

SAGA BORN

ROLEPLAYING GAME

CORE RULEBOOK v. 1.5



HB 2014



Core Rulebook, V1.5

An updated version of the SagaBorn Roleplaying Game, originally created by Michael Bielaczyc and Brian Cooksey.
Based on the world of the Dark Return by Michael Bielaczyc and Dane Clark Collins.

Cover By Michael Bielaczyc

Interior Art by Michael Bielaczyc

Additional Writing by Paul Bielaczyc, Dane Clark Collins, Brian Cooksey, Shonn Everett, Melissa Gay, Mathew Haffner, Samuel Flegal, Chase Smith, and Aiden Walker

Editing by Dane Clark Collins, Susan Skotak-Bielaczyc, and Tom Cadorette

Thanks to the SecondBorn: Mark Brown, Brian Cooksey, Melissa Gay, Justin Jacobs, Sascha Koehler, and Chase Smith.

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The SagaBorn Roleplaying System was created as a simplified D20 system for the Dark Return setting. SagaBorn is a streamlined d20 system that encourages story-driven gameplay, cinematic combat, and character customization.

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Adventurers

Nore, Roberto “Sunglar” Micheri, Clay Fleischer, Thomas P. Kurilla, Ed, Curtis Edwards, Tyler Vance, Douglas Horton, Steve Locke, Tim Baker, André Albrecht, Surfal of KoSH, Kristopher Volter, Daniel Highlands, Reg Langford, David Stephenson, Roy Bailey, Ulf Kaupisch, Tobias Oberon Medraut Boyce, Mel, Lane Coursey, Miriam Leland, Anon, Jon Hermsen, Atanas Mitrev, Eric Telfor, Dead Fishie, Justin Wigard, Servus Domini, Mel, Nate Miller, Nicole Miller, Samuli Siira, Stefan Anundi, Clint Williams, Raphael Bressel, RobbieD1970, D. Grant Lower, Ben P. Balestra, Reanimus, jason e. bean, Steve Dodge, Dave “Gearyster” Geary, Stephan Szabo, Jim Street, Jay Spur, Ed, Steve Arensberg, JanM, Ed, FIG, Ron Gould, Mikal Aensland, Javier Z

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Collectors

Ethan Siegel, Conrad “Kilter” Howell , Daniel Hooper, James Liang, Danny Chamberlin, Michael G Palmer, Dave, Brian “Mudzugut” Reames, Tina und Peter Koehler, Anthony Parks

SagaBorn

Eric Oglesby, Adam Doochin, Butler Raines, Chase Smith

The SagaBorn

The elves have a tale about the Saaga Ute, translated to common as SagaBorn, a mythical hero who is born to save the world. They believe that Dalimar Gorfirand was the last SagaBorn the world has seen. The elves have a long history fraught with wars, heroes, and villains. With their core view of themselves in the Universe, if one accepts their assertion that there are many inhabited planets throughout the stars, a Saag Ute must be indeed powerful.

This is not my humble view. I see the people, cultures, and creatures of the world as all having a hand in the future of our existence, and therefore many could be SagaBorn. The SagaBorn are those who do not stand by and watch the river of time pass by. They are the ones who make the river slow down, speed up, or even change course. They do things large and small that add up to change our world and our being.

Our world is changing with or without us, and I see many who have risen up to try and make the change for the better. More than just a single hero, but that does not diminish the tales and legends that one can create. This is what we need, what the world needs. We need more to rise up and take on the mantle of SagaBorn.

-Aledyn, Druid

Playing SagaBorn

WHAT IS SAGABORN?

SagaBorn is an old school D20 TTRPG system. It consists of players and a StoryGuide running a game that is mostly of the imagination. To play this game, all you need is at least two people, the Sagaborn Core Rulebook, and an imagination.

WHAT IS THE GOAL?

To have fun.

In all seriousness, the goal is to play a fun game with your friends. But as with any tabletop game, there are a few focuses in SagaBorn. Creating and playing an interesting character in a fantastical world may be the biggest part of SagaBorn. The StoryGuide will take you through adventures that give you experiences and treasure. Along the way, your adventurer will also gain renown, make allies, and create a place in this world.

Also you will probably roll some dice.

WHAT MAKES IT DIFFERENT?

First and foremost, this is an indie game. It is written by two friends who have been playing together since the ancient days. We don't have massive budgets or boards of directors micromanaging all aspects of the experience. We are making something we love and hope you find joy in it as well.

The feel for the game comes from the gut feeling I have when I think back on my original tabletop games, playing late on a Friday night in my tree house with wide-eyed friends. The rules are here to give a framework, not to constrict play. The person running the game isn't against the players, they are helping to bring the game to life. This is why we call them the StoryGuide, not the Game Master. These are stories built together.

Under the hood, SagaBorn has much in common with the well-known "big dragon game." It was originally based on the 3.5 SRD edition, molded to fit the world that has haunted me since the first days I could make art or write a story, the world of the Dark Return. If you have played the big name game, then you will be familiar with how to play SagaBorn.

The game has a few mechanics that make it stand out from the rest of the old school herd.

Legacy Items: There are not magic items just strewn about the world. Items that are dear to the adventurer will gain powers to aid them in their saga.

Magic: Magic is rare, and so are spellcasters. Those who use magic cast spells using mana, a scarce mystical force that comes from the mage. When mana is gone, a mage may also bend their own life energy or the energy of those around them to continue to cast spells.

Heroic Actions: Opposed actions and heroic gestures are resolved with a Heroic Action Roll. This is an Ability based roll vs an opponent or the environment.

Saga Points: A player is given Saga Points which allow them to reroll any die, or force another's die to reroll. Every player starts with at least one Saga Point at the start of each session and may earn more through gameplay.

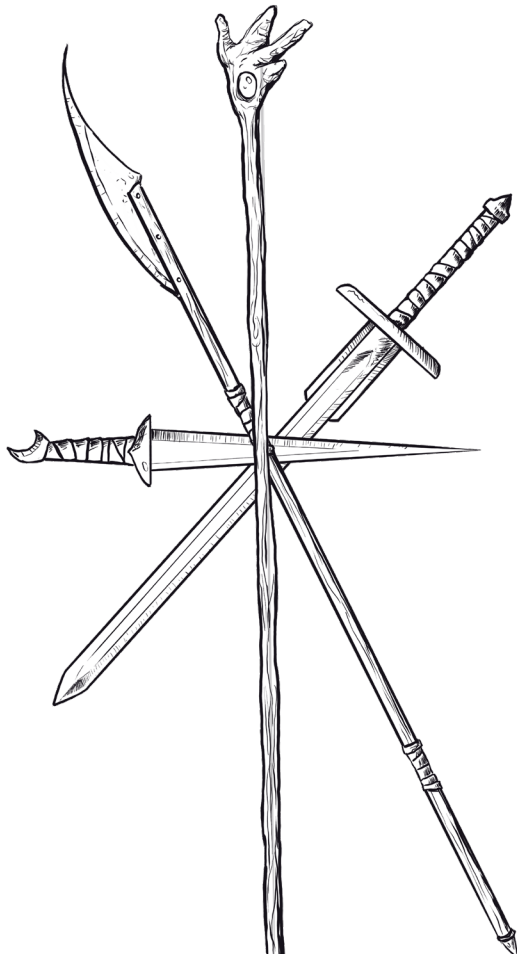
And there is more to come! As SagaBorn grows, rules for Strongholds, Allies, Horror, and more will become part of the game.



Character Creation

STEPS TO CREATING A CHARACTER:

1. Choose your Lifepath
2. Choose Species, Biology, and Heritage
3. Choose Class
4. Assign Abilities
5. Assign Skill Points
6. Choose Talents
7. Choose Languages (optional)
8. Purchase Equipment
9. Choose Legacy Item
10. Create Backstory
11. Choose Spells (if applicable)



Basic Gaming Terms

Full Glossary at end of book.

Action: In combat, when it's your turn, you get to perform one Action, unless otherwise stated. It could be an attack, a movement, or anything else that fits into the span of a turn.

Challenge Rating (CR): The difficulty of an opponent.

d4, d6, d10, etc: The number represents the type of die to be rolled. A preceding number indicates the number of dice. Example: 2d6 means to roll two 6-sided dice and add the numbers. If there is no preceding number, then you just roll one. Example: d20 means to roll a single 20-sided die.

d100: You can either use a 100-sided die or roll a d10 twice, multiplying the first roll (a 0 is a 0) by 10 and add the 2nd roll (a 0 is a 10) to the sum. So 5 then 6 would be 56. 0 then 4 would be 4. 0 then another 0 would be 100.

Difficulty Class (DC): The difficulty of a task.

Hit Die/Dice (HD): when leveling, Hit Die refers to the die that is rolled to gain new max hit points. For other references, it is the type and number of dice based on level and class. A level 3 Fighter uses a d10 for their hit die. At level 3, their Hit Dice are 3d10.

StoryGuide (SG): The SG does just that, guides the story for the players. They control all NPCs, makes rulings, and overall leads people at the table to having fun.

Initiative: Order in combat.

NPC/PC: An NPC is a non-player character. NPCs are controlled by the StoryGuide. A PC is a player character and is controlled by a player.

Saving Throw: A chance to avoid a negative effect or ability.

Lifepath

WHERE DO YOU START IN THE WORLD OF THE DARK RETURN?

Who is your SagaBorn hero? You can roll the dice using the charts below or use them as a guide to build the Sagaborn character you wish to play. These are not the only options, but they are a great starting point for characters who live in Atheles in the lands around the city state of Kowal.

These charts give brief explanations, which are further defined later in the book. For more information, please refer to the index for a listing of references and page numbers.

TERIAN

CHOOSE YOUR TERIAN BIOLOGY OR LET FATE DECIDE:

Table LT1

Roll 1d10	
1-7	Teran: The most common biology in Atheles, they are resilient and skilled. Proceed to Table LT2.
8-9	Dworven: The oldest people of Atheles, the dworves are stout, strong, and ingenious crafters. Proceed to Table LT3.
10	Dweran: A person of both Teran and Dworven descent. Proceed to Table LT4

Species Lifepath

If you decide to choose for yourself rather than rolling the dice, note that the chart below represents the rarity of each species and heritage in Atheles.

CHOOSE YOUR SPECIES OR LET FATE DECIDE:

Roll 1d10	
1-6	Terian: Species born and evolved in Atheles. Proceed to Table LT1.
7-9	Fey: Species originating from other worlds. Proceed to Table F1.
10	Elven: A specific species originating from another place, though conflicting origin myths abound. Proceed to Table E1.



TERAN

CHOOSE YOUR TERAN CULTURAL BACKGROUND OR LET FATE DECIDE*:

Table LT2

Roll 1d10	
1	Tiren: The Kingdom of the Rising Sun. Tirians are an open-minded but militaristic culture. Proceed to Table LT5.
2	Uthgard: The Dragon Kingdom. Uthgard is a center of learning and engineering, but has a long history of nationalism and invasion. Proceed to Table LT5.
3	Free Lands: The Free Lands are not a country, but are pockets of city-states or nomad tribes left on their own during the hard times since the Great War. This could be the independent city-state of Kowal or the Free Lands around Ferryport. Proceed to Table LT5.
4	Wastelands: The magic blasted lands of the old Aradan Kingdom are home to vicious beasts and nomad tribes. Life is brutal here, and its inhabitants are forged by its difficulties. Proceed to Table LT5.
5	Endamas: The kingdom of the Westlands. Once a large kingdom that stretched from mountains to sea, Endamas is still powerful, though smaller. Ruled by the fortress city of Bordon, its elected king and parliament are a rare democracy. Proceed to Table LT5.
6	Ish: The Great Empire of Ish has stood for millenia. Ish is prosperous and its people enjoy a renaissance of culture and education, but the government holds an iron fist over those who practice magic. Religion holds great power in this region. Proceed to Table LT5.
7	Mideon: The grasslands of Mideon are home to many smaller kingdoms which have struggled with one another for years. This is also home to the border keeps, ancient fortresses holding the beasts of the North at bay. Proceed to Table LT5.
8	Norhan: A kingdom ruled by the Council in the grand city of Seahaven. Norhan offers its people a stable life in a land of abundance. Due to the size of the kingdom, many smaller cultures vie for influence and control. Proceed to Table LT5.
9	Vanad: The Island kingdom of Vanad is known for its fierce people and seafaring. It is ruled by families that constantly struggle for power, both in their own lands and over the lands they raid. Proceed to Table LT5.
10	Nomad: There are many empty lands in Atheles, perfect for traveling tribes seeking food and other resources. Proceed to Table LT5.
11	Zhou: The Eastern continent over the Inner Sea, the people of Zhou have traded with and migrated to Atheles for hundreds of years. Proceed to Table LT5.
12	A non-teran culture: Even though you are biologically teran, you grew up among another species. Roll or choose Table L1 to determine which. (If you roll Terian, you grew up in a Dworven culture). Then proceed to roll on that species' culture chart to see where you grew up. Proceed to Table LT5.

* Your cultural background, species, and your current location may be different. You may choose or roll twice to determine where your ancestors came from and where you currently reside. This book mainly focuses on the Eastern lands of Atheles in the Kowal region, but your campaign can take place anywhere!

DWORV

CHOOSE YOUR DWORVEN CULTURAL
BACKGROUND OR LET FATE DECIDE:

Table LT3

Roll 1d10	
1-6	Free dworv: Free dworves reject the religious structure of Greyhelm society. They often live in teran settlements or nomadic families. Proceed to Table LT5.
7-9	Greyhelm dworv: The religious dworves of the mountains in the kingdom of Greyhelm. Greyhelm was isolated from Atheles for hundreds of years, until recently. Proceed to Table LT5.
10	Dragon dworv: The hairless dworves of the far South. They are called Dragon Dwarves due to their constant struggle against the dragon-like creatures of their homeland. Recently, Easterners have seen dragon dworves on pilgrimage from that faraway kingdom. Proceed to Table LT5.

DWERAN

CHOOSE YOUR DWERAN CULTURAL
BACKGROUND OR LET FATE DECIDE:

Table LT4

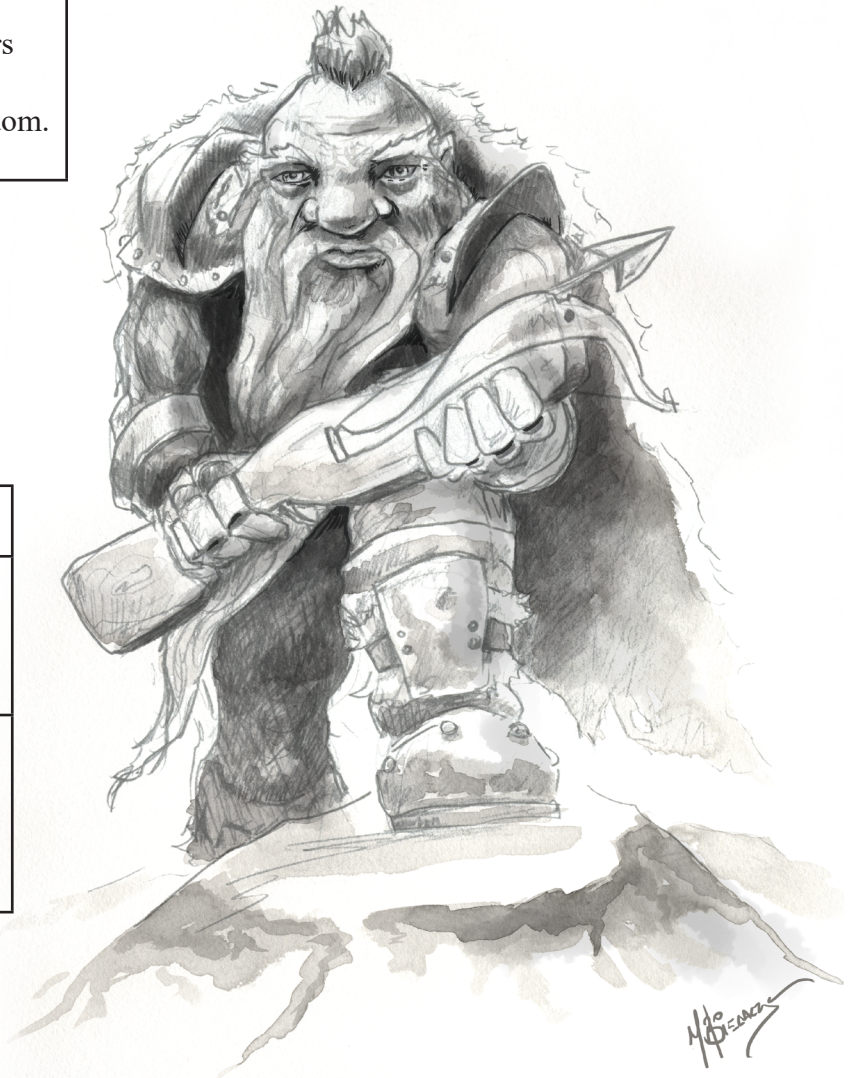
Roll 1d10	
1-8	Teran Culture: You grew up in a teran community. Proceed to Table LT2.
9-10	Dworven Culture: Rarely, dwerans grow up in dworven communities. Proceed to Table LT3.

TERIAN HERITAGE BONUS

CHOOSE YOUR TERIAN HERITAGE
BONUS OR LET FATE DECIDE:

Table LT5

Roll 1d10	
1-3	Craftsman: Gain +1 to Endurance (Misc. Mod.), +2 Expertise to Knowledge checks on one of the following: stonework, woodwork, or metalwork. Proceed to Class Lifepath.
4-7	Skilled: Gain +1 to a single skill (Misc. Mod.). Proceed to Class Lifepath.
8-10	Wanderer: Gain +1 to Survival (Misc. Mod.). Once per day, you may reroll a failed Knowledge check. Proceed to Class Lifepath.



FEY

CHOOSE YOUR FEY BIOLOGY OR LET
FATE DECIDE:

Table F1

Roll 1d10	
1-6	Elfling: Proceed to Table F2.
7-8	Feral elfling: Proceed to Table F3.
9-10	Faun: Proceed to Table F4.

ELFLING

CHOOSE YOUR ELFLING CULTURAL
BACKGROUND OR LET FATE DECIDE:

Table F2

Roll 1d10	
1-5	Your people returned from the In-Between and found themselves in the North two decades ago. They are mostly reacclimated to Atheles but have trouble adjusting to civilization. Proceed to Table F5.
6-7	Your people returned to Atheles in the Wastelands of the South. Their new home in Atheles is barely less dangerous than the In-Between. Proceed to Table F5.
8-9	Your people recently returned from the In-Between and are unfamiliar with this strange land, though their people have legends of a home they left behind many generations past. Proceed to Table F5.
10	You returned to Atheles from the In-Between very recently. You found yourself alone, hungry, and afraid of these strange new lands. Proceed to Table F5.



FAUN

CHOOSE YOUR FAUN BACKGROUND OR
LET FATE DECIDE:

Table F4

Roll 1d10	
1-5	Sylvan: Your family was isolated deep in the mountain forests during the Disappearance and is unfamiliar with happenings of the world outside your village. Proceed to Table F5.
6-8	Warband: Your family fought in the Great War before being trapped in the In-Between. To survive those centuries in the In-Between, your band's fierce side emerged. Proceed to Table F5.
9-10	Nomad: Your tribe spent the centuries lost, traveling the limbo of the In-Between, doing its best to avoid the harsher regions. After returning to Atheles, your family has continued its nomadic lifestyle. Proceed to Table F5.

FEY HERITAGE BONUS

CHOOSE YOUR FEY HERITAGE BONUS
OR LET FATE DECIDE:

Table F6

Roll 1d10	
1-3	Ancient fey: Gain +2 to save versus charm. May use the spell Calm Animal as a Standard Action. Proceed to Class Lifepath.
4-7	Chaos fey: You are fearless. Gain +10 against fear-based magic. Proceed to Class Lifepath.
8-10	Wasteland fey: Gain +1 to Survival (Misc. Mod.). Proceed to Class Lifepath.

CHOOSE YOUR VIEWS OF OTHER
SPECIES OR LET FATE DECIDE:

Table F5

Roll 1d10	
1-2	Isolationist: The other cultures bring trouble to themselves with war and violence. It's best to be left alone. Proceed to Table F6.
2-3	Hurt: You have been affected by the violence of others and hold a grudge. Proceed to Table F6.
4-6	Optimist: Fauns and other cultures, especially terans, should work together. Proceed to Table F6.
7-10	Mindful: You judge every other creature by its own merits. Proceed to Table F6.



ELVEN

CHOOSE YOUR ELVEN CULTURAL
BACKGROUND OR LET FATE DECIDE:

Table E1

Roll 1d6	
1	Losvari, the lost elves: The Losvari fought in the Great War on the side of Aradan. They were trapped in the In-Between after the war and have just recently returned. Proceed to Table E2.
2	Anavari, the wilde elves: The Anavari are mainly found in the bushlands between Ish and Endamas, but some tribes have migrated to the Wastelands and further north. Proceed to Table E2.
3	Kaelvari, the forest elves: The western wood elves. Their time during the Disappearance was more peaceful than most. Proceed to Table E2.
4	Alostrovari, the sea elves: The elves of the sea. They are rare in the East, but some can be found along the Western coast of the Inner Sea. Proceed to Table E2.
5	Evantari, the high elves: The Evantari believe themselves above the others. There are no settlements of Evantari in the East, but some may have come here to hunt the Orovari. Proceed to Table E2.
6	Orovari, the dark elves: These pale skinned elves have been at odds against the other elven cultures as far back as their written history reveals. Since the Return, they have united the clans and begun to migrate south from the cold exiled lands in the far North. Proceed to Table E2.

ELVEN HERITAGE BONUS

CHOOSE YOUR ELVEN HERITAGE BONUS
OR LET FATE DECIDE*:

Table E2

Roll 1d6	
1	Alostrovari: Seafaring (once per day, when on a boat, you may reroll a skill check). Proceed to Class Lifepath.
2	Anarvari: Forager (once per day, when in the wilderness, you may reroll a skill check). Proceed to Class Lifepath.
3	Evantari: Dazeless (+10 against daze, sleep, or stun-based mind magic). Proceed to Class Lifepath.
4	Kaelvari: Fleet of Foot (in the forest, you move across difficult terrain at normal speed). Proceed to Class Lifepath.
5	Losvari: Demon Sense (+2 Expertise to Knowledge checks about the Navirim and its inhabitants). Proceed to Class Lifepath.
6	Orovari: Gain +1 to Endurance (Misc. Mod.) and +2 Expertise to Knowledge checks about nature. Proceed to Class Lifepath.

*Your heritage bonus does not have to match your background. For example, you could be a Losvari elf who was raised by the Orovari.



Class Lifepath

CHOOSE YOUR CLASS OR LET FATE DECIDE:

Table CL1

Roll 1d6	
1-3	Warrior. Proceed to Table W1.
4-5	Expert. Proceed to Table S1.
6	Mage. Proceed to Table M1.

WARRIOR

CHOOSE YOUR WARRIOR PATH OR LET FATE DECIDE:

Table W1

Roll 1d10	
1-6	Fighter. Proceed to Table W2.
7-9	Berserker. Proceed to Table W3.
10	Archeon. Proceed to Table W4.

CHOOSE YOUR FIGHTER BACKGROUND OR LET FATE DECIDE:

Table W2

Roll 1d10	
1-5	You come from a long generational line of soldiers and guards. Proceed to History Lifepath.
6-10	Your tough life on the street led to jobs that honed your battle instincts. Proceed to History Lifepath.

