this Sword's wielder would not want to be affected by are blocked. All others function normally. Area effect spells affect other targets within their area as normal.

*Shieldbreaker*'s perfect protection also applies to any other conceivable form of attack both on its wielder and his gear, and includes divination performed on its wielder, with one single exception. *Shieldbreaker*'s only weakness is that it cannot harm someone who is unarmed. Unarmed attacks, even those considered armed because of Improved Unarmed Strike, are exempt from both the protection and sundering effects. Natural weapons still qualify as weapons, however, and the offending limb may be chopped off or otherwise rendered incapable of harm if it is used to attack *Shieldbreaker*'s wielder (not sure about this part).

When *Shieldbreaker* is used to attack, it automatically scores a hit and a critical hit and has a 25% chance of sundering one weapon the target is holding in addition to dealing damage. At the wielder's option, the chance of sundering may be 100%. This sundering does not happen soon enough for the target to qualify as unarmed and therefore not subject to *Shieldbreaker*'s damage. *Shieldbreaker*'s wielder may make an unlimited number of attacks of opportunity with it each round. *Shieldbreaker* also ignores all damage reduction of any type.

When *Shieldbreaker* is wielded in combat, it bonds to its wielder's hand and cannot be dropped until the battle is over. Each round, its wielder receives a cumulative +2 bonus to strength when using *Shieldbreaker* and a -2 penalty for all other actions. The penalty cannot reduce strength below 1. The increase in the bonus and penalty can be prevented by a concentration check DC 15, but the check must be repeated each round and it cannot reverse a bonus/penalty that has already accumulated. This effect lasts until the end of combat.

In case you missed it, *Shieldbreaker* cannot harm an unarmed person or block unarmed strikes or any other attack options that do not involve even an improvised weapon. This is its only flaw.

The only way to disarm someone wielding *Shieldbreaker* is to grapple him unarmed and pin him for 3 consecutive rounds. After the pin is successful in the third round, another grapple check can remove *Shieldbreaker* from his hand.

Nothing, not even a god's power, can negate any part of *Shieldbreaker*'s abilities. *Shieldbreaker* is supreme among the Twelve Swords, so its protection extends even to the primary powers of the other eleven Swords.

*Shieldbreaker* can only be destroyed by attempting to sunder *Woundhealer* while *Woundhealer* is healing someone.

## Sightblinder

No rogue could ever wish for a better disguise than the Sword of Stealth. It both aids its wielder's eyes and fools the eyes of others. It's pommel is marked with an eye.

This +5 adamantite longsword provides its wielder with a perfect disguise. Anyone who sees *Sightblinder*'s wielder perceives him as someone or something else. The false appearance is usually that of someone the onlooker knows and would naturally want to protect or obey. It may be different, however, depending on *Sightblinder*'s wielder's intentions. Whatever the onlooker sees, it is always something that makes *Sightblinder*'s wielder's task easier. Everyone usually sees the same thing, but *Sightblinder* may present different faces to different people at the same time if that suits its purpose.

*Sightblinder* also has a secondary power of granting its wielder True Sight.

No magic save that of the Swords can pierce the illusion *Sightblinder* presents. Both the wielders of *Shieldbreaker* and *Doomgiver* see *Sightblinder*'s wielder as he actually is, though *Doomgiver* has the additional effect of disguising its wielder as if he had *Sightblinder* but only for *Sightblinder*'s actual wielder. *Wayfinder* can establish that *Sightblinder*'s vision is false by asking it where the person *Sightblinder* is protecting or emulating actually is, though a question about the person *Sightblinder*'s wielder appears to be is only a temporary solution as *Sightblinder* would change disguises as soon as feasible afterwards. *Farslayer* simply ignores *Sightblinder*'s illusion, seeking after the actual person named.

## Soulcutter

The Sword of Despair deserves its name well, for not only does it cause despair but its wielder would have to be very desperate indeed to draw it. Unlike the other eleven Swords, this one has no mark on the pommel.

