

# Microlite True Sorcery

by PsychoSama

## Step 1

Choose a spell and determine the desired effect.

## Step 2

Determine the spell effect's DC including all augmentations (see Augmentations below as well as individual spell descriptions).

## Step 3

Determine casting time, which is done by subtracting your Magical Attack and Spell Mastery bonus from the modified Magical Attack DC of the effect and consulting the 'Casting Times' table.

## Step 4

Cast the spell effect by spending the indicated number of actions.

## Step 5

Roll a Magical Attack check against the spell effect's DC. If you succeed, proceed to Step 6. If you fail, skip Step 6 and proceed to Step 7.

## Step 6

Resolve spell's effect and proceed to Step 7.

## Step 7

Roll the spell's drain and deduct your current spell energy from the total (minimum of 1). Take the remaining drain as vitality damage.

To cast a spell or use magic skills, you must have spell energy. Every time your level of Spell Mastery increases, you add points to your spell energy pool. In order to cast a spell, you must have at least 1 point of spell energy. If you reduce your spell energy to 0, you may not cast any spells until you regain at least 1 point of energy.

You may spend points of spell energy from your pool to enhance your spell effects. By expending 1 point of spell energy, you may add +10 to your Magical Attack check, but you take additional drain as shown on the Spell Energy Expenditures and Results table. See Drain, following.

Spent spell energy returns at a rate of 1 point per day.

Your Spell Energy is your MIND + Spell Mastery Bonus.

Your Spell Mastery limits the amount of spell energy you can use to enhance the casting of your effects. As indicated on the Spell Energy Expenditures and Results table, you must have at least one level of spell mastery to use spell energy to boost effects. All spells require some personal energy to use and so any spell effect cast at the base levels deals 1d8 points of vitality damage called drain.

Spell energy's primary purpose is to reduce the amount of drain suffered as a result of casting spells. In this way, your spell energy pool works like damage reduction. The drain of a spell is reduced by an amount equal to your available spell energy. Thus, if you have 5 points of spell energy and cast a spell with 6 drain, you only take 1 point of vitality damage (6 drain minus 5 spell energy = 1 drain or 1 point

of nonlethal damage). Spell energy can reduce drain to 1, but not below 1, so you had had 6 points of spell energy in the example, you still would have taken 1 point of Vitality damage. You cannot cast magic if you have 0 vitality points. If the roll is higher than your Vitality, your spell automatically fails.

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

So, a spell effect whose DC is increased to 56 by augmentation deals  $1d8 + 11$  points of vitality damage (56 divided by 5 and rounded down equals 11).

## Spell Mastery

Spellcasters measure their power in accordance to their number of Spell Mastery ranks from zero (for non-Casters) through five. Only the most powerful mages ever reach five levels of Spell Mastery.

Spell Mastery has several effects on a Spellcaster's ability to manipulate magic.

**Bonus to Magical Attack:** Spell Mastery awards an insight bonus to Magical Attack rolls.

**Modifies Casting Time:** Spell Mastery modifies the casting time for spell effects.

**Maximum Spell Energy Expenditures:** A spellcaster's Spell Mastery limits the amount of spell energy she can expend each round.

### EFFECTS OF SPELL MASTERY

Spell Mastery Level	Attack Bonus	Max Expenditure
0	+0	0
1	+2	1
2	+4	2
3	+8	3
4	+16	4
5	+32	Any

### SPELL ENERGY EXPENDITURES AND RESULTS

Energy Expended	Attack Bonus	Additional Drain	Spell Mastery level
0	-	-	0
1	+10	+1d8	1
2	+20	+2d8	2
3	+30	+3d8	3
4	+40	+4d8	4
5	+50	+5d8	5

To determine the casting time of a particular spell effect, subtract your Magical Attack modifier from the spell effect's DC and then consult the Casting Times table.

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

### CASTING TIMES

Final DC	Casting Time
0 or Less	1 free action
1-5	1 standard action
6-10	2 standard actions
11-15	3 standard actions
16-20	5 standard actions
21-30	10 standard actions

31-40	1 minute
41-50	2 minutes
51-60	3 minutes
61-70	5 minutes
71-80	10 minutes
81-90	20 minutes
91-100	1 hour
+10	+1 hour

## Taking Extra Time

Although the casting times for spells are already significant, you may wish to take more time to cast an effect to ensure it goes off without a hitch. Taking longer to cast a spell effect confers a bonus to your Magical Attack that depends on your level of mastery. Where the Taking Extra Time Table indicates a “degree,” you increase the unit of time from action to rounds to minutes to 10-minute intervals, to hours, to days, and so on. Thus a spell effect that ordinarily requires 4 actions to cast would require 4 full round actions to cast by increasing the degree one step, 4 minutes for two steps, 40 minutes for three steps, and 4 hours for four steps. Non-Spell casters automatically apply one degree of extra time to all attempted spells.

### TAKING EXTRA TIME

Extra Time	Dabbler	Student	First	Second	Third	Fouth
1 degree	+0	+2	+4	+8	+16	+32
2 degrees	+0	+6	+12	+24	+48	+96
3 degrees	+0	+14	+28	+56	+112	+224
4 degrees	+0	+30	+60	+120	+240	+480

Note: You derive no additional benefit from taking more actions to cast a spell effect

## Magical Attack Check

Like any attack, you roll your Magical Attack + modifiers against the modified spell DC. If you’re not rushed, endangered, or otherwise threatened, you may take 10 on your skill check. You may not take 20. Instead, see the Taking Extra Time Table, which in itself can be combined with taking 10.