CHOOSE YOUR BERSERKER BACKGROUND OR LET FATE DECIDE:

Table W3

Roll 1d10	
1-5	As a trained fighter, you have studied the ways of focusing your rage into fighting skills. Proceed to History Lifepath.
6-10	You've always had difficulty containing your fury and have discovered that this benefits your fighting skills. Proceed to History Lifepath.

CHOOSE YOUR ARCHEON BACKGROUND OR LET FATE DECIDE:

Table W4

Roll 1d10	
1-5	Trained Archeon: You have joined a group of archeons and learned the ways of repelling and disabling magic. You could be part of the Watchers of Eredar, who work with the Mage Council to protect Atheles from ravaging magic. Or you could be a Roe of the Protectorate, a knightly order seeking balance in magic. Proceed to History Lifepath.
7-10	Born Archeon: Since you were a child, you have sensed things others have not. As you grew older, you found you had the power to control or negate magic. Just as some are born with the power of magic, you were born with the power to stop it. Proceed to History Lifepath.



EXPERT

CHOOSE YOUR EXPERT PATH OR LET FATE DECIDE:

Table S1

Roll 1d10	
1-4	Rogue: A thief in the night, a swashbuckling pirate, or a hidden observer. A Rogue may be many things, but all of them require stealth and agility. Proceed to Table S2.
5-8	Ranger: A watcher of the wilds, a hunter and tracker, or a guide through the Wastes. A Ranger feels most at home in the wilds. Proceed to Table S3.
9-10	Factor: A deal maker and negotiator. A Factor knows people, places, and how to get things done. Proceed to Table S4.

CHOOSE YOUR ROGUE BACKGROUND OR LET FATE DECIDE:

Table S2

Roll 1d10	
1-5	You spent your young years as a pickpocket on the streets. Proceed to History Lifepath.
6-9	Always a quiet youth, you excelled at sneaking and spying on others. Proceed to History Lifepath.
10	A mix of stealth and combat, your swashbuckling style could be used for many means. Proceed to History Lifepath.

CHOOSE YOUR RANGER BACKGROUND OR LET FATE DECIDE:

Table S3

Roll 1d10	
1-5	You spent your young years as a pickpocket on the streets. Proceed to History Lifepath.
6-9	Always a quiet youth, you excelled at sneaking and spying on others. Proceed to History Lifepath.
10	A mix of stealth and combat, your swashbuckling style could be used for many means. Proceed to History Lifepath.

CHOOSE YOUR FACTOR BACKGROUND OR LET FATE DECIDE:

Table S4

Roll 1d10	
1-4	Born to a family with connections, you were educated and placed in a job that had many connections. Proceed to History Lifepath.
5-9	Born to the streets, you learned quickly how to make friends and make things happen. Proceed to History Lifepath.
10	Noble born, but not firstborn, you still found ways to make the aristocracy benefit you. Proceed to History Lifepath.



MAGE

CHOOSE YOUR MAGE PATH OR LET FATE DECIDE:

Table M1

Roll 1d10	
1-6	Wylder: An untrained magic user. Your spells are part of your being. Proceed to Table M2.
7-9	Luminar: Educated in the ways of mana and magic, a Luminar is a scholarly mage who has no limits to their spell knowledge. Proceed to Table M3.
10	Bard: Songs and sounds can be very powerful, and Bards use music to bend magic to their will. Proceed to Table M4.

CHOOSE YOUR WYLDER BACKGROUND OR LET FATE DECIDE:

Table M2

Roll 1d10	
1-5	Born with magic, you have secretly studied and honed your magic skills. Proceed to History Lifepath.
6-10	While your magic is innate, you have studied under another Wylder. Proceed to History Lifepath.



CHOOSE YOUR LUMINAR BACKGROUND OR LET FATE DECIDE:

Table M3

Roll 1d10	
1-3	You were recruited by Eredar, and the Council of Mages has taught you the secrets of the Art. The Council is strict and scientific in their use of magic. Proceed to History Lifepath.
4-6	The Druids have trained you and focused your magical talents. The Druids have long been counselors and sages for anyone seeking their wisdom. They follow an inner path of magic that requires balance with nature. Proceed to History Lifepath.
7-10	You have or had a personal mentor for your magical learning, but owe no allegiance to a larger organization. Proceed to History Lifepath.

CHOOSE YOUR BARD BACKGROUND OR LET FATE DECIDE:

Table M4

Roll 1d10	
1-2	Your musical talents have always put a coin in your pocket. You've been mostly self-taught. Hard work and practice have honed your skills. Proceed to History Lifepath.
3-9	A teacher took you under their wing and taught you how to use your musical talents for bending minds and summoning magic. Proceed to History Lifepath.
10	You were recruited by the Consortium, a bardic college in Seahaven. The master troubadours there have molded you into a vessel for music and magic. Proceed to History Lifepath.

History Lifepath

Follow along and roll for each table to help create a backstory that fits in the Dark Return setting.

FRIENDS AND ENEMIES

WHO IS THE MOST IMPORTANT PERSON IN YOUR EARLY LIFE?

Table H1

Roll 1d6	
1	Family
2	Friend
3	Enemy
4	Mentor
5	Religious Figure
6	Political Figure

FAMILY

WHERE IS YOUR FAMILY NOW?

Table H2

Roll 1d6	
1	They are wealthy and powerful.
2	They have a bountiful life and security.
3	They have lost everything and search for ways to survive.
4	They make enough to scrape by, but are happy and supportive.
5	They are no longer of this world.
6	I do not know my family.

RELIGION

In the SagaBorn system, no powers or benefits come directly from the gods, so this is a roleplaying choice. There are many different churches and beliefs, so each of the options below can be viewed from many angles. A monotheistic church may believe that the Creator is the only god and the others are angels. Another church may believe the Creator is more a force of nature than a personal god and that Arias is the only true god. The beliefs of the people of Atheles are many and varied.

CHOOSE YOUR RELIGIOUS BELIEF OR LET FATE DECIDE:

Table H3

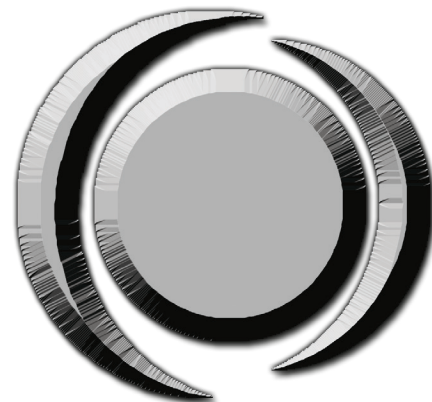
Roll 1d6	
1-3	Monotheistic
4-7	Polytheistic
8-10	Agnostic

The deities of Atheles are based on the ancient beliefs of the elves. Even if your character does not believe in the deities as gods, or you are monotheistic, you might still have a patron god that you pray to. Each culture has a different take on each god, but they all share common themes.

CHOOSE YOUR PATRON DEITY OR LET FATE DECIDE:

Table H4

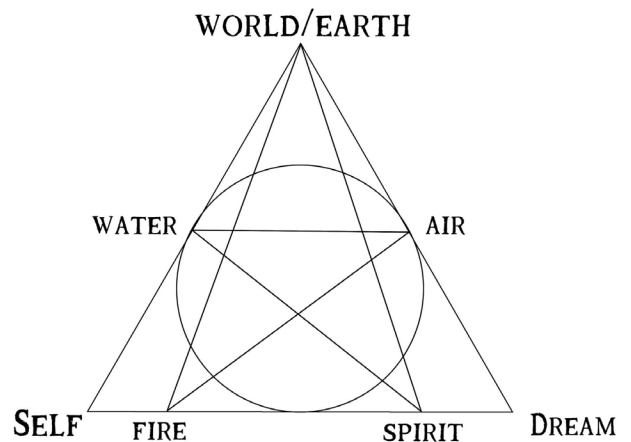
Roll 1d20	
1-2	The Creator: maker of the universe
3-4	Tanthias: god of order and light
5	Arias: goddess of love
6-7	Lunare: goddess of nature
8-9	Sartas: god of travelers
10	Rindlebok: the trickster
11-12	Rom: god of war
13	Volinus: god of weather
14	Moorukk: god of death
15-16	Trund: god of the earth and forge
17	Claravis: goddess of magic
18	Arcist: god of magic
19	Kala: goddess of fate
20	Orum: god of time



Magic

How does your character feel about magic and its return to Atheles? Elves, fauns, and elflings do not roll on this chart, as their cultures celebrate magic. Dworvs add +4 to their roll.

Roll 1d10	
1-2	You are afraid of magic. The thought seems alien and chills you to your core.
3-4	You are opposed to magic and its use. You believe magic is an abomination and should be weeded out and destroyed.
5-6	Magic makes you uncomfortable.
7-9	Magic has not been part of your life, so you have little opinion about it.
10+	You are open-minded about magic and those who use it.



Species, Biology, and Heritage

The peoples of Atheles are many and varied. Those who currently reside in this world may have evolved here, traveled here from the stars, or were pulled by cosmic forces. Here they are divided by species, biology, and heritage.

Species: Those of the same species can procreate and share a common origin, though there is often great biological diversity within a species.

Biology: Refers to the biological differences that exist within a given species.

Heritage: Refers to the skills and knowledge passed down in a person's culture. While a heritage is based on abilities common to a species, it is not necessarily exclusive to that species. For example, a dworv raised by fauns may have a Fey heritage. Everyone's story is individual, and you're free to choose.

SPECIES: TERIAN

Terians, which include both terans and dworves, originated on Atheles and have a close connection to the world. The dworves evolved first, but were put to sleep for many millennia and have only recently (in the last 4000 years) been awakened. Terans evolved when Atheles was inhabited by elves and eldar, who ignored terans until they gained enough technology and strength to become a nuisance. The terans grew in population until they became the most dominant race in the world.

BIOLOGY

Teran:

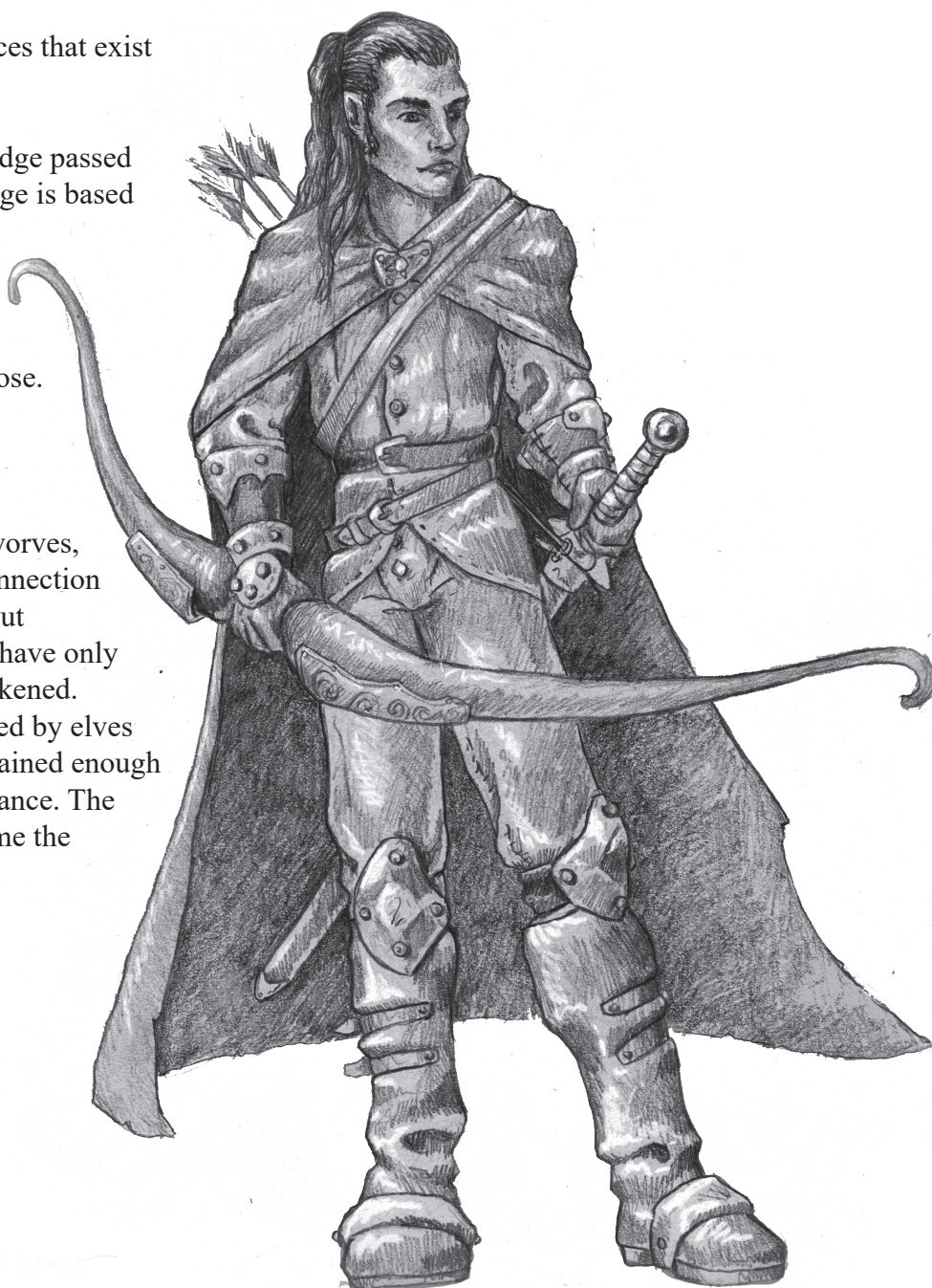
Lifespan: 60 years average

Height: 5' 8" average

Weight: 180 lb average

Speed: 30

Terans are a diverse and prolific race. Their average lifespan is 60 years, though it is said those of the Aradan kingdom lived longer, with magic and advanced medicine responsible for fewer diseases and debilitating injuries. Terans spread across Atheles more quickly than any other race. The average teran family has 3-5 children, causing their population to thrive. The teran population was decimated after the war 700 years ago, but is now growing again, repopulating the cities and lands of their ancestors.





Dweran: low light vision 30'

Lifespan: 85 years average Height: 5' 3" average

Weight: 225 lb average Speed: 25

Very rarely, a teran and a dworv produce a child together. While they may choose to be identified as either of their parent's heritage, they are also known as Dweran. On average, they stand close to 5' tall and are broader and more muscular than most terans. Dweran are rare, and an adventurer might only come across one or two in all their travels.

Dworv: low light vision 60'

Lifespan: 150 years average Height: 4' 5" average

Weight: 195 lb average Speed: 20

The dworves were the first sentient people on Atheles, but were put into a long magical sleep by the gods, awakening just 4,000 years ago. The dworves of Atheles are a very industrious culture, believing the only time a person's hands should be still is when they have passed from this world. While several dworven cultures exist, the one that is best known in Atheles is the dworves of Greyhelm, a grouping of cities at the base of the Swordspyne Mountains in the East.

Dworves stand just over four feet tall and are almost as wide. They have large eyes, though in the daylight, their heavy lids often give the impression they are squinting. Since they work throughout their lives, often reaching a venerable age of 180, they are typically muscular and deft of hand. They have a great mechanical aptitude, and can figure out most mechanical devices with deductive reasoning.



TERIAN HERITAGE

- **Craftsperson:** +1 to Endurance (Misc. Mod.), +2 Expertise to Knowledge checks on one of the following: stonework, woodwork, or metalwork.
- **Skilled:** +1 to a Skill (Misc. Mod.).
- **Wanderer:** +1 to Survival (Misc. Mod.), once per day you get to reroll on a Knowledge check.

SPECIES: ELVEN

The elves and the eldar were both of the same species, but they differed in origin and physical traits. The eldar have long passed from this world and the elves have long forgotten the world they originally called home.

BIOLOGY

Elf: harmed by cold iron and steel, low light vision 60', require little food or water, need only 4 hours of sleep

Lifespan: 250 years average Height: 6' 6" average
Weight: 195 lb average Speed: 30

Elves have tall, slender bodies averaging 6'5" in height. They may have many different skin and hair colors. Their ears are pointed and their features are far more angular than terans and dworves. They live an average of 250 years.

The elves vary greatly in culture, but they share some similarities that players should keep in mind. Until recently, elves had not been seen in Atheles for 700 years. When they arrive in teran-populated areas, they are often looked upon with shock and fright. They have an aura that seems alien to terans. This effect fades with time, but wherever they travel, their appearance might cause problems.

During the Disappearance, all elves were pulled into the In-Between, a limbo between worlds. Time moves much slower there, and only 350 years passed for the elves during the 700 years that elapsed in Atheles. During their time in the In-Between, they could see events in Atheles flash by but were unable to interact. The elves now returning to Atheles have found themselves in an unfamiliar world—the home of their ancestors, which they know only from stories passed down by their elders. They find terans strange, and Atheles, which is much more “solid” than the limbo in which they were born, is overwhelming.

When playing an elf, it should be remembered that they have spent their lives in a strange, dreamlike place, and are now confronted with a new world with unfamiliar physics. Although the elves are powerful, they are not super-powered and may even suffer some disadvantages—which might offer a number

of roleplaying opportunities. For example, elves with low Wisdom might have a hard time understanding the world outside their own culture. They might readily accept magic as normal, even mundane, but using it casually in a teran tavern could cause the locals to rise up against the “demons” and their “wicked ways.”

Due to their fey blood, elves cannot use iron without hurting themselves. If an elf wears or uses iron, they take 1d4 damage per hour. Steel causes discomfort such as itching or soreness, but no real damage.

ELVEN HERITAGE

Alostrovari: seafaring (once per day, when on a boat, you may reroll a skill check)

Anarvari: forager (once per day, when in the wilderness, you may reroll a skill check)

Evantari: dazeless (+10 against daze, sleep, or stun-based mind magic)

Geavari: forged in fire (+5 to saves vs heat-based effects, +3 Expertise to Survival checks in the desert)

Kaelvari: fleet of foot (in the forest you move across difficult terrain at normal speed)

Losvari: demon sense (+2 Expertise to Knowledge checks about the Navirim and its inhabitants)

Orovari: wild at heart (+1 to Endurance (Misc. Mod.), +2 Expertise to Knowledge checks about nature)



SPECIES: FEY

While part of the same species, many of the different fey biologies cannot reproduce together. The fey have beliefs that this is due to the many facets of magic. Others believe it is due to evolution of the different types in different parts of the multiverse. They fall under the fey species due to other close biological similarities.

ELFLING

Elfling: cold iron causes harm, steel causes discomfort, low light vision 60'

Lifespan: 130 years average Height: 3' average

Weight: 65 lb average Speed: 20

Elfling adventurers are usually on their Calling—a period spanning most of the elfling's life, when they leave home to travel the lands and fulfill their life's purpose. An elfling has a difficult time staying in one place for very long, as they are driven by an insatiable need to explore. In a campaign based in one location, an elfling might encourage the group to move, explore, or do anything other than stay in that one place. If the campaign is located in a massive city like Seahaven, the elfling will be content enough to explore all the small areas and dark alleys of the city before wanting to move on.

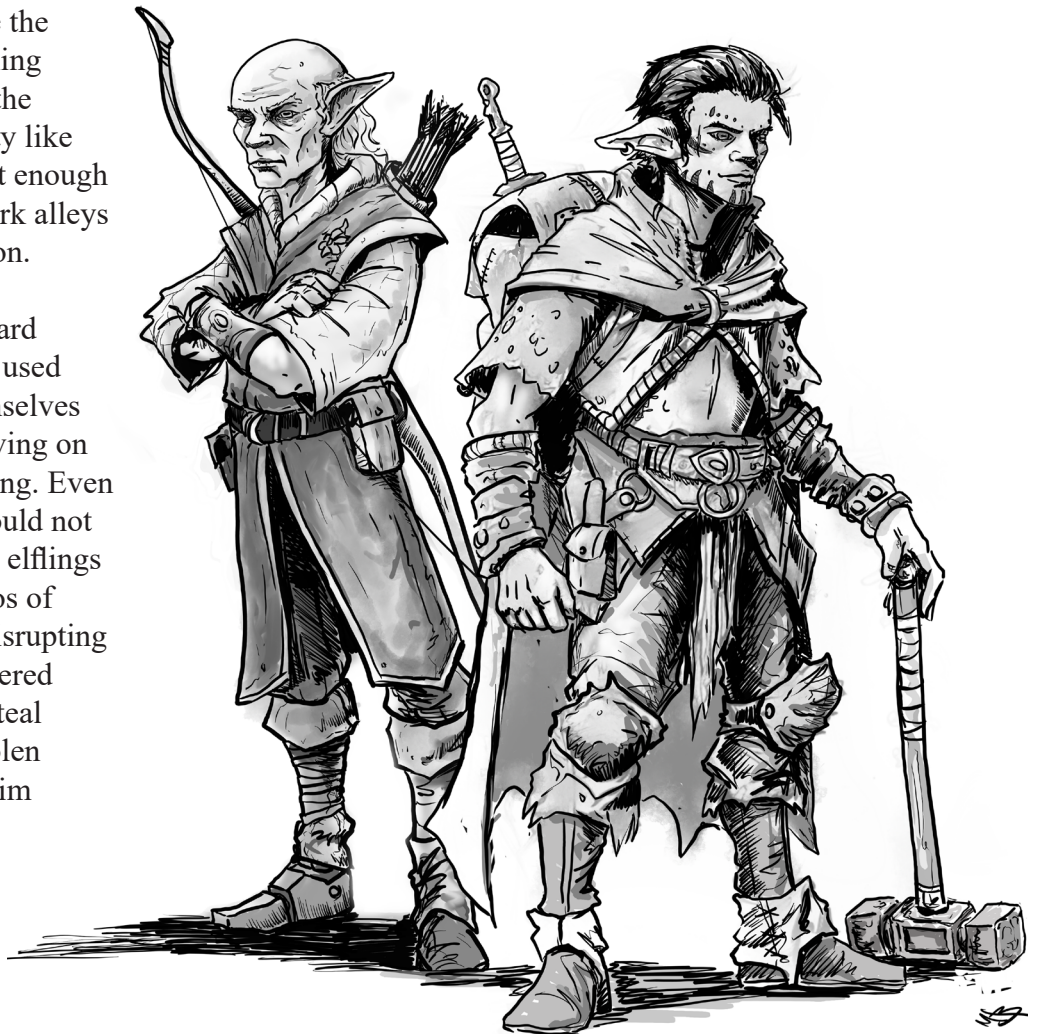
Despite their size and tendency toward merriment, elflings should never be used as mere comic relief. They see themselves as integral players in the game of living on Atheles, and are rarely petty or trifling. Even when acting as a thief, an elfling would not be motivated by selfishness. Rather, elflings see themselves as agents of the chaos of Creation, so stealing or otherwise disrupting the established order may be considered their divine duty. An elfling might steal from one place only to move the stolen item somewhere else where the victim might find it—just to observe the resulting confusion. This is serious business to an elfling.

But this doesn't mean they take life seriously, either. They have a

great appreciation for jokes, gags, and laughter. This can sometimes annoy other party members, but their Charisma and usefulness usually helps keep them wanted by adventuring parties.

Their selflessness is also a boon for any party. They rarely hesitate to risk themselves for others. They do this not for heroics or morality, but rather for the adventure of it, and perhaps to sate their boundless curiosity.