This +5 adamantite longsword is usually a weapon of last resort. It causes extreme apathy and despair in all those who get too close when it is drawn, including the wielder. When *Soulcutter* is drawn, everyone within 500 feet takes a cumulative -1 penalty on all attack and damage rolls, saves, and checks each round. When this penalty reaches -5, the person affected becomes apathetic about everything and will take no actions. When it reaches -10, he will no longer defend himself, or even bother standing up; he falls prone and is considered helpless. People who enter the area after *Soulcutter* is drawn receive the penalty at a rate of -2 per round until they catch up with the maximum penalty of -1 per round since it was drawn.

Nothing short of another of the 12 swords can help against *Soulcutter*'s all consuming despair. *Shieldbreaker* renders its wielder immune to the effect, making dual-wielding *Shieldbreaker* and *Soulcutter* a viable tactic. *Doomgiver* protects its wielder normally but does not protect against its wielder using *Soulcutter* himself, as that is not an attack originating from someone else. *Woundhealer* can ward off the despair but must be thrust into the person to be protected and held there. *Sightblinder* allows a saving throw against *Soulcutter*'s effect, will DC 25, that must be made each round to avoid increasing the penalty. The *Mindsword* can temporarily counteract *Soulcutter*'s effect, increasing the thresholds for the apathetic and helpless conditions by 5 for those it has dominated and who still have its +5 morale bonus. The *Mindsword*'s wielder himself merely becomes frightened where he would normally become apathetic (-10 because of the *Mindsword*'s morale bonus) and panicked when others would give up and lie down (-15).

## Stonecutter

The Sword of Siege is the bane of any castle. With this blade in hand, the wedge shown on its pommel is not needed to easily cut out critical stone supports of

a castle wall or tower.

This +5 adamantite longsword has no special combat powers. Its main power is to cut through solid rock as easily as if it were air. If you have a means of removing the stone as you cut it (such as gravity taking it away because you're tunneling upwards), you can carve a 5'x5' tunnel through stone at a rate of 5 feet per round. I'll leave other uses of this ability to everyone else to figure out.

The only way to make stone of any kind immune to *Stonecutter's* power is to change it so it isn't stone any more.

## Townsaver

The Sword of Fury seems little more than a blur as it emits its high pitched whine while defending the helpless. While it quickly slays anything that faces it, it cares little for the health of its wielder. It is best used in the situation illustrated on the pommel, as part of a larger defense from behind city walls.

This +5 adamantite long sword's true power only manifests in the defense of those who cannot defend themselves. When a place holding people who are unable to defend themselves competently (typically wounded, elderly, children, or craftsmen/laborers) is attacked and *Townsaver* is wielded in its defense, *Townsaver's* enhancement bonus increases to +10, it ignores all damage reduction, its wielder becomes Hasted and immune to magic, its wielder gains +10 strength and constitution, and its wielder cannot die, but *Townsaver's* wielder also takes a -5 penalty to AC and cannot take any action but to attack his enemies with *Townsaver*. He may wait in a strategic position for the attackers to come to him, but he cannot remove either hand from *Townsaver's* hilt. These effects last as long as the attack does, at which point he may well drop dead on the spot from damage taken during the battle unless someone else heals him.

## Wayfinder

The Sword of Wisdom is not especially remarkable in combat, but its owner can find almost anything he wishes to. Its pommel bears the mark of an arrow.

This +5 adamantite longsword provides perfect guidance. When asked a question about a location and then allowed to turn, it will point unerringly in the direction of the location in question. The location may be defined by who or what is present there (e.g. "where is *Farslayer*?" It can also be asked about how to achieve a particular goal, in which case it will point out the direction to go in order to accomplish that goal. For especially long-term goals, the direction it points out will eventually lead to the achievement of that goal, but it will be significantly more dangerous than might otherwise be the case. This ability requires a great deal of DM planning (or very good improvisation) to work well, so it is advised to be careful about allowing your players to get this one of the Twelve Swords.