Critical Success: The roll of a natural 20 grants you a second roll, the result of which is then added to the first.

## Caster Level

Your spell caster level affects the Difficulty Class needed to resist the spell effects you cast. The DC equals 10 + one-half your caster level + your Mind modifier.

## Spell Failure

If you ever try to cast a spell effect in conditions where the characteristics of the spell cannot be made to conform, the casting fails and the spell effect is wasted. Spell effects also fail if your concentration is broken or if you fail your Magical Attack Roll. Whenever a spell effect fails, you take the drain as normal.

## Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell effect entails.

All spell descriptions use the following format.

### **Name**

The first line of every spell description gives the name by which the spell is generally known.

### **Description**

This line describes the general features of the spell's base effect.

### **Base DC**

This is the base Magical Attack DC to cast the spell at its minimum effect.

### **Components**

All spells require at least one external component: a simple fetish, a magical incantation, a series of gestures with the hands, physical movement like dancing, and so on. Components can also include. A spell's components are listed under this line of its description. You may add additional components to reduce a spell's casting time and DC

#### **Verbal Component**

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. You may not use a verbal component anytime you are gagged or otherwise silenced. If deafened, you have a 20% chance of spoiling any spell effect requiring a verbal component you try to cast.

#### **Somatic Component**

A somatic component is a measured and precise movement of the hands, feet, or body. Some somatic components are a series of physical movements, while others may be intricate dances. If you're restrained in any way, you can't use a spell requiring a somatic component.

#### **Focus Component**

A focus is an object you use to channel your spells. It is not consumed when you cast the spell and you can use it repeatedly. Assume that your character starts with the basic focuses for the spells they use. If you lose this focus, you must fashion or trade for a new one. Acquiring a new focus is relatively simple (costing a number of tokens equal to the Base DC, or know+DEX roll against the base DC of the spell ), but it must be keyed. To key a focus, simply expend a point of spell energy. Thereafter, the focus is permanently keyed.

#### **Expendable Component**

You can use certain expendable materials to help focus your concentration on producing desired spell effects. Just about any material can work, so long as you and the GM agree on its symbolic relevance; for instance, a spell that improves your ability to jump might incorporate a living frog, but if no frog can be found, a dead grasshopper can be just as effective. As opposed to focus components, the materials of expendable components usually are common.

As part of the casting, the expendable component is rendered somehow unusable: the grasshopper's body turns to dust, a rose blossom loses its petals, etc. If the destruction would be out of proportion to the desired spell effect then the GM should forbid the use of this component. The expendable component bonus to Magical Attack depends on the spell's minimum magnitude requirement, as follows:

Mastery Level	Bonus
0	+1
1	+2
2	+3
3	+4
4	+5
5	+6

### **Range**

A spell effect's range is the the maximum distance at which you can designate the spell's point of origin. See the Augmentations section for details on range.

### **Aiming**

You determine whom the spell effect affects or from where it originates, depending on the spell effect. This entry defines the spell effect's target (or targets), its effect, or its area, as appropriate. See Augmentations for details on effects.

### **Duration**

A spell's duration entry tells you how long the magical energy of the spell effect lasts.

### **Saving Throw**

Usually a harmful spell effect allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work. The DC to save against any spell effect equals 10 + half the character's caster level + the caster's MIND.

### **Base Effect**

This portion of a spell description details what the spell does and how it works without modifications. If one of the previous entries in the description included "see text," this is where the explanation is found.

### **Augmentation**

This section demonstrates ways to augment spells in special ways, listing any special means for augmenting a spell effect and what augmentations are available from those described below. You automatically know how to use these additional functions when you gain the spell through the Talent feat.

### **Special Spell Effects**

This entry describes uses of spell effects that can be somewhat different from the standard uses of a spell. Some are more powerful than the standard uses, and only come into play for spellcasters with five levels of Spell Mastery. If the spell description doesn't mention a special spell effect, the spell does not have one.

### **Continuous Effects**

By selecting a spell with a Talent feat, you may gain additional bonuses to skills, saving throws, or some other aspect of your person. This section details the ongoing bonuses derived from taking the spell.

### **Augmentations**

Spells in this system represent alterations to or departures from reality. The further from the accepted rules of reality, the harder it is to generate the spell's effects. However, unlike other systems, under the True Sorcery rules you have full control over your spells, molding magical energies to conform to your wishes. You can alter spell effects' damage, range, duration, and several other factors providing an enormous array of possibilities for magical spells.

Each spell includes a listing of which augmentations are available from which you can create your spell effects. In some cases, spells include specific augmentations applicable only to those spells. Each augmentation increases the Magical Attack DC required to successfully cast the spell effect; hence, too many modifications may make the spell impossible to cast. On the other hand, these augmentations allow mighty spellcasters to create powerful spell effects capable of shattering armies, changing the weather over an entire region, or calling the foulest forces from the depths of Hell.

Augmenting spells increases the drain. To determine total drain, divide the total Spell DC by 5. Add the result to the 1d8 drain roll.