If elflings travel with companions for a prolonged period of time, they will form a bond with them and come to see the group as their nomadic family: those whom the Universe chose to share in their Calling. The elfling will always protect and help those with whom they have bonded. While this is endearing for companions, their propensity to get themselves in trouble can often swing the balance in the other direction. Having a poor understanding of—or distaste for—teran laws of ownership and control, they often run afoul of constables and nobles.



Due to their fey blood, iron causes discomfort in Elflings. They can use and wear it, but it may cause soreness, itching, or a skin irritation. Their connection with Atheles allows them less pain than other fey.

Feral Elfling: cold iron causes harm, steel causes discomfort, low light vision 60'

Lifespan: 90 years average Height: 3' average
Weight: 65 lb average Speed: 20

Feral elflings were caught between worlds during the Disappearance. They lived in a harsh, dream-like world, fighting for their lives against both the environment and the demons that dwelt there. Unlike their cousins, feral elflings have little problem with violence, due to the extreme measures it took to survive during the Exile, as they call the Disappearance.

They have not adjusted well to life on Atheles, finding its inhabitants soft and weak. They do not get along with others, though some tribes have slowly begun to tolerate contact from the outside.

Physically, they are nearly identical to their elfling cousins, but with more wide set eyes, a paler skin tone, and their characteristic sharpened teeth and tribal scarification.

Due to their fey blood, feral elflings can not use iron without hurting themselves. If a feral elfling wears or uses iron, they take 1d4 damage per hour. Steel causes discomfort, such as itching or soreness, but no real damage. Unlike their western cousins, their time spent in the In-Between caused feral elflings to develop a stronger aversion to iron and steel.

Faun: cold iron causes harm, steel causes discomfort, low light vision 30'

Lifespan: 100 years average Height: 5' 6" average
Weight: 155 lb average Speed: 30

Fauns are a reclusive race found in the Eastlands. They live in small communities deep in the forests, where they trade amongst themselves and with teran settlements when the need arises.

They stand about six feet tall and resemble terans. They have more body hair than most other races, pointed ears, and small horns. Their feet end in

two large, flat toes, although they can still wear standard boots and shoes. They live an average of 100 years, though the loss of their habitat and disease has shortened their lifespans in recent centuries. Physically, fauns tend to be androgynous, and their culture recognizes three sexes. They have no terms for gender and often struggle with other cultures' strict classifications and beliefs.

As a culture, they revere nature-based magic and talents.

FEY HERITAGE

Ancient Fey: +2 to saves vs charm, animal friend (can use the spell Calm Animal as a Standard Action)

Chaos Fey: fearless (+10 against fear-based magic)

Wasteland Fey: +1 to Survival (Misc. Mod.)





Faren tossed his bedroll into the small tent and tied up the front flaps. He turned and made his way back to the small campfire where his father Dai was boiling a small pot of water for stew. Faren pulled out his new short sword, still new and polished, the firelight gleaming along its perfect edge. He pulled out a cloth and started to rub oil into the blade. Dai smiled as he added some dehydrated vegetables and rabbit to the water.

"There is more to being a Ranger of Norhan than fierce battles against trolls and Orovari." His father sprinkled some herbs in the water as he watched his son.

"I know, Father, it's just... I have looked forward to this day for so long. This sword, it means I am a protector of the realm just as you are." He slid the blade back into its leather scabbard.

"I know, and I am proud of you as well. But as your

appointed mentor, I want to make sure you know that for us rangers, our loyalty is not just to the crown. It is to something much bigger. It is to the people of the lands. To the animals that live here. And even to the land itself. We are the protectors of all, doing what we can to serve them all in fairness. And that extends past our bows and swords. It leads to the very heart of what we are. To who we are as a protector of this world."

The lands are populated by a myriad of peoples and beings, and their skills are as diverse as their origins. In SagaBorn, a Class and a Path should extend beyond the stat numbers, special abilities, and combat. The character's Path should set the stage for the type of adventurer they want to play.

Class and Paths

A character's class is their profession or focus. It defines the abilities and skills that the character specializes in. A player picks first a Class for their character, and then the Path within that Class.

WARRIOR CLASS

Fighter: Some choose to face their problems with a sharp edge. The fighter is the guardian of the group, the one who cuts a path through the enemy.

Berserker: The berserker is guided by intense emotions, and often does not think about who or what gets in their way.

Archeon: Archeons are the watchers of the mages. Some are witch hunters, while others serve as their bodyguards. An example of an archeon could be a knight of the church, possessed of a strong will and the power to root out evil magic and spellcasters.

MAGE CLASS

Wylder: Self-taught and undisciplined, the wylders are the wild mages of Atheles.

Luminar: A luminar is a formally trained spellcaster. They have typically received education from one of the magical institutions in Atheles, such as the Wizard Tower, the Druid Council, or one of the many established churches. Though their base stats might be shared, their spell choices and Talents should reflect their specific path of learning.

Bard: Bards can use their creative performance to harness magical energy and bend it to their will.

EXPERT CLASS

Factor: A factor has connections. They make money, sell secrets, and give jobs to others, all the while consolidating their own power. Factors thrive in the city, but could also be a well-connected frontiersman, knowing the land and peoples of the wilds. No matter their location, the factor deals in knowledge and persuasion.

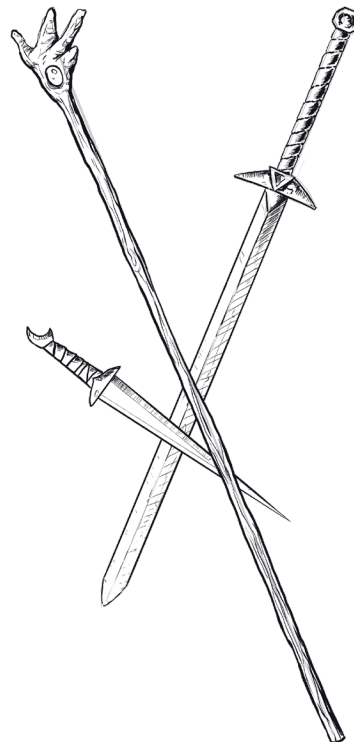
Ranger: A ranger might be a scout for a city guard, keeping the outer lands protected for their people. Or they might be a loner who finds peace in the seclusion of the rugged, wild lands. No matter their story, a ranger has certain skills specific to someone who spends much of their time in the wilderness.

Rogue: The rogue has mastered the art of using wit and agility to overcome adversity and obtain what they desire. They might be someone of slight build who has learned clever ways to win a fight. They might be the thief in the night, sneaking past guards to steal a bag of gold, or spending their time in shady taverns making under-the-table deals for the valuables they pilfer. The rogue uses whatever tools are at their disposal, often in cunning and novel ways. Masters of traps and stealth, silent and nimble, they are prepared for anything.

MULTICLASS AND PATHS

A character can multiclass, but may not choose another path from within the same class. So you can choose a Fighter/Wylder character (warrior class and mage class), but not a Fighter/Berserker (both warrior classes).

Characters gain these bonuses each level, no matter their class. Classes grant additional abilities at certain levels.



Base Character Progression Chart

Level	Base Attack Bonus (BAB)	Level Bonus
1st	+1	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	+1 HD, +1 Skill point, +1 Talent point, +1 Ability point, +1 Expertise point, Legacy Items gain power



PATH: FIGHTER

Hit Die: d10

Primary Ability Modifiers: Str, Con

Life often brings a string of trouble to an adventurer, and some choose to face those troubles with a sharp edge of steel.

The Fighter acts as the guardian of the group, cutting and smashing a path through the enemy.

“Without the skills or inclination for the farming life, there’s not many things that put food on the table and gold in your pocket. But if you know how to handle a sword, it can do both.” — Shovel, Sons of Silence

Swords, maces, and other steel weapons are the tools of those who make their way as a fighter. A Fighter may be a mercenary in a famous sword-for-hire company like the Brotherhood of the Sword or a town guard-turned-traveler. Fighters are masters of weapons and melee combat. They can take a hit and give back twice as much.



Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Heroic Surge, Second Wind	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	1 Talent point, +2 HP	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	Quick Recovery	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	1 Talent point, +2 HP, Endurance +2	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	Extra attack, 1 Talent point	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	Good Position, +2 HP	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	1 Talent point	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	Bonus attack, +4 HP	+1 HD, +1 Skill point, +1 Talent point, +1 Ability point, +1 Expertise point, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

LEVEL 1

Heroic Surge: Once per encounter, the Fighter may take a bonus Heroic Action or Move Action.

Second Wind: Once per day, a warrior may recover hit points equal to $1d10 +$ their Con modifier as a Free Action. At level 4, they gain an additional $1d10$.

LEVEL 3

Quick Recovery: Heal $1d10 + \text{Con} + \text{Level}$ once per day as a Free Action.

LEVEL 5

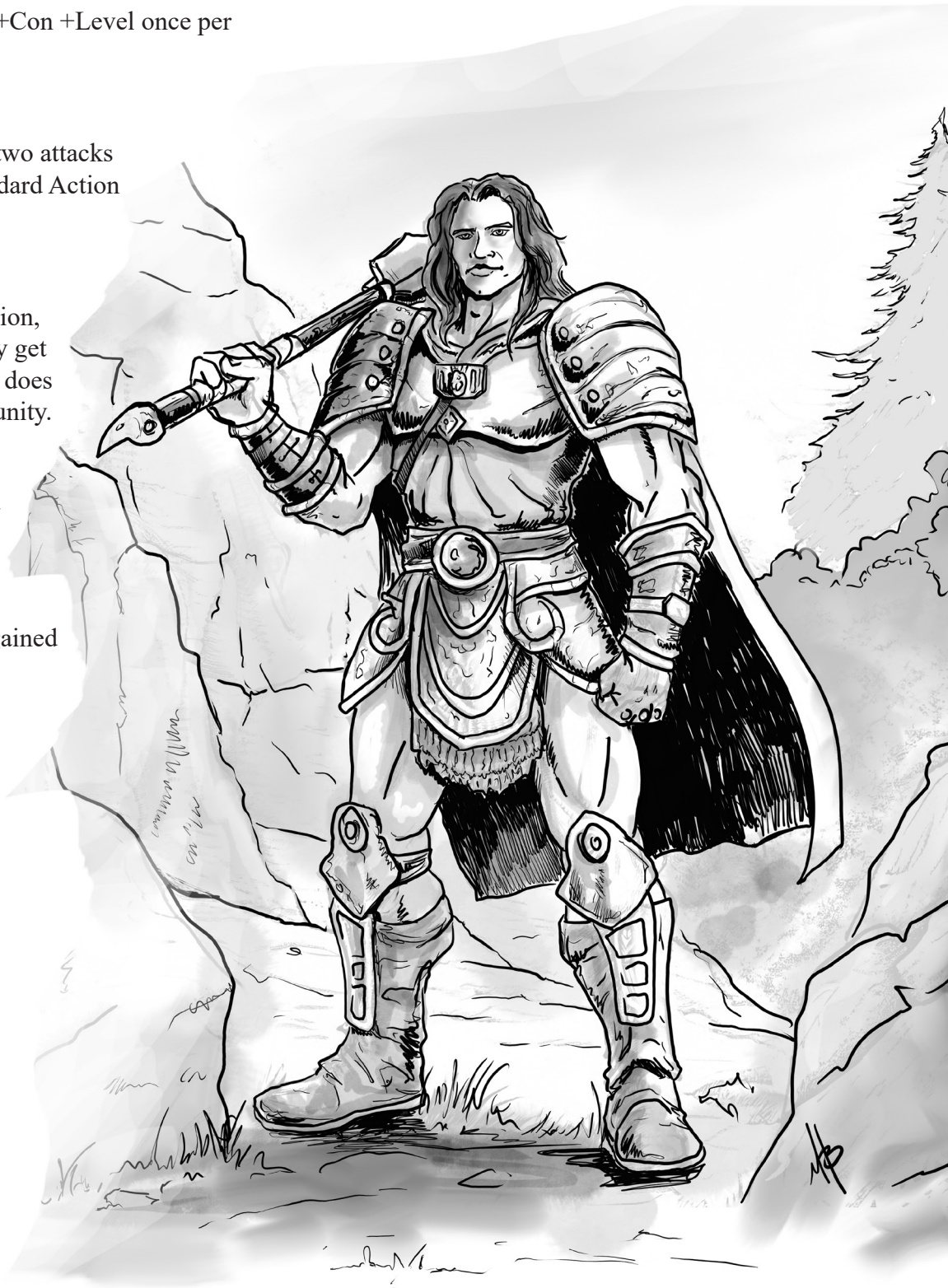
Extra attack: A Fighter gets two attacks at their full bonus as one Standard Action every round.

LEVEL 6

Good Position: As a Free Action, when a Fighter is flanked, they get a free move of up to 5 ft. This does not provoke attacks of opportunity.

LEVEL 8

Bonus Attack: A Fighter may make an additional attack as a Free Action. This is in addition to the Extra Attack gained at level 5 and attacks gained from any other source.



PATH: BERSERKER

Hit Die: d10

Primary Ability Modifiers: Str, Con

Warrior Class

“I didn’t understand what was happening to me at first. It started on the battlefield, when my nose was shattered by a club. My mind became quiet. I no longer thought. I was a creature of pure action, instinct, and ecstatic rage, blissful and whole as my axe swung and chopped through the enemy with greater force than I’d thought possible—consumed by bloodlust and drenched in my enemies’ blood.” — Kendrel, from Musings on the Berserk Mind

The Berserker channels rage like a mystic might channel the gods, and directs that rage into whatever weapon is handy.

The art of the Berserker is one that is difficult to teach, and therefore manifests in certain people at trying times, usually in the midst of a formative battle in youth, and often prompted by terrible pain.



Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Heroic Surge, Second Wind	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	1 Talent point, +2 HP	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	Quick Recovery	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	1 Talent point, +2 HP, Endurance +2	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	Extra attack, 1 Talent point	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	Good Position, +2 HP	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	1 Talent point	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	Bonus attack, +4 HP	+1 HD, +1 Skill point, +1 Talent point, +1 Ability point, +1 Expertise point, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

LEVEL 1

Rage: As a Free Action, a Berserker rages and gains +2 DMG to Str Attacks, DR 1. Lasts 1 minute, as long as attacking a hostile target or moving to attack. Multiclass characters cannot cast spells or maintain spell concentration during this period. Once per encounter.

Second Wind: Once per day, a Berserker may recover hit points equal to 1d10 + their Con modifier as a Free Action. At level 4, they gain an additional 1d10.

LEVEL 3

Fast Movement: A Berserker adds 10' to their base movement speed. They can not gain this bonus if wearing heavy armor.

LEVEL 5

Extra Attack: You gain an additional attack each round.

LEVEL 6

Rage Mind: While Raging, gain immunity to Charm and Fear effects.

LEVEL 8

Focused Rage: The Berserker's Rage now gains +4 DMG, DR 3. Lasts 1 minute, as long as attacking a hostile target or moving to attack. Cannot cast spells or maintain spell concentration. Once per encounter.



PATH: ARCHEON

Hit Die: d10

Primary Ability Modifiers: Str, Wis

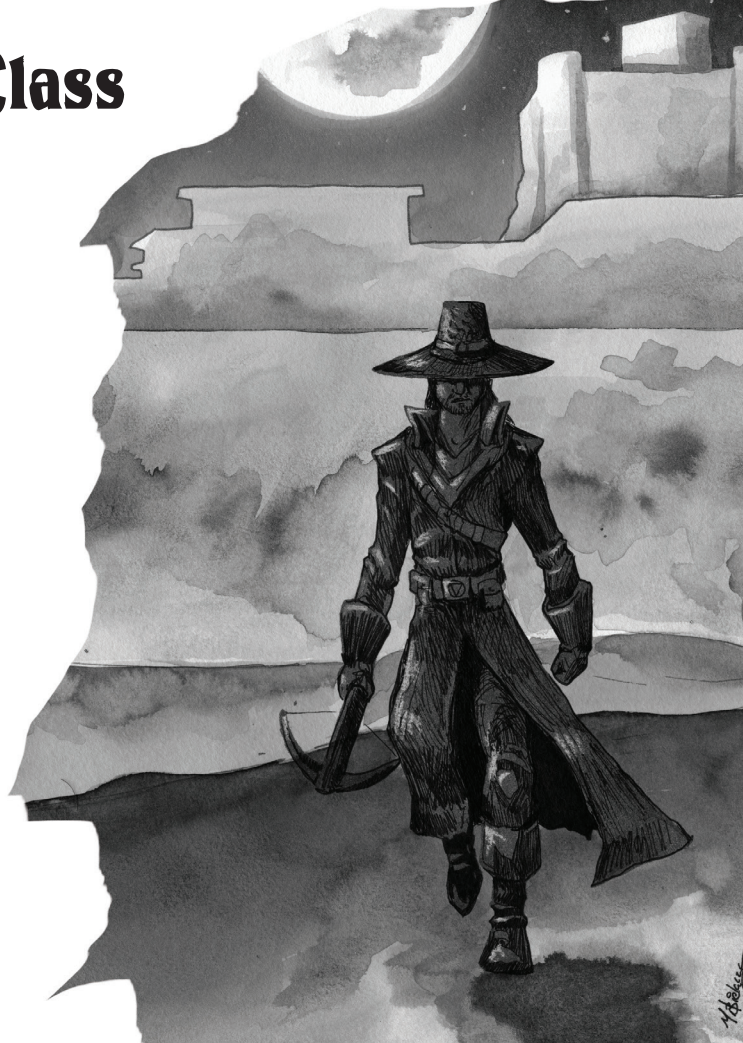
Warrior Class

Archeons are born with an innate resistance to magic.

There are many paths available for those who can resist the powers of the arcane. The Otari of Eredar have the Watchers, a sect of archeons who protect them and fight against ruinous magic. Witch hunters search the lands for users of magic, and their motives are as varied as their backgrounds. The Protectorate, who split from the Watchers hundreds of years ago, formed a knighthood that protects the people as well as defending against violent magics.

“I was fifteen when the world changed. I learned at that young age that I was different. It was then that I stopped my first witch. He had drained his friends and family of their life force and turned that magic on others. And I just stopped it. After that, I found my way to Eredar, and they made me the hunter I am today.”

—Aldulf Toorchek, Archeon and Witch Hunter



Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Heroic Surge, Second Wind	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	1 Talent point, +2 HP	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	Quick Recovery	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	1 Talent point, +2 HP, Endurance +2	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	Extra attack, 1 Talent point	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	Good Position, +2 HP	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	1 Talent point	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	Bonus attack, +4 HP	+1 HD, +1 Skill point, +1 Talent point, +1 Ability point, +1 Expertise point, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

LEVEL 1

Magic Sense: When an Archeon spends time around a place, person, or creature, they can detect if magic has been used, and if it was ravaging magic. They must spend 30 minutes in the area or with a person to detect this automatically. An Archeon can spend a Standard Action to determine if anyone within 30' is a magic user with a DC 20 Awareness check. If an Archeon witnesses the use of magic, they can tell if it's ravaging magic with a DC 12 Awareness check. If an Archeon spends an hour with a person and succeeds at a DC 16 Awareness check, they can tell if that person has used ravaging magic (if the character has any ravage points, the Archeon can tell).

Magebane: Once per round, an Archeon may roll two d20s during an attack and choose the highest roll against any creature or person using magic spells. They can also use Magebane during Heroic Actions against spellcasters.

Second Wind: Once per day, a warrior may recover hit points equal to 1d10 + their Con modifier as a Free Action. At level 4, they gain an additional 1d10.

LEVEL 3

Resist Magic: An Archeon gets to roll 2d20 and choose the highest roll on Will or Fortitude Saves to escape or resist a persistent magical effect.

LEVEL 5

Extra Attack: An Archeon gains an additional attack each round.

LEVEL 6

Spell Shield: Once per encounter, as a Move Action, an Archeon may create a shield that blocks magical energy. The shield is directional and protects those behind the Archeon up to 10'. This negates any magical spell damage, including Area of Effect. This does not stop the spell; targets outside the Archeon's Shield will take damage as normal. An Archeon can maintain a shield for 4 rounds.

LEVEL 8

Disruption: Once per encounter, as a Move Action, an Archeon can disrupt a Mage's ability to cast magic or cancel a spell already in effect. The target must be within 40'.

Each round, a Mage must make a Heroic Action (mage's Spellcraft Skill vs the Archeon's Survival Skill) in order to cast spells or spend mana. An Archeon can maintain Disruption on a mage by spending a Free Action each round.

Spells are automatically canceled for as long as the Archeon maintains concentration. The cost of concentration varies per spell. 3 mana or lower (Free Action), 5 mana (Move Action), 7 mana (Standard Action). When an Archeon stops concentrating or is knocked unconscious, the mage's spell becomes active again, unless the spell's duration is complete.



PATH: FACTOR

Hit Die: d8

Primary Ability Modifiers: Int, Cha

The world is a machine of moving parts and a Factor is one who knows the cogs that make it work. They could be a master tradesman, a spy who brokers information, or a sly diplomat who makes deals for the powerful. They are very skilled, but they focus on gaining influence and knowledge of the world around them and using it to their advantage.

"I make things happen. And I make good coin doing it." Azera, Worldquest Acquisitions



Expert Class

LEVEL 1

Contacts: A Factor knows people. The Factor gains +1 to Awareness and Persuasion skill checks with people they know. They gain a +1 to finding or identifying a person of interest or knowing a place to get rare goods.

Expert's Stamina: Once per day, recover hit points equal to 1d8 + your Con modifier as a Free Action. At level 4, gain an additional 1d8.

Sneak Attack: Once per round on a successful hit, deal extra damage to a target who is flanked, has lost Dex bonus to AC, or is unaware of your presence. The weapon used must be a light or medium melee weapon or a ranged weapon.

LEVEL 2

Barter: A Factor can automatically negotiate a 10% decrease or increase in the cost of retail goods bought or sold.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Contacts, Expert's Stamina, Sneak Attack (+1d6)	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	+1 Skill, Barter, Evasion, Loyalty	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	+1 Skill, Blend In, Examiner, Sneak Attack (+2d6)	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	+1 Skill, 1 Talent point, Acrobatics +2	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	+1 Skill, Advanced Skills, Improved Barter, Improved Evasion, Sneak Attack (+3d6)	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	+1 Skill, Masterful Contacts, Masterful Intuition	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	+1 Skill, Extra Attack, Sneak Attack (+4d6)	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	+1 Skill, Broker, Expert Mobility	+1 HD, +1 Skill point, +1 Talent point, +1 Ability point, +1 Expertise point, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

Evasion: Upon a successful Reflex save against an attack that deals half damage, you evade the attack and take no damage.

Loyalty: Once per round, as a free action, a Factor can give an ally who is guarding them in combat a +1 bonus to an attack roll.

LEVEL 3

Blend In: A Factor is good at blending into their environments. They and their companions gain a +3 to skill checks for disguise in any environment.

Examiner: A Factor can identify one item per day as per the Identify spell.

LEVEL 5

Advanced Skills: Select two Skills that can advance beyond rank 5 up to rank 9. Both of those Skills gain 1 additional rank.

Improved Barter: A Factor can automatically negotiate a 20% decrease or increase in the cost of retail goods bought or sold.

Improved Evasion: Upon failing a save, take only ½ damage.

LEVEL 6

Masterful Contacts: The Factor gains +3 to Awareness and Persuasion skill checks with people they know. They gain a +3 to finding or identifying a person of interest, or knowing a place to get rare goods.