No means short of another of the 12 swords can block *Wayfinder's* divination, not even a deity's efforts or the Mind Blank spell. *Shieldbreaker* blocks attempts to find its wielder by hostile parties, and attempting to find *Doomgiver* while being an enemy of its wielder results in *Wayfinder* pointing at its own wielder.

## Woundhealer

The Sword of Mercy has no power to harm, only to heal. Its peaceful nature is proclaimed by the open hand on its pommel.

This +5 adamantite longsword is completely useless as an offensive weapon. Attempting to chop of someone's head with it would just give him a pleasant tingle in the neck. *Woundhealer's* great power is in healing only. Anyone cut by *Woundhealer* takes no damage and is in fact subjected to a Heal spell (20th level caster). All forms of mental control, including the domination of the *Mindsword*, and all undesirable ongoing magical effects are ended at the same time. Even lost limbs can be regenerated, though the process takes 306 days after the initial cut from *Woundhealer*; *Woundhealer* only needs to be present for the initial cut to regenerate limbs.

If *Woundhealer* is held continuously in someone's body, that person receives the Heal once every round and gains complete immunity to all of the conditions *Woundhealer* cures. He is also completely immune to all death effects and cannot be killed by any means without first removing *Woundhealer*. He may be rendered unconscious by (very temporarily) dropping his hit points below 0, but he will not die regardless of how far past -10 he goes until *Woundhealer* is removed. If this is not done promptly, he'll be back up and in fine shape very quickly with the 150/round healing he's getting.

*Woundhealer* can bring someone back to life, but only if very quick action is used. If *Woundhealer* cuts someone within one round of his death, he is brought back to life at no loss of level or constitution. Someone revived in this manner is at -9 hp and stable.

*Woundhealer's* healing can only be prevented by preventing it from cutting the recipient, though a source of damage matching its healing rate may effectively negate it.

*Woundhealer* can only be destroyed by sundering it with *Shieldbreaker*. If this is attempted while *Woundhealer* is healing someone, however, it is ***Shieldbreaker that breaks.***

## The Song of Swords

Who holds *Coinspinner* knows good odds,  
Whichever move he make,  
But the Sword of Chance, to please the gods,  
Slips from him like a snake.

The Sword of Justice balances the pans  
Of right and wrong, and foul and fair,  
Eye for an eye, *Doomgiver* scans  
The fate of all folk everywhere.

*Dragonslicer*, *Dragonslicer*, how d'you slay?  
Reaching for the heart in behind the scales,  
*Dragonslicer*, *Dragonslicer*, where do you stay?  
In the belly of the giant that my Blade impales.

*Farslayer* howls across the world  
For thy heart! For thy heart! who hast wronged me,  
Vengeance is his who casts the Blade,  
Yet he will, in the end, no triumph see.

Whose flesh the Sword of Mercy hurts has drawn no breath,  
Whose soul its heals has wandered in the night,  
Has paid the summing of all debts in death,  
Has turned to see returning light.

The *Mindsword* spun in the dawn's grey light,  
And men and demons knelt down before,  
The *Mindsword* flashed in the midday bright,  
Gods joined the dance, and the march to war,  
It spun in the twilight dim as well,  
And gods and men marched off to hell.

I shatter Swords and splinter spears,  
None stands to *Shieldbreaker*;  
My point's the fount of orphan's tears,  
My edge the widowmaker.

The Sword of Stealth is given  
To one lonely and despised;  
*Sightblinder's* gifts: his eyes are keen,

His nature is disguised.

The Tyrant's Blade hath no blood spilled  
But doth the spirit carve,  
*Soulcutter* hath no body killed,  
But many left to starve.

The Sword of Siege struck a hammer's blow  
With a crash, and a smash, and a tumbled wall,  
*Stonecutter* laid a castle low  
With a groan, and a roar, and a tower's fall.

Long roads the Sword of Fury makes,  
Hard walls it builds around the soft,  
The fighter who *Townsaver* takes  
Can bid farewell to home and croft.

Who holds *Wayfinder* finds good roads,  
Its master's step is brisk;  
The Sword of Wisdom lightens loads  
But adds unto their risk.