Augmentations fall into five categories. First is damage, allowing you to increase the base damage for spell effects dealing hit point damage or ability damage. Second, is area of effect and targets, which you use to expand the effects of a spell. Third is range, whereby you augment the effective distance of a spell effect. Duration is fourth, allowing you to extend the effects of a spell. Finally, components is fifth, letting you reduce the Magical Attack DC by adding additional requirements to cast the spell. Specific details are as follows

## Damage

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

### Hit Point Damage

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

### Other Variables

Augmentation	DC Modifier	Effect
Empower the spell effect increase by one-half	+20	All variable, numeric effects
Maximize the spell effect are maximized	+40	All variable, numeric effects

## Area of Effect and Targets

You can change a spell's effect from target to an area, add additional targets to the first, or modify an effect's area. Use the following augmentations to increase the area or target of a spell.

Augmentation	DC Modifier
Add one target	+4
Change target to area (2m)	+4
Add one 2m square	+2
Change from target to any area 1	+5
Change from ray to any area (1)	+5
Add area to ranged (2)	+4
Change from any area to ray	-2
Change from any area to any area	+4
Burst/Spread area of effect per 2m radius	+5
Cloud area of effect per 2m radius or height	+6
Cone area of effect per 2m	+6
Cylinder per 2m radius or height	+8
Emanation per 5-ft. radius	+2
Line of effect per 4m.	+5
Per 2m square (3)	+2
Direct the spell within range (4)	+20

(1) The spell automatically has the base area of the type selected: 5-ft.-radius burst or spread, a 5 ft.-radius cloud, etc.

(2) The spell's area takes effect at any point you can see and within range.

- (3) Each target square must be adjacent to at least one other target square.
- (4) This augmentation allows you to redirect a spell with a duration to affect new targets by changing the targeting location.

### Range

Most base spell effects express range as personal, touch, or in meters. Use the following augmentations to extend the range of a spell.

Augmentation	DC Modifier
Change from personal to touch	+10
Change from touch to ranged *	+4
Change from ranged to touch	-4
Per 4m	+1
Per 20m	+5
Per 40m	+10
Increase to line of sight	+80

\*Usually this modification takes the form of a ray (base range of 2m).

### Duration

Most spell effects have an instantaneous or 1-round duration. You may increase the duration of spells from 1 round to 1 minute, 1 day or longer.

Augmentation	DC Modifier
Change from instantaneous to 1 round	+20 (1)
Per additional round	+1
Change from round to minute	+9
Per additional minute	+1
Change from minute to hour	+20
Per additional hour	+2
Change from hour to day	+50
Per additional day	+5, + 1 spell energy (2)
Contingent	+50% final DC, + 1 spell energy (3)

- 1 If you augment a damage-dealing spell effect to increase the duration from instantaneous to a duration of 1 round or longer, the damaging force is fixed and deals damage each round to creatures and objects in the area of effect.
- 2 It costs 1 point of spell energy per day.
- 3 The spell effect takes effect when an established condition is met. The contingency lasts 1 day until discharged.

### Refreshing Existing Spells

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

### Extra Components

Spellcasters say prayers, wave wands, dance or perform other physical gestures all in the effort to produce a magical effect. These are called spell components. All spells require at least one component for the base effect.

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

Additional Components	Attack Bonus
Add verbal or somatic component	+5 each
Add focus component	+10
Add expendable component	*

\*See Expendable Components Table

## Subtracting Components

Although all spells include components, you may remove one or more components from a spell. Each component removed increases the Magical Attack DC by +10 regardless of the component removed.

Subtracting Components	DC Modifier
Subtract one component	+10
Subtract two components	+18
Subtract three components	+26

Note: Subtracting components reduces the Magical Attack DC, while adding extra components gives a bonus to the caster's Magical Attack.

## Other Reductions

In addition to adding components to a spell effect, you can derive benefits from other environmental effects, such as magic fields or simply working with other casters.

## Ritual Casting

Casting magic in a group, as a ritual adds potency to a magical spell. To be cast as a ritual a spell must take at least five minutes to cast. Only when casting ritual magic do the effects of Cooperative and Proximity Magic come into effect.

## Cooperative Magic

Multiple spellcasters can work together to cooperatively cast a spell. Low-level spellcasters of the same magnitude who work together are more likely to achieve the required casting DC than are low-level spellcasters going it alone. To do so, select one of your number as the leader of the group, typically the character with the highest Magical Attack.

Each additional caster must succeed on a Magical Attack roll against one-half the desired spell effect's DC. Supporting spellcasters may use additional components to aid in their checks. Every supporting caster who succeeds adds her Spell Mastery bonus +1 to the primary caster's . Each spellcaster must devote the same number of total rounds to the casting of the spell. When spellcasters of different levels of mastery cast spells together, there are slightly different effects as described under Proximity Magic.

## Proximity Magic

When spellcasters of different level of cast a spell together, the powerful spellcasters helps those of a lesser Spell Mastery reach new spellcasting heights. When a spellcaster of a lower magnitude stands close to one of a

higher level of Spell Mastery, the lower-level spellcaster gains a bonus to their Magical Attack as indicated on the Proximity Magic table. Spellcasters benefiting from proximity magic still suffer drain as normal.

## Proximity Magic Table

Difference in Spell Mastery	Example	Attack Bonus
One step	1 to 2	+2
Two steps	0 to 2	+4
Three steps	1 to 4	+8
Four steps	1 to 5	+16
Four steps	0 to 5	+32

## BLENDING SPELLS

While the options contained within each spell enable you to construct a variety of effects to suit a particular situation, you can also merge one or more spells you know to create more effects.