Masterful Intuition: A Factor is a master at reading others. They gain +5 expertise bonus to all Awareness skill checks involving diplomacy.

LEVEL 7

Extra Attack: Gain an additional attack each round.

LEVEL 8

Broker: A Factor gains +4 to finding the sources of any rare or wondrous goods. They also automatically negotiate a 30% decrease or increase in the cost of retail goods bought or sold.

Expert Mobility: You never provoke an Attack of Opportunity for moving.



PATH: RANGER

Hit Die: d8

Primary Ability Modifiers: Dex, Wis

A Ranger might be a scout for a city guard, keeping the outer lands protected for their people. Or they might be a lone hunter who finds peace in the seclusion of the rugged, wild lands. No matter their story, a Ranger has certain skills specific to someone who spends much of their time in the wilderness.

LEVEL 1

Sneak Attack: Once per round, on a successful hit, you can deal 1d6 extra damage to a target who is flanked, has lost their Dex bonus to AC, or is unaware of the Ranger's presence. The weapon used must be a light or medium melee weapon or a ranged weapon.

Expert Tracker: Roll 2d20 and use the higher number when using Awareness or Survival to hunt a target.

Expert's Stamina: Once per day, recover hit points equal to 1d8 + your Con modifier as a Free Action. At level 4, gain an additional 1d8.

Expert Class

Track: Find tracks or follow tracks for 1 mile with a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

While tracking, a Ranger moves at half their normal speed. They may move at normal speed with a -5 penalty on the Survival check. They may move at twice their normal speed with a -20 penalty on the Survival check. The DC depends on the surface and the prevailing conditions, as given on Table: Track DC.

Track DC:

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Sneak Attack (+1d6), Expert Tracker, Expert's Stamina, Track	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	+1 Skill, Evasion, Artful Dodger	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	Sneak Attack (+2d6), +1 Skill, Favored Enemy, Favored Terrain	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	+1 Skill, 1 Talent point, +2 Acrobatics	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	Advanced Skills, Sneak Attack (+3d6), +1 Skill, Improved Evasion	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	+1 Skill, 2nd Favored Enemy, 2nd Favored Terrain	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	Extra Attack, +1 Skill, Sneak Attack (+4d6)	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	+1 Skill, Crippling Strike, Woodland Stride, Swift Tracker	+1 HD, +1 Skill point, +1 Talent point, +1 Ability point, +1 Expertise point, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow.

Firm Ground: This includes outdoor surfaces in normal weather (grass, fields, woods, etc) or exceptionally soft or dirty indoor surfaces (thick rugs and very dusty floors). The creature might leave some traces, like broken branches or tufts of hair, but only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or a clean indoor floor. Most stream beds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (occasional scuff marks or displaced pebbles).

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

LEVEL 2

Artful Dodger: Once per round, use a Free Action as a Move Action. Useful to get into position or hide!

Evasion: On a successful Reflex save against an attack that deals half damage, you take no damage.

LEVEL 3

Favored Enemy: When fighting a Favored Enemy, add your Sneak Attack bonus every time you hit. There is no limit per round. A Ranger can make an Awareness or Knowledge check to identify these creatures, DC 10 + target's CR. Refer to Table: Ranger Favored Enemies.

Ranger Favored Enemies:

Type	Type
Animal	Giant
Construct	Goblin
Draconian	Teran
Elemental	Plant
Fey	Navirite
Dworv	Undead
Elf	Vermin

Favored Terrain: In favored terrain, a Ranger leaves no tracks, ignores difficult ground, and gains +2 to Initiative. Refer to Table: Favored Terrains.

Ranger Favored Terrain:

Cold (ice, glaciers, snow, and tundra)	Plains
Desert (sand and wastelands)	Swamp
Forest (coniferous and deciduous)	Underground (caves and dungeons)
Jungle	Urban (buildings, streets, and sewers)
Mountain (including hills)	Water (above and below the surface)

LEVEL 5

Advanced Skills: Select two Skills that can advance beyond Rank 5 up to Rank 9. Both of those Skills gain 1 additional rank.

Improved Evasion: If you fail a save, take only ½ damage.

LEVEL 7

Extra Attack: Gain an additional attack each round.

LEVEL 8

Crippling Strike: Upon doing Sneak Attack damage, the target must make a DC 16 Acrobatics Save. If the Save is successful, the target moves at ½ speed for 1 round. If the Save fails, the target is momentarily incapacitated and gets no Move Actions for 1 round.

Swift Tracker: Continue to Track as a Free Action each round at maximum speed.

Woodland Stride: You do not suffer impairment, penalties, or damage from difficult terrain, magical or otherwise.

PATH: ROGUE

Hit Die: d8

Primary Ability Modifiers: Dex, Cha

The Rogue has mastered the art of using wit and agility to overcome adversity in order to obtain what is needed or desired. They might be someone of slight build who has learned clever ways to come out on top in a fight. They might be the thief in the night sneaking past guards to steal a bag of gold, or spending their time in shady taverns making under-the-table deals to pawn the valuables they pilfer.

The Rogue uses whatever tools are at their disposal, often in cunning and novel ways. A master of traps and stealth, silent and nimble, they are prepared for anything.

“The world isn’t fair. But it is easy enough to tip the scales when no one’s looking.” - Krimson

Expert Class

LEVEL 1

Expert’s Stamina: Once per day, recover hit points equal to 1d8 + your Con modifier as a Free Action. At level 4, gain an additional 1d8.

Sneak Attack: Once per round on a successful hit, deal extra damage to a target who is flanked, has lost Dex bonus to AC, or is unaware of your presence. The weapon used must be a light or medium melee weapon or a ranged weapon.

Trapfinding: Search and disarm traps with difficulty greater than DC 20. Use either Awareness or Thievery skill for detecting traps. Only Thievery may be used to disarm a trap.

LEVEL 2

Artful Dodger: Once per round, use a Free Action as a Move Action. Useful to get into position or hide!

Evasion: Upon a successful Reflex save against an attack that deals half damage, you evade the attack and take no damage.

Level	Base Attack Bonus (BAB)	Class Bonus	Level Bonus*
1st	+1	Expert’s Stamina, Sneak Attack (+1d6), Trapfinding	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	+1 Skill, Evasion, Artful Dodger	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	+1 Skill, Incredible Dodge, Sneak Attack (+2d6)	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	+1 Skill, 1 Talent point, Acrobatics +2	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	+1 Skill, Advanced Skills, Sneak Attack (+3d6), Improved Evasion	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	+1 Skill, Gut Feeling, Trap Mastery	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	+1 Skill, Extra Attack, Sneak Attack (+4d6)	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	+1 Skill, Crippling Strike, Expert Mobility	+1 HD, +1 Skill point, +1 Talent point, +1 Ability point, +1 Expertise point, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

LEVEL 3

Incredible Dodge: Never lose your Dex bonus to AC. You suffer no penalties for being flat-footed or flanked.

LEVEL 5

Advanced Skills: Select two Skills that can advance beyond rank 5 up to rank 9. Both of those Skills gain 1 additional rank.

Improved Evasion: Upon failing a save, take only $\frac{1}{2}$ damage.

LEVEL 6

Gut Feeling: You sense the presence of any traps when entering an area. An Awareness or Thievery check is still required to find the trap, but you will know something dangerous is nearby.

Trap Mastery: Once per round as a Free Action, you may search for traps, disarm traps, or open a lock.

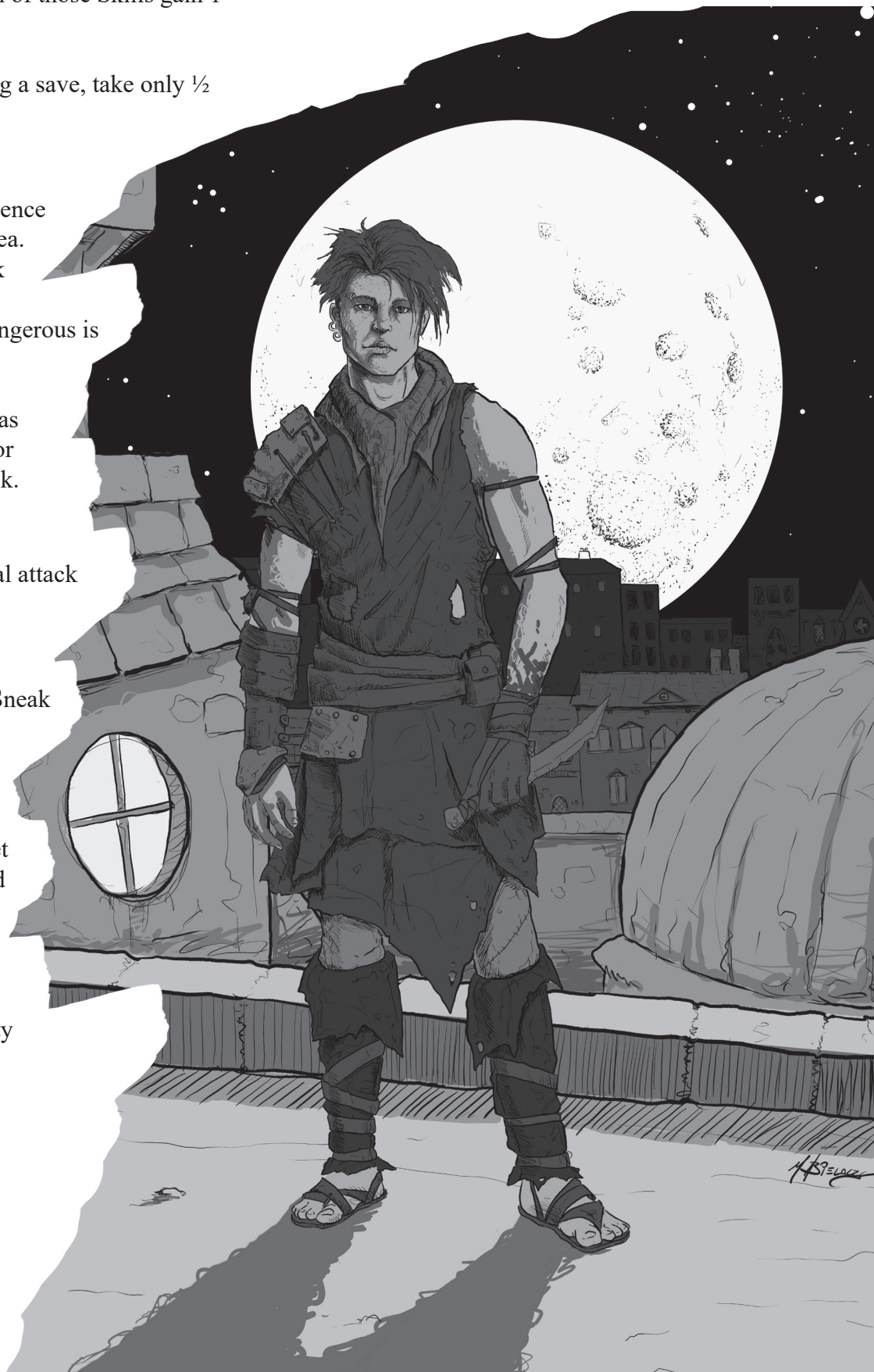
LEVEL 7

Extra Attack: Gain an additional attack each round.

LEVEL 8

Crippling Strike: Upon doing Sneak Attack damage, the target must make a DC 16 Acrobatics Save. If the Save is successful, the target moves at $\frac{1}{2}$ speed for 1 round. If the Save fails, the target is momentarily incapacitated and gets no Move Actions for 1 round.

Expert Mobility: You never provoke an Attack of Opportunity for moving.



PATH: WYLDER

Hit Die: d6

Primary Ability Modifier: Int

Untrained and undisciplined, the Wylders are the wild mages of Atheles.

“Who needs books and scrolls? My magic burns within. I am the magic.”—Nilian of the Resistance.

Wylders keep their short list of spells in their memory. Since Wylders did not spend long months in a dusky library learning their magic, they are often more athletic. With the ability to charge their melee weapons with wild magic, they can be a lethal force in battle.

Mage Class

Starting Spells known at level 1

Spells	6
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Mana Pool Table 1: Base Mana per Day

Caster Level	Mana per Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44

Level	Base Attack Bonus (BAB)	Class Bonus	Spell Memory	Wylder Base Mana	Level Bonus*
1st	+1	Elemental Type, Elemental Focus, Mage's Meditation, Spell Memory, Spell Sight, Starting Spells, Wild Magic	6	2	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	+1 to Touch AC vs Spells, Mage Lore	7	4	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	1 Talent point	8	7	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	+1 to Touch AC vs Spells, Survival +2, Discordian Shield	9	11	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	1 Talent point	12	16	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	+1 to Touch AC vs Spells, Chaos Wave	14	24	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	1 Talent point	17	33	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	+1 to Touch AC vs Spells, Focused Wild Magic, Magical Attack	19	44	+1 HD, +1 Skill, 1 Talent point, +1 Ability, +1 Expertise, Legacy Items gain power

Mana Pool Table 2: Mana Bonus

Int Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

LEVEL 1

Elemental Type: Infuse your elemental spells with your choice of foci: fire, water, earth, air, ice, or electricity. Choose one elemental type at level 1 and another at level 3. You may only have 2 Max elemental foci, and once chosen, they may not be changed.

Elemental Focus: You need a focus for elemental spellcasting. Elemental Focus is the magical ability that targets an object to become a bonded focus between you and the element. It takes a Free Action to cast and the target must be an object touched. Element focus counts as a spell for detection, dispels, and other abilities; but does not count against a Bard or Wylder's spell memory.

You pull energy from yourself to create a focus for elemental magic. While natural elements may be available, elemental focuses allow you to bond with the element and allow for it to be shaped into spells. Effects to the body due to creating the foci have no detriment, but instead describe how it feels to create them. You can only have 1 focus active per 2 spellcaster levels.

Fire

Focus: a burnable item or a piece of metal
Transfer heat into your focus item. Flammable items burst in flame. Metal becomes hot for the duration of the spell. Duration: 1 hour per spellcaster level. Your body cools by a few degrees for 10 minutes as you transfer heat into the focus item.

Water

Focus: a jar or small container
Fill a vessel with spit, sweat, or blood to create a focus, causing you to feel dehydrated for 10 minutes. The water focus lasts for 1 hour per caster level.

Ice

Focus: metal bar
Your body warms as you transfer heat from the focus item, rising a few degrees for 10 minutes. The ice focus lasts 1 hour per level.

Air

Focus: a jar or container
Exhale air into a vessel as a focus. This causes you to be short of breath for 10 minutes. The air focus lasts for 1 hour per caster level.

Electricity

Focus: a copper wire bound upon itself creating a twisted loop
Imbue the wire with electricity from your body, causing your heart to skip beats for the next 10 minutes. The electrical focus lasts 1 hour per caster level.

Earth

Focus: a jar or container filled with soil or a rock, stone, or gem
Imbue the earth with part of yourself, which may be saliva, breath, blood, or spirit. You feel numb for 10 minutes after imbuing the focus. The earth focus lasts 1 hour per spellcaster level.

Spell Memory: Wylders do not require a spellbook. You may remember a limited number of spells at a time. This is based on class, level, and ability modifier. You may memorize a number of spells equal to your Spell Memory Allotment for a given spell level plus your INT modifier.

Spell Sight: Memorize a spell by watching another mage cast it. This ability is detailed further in the chapter on Magic.

Starting Spells: Learn starting spells according to the Starting Spell Chart.

Mage's Meditation: Once per day, recover hit points equal to 1d6 + your Con modifier as a Free Action. At level 4, gain an additional 1d6.

Wild Magic: A burst of energy explodes from your hands toward your target. On a successful magic attack, you inflict 1d4+1 points of damage, gaining 1d4 in power every 2 levels (+1d4 at level 2, 4, 6, and 8). It is a force effect. Range 60'.

Alternatively, you may charge your weapon with this ability as a Free Action. Upon a successful hit, add Wild Magic damage to your melee weapon damage.

LEVEL 2

Mage Lore: Roll 2d20 when making a Knowledge or Spellcraft check regarding magical history, lore, or effects.

LEVEL 4

Discordian Shield: A swirling vortex of chaos energy grants a +2 shield bonus to your AC and DR 1. This can be cast as a Standard or Move Action and lasts as long as you wish.

LEVEL 6

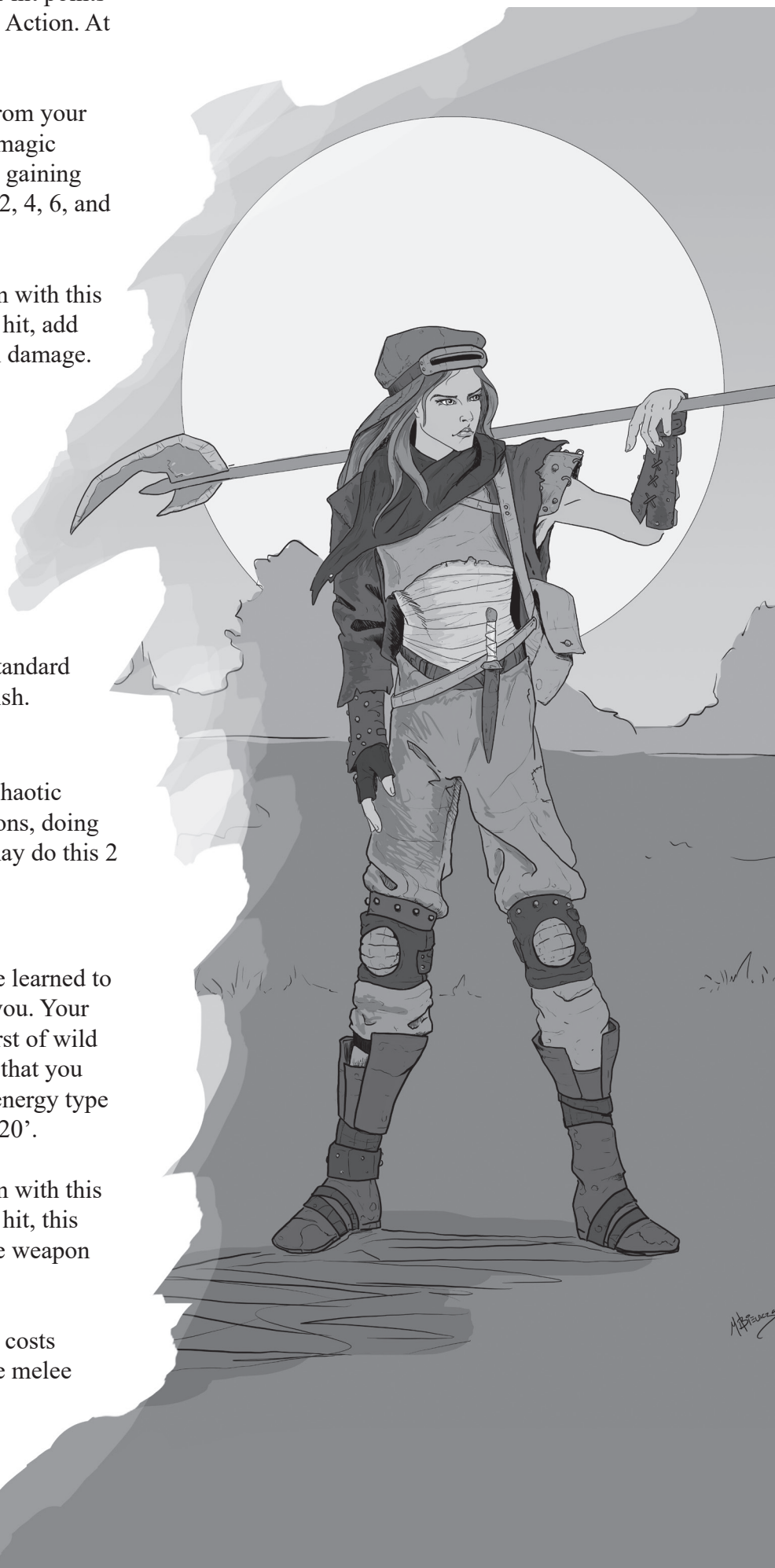
Chaos Wave: As a free action, a wave of chaotic energy bursts from your body in all directions, doing 4d6+3 damage to all in a 10' radius. You may do this 2 times per day.

LEVEL 8

Focused Wild Magic: At level 8, you have learned to control the wild magics that flow through you. Your Wild Magic ability allows you to cast a burst of wild force doing 4d4+4 points of damage. Now that you can focus this energy, you can change the energy type to any Elemental Focus you have. Range 120'.

Alternatively, you may charge your weapon with this ability as a Free Action. Upon a successful hit, this adds the Wild Magic damage to your melee weapon damage.

Magical Attack: When casting a spell that costs mana, you may, as a Free Action, make one melee attack with a weapon.



PATH: LUMINAR

Hit Die: d6

Primary Ability Modifier: Int

A Luminar is a formally trained spellcaster. They have typically received their education from one of the magical institutions in Atheles, like the Wizard Tower, the Druid Council, or one of the many established churches. Though their base stats might be shared, their spell choices and Talents should reflect their specific path of learning.

Mage Class

Starting Spells known at level 1

Spells	6+1/2 Int
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Mana Pool Table 1: Base Mana per Day

Caster Level	Mana per Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44

Level	Base Attack Bonus (BAB)	Class Bonus	Luminar Base Mana	Level Bonus*
1st	+1	Elemental Type, Elemental Focus, Energy Burst, Mage's Meditation, Spell Book, Starting Spells, Spell Sight	2	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	+1 to Touch AC vs Spells, Mage Lore	4	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	1 Talent point		+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	+1 to Touch AC vs Spells, Survival +2, Energy Blast	11	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	1 Talent point	16	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	+1 to Touch AC vs Spells, Energy Wall	24	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	1 Talent point	33	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	+1 to Touch AC vs Spells, Call of the Elements	44	+1 HD, +1 Skill, 1 Talent point, +1 Ability, +1 Expertise, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

Mana Pool Table 2: Mana Bonus

Int Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

LEVEL 1

Elemental Type: Infuse your elemental spells with your choice of foci: fire, water, earth, air, ice, or electricity. Choose 2 elemental types at level one and another at 2nd, 4th, 6th, and 8th levels.

Elemental Focus: You need a focus for elemental spellcasting. Elemental Focus is the magical ability that targets an object to become a bonded focus between you and the element. It takes a Free Action to cast and the target must be an object touched. Element focus counts as a spell for detection, dispels, and other abilities; but does not count against a Bard or Wylder's spell memory.

You pull energy from yourself to create a focus for elemental magic. While natural elements may be available, elemental focuses allow you to bond with the element and allow for it to be shaped into spells. Effects to the body due to creating the foci have no detriment, but instead describe how it feels to create them. You can only have 1 focus active per 2 spellcaster levels.

Fire

Focus: a burnable item or a piece of metal
Transfer heat into your focus item. Flammable items burst in flame. Metal becomes hot for the duration of the spell. Duration: 1 hour per spellcaster level. Your body cools by a few degrees for 10 minutes as you transfer heat into the focus item.

Water

Focus: a jar or small container
Fill a vessel with spit, sweat, or blood to create a focus, causing you to feel dehydrated for 10 minutes. The water focus lasts for 1 hour per caster level.

Ice

Focus: metal bar
Your body warms as you transfer heat from the focus item, rising a few degrees for 10 minutes. The ice focus lasts 1 hour per level.