Blending spells is, in many ways, like casting two or more spells at once. In effect, you tie a second (or third or fourth) spell effect on the first, creating some new and potent effect but increasing the final spell effect's Magical Attack DC. To blend two or more spells, follow these steps.

#### Step One:

##### Determine Spells to Blend

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

#### Step Two:

##### Determine Base Effects

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

#### Step Three:

##### Determine Blended Effects

Match all range and area parameters of the spell effects to be blended to those of the base spell.

However, increases to the Magical Attack DC are one-half of normal (minimum of +1 to DC). Then apply any other augmentations desired, but don't halve these DC increases.

#### Step Four:

##### Determine DC, add Components, Determine Casting Time

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

#### Step Five:

##### Cast and Resolve the Spell Effect

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

## **SPELLS**

### **SPELLS BY TYPE**

All  
Dispel

Elementalism  
Earth  
Earth Lore  
Shape Matter (Earth/Stone)  
Projectile (Earth/Stone)

Fire  
Fire Lore  
Create Energy (Fire)

Air  
Air Lore  
Create Energy (Sonic)  
Sound Lore

Water  
Water Lore  
Shape Matter (Ice/Water)  
Projectile (Ice/Water)  
Healing Lore

Shamanism  
Healing Lore  
Banish  
Spirit Lore

Enchant  
Senses  
Resolve  
Protection  
Enchant Person  
Beguile  
Fear  
Fatigue  
Afflict  
Reveal  
Forsee  
Prophecy

### **Afflict**

You can bestow curses.

Base DC: 5

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

Base Effect

You afflict a target you touch with a mild curse, imposing a –1 morale penalty on attack rolls, checks, and saving throws for the duration of the effect. Upon casting the effect, you are charged with the ability to curse until you successfully touch a target or until the duration expires.

Augmented Effects

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

You may expand the effects of Afflict to apply the penalty to caster level checks or spell resistance, which increases the base Magical Attack DC by +5. Alternatively, you can substitute a penalty to caster level checks or spell resistance by eliminating one of the spell's base effects (the penalty to attack rolls, checks, or saving throws). And for each additional –1 penalty assessed on either the target's attack rolls, checks, saving throws, caster level, or spell resistance increase the base Magical Attack DC by +5.

For example, you could add a –1 penalty to spell resistance but drop the penalty to saving throws (+5 DC for the spell resistance penalty, offset by dropping the saving throw penalty), then increase the penalty on attack rolls, checks and spell resistance to –2 (+5 DC each, for a total of +15 DC), with a net +15 Magical Attack DC bonus.

By increasing the Magical Attack DC by +10, you can afflict one of the target's senses: sight, smell, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense selected does not function for the spell's duration, with all attendant penalties applicable for losing the specified sense. By increasing the Magical Attack DC by +30, you can give a target a disease (see Disease in the DMG). The saving throw changes to  $\text{phys} + \text{STR}$  in this case.

You can also impose a –1 penalty on one of a target's ability scores by increasing the Magical Attack DC by +15. For each additional –1 penalty to that ability score, increase the DC by an additional +10; to cause a –1 penalty to two different ability scores requires +15 DC each. You cannot reduce any of the target's ability scores below –4.

### **Air Lore**

You can invoke a light breeze.

Base DC: 15

Component: Somatic; Range: 6m; Effect: Line-shaped gust of moderate wind; Duration: 1 round; Saving Throw:  $\text{phys} + \text{STR}$  negates; Spell Resistance: Yes.

#### **Base Effect**

This spell creates a blast of air (up to 32 kph) originating from you and affecting all creatures in its path. The force of the winds has a 50% chance of extinguishing candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to flicker and has a 25% chance to extinguish those lights.

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

#### **Augmented Effects**

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

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

**Strong Wind:** Gust automatically extinguishes unprotected flames (candles, torches, and the like). Strong winds impose a –2 penalty on ranged attack rolls and on Listen checks.

**Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly, with a 50% chance of being extinguished. Ranged weapon attacks and Listen checks are at a –4 penalty.

**Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

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

Alternatively, by increasing the Magical Attack DC by +50, you can create a tornado with Air Lore. All flames within 60 meters of the tornado are automatically extinguished and all ranged attacks (even with siege weapons) are impossible. Listen checks automatically fail.

Select a square within range (as determined by the spell effect’s augmentations). All characters within 12 meters (or more, if augmented) of that square must succeed on a phys+STR save against the spell’s DC or be sucked inside the tornado. Any who come in contact with the tornado (either through being sucked inside or entering the selected square) are picked up and whirled around for 1d10 rounds (extending the duration further increases the DC by +1 per additional round), taking 6d6 points of damage per round until they are violently expelled (falling damage may apply).