Air

Focus: a jar or container
Exhale air into a vessel as a focus. This causes you to be short of breath for 10 minutes. The air focus lasts for 1 hour per caster level.

Electricity

Focus: a copper wire bound upon itself creating a twisted loop
Imbue the wire with electricity from your body, causing your heart to skip beats for the next 10 minutes. The electrical focus lasts 1 hour per caster level.

Earth

Focus: a jar or container filled with soil or a rock, stone, or gem
Imbue the earth with part of yourself, which may be saliva, breath, blood, or spirit. You feel numb for 10 minutes after imbuing the focus. The earth focus lasts 1 hour per spellcaster level.

Energy Burst: Fire a small orb of energy (caster's active Elemental Focus: fire, water, earth, air, ice, or electricity) at the target. You must succeed on a Magic Attack to hit the target. The orb deals 1d4 +1 points of Elemental Focus damage. Add 1d4 +1 damage every 2 levels (+1d4+1 at level 2, 4, 6, and 8). Range 40 ft.

Mage's Meditation: Once per day, recover HP equal to 1d6 + Con modifier as a Free Action. At level 4, gain an additional 1d6 HP.

Spell Book: Use a Spell Book to keep track of your spells. This does not have to be an actual book—it could be a staff inscribed with runes, detailed tattoos, pieces of leather inscribed with small text, or anything else that makes sense to you.

Spell Sight: Memorize a spell by watching another mage cast it. This ability is detailed further in the chapter on Magic.

Starting Spells: Get starting spells according to the Starting Spell Chart.

LEVEL 2

Mage Lore: Roll 2d20 when making a Knowledge or Spellcraft check regarding magical history, lore, or effects.

LEVEL 4

Energy Blast: Up to 3 times per day, cast a small orb that explodes with your active Elemental Focus (fire, water, earth, air, ice, electricity), doing 4d4 damage to all within a 15' radius. Or you may choose for the Energy Blast to heal 4d4 HP to all within a 15' radius. 40' range.

LEVEL 6

Energy Wall: Once per day, summon a 15' x 15' x 2' wall of energy that does 6d4 damage of your active Elemental Focus damage (fire, water, earth, air, ice, electricity) to any who cross through it. The effect lasts 2d4 rounds. 60' range.

LEVEL 8

Call of the Elements: Once per day, summon a raging storm of your active Elemental Focus (fire, water, ice, air, electricity, earth), doing 8d6 +8 damage to all creatures within a 40' radius. DC 18. Reflex save for half damage. You may also choose to stun all creatures within a 40' radius. A DC 18 Will save negates the stun. 80' range.



PATH: BARD

Hit Die: d6

Primary Ability Modifiers: Int, Cha

For some individuals with talent and practice, music and song become powerfully magical. These spellsingers can affect minds, summon “spirits,” and in special places, even pierce the veil between Atheles and the Navirim. Their songs can put both the performer and an audience into a magical state of mind.

Bards do not have to carry around spellbooks or memorize spells like Luminar mages do. In Atheles, it is said the world was sung into existence: music is Creation, and Creation is music. A Bard simply taps into this process of creation on a smaller scale.

Mage Class

Bards are particularly potent at hypnotic magic that affects the perceptions of others. Skilled Bards spend a lifetime studying their audience and intuitively learning the various psychologies of people. Most Bards begin as minstrels, finding it easiest to tap into their magic while playing an instrument and singing. As their power grows, some have been known to cast magic over a crowd with just a story, a whistled tune, a dance, or even by performing a role. It is said that in times of old, with years of experience and practice, great bards could even put themselves into a magical, creative, state of mind without actually performing out loud.

Starting Spells known at level 1

Spells	2
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Level	Base Attack Bonus (BAB)	Class Bonus	Spell Memory	Bard Base Mana	Level Bonus*
1st	+1	Bardic Knowledge, Elemental Type, Elemental Focus, Energy Burst, , Mage's Meditation, Perform Talent, Spell Memory, Spell Sight, Starting Spells	4	0	Starting HD (max), 1st Legacy Item, 10 Skill points, 2 Expertise points, 2 Talent points
2nd	+2	+1 to Touch AC vs Spells, Mage Lore	6	0	+1 HD, +1 HP, +1 Skill point, +1 Expertise point, Legacy Item gains power
3rd	+3	1 Talent point	8	1	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point
4th	+4	+1 to Touch AC vs Spells, Survival +2, Soothing Song	10	2	+1 HD, 2nd Legacy Item, +1 Ability point, +1 Skill point, +1 Expertise point, Legacy Items gain power
5th	+5	1 Talent point	12	6	+1 HD, +1 Skill point, +1 Expertise point
6th	+6	+1 to Touch AC vs Spells, Hymn of Horror	13	9	+1 HD, +1 Skill point, +1 Talent point, +1 Expertise point, Legacy Items gain power
7th	+7	1 Talent point	16	11	+1 HD, +1 Skill point, 3rd Legacy Item, +1 Expertise point
8th	+8	+1 to Touch AC vs Spells, Inspire Greatness	17	14	+1 HD, +1 Skill, 1 Talent point, +1 Ability, +1 Expertise, Legacy Items gain power

*Level dependent, not class dependent. These skills are completely independent of Class Bonus.

Base Bard Mana per Day

Bard Level	Mana per Day
1st	2
2nd	4
3rd	7
4th	11
5th	16
6th	24
7th	33
8th	44

Mana Pool Table 2: Mana Bonus

Int Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

For more on Mana and Magic, please see the chapter on Magic.

LEVEL 1

Bardic Knowledge: Add your Bard class level to all Knowledge checks.

Elemental Type: Infuse your elemental spells with your choice of foci: fire, water, ice, air, electricity, or earth.

Elemental Focus: You need a focus for elemental spellcasting. Elemental Focus is the magical ability that targets an object to become a bonded focus between you and the element. It takes a Free Action to cast and the target must be an object touched. Element focus counts as a spell for detection, dispels, and other abilities; but does not count against a Bard or Wylder's spell memory.

You pull energy from yourself to create a focus for elemental magic. While natural elements may be available, elemental focuses allow you to bond with the element and allow for it to be shaped into spells. Effects to the body due to creating the foci have no detriment, but instead describe how it feels to

create them. You can only have 1 focus active per 2 spellcaster levels.

Fire

Focus: a burnable item or a piece of metal

Transfer heat into your focus item. Flammable items burst in flame. Metal becomes hot for the duration of the spell. Duration: 1 hour per spellcaster level. Your body cools by a few degrees for 10 minutes as you transfer heat into the focus item.

Water

Focus: a jar or small container

Fill a vessel with spit, sweat, or blood to create a focus, causing you to feel dehydrated for 10 minutes. The water focus lasts for 1 hour per caster level.

Ice

Focus: metal bar

Your body warms as you transfer heat from the focus item, rising a few degrees for 10 minutes. The ice focus lasts 1 hour per level.

Air

Focus: a jar or container

Exhale air into a vessel as a focus. This causes you to be short of breath for 10 minutes. The air focus lasts for 1 hour per caster level.

Electricity

Focus: a copper wire bound upon itself creating a twisted loop

Imbue the wire with electricity from your body, causing your heart to skip beats for the next 10 minutes. The electrical focus lasts 1 hour per caster level.

Earth

Focus: a jar or container filled with soil or a rock, stone, or gem

Imbue the earth with part of yourself, which may be saliva, breath, blood, or spirit. You feel numb for 10 minutes after imbuing the focus. The earth focus lasts 1 hour per spellcaster level.

Energy Burst: Fire a small orb of energy (caster's active Elemental Focus: fire, water, earth, air, ice, or electricity) at the target. You must succeed on a Magic Attack to hit the target. The orb deals 1d4 +1 points of Elemental Focus damage. Add 1d4 +1 damage every 2 levels (+1d4 +1 at level 2, 4, 6, and 8). Range 40 ft.

Mage's Meditation: Once per day, recover HP equal to 1d6 + Con modifier as a Free Action. At level 4, gain an additional 1d6 HP.

Perform: You're skilled in poetry and song, history and verse, and can play at least one musical instrument. Use the Persuasion skill to distract, encourage, or enchant others. Each round, you may use a Heroic Action (if target resists Bard's Persuasion vs target's Awareness) to grant a +2 or -2 to one d20 roll of an affected creature.

Spell Memory: You are limited to a maximum number of spells you can know at a given time. This is based on class, level, and ability modifier. You may commit to memory a number of spells equal to your Spell Memory Allotment for a given spell level plus your INT modifier.

Spell Sight: Memorize a spell by watching another mage cast it. This ability is detailed further in the chapter on Magic.

Starting Spells: Get starting spells according to the Starting Spell Chart.

LEVEL 2

Mage Lore: Roll 2d20 when making a Knowledge or Spellcraft check regarding magical history, lore, or effects.

LEVEL 4

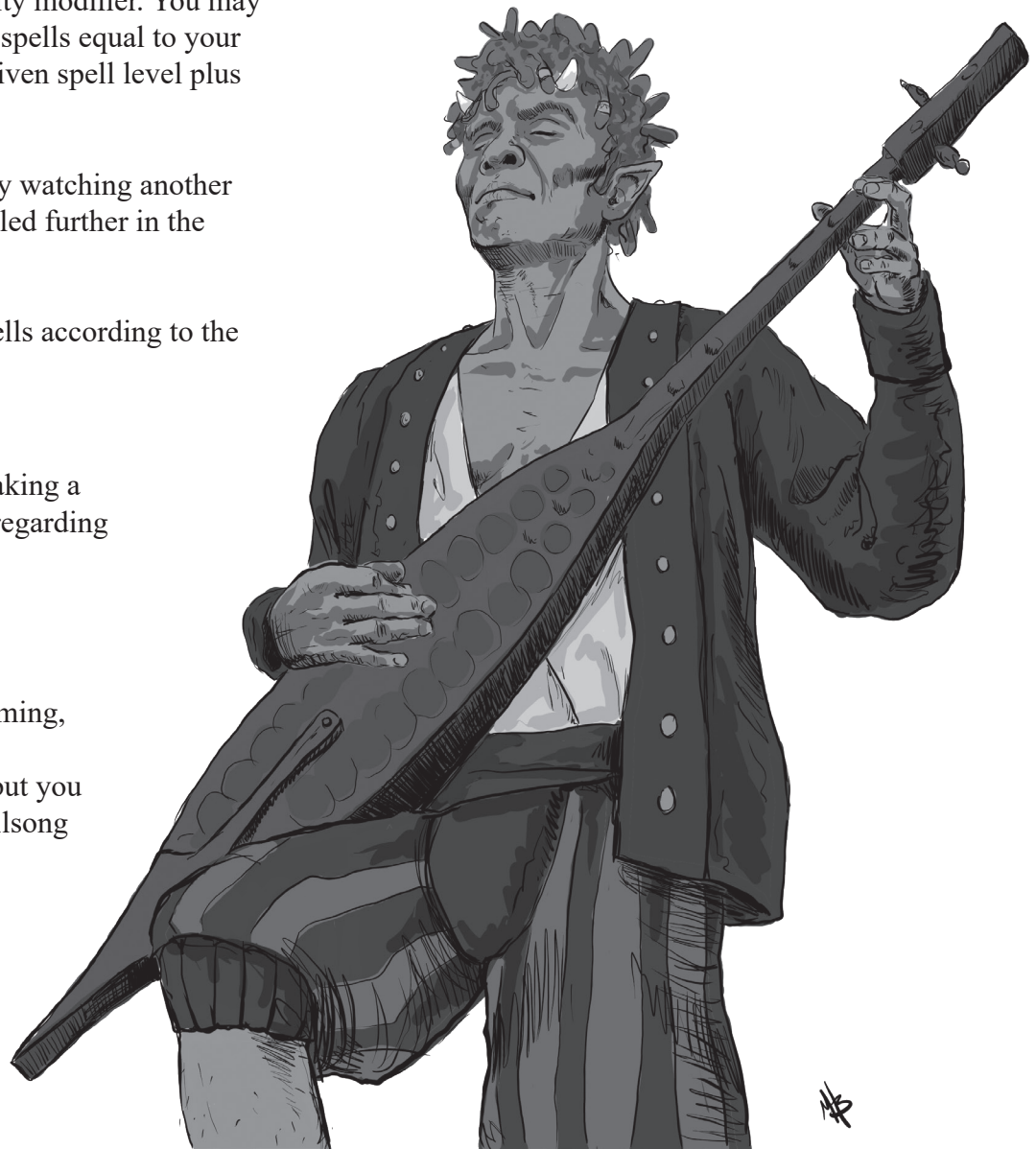
Soothing Song: Heal all within earshot for 1d8 +4 HP by performing, uninterrupted, for one hour. If interrupted, the spellsong fails, but you may continue to attempt the spellsong until successful.

LEVEL 6

Hymn of Horror: Use your performance to foster a sense of growing dread in your enemies, causing them to become Shaken. To be affected, an enemy must be able to see and hear your performance. The effect persists until the enemy is out of range or is unable to see or hear the performance. This performance cannot cause a creature to become Frightened or Panicked, even if the targets are already Shaken from another effect. Hymn of Horror is a mind-affecting fear effect, and it relies on audible and visual components. Range: 30 ft.

LEVEL 8

Inspire Greatness: A single target (self or other) gains 2d20 on Attack Rolls and +1d8 Damage on a successful hit. This requires a Move Action to start and a Free Action each round to maintain. Lasts 5 rounds after you stop singing. Range: 30 ft.



Ability Modifiers

Ability Modifiers are bonuses to actions using attributes such as Strength or Intelligence.

ASSIGNING ABILITY MODIFIERS

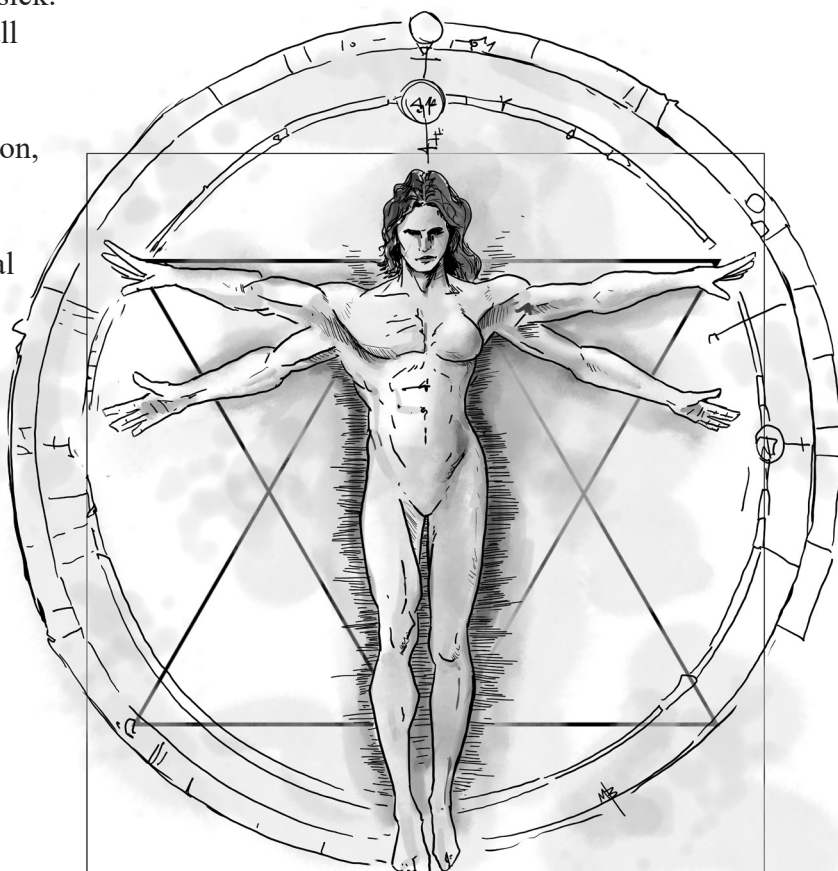
POINT BUY

Each character receives 19 points to spend on increasing basic Ability modifiers. In this method, all Ability modifiers start at a base of -2. A character can increase an individual score by spending some of their points. No score can be reduced below -2 or raised above +4 at level 1.

ABILITIES

- **Strength (Str):** This determines the amount of weight you can lift and how hard you can hit.
- **Dexterity (Dex):** Your agility, quickness, and reflexes, e.g., how swiftly you can dodge a missile.
- **Constitution (Con):** Your toughness, stamina, and general health, e.g., resistance to becoming sick.
- **Intelligence (Int):** A measure of your overall worldly intellect, knowledge, and learning aptitude.
- **Wisdom (Wis):** A measure of your perception, judgment, and ability to discern risks and rewards.
- **Charisma (Cha):** This is your general social skill, determining the outcome of personal and group interactions.

Ability Modifier	Description
-2	Significantly below average
-1	Below average
0	Average
+1	Above average
+2	Significantly above average
+3	Exceptional
+4	Extraordinary
+5	Incredible



Skills

Skills may be learned by anyone who studies or trains in them, especially if they train under a tutor or master. Skill Ranks run from 0 (unskilled) to 5 (expert).

Players get 10 skill points to spend during character creation (level 1). Skill Ranks cannot be higher than your current level plus 1 (to a max of 5). You receive one skill point per level after level 1. Some special abilities may allow you to gain more Skill Ranks than the standard progression.

A total Skill is = Skill Rank + Ability Modifier + Talents + Misc. When doing a Skill check, roll d20 + Skill.

The skill names in the following chart cover a broad range of actions a character may choose. This is, of course, an incomplete list, and it is between the player and SG to decide what skill an particular action would fall under.

Determine Derived Stats

- Armor Class (AC) = Base 10 + Dex + armor bonus + magic bonus + size bonus + natural armor
- Hit Points = Max class hit die + Con modifier at level 1. Roll class hit die + Con modifier each level thereafter.

Savings Throws

Savings Throws are based on Skills. Acrobatics for reflex-type saves (dodging a fireball), Survival for mind-affecting saves (being under a Charm Creature spell), and Endurance for fortitude-type saves (saving versus disease).

Difficulty Class

Some checks are made against a Difficulty Class (DC). You must roll equal to or higher than the DC on a d20 in order to succeed on your Skill check. The DC is set by the SG using the Skill rules as a guideline.

Skill Name	Ability	Example Actions
Acrobatics	Dex	Balance, escape artist, juggle, tumble
Athletics	Str	Climb, jump, swim
Awareness	Wis	Investigate, listen, search, spot, sense motive, etc.
Endurance	Con	Run, swim, hold breath, row, endure pain/torture, endure heat or cold, etc.
Knowledge	Int	Appraise, knowledge (history, legends, herbology, monster lore, etc.), detect poison, etc.
Persuasion	Cha	Bluff, diplomacy, gather information, intimidate, etc.
Spellcraft	Int	Spell Sight, focusing, ravaging, etc.
Survival	Wis	Track, forage, hunt, start fire, fletch, skin, set snares, fish, identify edible foods & herbs, locate potable water, detect poison, etc.
Thievery	Dex	Sneak, hide, pick locks, find/set/disarm traps, etc.

Difficulty Class (DC) Examples

Easy	0	Climb a knotted rope (Athletics)
Average	5	Hear an approaching creature (Awareness)
Tough	10	Set up a snare trap (Thievery or Survival)
Challenging	15	Swim through stormy water (Endurance)
Formidable	20	Open a good lock (Thievery)
Heroic	25	Leap across a 30' chasm (Athletics)
Nearly Impossible	30	Track creatures across hard ground after a rain. (Survival)

EXPERTISE

An Expertise offers a Skill bonus for specializing in a narrow range of actions. For example, you may have +2 in Thievery, but with an Expertise in Disable Device, you would get an additional +1 to your Thievery roll when disabling a trap.

GAINING EXPERTISE POINTS

A character may never have an Expertise bonus higher than their level +1, with a max of 5. New players receive 2 Expertise points to spend when creating a level 1 character. At each level, characters gain 2 more points to spend. A SG may reward the players with an Expertise during play for performing specific Expertise actions or for having spent the time to learn it.

An expertise grants a bonus to a Skill roll using that specific knowledge. A Skill check, then, would be:
1d20 + Skill bonus + Expertise bonus.

DESCRIPTIONS:

Art (Awareness, Knowledge, Persuasion): An Expertise in Art can reflect an understanding of Art (Knowledge), allowing you to identify rare treasures or appraise their value. It could also be the act of making art, which could use many different Skills based on the desired outcome.

Bluff (Persuasion): You are well versed in lying, whether for good or harm.

Bureaucracy (Persuasion, Knowledge): You have knowledge of the mechanics behind ruling bodies and governments.

Business (Persuasion, Knowledge): You understand trading. You may also be good at assessing what common items are worth in the current market.

Climb (Athletics, Endurance): You excel at scaling vertical surfaces.

Dance (Acrobatics, Athletics, Endurance): If there is music playing, you can find a rhythm and get moving.

Diplomacy (Persuasion, Knowledge): You know the art of making a deal, and you get it done.

Disable Device (Thievery): Disable traps, machines, and magical apparatuses.

Disguise (Thievery): Change your appearance to look different.

Escape Artist (Acrobatics, Thievery): Free yourself when bound or trapped.

Fly (Acrobatics): You excel at moving and navigating while flying.

Gamble (Awareness, Knowledge, Persuasion): Know when to hold 'em and when to fold 'em.

Gather Information (Knowledge, Persuasion): Research information or read between the lines of conversation.

Hide (Thievery): Blend into your surroundings without moving.

Knowledge: Arcana (Knowledge): Knowledge of magic.

Knowledge: Alchemy (Knowledge): Knowledge of potions, poisons, and chemicals.

Knowledge: Geography (Knowledge): Knowledge of the geography of the world.

Knowledge: Leatherwork (Knowledge): Knowledge of leathercraft.

Knowledge: Local (Knowledge): Knowledge of local news, personalities, and places.

Knowledge: Metalwork (Knowledge): Knowledge of working a forge and metal. This also pertains to the understanding of things made of metal. Also provides a bonus to the Blacksmithing crafting requirement.

Knowledge: Nature (Knowledge): Knowledge of nature.

Knowledge: Planar (Knowledge): Knowledge of the planes and its inhabitants. This includes the In-Between and the Navirim.

Knowledge: Religion (Knowledge): Knowledge of the world's religions.

Knowledge: Stonework (Knowledge): Knowledge of working with stone. This also pertains to the understanding of things made of stone.

Knowledge: Tinker (Knowledge): Knowledge of crafting and making tools, kits, and more. A general knowledge of mechanical devices. Also provides a bonus to the Tinkerer crafting requirement.

Knowledge: Woodwork (Knowledge): Knowledge of working with wood. This also pertains to the understanding of things made of wood. Also provides a bonus to the Carpentry crafting requirement.

Intimidate (Persuasion): You know how to scare others. If you have a negative Persuasion skill modifier, you may treat it as positive. For example, a barbarian with a -2 in Persuasion will now have a +2 bonus to Intimidate.

Interrogation (Knowledge, Persuasion): You're good at getting others to talk.

Pick Pocket (Thievery): Nick someone's pouch or grab a coin purse off the tabletop with no one noticing.

Pilot Vehicle: Aquatic (Any): You are well-versed in watercraft and gain a bonus on any Skill roll involving the piloting of an aquatic vehicle.

Pilot Vehicle: Land (Varies): You know how to handle carts and other wheeled vehicles and gain a bonus on any Skill roll when piloting a land vehicle.

Read Lips (Awareness): You are very good at deciphering what someone is saying by just watching their mouth.