While a tornado’s rotational speed can be as great as 480 kph, the funnel itself moves forward at an average of 48 kph (roughly 100 meters per round) for 1d10 rounds (or until the augmented spell effect ends). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

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

Wind Force Effect	Wind Speed phys+STR DC	Ranged Attacks (1)	Creature Size(2)	Wind	
Light	0–16 kph	–/–	Any	None	–
Moderate	17–32 kph	–/–	Any	None	–
Strong	33–48 kph	–2/–	Tiny or smaller	Knocked down	
Severe	49–80 kph	–4/–	Small or larger	None	
away	15		Tiny	Blown	
down			Small	Knocked	
			Medium	Checked	
Windstorm	81–120 kph	Impossible/–4	Large or larger	None	
away	18		Small or smaller	Blown	
down			Medium	Knocked	
			Large or Huge	Checked	
			Gargantuan or Colossal		
Hurricane	121–280 kph	Impossible/–8	Medium or smaller	Blown	
away	20		Large	Knocked	
down			Huge	Checked	
			Gargantuan or Colossal		
Tornado	281–480 kph	Impossible/Impossible	Large or smaller	Blown	
away	30		Huge	Knocked	
down			Gargantuan or Colossal		
				Checked	

1 The first section is for standard projectiles, the second for oversized, such as large, magically propelled stones and siege weaponry.

2 Flying or airborne creatures are treated as one size category smaller than their actual size.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×2 meters.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×4 meters.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×4 meters, taking 1d4 points of nonlethal damage per 4 meters. Flying creatures are blown back 2d6×4 meters and take 2d6 points of nonlethal damage due to battering and buffeting.

### **Banish**

You can force a spirit from the material world.

Base DC: 25

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

Base Effect

You can banish up to 4 Levels of hostile spirit from the material world. A spirit leaves the material world if it fails a special MIND save (DC = spell's save DC – Spirit's Level + your caster level). If the spell is successful, the creature is instantly whisked away.

Augmented Effects

You can apply the following augmentations to Banish: Area/Target, Components, Range. For each additional 2 levels of spirit banished, increase the Magical Attack DC by +5.

Beguile [Mind-Affecting]

You can disrupt the thoughts and actions of another.

Base DC 15.

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

Base Effect

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

1d10 Behavior

1 Attack you with melee or ranged weapons (or close with you if attack is not possible).

2 Act normally.

3–4 Do nothing but babble incoherently.

5–6 Flee from you at top possible speed.

7–10 Attack nearest creature.

A confused creature that cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused creature

that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note: A confused creature won't make attacks of opportunity against any creature that it isn't already devoted to attacking, either because of its most recent action or because it has just been attacked.

#### Augmented Effects

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

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

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

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

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

#### **Create Energy**

You can create Fire or Sonic energy.

Base DC 10(Fire)/20(Sonic)

Components: Verbal, Somatic; Range: 4m; Area: 2m.- radius burst; Duration: Instantaneous; Saving Throw: phys+Dex half; Spell Resistance: Yes.

#### Base Effect

You have one form of this Spell in accordance with your Elemental Type.

You point your finger and determine the range (distance and height) at which the created energy is to burst. A bolt of elemental energy is fired from the palm, and unless it impacts on a material body or solid barrier prior to attaining the prescribed range, blossoms into the created energy at that point -- an early impact results in an early detonation. If you attempt to send the bolt through a narrow passage, you must "hit" the opening with a second Magical Attack made against the Target's Defense, or else the bead strikes the barrier and detonates prematurely.

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

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

#### Augmented Effects

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

Range.

### **Dispel**

You can counter spell effects.

Base DC: 10.

Component: Verbal; Range: 4m; Target: One creature, object, or spell; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

#### Base Effect

Use this spell to end ongoing spells (or at least their effects) that have been cast on a creature, object, or area, or to temporarily suppress the magical abilities of a magic item. A dispelled spell effect ends as if its duration had expired. Dispel can defeat the most powerful spell effect in place. Dispel can dispel the ongoing effects of supernatural abilities as well as spell effects, and it affects spell-like effects just as it affects spell effects. You make a dispel check against the spell effect or against each ongoing spell effect currently in effect on the object or creature. A dispel check is 1d20+1 against a DC of 11 + the target effect's caster level.

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

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

#### Augmented Effects

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

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

#### Earth Lore

You can soften earth and stone.

Base DC: 15

Component: Verbal; Range: Touch; Area: 2m square area; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

#### Base Effect

This spell effect causes all natural, undressed earth or stone in the spell effect's area to soften: wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay easily moldable or chopped. You affect a 2-meter-square area to a depth of 30 to 120 centimeters, depending on the toughness or resilience of the ground at that spot. You cannot affect magical, enchanted, dressed, or worked stone.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds. A creature that succeeds on its save can move through the mud at half speed, but it cannot run or charge. A creature that fails its save sinks until hip- or chest-deep, suffers a –2 penalty on attack rolls and AC, and has its move reduced to 2 meters. Brush thrown atop the mud can support creatures able to climb on top of it. Creatures tall enough to walk on the bottom can wade through the area at a speed of 2 meters. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and cannot

run or charge over the surface. Stone softened into clay doesn't hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

### Augmented Effects

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

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

If you increase the Magical Attack DC by +20, you can change uncut or unworked rock into an equal volume of mud. The depth of the mud created cannot exceed 4 meters. If cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 2 meters. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area or half damage to those who succeed on Reflex saves. Those in the mud then must make a separate Reflex save to determine how the mud affects their movements (as above). You may turn an equal area of mud back to soft sandstone for the same DC increase.

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

You can increase the Magical Attack DC by +30 to cause the affected area to shape itself into long, sharp points that blend into the background, impeding progress and dealing damage to any moving through the area. Any creature moving on foot into or through the spell effect's area moves at half speed, and each creature moving through the area takes 1d8 points of piercing damage for each 2 meters of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save to avoid injuries to its feet and legs. A failed save causes the creature's speed to be reduced to half normal for 24 hours or until the injured creature receives a Healing Lore spell effect. Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC. Treat such injuries as caltrop wounds for the purposes of Resistance checks.

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

By increasing the DC by +100, you cause an intense but highly localized tremor to rip the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round (unless the duration is augmented), during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a DC 25 Concentration check or the Magical Attack DC of any spell effects she casts increase by +4. The earthquake affects all terrain, vegetation, structures, and creatures in the area.



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

- Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex vs. DC 15 halves) and pinning that creature beneath the rubble (see below). If cast on the roof of a very large cavern, it could also endanger those outside the actual area but below the falling debris.

Cliffs: Cause a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (phys+DEX DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 phys+DEX save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). At the end of the spell, all fissures grind shut, killing any creatures still trapped within.

Structure: Any structure standing on open ground takes 100 points of damage: enough to collapse a typical wooden or light stone building, but not a structure built of reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of damage (phys+DEX DC 15 halves) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand (see above for movement rules). At the end of the spell effect's duration, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the muck. The mud's affects on movement are the same as for rock transformed into mud as described above.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of vitality damage per minute while pinned. A character with zero Vitality must take a DC 15 STR check or falls unconscious. If a pinned character falls unconscious, she must make a DC 15 STR check or take 1d6 points of damage each minute thereafter until freed or dead.

## **Enchant**

You can manipulate a person's mind.

Base DC: 5

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

Base Effect

You may affect one Level 1 living creature touched. If the creature fails a MIND+level save, it takes a –2 penalty on Listen and Spot checks and a –1 penalty on MIND+Level saves against sleep effects while so affected.

Augmented Effects

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

If you augment the range, you affect a target creature with range rather than creating a ray effect. You may increase the HD you can affect by increasing the Magical Attack DC by +5 for every Level above

1. By increasing the DC by +5 you can put a humanoid or animal with 1 Level to sleep for 1 round. For every additional Level of creature to be put to sleep, increase the Magical Attack DC by an additional +5. You can extend the duration of the sleep effect as normal. A target put to sleep in this way can be awoken

by being slapped or being dealt at least 1 point of damage. Otherwise, the subject is helpless until the effect ends.

You can increase the DC by +10 to cloud the mind of a Level 1 humanoid or animal so it can take no actions for the duration (though it is not considered helpless). You may increase the number of Hit Dice you can affect by increasing the Magical Attack DC by +5 per additional Level.

#### Enhance Person

You can improve a target's natural talents.

Base DC: 20.

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

#### Base Effect

Enhance Person confers one of the following benefits:

+1 enhancement bonus to one of the target's ability scores (the target must have an ability score for this spell effect to work).

+1 competence bonus to any skill

+1 enhancement bonus to the target's natural armor bonus.

+1 competence bonus to the target's attack rolls.

+2 enhancement bonus to a saving throw.

+2 meter enhancement bonus to the target's base land speed.

The addition of 1 temporary Vitality point.

#### Augmented Effects

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

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

You can increase the bonus of the ability score benefit by increasing the DC by +20 for each additional +1 bonus increment.

You can increase the skill bonus by increasing the DC by +2 for each additional +1 bonus increment.

You can apply the effects of this spell to an additional skill by increasing the Magical Attack DC by +10; further augmentation is priced separately. You can increase the attack roll bonus by increasing the DC by +10 for each additional +1 bonus to attack rolls.

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

You can increase the bonus to a target's speed by an additional +2 meters for every +5 you add to the Magical Attack DC.

You can add an additional temporary Vitality point for each +3 increase to the Magical Attack DC.

### **Fatigue**

You can sap a target's stamina.

Base DC: 15.

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

Base Effect

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

Augmented Effects

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

### **Fear**

You can inspire terror in an enemy.

Base DC 15.

Component: Verbal; Range: 4m; Target: One living creature; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

Base Effect

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

Augmented Effects

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

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

### **Fire Lore**

You can control the burn rate of a fire.

Base DC 15.

Component: Somatic; Range: 4m; Target: One fire source, up to a 2m cube; Duration: Instantaneous; Saving Throw: See text; Spell Resistance: Yes and no, see text.

Base Effect

You may cause a fire to be extinguished or reduced to embers, or to flare up and expand to twice its size. You can cause a fire source to burst in a bright flash. If creatures adjacent to the fire source fail a phys+STR save, they are dazzled for 1 round. Sightless creatures are immune to this effect.

Augmented Effects

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

You can expand the area of the target fire by an additional 2m cube by increasing the Magical Attack DC by +6.

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

By increasing the Magical Attack DC by +15, you can create writhing streams of billowing smoke instead. The smoke spreads 2 meters in all directions and lasts for 1 round. All creatures within the cloud that fail a Fortitude save take –4 penalties to Strength and Dexterity that continue for 1 round after they leave. You may augment the duration and area of the cloud as normal.

### **Foresee**

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

Base DC 5.

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

Base Effect

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

Augmented Effects

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

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

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

### **Healing Lore**

You can repair injuries.

Base DC 15.

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

Base Effect

You lay hands upon a target creature and use magic to repair injuries. You can heal 1 point of Wound or Vitality damage.

Augmented Effects

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

You can use Healing Lore to diagnose a subject's physical condition by increasing the Magical Attack DC by +10. This spell effect reveals the subject's mental state (e.g., nauseated, panicked, stunned, confused), her physical state (wounded and to what extent, disabled, staggered, unconscious, dying), and

any physical afflictions she's suffering (e.g., poison or disease). It doesn't reveal magical afflictions (e.g., curses).