Ride (Acrobatics): You excel at riding animals.

Sense Motive (Persuasion): You are good at discerning what people really think when they say things.

Sneak (Thievery): While moving, you are silent as a mouse and little more than a shadow.

Swim (Athletics, Endurance): You are graceful in the water.

Tactics (Awareness, Knowledge): You are good at assessing a battlefield or situation. You can pick up clues and piece together tactics.

Wilderness (Survival, varies): The outdoors are your home. You gain a bonus to Survival while outside of civilization.

Additional Expertises

This is only a limited list of Expertises. You should expand this list and add new types that make the game more fun and engaging.

Talents

Talents are special abilities a character is either born with or gains through training. Talents are a way for players to customize their character, moving beyond the basic Classes and Paths. Players gain 2 points to spend on initial Talents when creating a character. The cost for each Talent is shown in parentheses beside each description. As characters go up in level, they gain 1 or 2 additional Talent points every few levels, depending upon their class (see leveling tables under each class description for specifics). These points can be spent right away or saved up and spent on a higher-cost talent later.

1. **Agile (1):** Gain a +2 bonus as a Misc. Modifier to your Acrobatics Skill and Dex-based Heroic Actions.
2. **Alertness (1):** Gain a +2 bonus to your Awareness Skill and all Wis-based Heroic Actions.
3. **Animal Affinity (1):** Gain a +2 bonus to all Persuasion checks with animals.
4. **Animal Companion (1):** You bond with an animal follower who is loyal and understands your commands. The animal is typical of its species but can improve as the character gains experience.
5. **Animal Companion, Advanced (2):** You may take a stronger animal as a companion (options are up to the player and the SG). If you already have the Animal Companion Talent, this upgrade requires only 1 point. Suggested Advanced Animal Companions: ank, dire animals, fey fox, gorgalug, griffon, and sarap.
6. **Blind Fight (1):** In melee, any time you miss because of Blindness, you may reroll your miss chance once for another chance to hit. An Invisible attacker gets no advantages related to hitting you in melee. You do not lose your Dex bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being Invisible. The Invisible attacker's bonuses do still apply for ranged attacks, however.
7. **Brawler (1):** Unarmed attacks do 1d6 lethal damage.
8. **Charge (1):** This will allow you to move an additional 10' and attempt a non-damaging Heroic Action during a single Move Action per round.
9. **Cleave (2):** If you deal enough damage to make an enemy Disabled (typically by dropping it to below 0 HP or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5' step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.
10. **Dazeless (1):** You can not be dazed by magic and gain +2 to all saves versus mind-affecting magic.
11. **Deceitful (1):** Gain a +2 Expertise bonus to all Persuasion Skill checks concerning disguise, forgery, or lying.
12. **Deflect Arrows (2):** You must have at least one hand free (holding nothing) to use this feat. Once per round, when you would normally be hit by a ranged weapon, you can deflect it so that you take no damage. You must be aware of the attack and not Flat-Footed. It is handled like a Heroic Action, but attempting to deflect a ranged weapon doesn't count as an action. Unusually large ranged weapons and ranged attacks generated by spell effects cannot be deflected.
13. **Deft (1):** Gain a +2 bonus as a Misc. Modifier to all Thievery Skill checks and Dex-based Heroic Actions.
14. **Disperse Magic (2):** Once per round, when you would normally be affected by magic you can negate it so that you take no damage. You must be aware of the attack and not Flat-Footed. It is handled like a Heroic Action: Survival versus Spellcraft. Attempting to Disperse Magic does not count as an action; it is a Reaction.
15. **Dodge (1):** Receive a +1 bonus to your AC.
16. **Dual Wield (2):** You can fight with two medium or light weapons with a penalty of -2 to hit on both attacks.
17. **Empower Spell (1):** You may spend 1 mana to add 1d6 to your spell's effect's dice roll. You can only empower a spell once per round. The additional die affects one spell effect of the caster's choice.
18. **Enlarge Spell (1):** You may double the range of a spell by doubling the mana cost.
19. **Expanded Critical (1):** Add one to your potential critical range for all weapons.
20. **Extend Spell (1):** You may double the duration of a spell by doubling the mana cost.
21. **Far Shot (1):** When you use a projectile weapon, such as a bow, its range is increased (multiply its range by 1.5). When you use a thrown weapon, its

range is doubled.

- 22. Fast Healing (1):** Gain back double the normal hit points at rest and recover an additional +3 HP to all magical healing.
- 23. Feint (1):** You attempt to confuse an adjacent opponent. With a successful Heroic Action, your opponent loses their Dex bonus for 1 round.
- 24. Focused Ravaging (1):** A ravaging spellcaster can focus where a spell's energy comes from, dealing the spell's mana cost in damage to the target. The caster must succeed at a Heroic Action vs the target (Spellcraft skill vs Will save), otherwise the energy comes from the spellcaster. Range 30'.
- 25. Focus spell (1):** Spend 2 additional mana on a spell to add +1 to spell save DC. You may spend up to 8 mana to gain +4 on a single spell casting.
- 26. Grappler (1):** Roll two d20s, choose the highest roll, whenever you are engaged in a task that involves grappling, tripping, or feats of strength against another.
- 27. Great Fortitude (1):** Add +2 as a Misc. Modifier to your Endurance Skill and Con-based Heroic Actions.
- 28. Healing (1):** During combat, you may spend your Standard Action to bind an injury. By binding, the target heals and stabilizes at 1 HP. During rest, a healer may use this Talent to allow another character to recover HP at double their normal rate.
- 29. Hidden Spell (1):** You can cast a spell with just your mind so others don't see you casting. Hidden Spells cost 1 additional mana. An enemy must succeed at a DC20 Awareness to recognize that you are casting a spell. This adds +10 to the DC of Spell Sight.
- 30. Investigator (1):** Gain a +2 Expertise bonus to Awareness checks while gathering information, examining a location, or sensing a person's motives.
- 31. Improved Initiative (1):** Gain a +2 bonus to your initiative.
- 32. Knock Down (1):** Gain +3 on any attempt to knock over a foe.
- 33. Linguist (1):** Learn 3 languages of your choice. Gain +2 to Knowledge and Thievery checks to create or decipher secret codes.
- 34. Magical Aptitude (1):** Gain a +2 bonus as a Misc. Modifier to your Spellcraft skill.
- 35. Maximize Spell (2):** By tripling the mana cost for a spell, all numeric effects of that spell are maximized. For example, if the damage of a spell is 1d6, you would automatically roll a 6.
- 36. Marksman (1):** Ranged attacks with a bow or crossbow add your Dexterity bonus to the damage.
- 37. Multi-Shot (2):** Once per round, as a Standard Action, you can fire two arrows in a single shot at a single opponent. Both arrows use the same attack roll (with a -2 penalty) to determine success and deal normal damage. Range: 60 ft.
- 38. Mythic Heroic Action (1):** Gain a +2 bonus to any Heroic Action.
- 39. Negotiator (1):** Gain a +2 bonus as a Misc. Modifier to your Persuasion skill and Cha-based Heroic Actions.
- 40. Nimble (1):** Once per round, when leaving an area that would normally provoke an attack of opportunity, you avoid that attack of opportunity.
- 41. Opportunistic (1):** You may make additional attacks of opportunity per round equal to your Dex.
- 42. Over-Extended Attack (1):** You may add an additional 1d6 damage to a successful melee hit, but you also receive the same damage as you strain your body in the attack.
- 43. Parry (2):** Once per round, when you would normally be hit with a melee weapon, you can parry it and take no damage. You must be aware of the attack and not flat-footed. The ability counts as a Reaction and is resolved through a Heroic Action.
- 44. Perform (1):** You are skilled in poetry and song and can play at least one musical instrument. You may use the Persuasion Skill to distract, encourage, or enchant others. Each round, you may use a Heroic Action (if Persuasion versus Awareness is resisted) to grant a +2 or -2 to one d20 roll of an affected creature.
- 45. Point Blank Shot (1):** You do not suffer any negatives for firing in melee range.
- 46. Power Attack (1):** Before rolling on attacks, you may choose to suffer a -2 melee attack roll penalty while gaining +2 to all melee damage rolls. These adjustments will be applied to all rolls for the current round.
- 47. Powerful (1):** Gain a +2 bonus as a Misc. Modifier to your Athletics Skill and Str-based Heroic Actions.
- 48. Rapid shot (2):** Gain one additional attack with a ranged weapon per combat round. Both of your ranged attacks suffer a -2 to hit.

- 49. Shield Bash (1):** As a Free Action, you can attempt to knock an adjacent opponent prone with a shield as a Heroic Action. If successful, it knocks down the opponent and does 1d4 damage.
- 50. Sidestep (1):** If your opponent misses you with an attack, as a Reaction, you can move 5'. This does not provoke an attack of opportunity.
- 51. Skilled (1):** Receive two extra skill points.
- 52. Spell Mastery (2):** Gain a +3 bonus to all Spellcraft checks.
- 53. Spell Endurance (1):** Gain a +1 bonus to your touch AC versus spells.
- 54. Spell Penetration (1):** Gain a +2 bonus to rolls against a creature's spell resistance.
- 55. Spell Potency (1):** Gain a +1 bonus to all spell save DCs.
- 56. Spell Reach (1):** You may cast a touch-based buff spell on a target within 30'.
- 57. Sprint (1):** As a single Move Action per round, you may move double your normal movement speed with no disadvantage. While running, you retain your Dex bonus to AC. You may do this 3 times per combat encounter.
- 58. Stealthy (1):** Gain a +2 bonus to Thievery Skill checks that include hiding or moving silently.
- 59. Studious (1):** Gain a +2 bonus as a Misc. Modifier to Knowledge Skill and Int-based Heroic Actions.
- 60. Stunning Strike (1):** You may choose to suffer a -5 penalty to an attack roll, but if the attack is successful, your opponent is Stunned for one round.
- 61. Survivalist (1):** Gain a +2 bonus as a Misc. Modifier to your Survival Skill and Wis-based Heroic Actions.
- 62. Take a Hit (1):** You can take a hit and suffer less damage. Damage Reduction (DR) 1.
- 63. Taunt (1):** As a Free Action, you may taunt your opponent, convincing them to focus on you for 1 round. You must succeed at a Persuasion Heroic Action versus a single opponent.
- 64. Toughness (1):** Gain a +2 bonus to Max HP for each HD you have.
- 65. Weapon Dexterity (1):** You may use your Dex bonus on small and medium melee weapons as your Attack bonus.
- 66. Weapon Specialty (1):** You may choose a weapon to specialize in, gaining a +1 bonus to all attack and damage rolls made using that weapon. Weapon choice cannot be changed.
- 67. Whirlwind Attack (2):** Once per round, you can attack all those within melee range with your full base attack bonus. Dice are rolled for each target attacked, and after the first, you suffer a -1 penalty to your attack roll for the other targets.
- 68. Wild Empathy (1):** You can improve the attitude of an animal. During combat, with a successful Persuasion Heroic Action, you may stop a hostile animal from attacking or viewing you as a threat for 1 round. Out of combat, you may persuade an animal to follow your directions or leave you alone at SG discretion.

CHOOSE LANGUAGES

All adventurers know a primary language, which is usually the Common tongue. They may also have rudimentary knowledge of their species or heritage language, but they do not speak it fluently unless they have the Int for it. There are many languages in Atheles, and the adventurer can know one additional language per Int bonus.

Languages:

Common is spoken by almost all within the lands of Atheles. It is based on the original tongues of the first terans and has borrowed heavily from Elven.

Dworven is not connected to the other languages of Atheles. It was brought back into the world when the dworves awoke, and they claim it is the closest to the speech of the gods. It is a deep and harmonic language.

Elvish is the language of the elves, a language as old as the stars they claim. Their language closely resembles that of the ancient eldar, which is no longer spoken. It is a melodic and soothing language.

Fey is the language of the earth, or so the fauns claim. It is soft and whispering. The cultural language of elflings and fauns is Fey.

Goblin is a corruption of the fey language, filled with growls and whines. While some goblinoid creatures can speak common, they prefer their own language.

Ishian is the language of the southern empire of Ish. It comes from the same roots as Common, but while Common was influenced by elven, Ish was not.

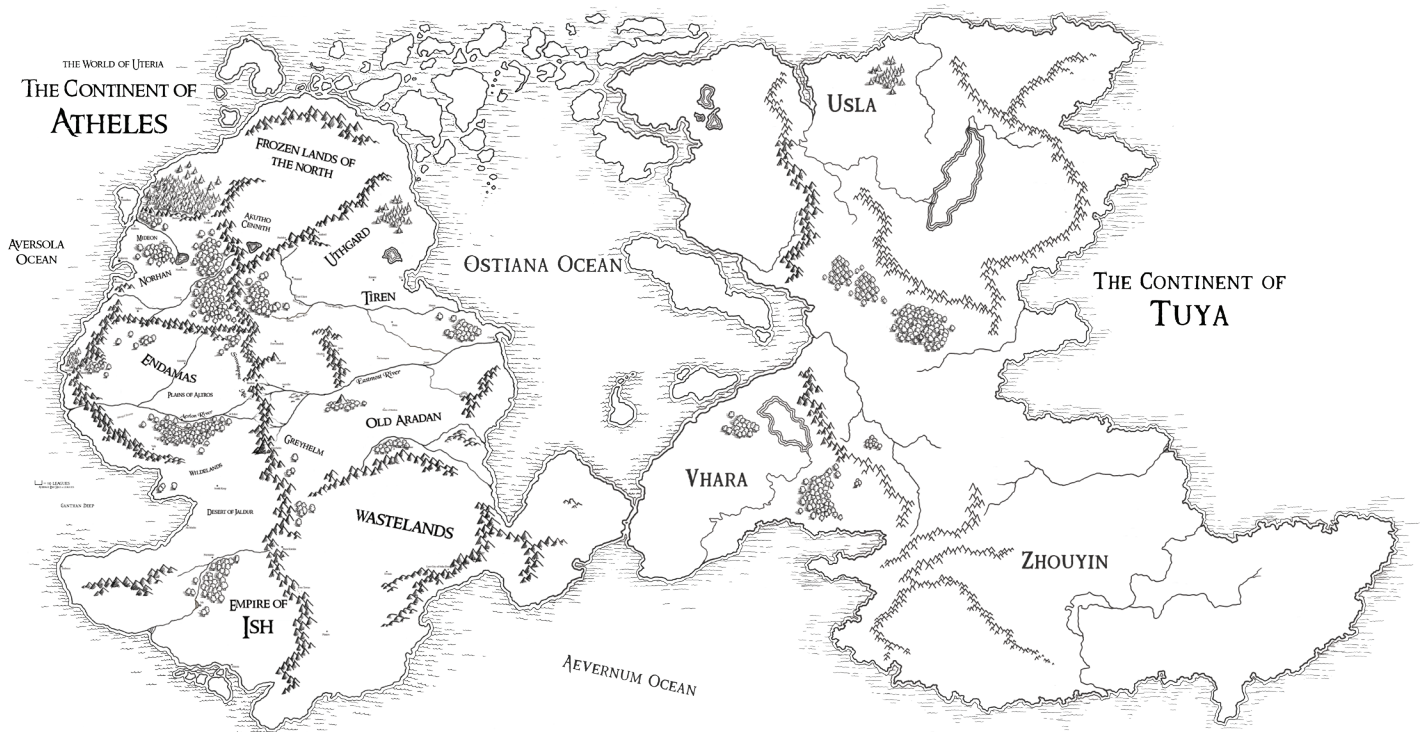
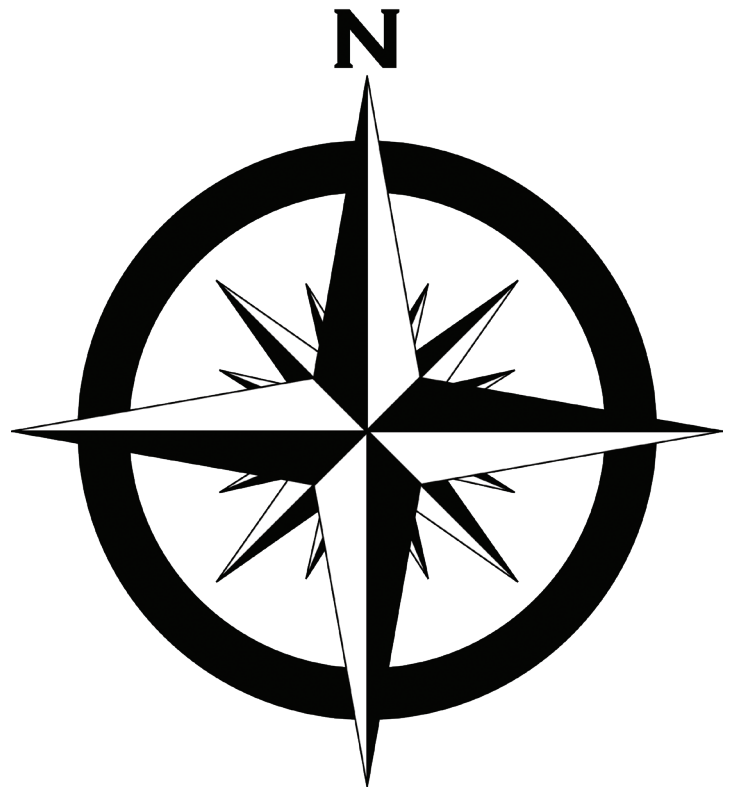
Navirite is the speech of the Navirim, the other universe and plane of existence. Some call it the language of demons, while others note that it shares some similarities with Elven.

Northern is the language of Vanadhus, a Northwestern island kingdom that grew in isolation until their culture turned to shipbuilding, exploration, and trade.

Tirian is the language of the kingdom of Tyr. It was heavily influenced by traders and invaders from the lands of Tuya.

Uthgardian is the language of the Northeast. It was the language of Pardalor and has been mostly unused in the 700 years since the original Kingdom of Uthgard fell. Many ancient artifacts, books, and monuments in the North require knowledge of Uthgardian. The new Uthgardian Kingdom has reinstated the language as a sign of wealth and power, with the royalty and nobility using it once again.

Zhou is the language of the most powerful nation across the Ostiana Ocean.



THE WORLD OF UTERIA

Marketplace

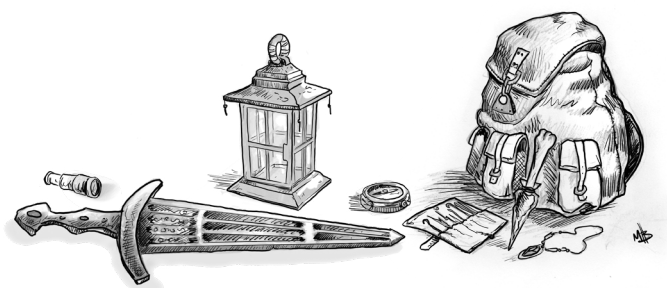
EQUIPMENT

The coins of Atheles are gold pieces (gp), silver pieces (sp), and copper pieces (cp). The exchange rates are 10sp=1gp, and 10cp=1sp.

Each player gets 1d4 x 10 + 20 gp at character creation.

Goods	Cost	Weight
Adventurer's clothing	1 gp	2 lbs
Animal glue	5 sp	1/5 lb
Astrolab	1,000 gp	6 lbs
Backpack (empty)	2 gp	2 lbs
Backpack, masterwork	40 gp	4 lbs
Barrel	2 gp	30 lbs
Bedroll	1 sp	5 lbs
Blanket, winter	5 sp	3 lbs
Belt pouch	1 gp	1/5 lb
Bottle	2 gp	1 lb
Caltrops	5 sp	1 lb
Candle	1 cp	—
Canvas (sq. yard)	1 sp	1 lb
Case, map or scroll	1 gp	1/2 lb
Cauldron	1 gp	5 lbs
Chain (10')	30 gp	2 lbs
Chalk	1 cp	—
Chest, small	2 gp	25 lbs
Chest, large	10 gp	100 lbs
Cloak	2 gp	2 lbs
Cloak, leather	10 gp	5 lbs
Cooking kit	3 gp	16 lbs
Creature Compendium	25 gp	2 lbs
Crowbar	2 gp	5 lbs
Fishing kit	5 sp	3 lbs
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lbs
Hammer	5 sp	2 lbs
Hammock	1 sp	3 lbs
Ink and quill	8 gp	—
Iron spike	5 cp	1 lb
Journal	10 gp	1 lb
Ladder	2 sp	20 lbs
Lamp	5 sp	1 lb
Lantern	1 gp	1 lb

Lantern, bullseye	12 gp	3 lbs
Lantern, hooded	7 gp	2 lbs
Lock (very simple)	20 gp	1 lb
Lock (average)	40 gp	1 lb
Lock (good)	80 gp	1 lb
Lock (exceptional)	150 gp	1 lb
Lock Box 10"x6"x4"	15 gp	1 lb
Magnifying glass	100 gp	—
Manacles	15 gp	2 lbs
Map, local	15 gp	--
Map, world	35 gp	--
Mirror, small steel	10 gp	1/2 lb
Mug	2 cp	1 lb
Oil (1 pint)	5 sp	1 lb
Paper	4 sp	—
Piton	1 sp	1/2 lb
Pot	8 sp	4 lbs
Rations, trail (per day)	5 sp	1 lb
Rope, hemp (50')	1 gp	10 lbs
Rope, silk (50')	10 gp	5 lbs
Sack (empty)	1 sp	1/2 lb
Salt (1lb)	5 gp	1 lb
Saw	4 cp	2 lbs
Sewing needle	5 sp	—
Signet ring	5 gp	—
Shovel	2 gp	8 lbs
Soap (per lb)	5 sp	1 lb
Sledge	1 gp	10 lbs
Spyglass	500 gp	1 lb
Tent, small	10 gp	20 lbs
Tent, medium	15 gp	30 lbs
Tent, large	30 gp	40 lbs
Tent, pavilion	100 gp	50 lbs
Tent, leather (upgrade)	+20% cost	+20% weight
Torch	1 cp	1 lbs
Twine (50')	1 cp	1/2 lb
Waterskin	1 gp	4 lbs
Whetstone	2 cp	1 lb



EQUIPMENT DESCRIPTIONS

Adventurer's clothing: Simple clothing for those who travel.

Animal glue: Glue made from natural substances. It can be used to hold things in place.

Astrolab: An instrument used for navigating the sea. When used during seafaring, it gives +1 Expertise to any Skill checks involving navigation.

Backpack, masterwork: A well crafted backpack that allows the user to carry an extra 20 lbs. without affecting encumbrance.

Caltrops: When dispersed on a surface, caltrops do 1d4 damage to anything that moves over them. Caltrops have a DC20 to be seen with an Awareness check.

Candle: A lit candle lights 10 ft. x 10 ft. space.

Cloak, leather: Leather cloaks are often used where acid rain falls. These cloaks prevent the damaging rain from harming the wearer.

Creature Compendium: A book written by monster hunters Etahn and Delgon. Owners of the book gain +2 to Knowledge checks about creatures and monsters.

Crowbar: A crowbar gives an adventurer a +2 bonus to Str checks when prying open objects.

Fishing kit: When near water, a fishing kit gives a +1 bonus to Survival checks when gathering food.

Grappling hook: A grappling hook is attached to the end of a rope and used for climbing. A ranged attack vs. AC or DC is often used to determine the outcome of grappling hook use.

Ladder: A ladder gives a +10 Expertise bonus to climbing.

Lamp: A metal and glass lamp, filled with oil, illuminates a 30 ft x 30 ft area. Lamps are fragile and are meant to be stationery in a room. For travel, a lantern is recommended.

Lantern: A metal light source which uses oil as its fuel. It is easily carried and illuminates a 30 ft. x 30 ft. area.

Lantern, bullseye: A lantern with internal steel mirrors which focus the light into a beam. A bullseye lantern lights a 50 ft. cone from the bearer.

Lantern, hooded: A lantern with metal sliding plates that allow the light to be hidden at will.

Lock: A device used to fasten a door, lid, etc. closed.

Lock Quality	Disable DC (Thievery)	Str Break DC
Very simple	14	12
Average	18	16
Good	20	20
Exceptional	24	24

Magnifying glass: A magnifying glass gives a +1 bonus to Awareness checks while searching any area for small details.

Manacles: Iron or steel cuffs for fastening hands or feet. Manacles require a lock.

Map: A map gives a +1 Expertise bonus to any Skill checks involving geography, landmarks, or navigating the area in which the map illustrates.

Piton: A metal spike to aid in climbing. A piton allows the player to climb without risk of damage from falling. On average, one piton must be used every 10 ft.

Rations, trail: Enough food for one person for one day. Often includes hardtack bread, jerked meat, and dried fruits or vegetables.

Rope: A rope gives a +4 Expertise bonus to climbing as long as it is securely attached.

Spyglass: A spyglass gives a +1 Expertise bonus to any Skill check used to spot or search the distance.

Tent: A tent gives shelter to those who reside in it.

Tent, Leather: A leather tent is heavier but resists damage from the strange weather of Atheles.

Torch: A torch burns for 1 hour and illuminates a 20' radius.

Goods or Services	Cost	Weight	Goods or Services	Cost	Weight
Inn Food and Drink			Inn Food and Drink		
Ale: gallon	2 sp	8 lb	Good	5 sp	N/A
Ale: pint	4 cp	1 lb	Common	3 sp	N/A
Bread, per loaf	2 cp	½ lb	Poor	1 sp	N/A
Cheese, hunk of	1 sp	½ lb	Meat, chunk of	3 sp	½ lb
Inn stay (per day)			Wine		
Good	2 gp	N/A	Common (pitcher)	2 sp	6 lbs
Common	4 sp	N/A	Fine (bottle)	10 gp	1½ lb
Poor	1 sp	N/A	Mead (bottle)	1 gp	1 lb
Pipe leaf			Liquor		
Varga Leaf (Pipe)	1 gp	1 lb	Liquor, shot	2 sp	1 oz
Tabac Leaf	5 sp	1 lb	Liquor (bottle)	3 gp	3 lbs
			Liquor (cask)	25 gp	75 lbs

TOOLS, TRAPS, AND KITS

Tools, and Kits	Cost	Weight
Climber's kit	80 gp	5 lbs
Climber's kit (masterwork)	320 gp	5 lbs
Healer's kit	50 gp	1 lb
Healer's kit (masterwork)	100 gp	1 lb
Musical instrument	5 gp	Varies 1-8 lb
Musical instrument (masterwork)	100 gp	Varies 1-8 lb
Thieves' tools	30 gp	1 lb
Thieves' tools (masterwork)	100 gp	2 lbs
Tinker's kit	100 gp	3 lbs

Climber's kit: A climber's kit gives a +2 bonus to all Athletics checks involving climbing or rappelling. A masterwork kit gives +4.

Healer's kit: A healer's kit is a leather pouch containing bandages, splints, and other tools. As a Standard Action, you can expend 1 use of the kit to stabilize a being with 0 Hit Points or less. This gives a disabled character a +10 bonus to their next Stabilizing roll. If the roll is successful, it allows the healed character to immediately become mobile, as stated in the Disabled and Stabilizing rules.

A masterwork kit has 10 uses and gives a +20 bonus to their Stabilization roll.

Musical instrument: A musical instrument is a near-must for a Bard, but can be purchased by any adventurer looking to entertain themselves and their

companions. They give no bonuses unless the SG deems otherwise.

Thieves' tools Thieves' tools allow a character with the right Skills to Disable Traps and Pick Locks.

Masterwork thieves' tools provide a +1 bonus to Disable Traps and Pick Locks.

Tinker's kit: Allows a person to create and set traps.

TRAPS

The numbers below can apply to any of the wide variety of traps that are possible.

Basic Trap Stats

CR	Average Damage	Base Attack	Base Skill DC (Awareness, Thievery)	Base Cost
CR1	1d6	+10	16	25 gp
CR2	2d6	+12	20	50 gp
CR3	3d6	+14	22	100 gp
CR4	4d6	+16	24	200 gp



Armory

WEAPONS

<i>Melee Weapons</i>					
Weapon	Damage	Weight	Cost	Type	Range or Reach
Unarmed	1d3	-		Non-lethal/ subdual	
<i>Light Weapons</i>					
Dagger	1d4	1 lb	2 gp	P	20' range
Stiletto	1d4	1 lb	4 gp	P	
Whip	1d4	2 lbs	2 gp	S	10' reach
<i>Medium Weapons</i>					
Blackjack	2d6*	2 lbs	1 gp	* Non-lethal/ subdual	
Club	1d6	4 lbs	5 sp	B	
Handaxe	1d6	3 lbs	6 gp	S	
Mace	1d6	5 lbs	9 gp	B	
Quarterstaff	1d6	4 lbs	-	B / 2H	
Rapier	1d6	2 lbs	20 gp	P	
Scimitar	1d6	4 lbs	15 gp	S	
Short spear	1d6	3 lbs	1 gp	P	40' range
Short sword	1d6	2 lbs	10 gp	P	
Wrist razors	1d6	2 lbs	12 gp	P / S	
<i>Large Weapons</i>					
Battleaxe	1d8	6 lbs	10 gp	S	
Longsword	1d8	4 lbs	15 gp	S	
Falchion	1d8	8 lbs	20 gp	S / 2H	
Morningstar	1d8	6 lbs	8 gp	B / P	
Spear	1d8	9 lbs	5 gp	P / 2H	10' reach
Trident	1d8	4 lbs	15 gp	P	10' reach
Warhammer	1d8	5 lbs	12 gp	B	
<i>Extra Large Weapons</i>					
Greataxe	2d6	12 lbs	20 gp	S / 2H	
Great sword	2d6	8 lbs	25 gp	S / 2H	
Halberd	2d6	12 lbs	10 gp	P / S / 2H	10' reach
Sword staff	2d6	7 lbs	20 gp	S / 2H	10' reach
<i>Exotic Weapons</i>					
Bastard sword	1d10	6 lbs	35 gp	S	
Dworven waraxe	1d12	12 lbs	50 gp	S / 2H	
Iron chain whip	1d6	3 lbs	15 gp	S	10' reach
Net	—	—	15 gp		

<i>Ranged Weapons</i>					
Weapon	Damage	Weight	Cost	Type	Range / Max Range (-2)
Bolas	1d3	2 lbs	5 gp	B	30' / 50'
Sling	1d4	0 lb	-	B	50' / 100'
Crossbow, hand	1d6	2 lbs	100 gp	P	30' / 120'
Crossbow	1d8	8 lbs	45 gp	P / 2H	100' / 300'
Shortbow	1d6	2 lbs	30 gp	P / 2H	65' / 300'
Longbow	1d8	3 lbs	75 gp	P / 2H	110' / 400'
Composite bow	Add Str bonus		Add 100 gp		+20' range
<i>Ammunition</i>					
Weapon		Weight	Cost	Type	Special
Arrows or bolts (20)		2 lbs	1 gp	P	
Bullets, sling (10)		3 lbs	1 sp	B	
Silver arrow or bolt (10)		3 lbs	5 gp	P	
Cold iron arrows or bolts (10)		5 lbs	2 gp	P	
Barbed cold iron arrows or bolts (10)		6 lbs	7 gp	P	+1d4 to remove
Aradan steel arrows or bolts (10)		1 lb	10 gp	P	
Amarnium arrows or bolts (10)		1/2 lb	20 gp	P	
Tritium arrows or bolts (10)		2 lbs	60 gp	P	
Alchemist fire arrow or bolt		1/2 lb	10 gp	P	+1d6 + fire
Acid arrow or bolt		1/2 lb	6 gp	P	+1d4 acid (2 rounds)
Blackrock arrow or bolt		1/2 lb	10 gp	P	+1d8 (unstable see Blackrock)
Healing salve arrow or bolt		1/2 lb	30 gp	P	Heals target 1d4+2
Oil arrow or bolt		1/2 lb	1 gp	P	Makes Object Flammable
Snare arrow or bolt		1/2 lb	10 gp	P	Slows target by 1/2

ARMOR

Armor	Cost	AC bonus	Max Dex Bonus	Speed	Weight
<i>Light Armor</i>					
Padded	5 gp	1	8	-	10 lbs
Leather	10 gp	2	6	-	15 lbs
Studded leather	25 gp	3	5	-	20 lbs
Chain shirt	100 gp	4	4	-	25 lbs
<i>Medium Armor</i>					
Hide	15 gp	3	4	-	25 lbs
Scale mail	50 gp	4	3	-	30 lbs
Chainmail	150 gp	5	2	-	40 lbs
Breastplate	200 gp	5	3	-	30 lbs
<i>Heavy Armor</i>					
Splint mail	200 gp	6	0	-5 ft	45 lbs
Banded mail	250 gp	6	1	-5 ft	35 lbs
Half-plate	600 gp	7	0	-5 ft	50 lbs
Full plate	1,500 gp	8	0	-10 ft	50 lbs
<i>Shields</i>					
Buckler	1 gp	1	—		2 lbs
Shield, light wooden	3 gp	1	—		5 lbs
Shield, light steel	9 gp	1	—		6 lbs
Shield, heavy wooden	7 gp	2	—		10 lbs
Shield, heavy steel	20 gp	2	—		15 lbs
Shield, tower	45 gp	2*	2		45 lbs

SHIELDS

A shield is a defensive item that is carried in one hand. They may be made from different materials that provide different practical benefits, e.g. steel can not catch fire and wood does not rust.

Buckler: A small shield strapped to the arm to provide some extra armor without impeding the use of that arm. You may still fire two-handed ranged weapons, swing two handed swords, and fight with dual weapons.

Mid-size shield: These give you +1 or +2 AC bonuses.

Tower shield: A very large shield that gives an additional bonus if you spend a Standard Action to set it. Once a tower shield is set, it gives the defender a +2 concealment bonus.



SIEGE WEAPONS*

Weapon	Range	Damage	Space / Tonnage	HP	Can be turret mounted	Rate of Fire per full round	Quick Reload DC	# Personnel Min/Max	Price
Light ballista	240'	2d6	10x5 / 1/4	15		1/2	13	1/2	400 gp
Medium ballista	160'	3d6	10x10 / 2	20		1/3	27	2/3	600 gp
Heavy ballista	80'	4d6	15x15 / 3	35	X	1/4	57	4/5	800 gp
Light catapult	100'-200'	3d6	10x5 / 1	20		1/5	13	1/2	500 gp
Medium catapult	100'-200'	4d6	10x10 / 2	30		1/6	32	3/4	700 gp
Heavy catapult	100'-200'	5d6	15x15 / 3	40	X	1/8	72	5/5	1000 gp
Turret	Small		15x15 / 1						1000 gp
Turret	Med		20x20 / 1						2000 gp

*Siege weapons bypass DR

ALCHEMICAL SUBSTANCES AND POISONS

Item	Cost	Weight	Effects
Acid	10 gp	1 lb	
Alchemist's Fire	20 gp	1 lb	
Antitoxin	50 gp	—	
Black Rock	40 gp	1 oz	
Healing Salve	30 gp	1 lb	Heals target 1d4+2
Smokestick	25 gp	1/2 lb	
Totem Bag (1 use)	45 gp	1.2 lb	
Universal Solvent	25 gp	—	

Acid: Corrosive acid deals 1d6 damage per round of exposure. In the case of total immersion (such as being pushed into a vat of acid) deals 10d6 points of damage per round. You can throw a flask of acid as a splash weapon. Treat this as a ranged touch attack. A direct hit deals full 1d6 damage for 1d6 rounds, and every creature within 5 ft. of the point where the acid hits take 1 point of acid damage from the splash for 1 round. *Range: 10 ft.*

Alchemist's Fire: You can throw a flask of alchemist's fire as a splash weapon. Treat this as a ranged Touch Attack. A direct hit deals full 1d6 damage for 1d6 rounds, and every creature within 5 ft. of the point where the flask hits take 1 point of fire damage from the splash for 1 round. *Range: 10 ft.*

If desired, the target can use a full-round action to attempt to extinguish the flames before taking additional damage. A DC 12 Reflex save extinguishes the flames. Rolling on the ground provides a +2 bonus on the save. Submerging in water or magically extinguishing the flames prevents further damage.

Antitoxin: Drink to gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Black Rock: Highly volatile. Black rock deals 1d8 damage per ounce. Anytime a skill check or attack roll is used in conjunction with black rock or a device that uses black rock, rolling a natural 1 means the black rock explodes, damaging the user.

Healing Salve: When healing salve is applied over a wound, it greatly accelerates the healing process. Heal 1d4+2. Takes one Standard Action to apply.

Smokestick: this alchemically treated wooden stick can instantly create thick, opaque smoke when ignited. The smoke fills a 10 ft. cube. Treat the effect as a Fog Cloud spell, except that a moderate or stronger wind dissipates the smoke in 1 round. The stick is consumed after 1 round, and the smoke dissipates naturally over 3 minutes.

Totem Bag: Contains herbs and ingredients that grant +2 to saves versus magic when imbibed. Lasts 3 minutes.

Universal Solvent: This substance has the unique property of being able to dissolve most glues. Universal solvent can be used to free 1 person from anything sticky, including giant spider webs or spells.

POISONS

BASIC POISONS

Poison	Type	Fort DC	Onset	Effect	Cure	Price
Konk	Ingested, inhaled, injury	12	Instant	Fall asleep for 2 minutes	1 save	40 gp
Bloodboil	Ingested, inhaled, injury	12	Instant	1d6 damage	1 save	40 gp
Wooley eye	Ingested, inhaled, injury	12	Instant	Dazed for 3 rounds	1 save	40 gp

HARVESTED POISONS

Poison	Type	Fort DC	Onset	Effect	Cure	Price
Death's eye spider venom	Injury	12	Instant	1 Str	1 save	40 gp
Duskmoss	Inhaled	13	Instant	Unconscious 1 hour	1 save	120 gp
Ettercap venom	Injury	15	Instant	2d3 Dex	1 save	750 gp
Feyroot	Injury	11	Instant	1 Con	1 save	40 gp
Giant centipede venom	Injury	13	Instant	1 Dex	1 save	80 gp
Grelm saliva	Injury	14	Instant	1 Con	1 save	490 gp
Neela leaf extract	Contact	16	Instant	1 Con	1 save	300 gp
Sleepstill weed	Injury or Ingested	14	Instant	Sleep 10 minutes	1 save	200 gp
Snake venom	Injury	11	Instant	1d3 Con	1 save	130 gp
Tentacle crawler venom	Injury	16	Instant	1 Str	1 save	500 gp
Wyvere vemon	Injury	17	Instant	2d3 Con	1 save	3,000 gp

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, they must make a Fortitude saving throw. If they fail, they take the poison's initial damage (usually ability damage). Even if they succeed, they typically face more damage 1 minute later, which can also be avoided with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its poison until the weapon scores a hit or the object is touched (unless the poison is wiped off). Any poison smeared on an object or

exposed to the elements in any way remains potent until it is touched or used.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.

Injury

This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

POISON CHARACTERISTICS

Type

The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Effect

The effect the character takes immediately upon failing the saving throw against this poison. Damage is done to the Ability Modifier. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain.

Price

The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.



MOUNTS, PETS, AND VEHICLES

Name	Speed	Str	HP	AC	Combat	Can Enter Dungeons*	Cost
Ank	20 ft	+4	37	15	Bite +6 melee (1d8+4)	Yes	300 gp
Dog, guard	40 ft	+1	6	15	+3 (1d4+1)	Yes	25 gp
Donkey	30 ft	+0	11	13	+1 (1d2)	Yes	8 gp
Horse, heavy	50 ft	+3	19	13	(2)+4 (1d6+3)	No	200 gp
Horse, light	60 ft	+2	15	14	(2)+2 (1d6+2)	No	75 gp
Orillot	30 ft	+10	85	22	Gore +16 (2d6+10) or slam +16 (2d8+10)	No	1,000 gp
Pony	40 ft	+1	13	13	+2 (1d4)	No	30 gp
Sarap	60 ft	+9	38	19	2 talons +11 (2d6+9) and bite +6 (1d8+9)	No	600 gp
Thundrom	50 ft	+5	19	16	Bite +5 (1d6 + 5) and slam +0 (1d8 + 2)	No	350 gp
Warhorse, heavy	40 ft	+4	30	13	2 hooves +4 (1d6+4)	No	400 gp
Warhorse, light	50 ft	+3	24	14	2 hooves +3 (1d6+3)	No	150 gp

Vehicles	
Saddle	15 gp
Animal armor/barding	Same as character armor
Cart	15 gp
Wagon, covered	25 gp
Wagon, elaborate	35 gp
Wagon ,caravan	400 gp
Wagon, giant caravan	1,000 gp

Ships	
Rowboat	50 gp
Cog	3,000 gp
Longship	10,000 gp
Galleon	30,000 gp
Warship	65,000 gp



Treasure

Gems, minerals, and other (listed by value)

Agate	1 gp
Quartz	1 gp
Azurite	10 gp
Hematite	10 gp
Lapis lazuli	10 gp
Obsidian	10 gp
Tiger eye turquoise	10 gp
Freshwater pearl	10 gp
Bloodstone	50 gp
Carnelian	50 gp
Citrine	50 gp
Jasper	50 gp
Moonstone	50 gp
Onyx	50 gp
Zircon	50 gp
Amber	100 gp
Amethyst	100 gp
Garnet	100 gp
Jade	100 gp
Spinel	100 gp
Tourmaline	100 gp
Alexandrite	500 gp
Aquamarine	500 gp
Black pearl	500 gp
Golden topaz	500 gp
Emerald	1,000 gp
Fire opal	1,000 gp
Sapphire	1,000 gp
Star ruby	1,000 gp
Diamond	3,000 gp
Jacinth	5,000 gp

Art Objects (Examples)

Iron statue of Trund	50 gp	10 lbs
Elven pottery	60 gp	5 lbs
Ornate mirror	100 gp	10 lbs
Silver chalice with lapis lazuli	200 gp	2 lbs
Eldar pottery	220 gp	5 lbs
Fine black mask with gems	250 gp	1 lbs
Large tapestry of the eldar	300 gp	20 lbs
Silver comb with moonstones	400 gp	1 lbs
Solid gold idol of Tanthias	500 gp	10 lbs
Silver gold and jade relief of Arias	550 gp	12 lbs
Cloak clasp with gems	650 gp	1 lbs
Ceremonial dagger with gold inlays	700 gp	2 lbs
Bejeweled mantle	850 gp	5 lbs
Gold dragon comb with red garnet	1,050 gp	1 lbs
Ancient painting	1,500 gp	5 lbs
Fire opal pendant	2,000 gp	1 lbs
Star ruby and pearl necklace	2,600 gp	1 lbs
Bejeweled gloves	2,800 gp	2 lbs
Golden jeweled crown	3,000 gp	2 lbs
Amarnium diamond bracer	4,000 gp	3 lbs
Bejeweled jade statue, life sized	6,000 gp	500 lbs
Gold and gem inlaid throne	10,000 gp	1200 lbs



SELLING ITEMS

Items commonly sell for 1/2 their listed price.

MASTERWORK ITEMS

Masterwork items are created with superior materials and craftsmanship. The cost for a masterwork item is 4x the listed cost.

Masterwork tools grant a +1 bonus to any roll using the item.

A masterwork weapon triple the standard hardness.

Masterwork armor adds +1 to the armor's max Dex bonus.

Items crafted with special materials like tritium, amarnium, darkwood, and elfwood may only be masterwork items.

METALS

PRECIOUS METALS

Gold and silver are the standard currency in most states and kingdoms of Atheles, but there are some other metals of note.

IRON, STEEL, AND COLD IRON

Iron and steel are common in Atheles and are used to ward against magic. Steel causes damage to magic users and magic creatures (details below). Cold Iron is forged specifically to ward against magic and fey creatures.

MAGIC AND METAL

If casting magic, iron or steel causes these effects:

Iron: On skin, 1d4 damage per mana. In skin, 1d8 damage per mana. On body but covered (wrapped, leather bound, etc.), slight irritation.

Steel: On skin, 1d3 damage per mana. In skin, 1d6 damage per mana. On body but covered (wrapped, leather bound, etc.), no effect.

SPECIES ALLERGIES:

Elves and Feral Elflings:

Steel: On skin, 1d2 damage per hour. In skin, 1d4 per hour. On body, but covered (wrapped, leather bound, etc.), no effect.

Cold iron: On skin, 1d3 damage per hour. In skin, 1d6 per hour. On body, but covered (wrapped, leather bound, etc.), discomfort.

Elfling and Faun:

Steel: No effect, but some discomfort if handled with bare skin.

Cold iron: On skin, 1d2 damage per hour. In skin, 1d4 per hour. On body, but covered (wrapped, leather bound, etc), no effect.

MAGICAL METALS

COLD IRON

Cold iron is a raw, unworked metal and is much more difficult to craft into weapons than steel. Steel can trap or harm magical creatures and fey, but cold iron can be forged into weapons and armor specifically to fight magic. Cold iron weapons must be crafted by skilled smiths and forged with the intent to harm creatures of magic. Cold iron armor will protect against the spells of mages, while cold iron shackles can stop even a powerful wizard from using magic.

If casting magic, cold iron causes these effects:

Cold Iron: On skin, caster takes 1d6 +3 damage per mana. In skin, 2d6 +6 per mana. On body, but covered (wrapped, leather bound, etc), 1d4 per mana.

Bonuses: Medium or heavy armor made from cold iron provides +2 to AC vs ranged magic attacks. Cold iron weapons bypass damage reduction on certain creatures (like Navirites and other fey). Cold iron ammunition causes 2d6 +6 extra damage per spell mana to a spellcasting mage.

Price for cold iron items

Type of Cold Iron Item	Item Cost Modifier
All	x2

ARADAN STEEL

The means to make this metal were lost long ago, with the fall of the Aradani Kingdom. But rare weapons and artifacts survive from those times. Many items of Aradan steel were made to battle the forces of the Warlock King, and to this day hold power against forces of evil.

Aradan steel is recognizable with its dull blue-gray color, and some swear it glows in the presence of true evil. Aradan Steel is also effective against creatures summoned from the Navirim.

* Unlike regular steel, a spellcaster may touch or carry Aradan steel during magic use without taking damage. Normal armor restrictions do apply.

** Aradan steel artifacts are rare, and since the means to create it have been lost, no new items of Aradan steel may be crafted.

Bonuses: Aradan steel items weigh half that of their steel counterparts. Does not affect spellcasting. Weapons and ammunition do +1d4 additional damage to all Navirites. +2d4 additional damage to reavers, ghuls, and other creatures created during the Aradan War. Aradan steel armor makes you immune to possession.

All Aradan steel items are considered masterwork.