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

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

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

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

## **Projectile**

You can shape matter defensively and offensively.

Base DC 10

Component: Verbal; Range: Personal or 4m.; Target/Effect: You or create a stone projectile; Duration: 1 round or instantaneous (hammer); Saving Throw: Will negates (harmless) (shield only); Spell Resistance: Yes.

Base Effect

You can create an large, shield-sized, mobile disk of stone or ice that hovers in front of you. The disk provides a +2 deflection bonus to Defense. Alternately you may make a Magical Attack roll with a DC of the attackers Initiative to place the barrier can be placed in front of the attack to block it entirely. A stone barrier has DR8 and can withstand 15 points of damage per 3cm thickness before it is destroyed. An ice barrier has a DR4 (0 against Fire) and can withstand 8 points of damage per 3cm thickness before it is destroyed. All remaining damage is transferred to the caster. You may only use a barrier to block the attacks from one enemy at a time.

Alternatively, you can create a projectile Stone or Ice you can then use as a ranged weapon with a base range of 4 meters. You must succeed on a ranged touch attack to hit the target. If you succeed, you deal 1 points of damage.

Augmented Effects

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

For every Magical DC increase of +7, you increase the deflection bonus by +1.

For every Magical DC increase of +12, you increase the thickness by 3cm.

If you change the effect of the weapon of force to a 2m radius burst (+5 DC), you do not need to roll to hit. Targets halve damage on a successful phys+STR save.

## Protection

You can surround yourself with a protective aura.

Base DC 5.

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

Base Effect Protection creates a protective aura around you, granting a +1 insight bonus to your Armor Class.

## Augmented Effects

You can apply the following augmentations to Protection: Area/Target, Components, Duration, Range. For each additional point of insight bonus to your AC, increase the Magical Attack DC by +5.

By increasing the Magical Attack DC by +5, you can withstand the effects of heat as hot as 140 degrees Fahrenheit or cold as chill as -50 degrees without having to make Fortitude saves. This doesn't provide any protection against direct fire or cold damage.

## Resolve

You can remove a magical effect affecting a creature.

Base DC: 15.

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

## Base Effect

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

## Augmented Effects

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

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

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

For an increase of +8, you can suppress a curse for 1 day. By increasing the Magical Attack DC by +20, you can permanently remove any curses affecting the touched creature.

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

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

## **Reveal**

You can see distant locations or hear distant sounds.

Base DC: 15.

Component: Focus; Range: 2m.; Effect: Magical sensor; Duration: 1 round; Saving Throw: Will negates; Spell Resistance: Yes.

### **Base Effect**

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

### **Augmented Effects**

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

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

It's easier to extend the range of reveal. You can increase the range to 2 kilometers by increasing the Magical Attack DC by +20. Each additional two kilometer increment beyond the first increases the DC by +5.

To both hear and see, increase the Magical Attack DC by +10. If you prefer to create a mobile sensor (speed 48 meters) you control, increase the Magical Attack DC by +15. To allow magically enhanced senses to work through Reveal, increase the Magical Attack DC by +20.

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

By increasing the Magical Attack DC by +30, you may look in on the location of a specific creature, instead of a specific location. In order to do this, you must possess a personal item of the individual (one you've had for at least a week) or possess an edge (see Edges, page 23).

Note: A magical sensor can be detected with a successful DC 25 Detect Magic check.

## **Sense**

You can heighten your senses.

Base DC 5.

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

### **Base Effect**

You gain a +1 bonus to Listen and Spot checks.

## Augmented Effects

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

You can increase the bonus to Listen and Spot checks by increasing the Magical Attack DC by +2 for each additional +1 bonus. By increasing the Magical Attack DC by +15, the bonus also applies to Search checks.

By increasing the Magical Attack DC by +5, you instead determine the direction of north from your current position.

Alternatively, if you increase the Magical Attack DC by +5, you can see twice as far as a normal in situations of low or dim lighting. If you increase the DC by +15, you can see 24 meters even in total nonmagical darkness, albeit in black and white.

Sense can also allow you to see magical auras within 48 meters. The effect is similar to that of the Detect Magic ability, but you do not have to concentrate and you discern aura location and power more quickly. By increasing the Magical Attack DC by +20, you know the location and power of all magical auras within your sight. An aura's power depends on the item or spell effect's caster level, as noted in the description of the Detect Magic skill description (see page 8). If the items or creatures bearing the auras are in line of sight, you can make Detect Magic skill checks to determine the spell involved in each. Make one check per aura (DC 15 + one-half caster level). If you concentrate on a specific creature within 48 meters of you as a standard action, you can determine how much available spell energy she has remaining.

By increasing the Magical Attack DC by +20, you can use Sense to detect secret doors, compartments, caches, simple pits, deadfalls, and snares, as well as traps constructed of natural materials. Typically, Sense only reveals passages, doors, or other openings specifically designed to escape detection. It also detects natural hazards like quicksand, deadfalls, and sinkholes. Sense reveals the presence or absence of such hazards or concealed spaces. If you extend the duration of this augmented effect, you can learn more information, depending on how long the spell effect lasts.

2nd Round: Number of secret doors and the location of each and number of hazards and the location of each. If a secret door or hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal or hazard closely examined by you. Each round, you can turn to detect secret doors, snares, pits, and other hazards in a new area. The spell effect can penetrate barriers, but 1 meter of wood or dirt or 30 centimeters of stone.

You can set up a warning system that alerts you if Tiny or larger creatures come within a 2-meter-radius of you. At the time of casting, you can exempt certain individuals or types of creatures from the spell's effects. The warning takes the form of a sharp mental "ping," sufficient to wake you up, but not enough to disrupt your concentration, that indicates the direction of the intrusion but no other details. This increases the Magical Attack DC by +5.

To set up a warning system that alerts you if magic is used in that same area, or if attempts to scry you from a distance or to use sensing magic are directed at you, increases the DC by +30. If you increase the DC by +50, the warnings can give you a visual image of the spy and an accurate sense of her direction and distance from you,



but only if you succeed at an opposed caster level check (1d20 + caster level).

By increasing the DC by +50, you can determine the proximity of a particular object. You must think of either a general type of object (e.g., a staircase) or a specific example of an object (e.g., your own missing money pouch) during the casting. The spell effect can penetrate barriers, but 1 meter of wood or dirt, 30 centimeters of stone, 3 centimeters of common metal, or a thin sheet of lead blocks it.

### **Shape Matter**

You can change the shape of matter.

Base DC: 25

Components: Verbal, Somatic; Range: 0m; Effect: Up to 8 meters of nonliving, nonmagical matter; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No.

Base Effect

You summon a “block” of matter up to 8 cubic meters (2m x 2m x 2m) in volume. You may shape this as you like. You must succeed at an appropriate skill check to make a complex item. The material you summon depends on the applicable elemental skill. Water Elementalists may summon Water from a near-by source while Earth elementalists may summon earth from the ground below them.

Augmented Effects

You can apply the following augmentations to Create Matter: Area/Target, Components, Range. For each additional block (8 cubic meters) of matter summoned, increase the Magical Attack DC by +2. You can also conjure different types of materials based. For Ice, increase the DC by +15. For Stone, increase the DC by +25.

### **Sound Lore**

You can send and receive messages at a distance.

Base DC: 5

Components: Verbal, Somatic; Range: 4m; Target: One creature; Duration: 1 round; Saving Throw: None; Spell Resistance: No.

Base Effect

You can whisper a message and receive a whispered reply without being overheard. You point your finger at the creature you want to receive the message and then whisper your message. Assuming the message isn't blocked (1 meter of wood or dirt, 30 centimeters of stone, 3 centimeters of common metal, or a thin sheet of lead blocks it the target creature hears the message and (if there's sufficient time) can whisper a reply that you hear.

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

The spell doesn't transcend language barriers.

Augmented Effects

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

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

By increasing the DC by +5, you can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else within a 4-meter radius. Anyone who hears the sound and rolls a successful Will save recognizes it as illusory (but still hears it).

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

If you increase the DC by +20, you can surround yourself with a 2-meter-radius emanation of silence, such that those within the emanation can converse normally, yet no one outside can hear your voices (a successful Spot check to read lips can reveal what's said inside the area) or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the area immediately becomes subject to the spell effect, and those who leave are no longer affected.

### **Spirit Lore**

You can communicate with the dead.

Base DC 30.

Component: Focus; Range: 5 ft.; Target: The Spirit World; Duration: 1 round; Saving Throw: Will negates (see text);

Spell Resistance: No.

#### **Base Effect**

You contact the spirits of the dead and ask a question that can be answered by "yes," "no," or other brief responses. The corpse always answers honestly; in cases where a one-word answer would be misleading, a short phrase (five words or less) may be given as an answer instead. "Unclear" and "I don't know" are legitimate answers, because the dead are not omniscient. Spirits contacted in this manner are able to structure their answers to further their own purposes and to suit their own personalities; the answers they give are true, but not necessarily the whole truth. You must ask the question within 1 round of casting, otherwise the effect is wasted. The corpse gets a Mind+Level save to resist the spell effect.

#### **Augmented Effects**

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

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

## **Water Lore**

You can squeeze water from the air.

Base DC: 15

Component: Verbal; Range: 10 ft.; Effect: 4 liters of water; Duration: Instantaneous (or 1 round for all augmented effects); Saving Throw: None; Spell Resistance: No.

### **Base Effect**

You draw wholesome, drinkable water, just like clean rainwater, from the atmosphere. You cannot create water within a creature; you may create it in a container or over a large area, creating rain, if desired. Water weighs 1 kilogram per liter. One cubic meter of water contains 1,000 liters.

### **Augmented Effects**

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

You can create additional water at a rate of 2 liters for every +1 added to the Magical Attack DC.

You can cause the water created to form a misty vapor in a 2-meter radius centered on you. It is stationary once created. The vapor obscures all sight beyond 2 meters. A creature within 2 meters has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A light wind (17+ kph) disperses the fog in 4 rounds. A strong wind (33+ mph) disperses the fog in 1 round. A Create Energy (fire) effect burns away the fog in the explosive or fiery spell's area. This effect does not function underwater. This effect increases the spell effect's Magical Attack DC by +5. You can expand the area from personal to a cloud through the normal rules for augmentation.

You can cause water or similar liquid to reduce its depth by as much as 1 meter per Magical Attack DC increase of +10 (to a minimum depth of 3 cm). The water lowers within a square depression whose sides are up to caster level  $\times$  4 meters long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water-based creatures, this spell causes a slowing effect.

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

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