Type of Aradan steel item	Item worth modifier
Ammunition	+10 gp
Light armor	+500 gp
Medium armor	+2,000 gp
Heavy armor	+4,500 gp
Shield	+500 gp
Other items	+250 gp/lb

AMARNIUM

This is a very rare metal created from a silver-like ore. It is light but strong, and after being forged, is nearly impossible to destroy. It takes a master smith to make even the most basic items with this metal, and very few can forge it into weapons and armor. Elves and dwarves, having learned smithing long ago from the gods, are more adept with this metal. It is a satin silver color, but can be polished to a super high gloss.

Amarnium does not affect any races with metal allergies.

Bonuses: Amarnium items weigh half that of their steel counterparts. Amarnium does not affect spellcasting or Fey. A spellcaster may touch or carry amarnium without taking damage during magic use. All amarnium items are considered masterwork.

Type of amarnium item	Item cost modifier
Ammunition	+20 gp
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb

TRITIUM

This is a strong metal which has come into more common use in the Fourth Age. It is moderately rare and expensive, but is not as rare as amarnium. It takes a master blacksmith to work with this metal. Its color is a lustrous silver, and it resists corrosion and damage. It does not interfere with magic in the same way as steel.

Bonuses: Tritium armor negates critical hits. Tritium shields are unbreakable. Tritium weapons and ammunition cause critical hits, as normal, to wearers of tritium armor. If a mage wears tritium armor and casts a spell, they only take 1 damage per mana. All tritium items are considered masterwork.

Type of tritium item	Item cost modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp
Shield	+2,000 gp

SILVER

Metal weapons can be infused with silver by master smiths. This allows the weapon to strike supernatural creatures and ignore specific damage reduction.

Cost: add 100 gp to the cost of a silvered weapon.

SPECIAL MATERIALS

ELFWOOD

Elfwood is a special wood material crafted by the elves which is as strong as steel but does not hurt those of Fey blood or interfere with magic.

Elves make weapons, tools, and armors out of elfwood. It is a great material for bladed and piercing weapons, but is less ideal for bludgeoning weapons.

Elfwood cannot be fashioned into chainmail. Scalemail, banded, and breastplate, and plate armor can be made of elfwood.

All elfwood items count as masterwork.

Bonuses: Stats are identical to masterwork steel. Weighs half of steel. +1 to max Dex bonus.

Negatives: Flammable.

Cost: Elfwood is common to elves, but most elves will not offer it to outsiders. Due to this, Elfwood items sell for 8x outside of elven communities. Elves in good standing with their community can get elfwood for 2x the cost of standard metal items.

LEGACY ITEMS

Certain items gain power as the adventurer gains levels. These items are part of the adventurer's story. A Legacy Item may be the famed sword the hero is never seen without; the Rogue's lucky lockpicks; the rope their mother gave them that reminds them of home. Each player should work with their SG to choose a Legacy Item for their character at level 1 as a part of their backstory, which will grow in strength as they grow in skill. If a player does not choose a Legacy Item at level 1, they can choose any time along their journey that they see fit.

More about Legacy Items can be found in the Gaining Levels chapter.

MAGIC ITEMS

Magic is rare in Atheles. Magical items are even rarer. Legacy Items, growing in power, as they do, fill the role magic items might fill in other games. Players should not, therefore, discover magical weapons and relics in a chest at the bottom of every dungeon.

If magical items are found, they should have limitations, drawbacks, curses, or only a few charges.



Adventuring

Adventuring is the heart of SagaBorn. Venturing into the unknown is exciting and rewarding. The goal of Sagaborn is for the StoryGuide to lead the group into a rich and fulfilling quest and story. In the following chapter, we outline some of the basic ideas and rules for the hero's journey.

Distances are not strict in SagaBorn. Hiking times and travel depend very much on the character and land. Maps are often inaccurate, as well, so the SG can lengthen or shorten travel times to work with the story.

MOVEMENT

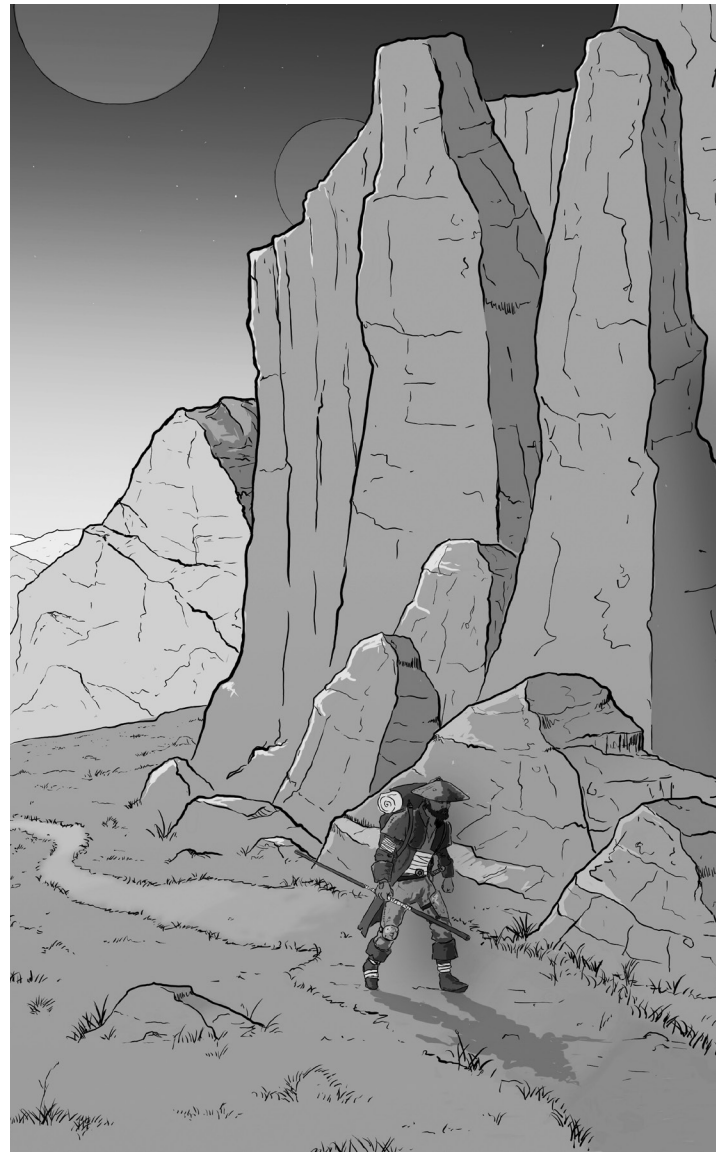
There are two movement scales, as follows:

- Tactical, for combat, measured in feet per round.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Tactical Movement

Tactical movement takes place during combat. It is represented by 5'x5' "squares". It is detailed more in the Combat Chapter.

Long Range Overland Movement



One Day (Overland)	Character Speed					
	15 ft	20 ft	30 ft	40 ft	50 ft	60 ft
Walk (On a flat road)	12 mi	16 mi	24 mi	32 mi	36 mi	45 mi
Walk (Trail, hilly, or mountainous)	9 mi	12 mi	18 mi	24 mi	30 mi	36 mi
Walk (Difficult terrain: no path, steep, swamp)	6 mi	9 mi	12 mi	18 mi	24 mi	30 mi
One Hour (Overland)	Character Speed					
	15 ft	20 ft	30 ft	40 ft	50 ft	60 ft
Walk (On a flat road)	1.5 mi	2 mi	3 mi	4 mi	5 mi	6 mi
Jog (On a flat road)	3 mi	4 mi	6 mi	8 mi	10 mi	12 mi
Walk (Trail, hilly, or mountainous) 75%	1 mi	1.5 mi	2 mi	3 mi	3.5 mi	4.5 mi
Walk (Difficult terrain: no path, steep, swamp) 50%	0.75 mi	1 mi	1.5 mi	2 mi	2.5 mi	3 mi

MOUNTS AND VEHICLES

Mounts	Speed	Per Hour	Per Day
Light Horse, Sarap	60 ft	6 mph	45 mi
Heavy Horse, Light Warhorse, Thundrom	50 ft	5 mph	36 mi
Dog, Heavy Warhorse, Pony	40 ft	4 mph	32 mi
Mule, Orillot	30 ft	3 mph	24 mi
Ank	20 ft	2 mph	16 mi

CARRY CAPACITY

A character's Strength determines their Carry Capacity. This is how much equipment and goods a character can carry before becoming encumbered. Characters who are encumbered with a Medium or Heavy Load have their Movement and Dexterity Bonus limited.

Carry Capacity

Strength	Light Load	Medium Load	Heavy Load	Lift over Head	Lift off ground	Push or drag
-2	23 lb or less	24-46 lb	47-70 lb	70 lb	140 lb	350 lb
-1	30 lb or less	31-60 lb	61-90 lb	90 lb	180 lb	450 lb
0	38 lb or less	39-76 lb	77-115 lb	115 lb	230 lb	575 lb
+1	50 lb or less	51-100 lb	101-150 lb	150 lb	300 lb	750 lb
+2	66 lb or less	67-133 lb	134-200 lb	200 lb	400 lb	1000 lb
+3	86 lb or less	87-173 lb	174-260 lb	260 lb	520 lb	1300 lb
+4	116 lb or less	117-233 lb	234-350 lb	350 lb	700 lb	1750 lb
+5	133 lb or less	134-266 lb	267-400 lb	400 lb	800 lb	2000 lb

Carry Load Encumbrance

Load	Max Dex Bonus	Character Speed					
		20'	30'	40'	50'	60'	70'
Medium	+3	15'	20'	30'	35'	40'	50'
Heavy	+1	15'	20'	30'	35'	40'	50'

JUMPING

Long Jump

As long as you move 10' on foot before you jump, you may jump a number of feet equal to Str + Jump bonus.

Base Movement	Jump Bonus
20'	10
30'	15
40'	20
50'	25
60'	30
70'	35
80'	40

In some circumstances, your SG might allow you to make an Athletics skill check to jump farther than you normally can, or to overcome an obstacle.

High Jump

You can make a vertical jump that is equal to 3 plus your Str as long as you move 10' on foot before you jump. A standing high jump is only half that height. In some circumstances, your SG might allow you to make a Athletics skill check to jump higher than you normally can.

When attempting to reach an elevated space with your hands, you may reach as high as 1.5 x your character's height + your jump height.

CLIMBING

A character can climb a rough vertical surface at 5 ft. per round. The SG may adjust this DC to match the specific circumstances of the climbing surface.

Climb DC	Example Surface or Activity
0	A slope too steep to walk up; a knotted rope with a wall to brace against.
5	A rope with a wall to brace against; a knotted rope.
10	A surface with ledges to hold onto and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough rock surface or a tree, an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A moderately rough surface, such as a natural rock wall or a brick wall.
30	An overhang or ceiling with handholds but no footholds.

SWIM

Swimming requires a DC10 Athletics check. On success, a character can swim at one quarter their movement speed as a Move Action. If they fail, they do not move. If they roll a 1, they go underwater. On their next action, a successful swim check will negate going underwater.

A character can hold their breath for a number of minutes equal to their Con score. After that time, a character begins to drown and takes 1d8 HP per round.

Difficult circumstances can add to the DC, and swimming for long periods of time should require another Endurance save starting at DC10 and increasing by +2 with each required roll.

SKILL CHALLENGES

A skill challenge is a narrative way to handle a non-combat encounter and allows the players to use their character's skills to overcome obstacles. It can be used as a way to describe traveling, handling large social encounters, or events like a chase scene.

The SG will set a DC, and the players must roll skill checks to beat the DC. The SG will choose a certain number of skill rolls needed to overcome the challenge. The resulting numbers of successes and failures define the outcome of the challenge. More successes mean the players have an easier time with the encounter, and more failures mean a harder encounter.

When making a skill challenge check, no player can go twice in a row, and no player can use the skills already used, until at least 3 separate skills have been used. A player must explain how that skill is used to overcome the challenge.

- Standard DC for a moderate skill challenge is DC 13-15
- A standard number of rolls is 3 or 5; choosing an odd number, so there is always a tiebreaker.

REST

All adventurers must rest, gaining back health and mana based on the type of rest they get. An adventurer who does not get at least 4 hours of rest (2 for elves) within a 24-hour period becomes tired, and all rolls suffer a -1 penalty until a long rest is taken. An additional -1 penalty is accrued for each 24-hour period without full rest after the initial 24 hours.

Rest is considered 20% relaxation (sitting, reading, cooking, or uninterrupted watch, as examples) and 80% sleep.

Short rest

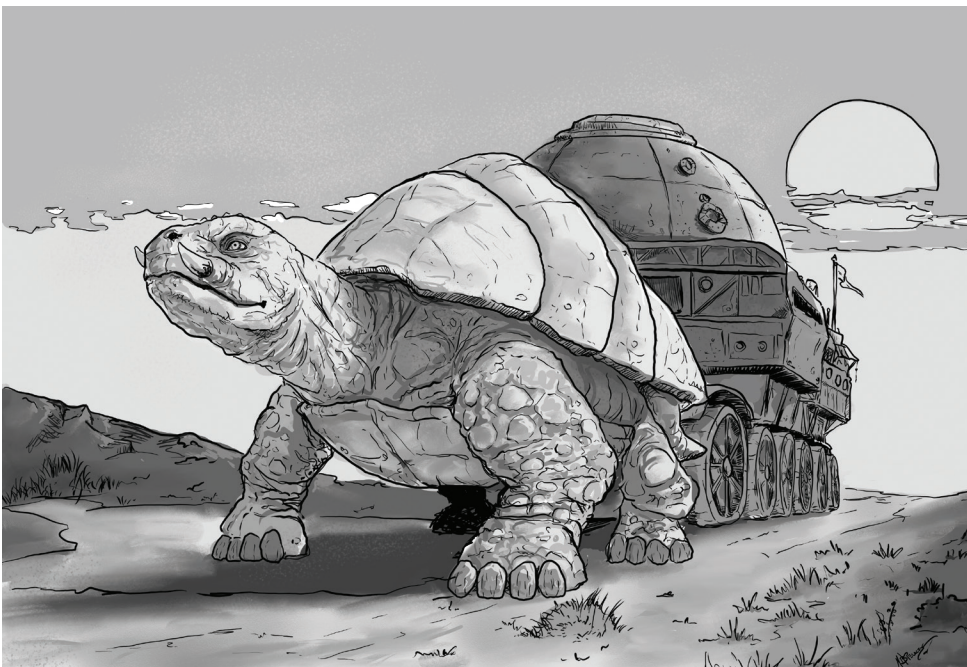
Once per day, an adventurer can take a short rest, which takes one uninterrupted hour. They gain back HP equal to $1d6 + \text{their level} + \text{their Con bonus}$ after a short rest. A spellcaster gains back mana equal to their level.

Long rest

An adventurer gains back HP equal to their HD + their Con bonus after 8 hours of rest. A spellcaster recovers all spent mana after a long rest.

Example

Ailmaar is a level 5 Fighter. After a long rest, he gains back $5d10$ (his level and Fighter class HD) +3 (his Con bonus).



ANIMAL COMPANIONS

An animal companion is more than a pet. It is a bonded creature that understands its companion. They can share thoughts, vision, and more.

Animal Companion Advancement

Level	Base Attack Bonus (BAB)	Level Bonus*	Special
1st	+1	Starting HD (max HP for base creature), +1 Skill, +1 Talent, Natural Armor Bonus +1	Link
2nd	+2	+1 HD, +1 Skill	
3rd	+3	+1 HD, +1 Talent, +1 natural armor bonus, +1 to Str and Dex	Evasion
4th	+4	+1 HD, +1 Skill	
5th	+5	+1 HD, +1 Talent, +1 natural armor bonus	Share Vision
6th	+6	+1 HD, +1 Skill, +1 natural armor bonus, +1 to Str and Dex	
7th	+7	+1 HD, +1 Skill, +1 Talent	
8th	+8	+1 HD, +1 Skill, +1 Talent, +1 natural armor bonus, +1 to Str and Dex	Share Mind

Link: There is a link between an animal companion and its partner. A player can suggest an action to their Animal Companion as a Free Action, and there is a favorable understanding and bond between the two.

Evasion: If an Animal Companion makes a successful Reflex save against an attack that deals half damage, it takes no damage.

Share Vision: The player can see through the eyes of their Animal Companion at will. There are no distance restrictions.

Share Mind: The player and companion share a strong mind link, and both gain a +4 bonus against mind-influencing spells and effects when the adventurer and the Animal Companion are within 100' of each other.

CHOOSING YOUR ANIMAL COMPANION

Animal Companions are standard creatures. It is between the player and SG to find an appropriate one for your campaign. Animal Companions start with all the same stats as the base creature, save for those listed on the chart above (HD, base attack, saves, Skills, Talents, and natural armor bonus). An Animal Companion adds the Str/Dex bonus to its standard Str and Dex as it levels. It gains levels to match the player character's level.

SUGGESTED ANIMAL COMPANIONS:

Bat, cat, dog, eagle, hawk, horse, kira, night cat, pseudodragon, owl, raven, snake, spider (tiny to medium), thundrom, vorg, wolf.

For stronger companions, the character must take the Advanced Animal Companion Talent.

Advanced Animal Companions have all the special abilities of the base creature, but use the base animal companions chart for HD, BAB, Skills, Talents, and natural armor.

ANIMAL COMPANION TALENTS

Animal Companions can only have certain Talents. The following are base Talents:

Agile, Alertness, Blind Fight, Cleave, Dodge, Expanded critical, Great Fortitude, Improved Initiative, Lightning Reflexes, Over-extended Attack, Parry, Power Attack, Powerful, Run, Sidestep, Stealthy, Survivalist, Tenacity, Weapon Dexterity, Whirlwind Attack

Gaining Levels

Leveling occurs at the discretion of the SG. While Challenge Ratings (CR) are used to aid the SG in gauging the difficulty of encounters, experience points are not used. Instead, levels are awarded after a number of challenging combat, environmental, and socially oriented encounters. The number of encounters is up to the SG, using the table below as a general guideline. The character's Saga should also play a role in leveling (see "Adding to Your Saga" below).

Character level	Number of encounters per level for advancement
1	8
2	10
3	14
4	20
5	24
6	24
7	24
8	24

An SG may instead choose to level the characters at the end of an adventure arc, or after important milestones are reached.

LEVELING DEFINITIONS:

ENCOUNTER

An encounter is any scene where the characters actively make decisions, face challenges, roleplay, or have combat. This is intentionally loosely defined. The SG should have the players level at a rate that makes both groups happy.

We've found that most games with 3 hours of gameplay average four encounters per session. This means after level 5, it should take about six sessions to level. If you play long games weekly, this may seem very fast. If you play monthly, this can seem slow. That's why we leave final decisions on leveling to the SG.

HIT DIE (HD)

This is the type of die a player rolls to determine the amount of HP gained upon leveling.

HIT POINTS (HP)

A character gains max HP with each increase in level. The appropriate HD is rolled and the result is added to the previous total. A character also gains additional HP equal to their Con score at each level, as well as any class or level bonuses.

Example: Roe ascends to level 4 in the Archeon Class. The Archeon HD is a d10. A d10 is rolled, revealing an 8. Roe has a Con of +2. At level 4, Archeons gain a Class Bonus of +2 HP. In total, Roe gains 12 HP.

BASE ATTACK BONUS (BAB)

All character classes share the same BAB progression. A character's BAB is the sum of current levels (in the case of a multi-class, the levels are added together).

HEROIC ABILITIES

As they level, characters gain abilities that make them extraordinary. Below is the chart of Heroic Abilities they receive as level bonuses. This information can also be found on the far right of all class level charts. In the case of a multi-class, use the sum of all class levels.

Heroic Abilities Chart

Level	Heroic Abilities
1	Starting HD (Max), 1st Legacy Item, 10 Skill points, +2 Expertise, 2 Talent points
2	+1 HD, +1 HP, +1 Skill, +1 Expertise, Legacy Items gain power
3	+1 HD, +1 Skill, 1 Talent, +1 Expertise
4	+1 HD, 2nd Legacy Item, +1 Ability, +1 Skill, +1 Expertise, Legacy Items gain power
5	+1 HD, +1 Skill, +1 Expertise
6	+1 HD, +1 Skill, 1 Talent point, +1 Expertise, Legacy Items gain power
7	+1 HD, +1 Skill, 3rd Legacy Item, +1 Expertise
8	+1 HD, +1 Skill, 1 Talent point, +1 Ability, +1 Expertise, Legacy Items gain power

Ability points: A character gains an additional ability point to spend at 4th and 8th levels.

Bonus Hit Point: A character gains +1 HP at level 2 in addition to any other HP gains from class features.

Legacy Items: A character gains a new Legacy Item (an item that grows in power with the character) at 1st, 4th, and 7th levels.

Skill points: A character receives 10 points to spend on Skills at level 1 and gains one point per level thereafter.

Talent points: A character receives 2 points to spend on Talent points at level 1 and gains an additional point at 3rd, 6th, and 8th level. If using Master Levels, additional Talent points are awarded.

OPTIONAL MASTER LEVELS

After level 8, the character is a master of their class, but may yet continue to grow by gaining Master Levels from 9 to 16.

As you level past level 8, class or spell-specific abilities no longer grow in power, but you gain more Talents and occasionally HP and Skill points.

Example: Eley is Level 14. She gained 8 Levels in Luminar and 6 Master Levels. When she casts Mage Bolt, she gains an additional Bolt per 2 caster levels up to Level 7, making the damage 4d4 +4.

Bonus HD: A character gains 1d6 + Con bonus in HP.

By level 16, characters should “retire,” becoming NPCs of the world who have left their mark and may appear in future stories. Start a new saga! Make new characters!

Capstone Talents

Archeon

An Archeon can send his Spell Shield out to an ally within 30 ft.

Bard

All allies within 40 ft of the Bard gain the bonus from their perform talent.

Berserker

Once per encounter, a companion of the Berserker can share their rage for 2 rounds.

Fighter

A Fighter can move to the aid of an ally within 20 ft as a free action.

Luminar

Healing spells affect all allies within 30 ft.

Ranger

All party companions gain your favored enemy and terrain bonuses.

Rogue

As long as a companion of the Rogue is within 20 ft of an intended target, the Rogue has the ability to sneak attack them.

Wylder

The Wylder’s chaos wave does no damage to companions.

Master Level	Bonuses	Encounters per level
9	+1 Talent point	24
10	+1 Talent point	24
11	+1 Talent point, +1 Skill point	24
12	+1 Bonus HD, +1 Talent point	24
13	+1 Talent point	24
14	+1 Talent point, +1 Skill point	24
15	+1 Talent point	24
16	+1 Bonus HD, +1 Skill point, +1 Talent point, Capstone Talent	24

MULTICLASSING

A character may level multiple classes on the same character but cannot choose multiple paths within the same class. You can be a Fighter/Rogue, but not a Ranger/Rogue.

Each time you level, you may apply it to whichever class you choose, adding that class's HD, Skill advancement, and so on.

Level

Character Level: is the total number of Levels a character has gained. Multiclass characters use the sum of all Class Levels. This is the number used for Level-based abilities (listed above in the Heroic Abilities Table).

Class Level: is the number of Levels an adventurer has in that particular class.

Hit Points (HP)

A character gains 1 HD upon gaining a new Level (specified in class descriptions). A character also gains their Con score in HP each level and any class or level HP bonuses.

Base Attack Bonus (BAB)

All character classes share the same BAB progression. Ability Increases

A multiclass character gains ability modifier increases based on Character Level, regardless of individual Class Levels.

Spells

When spells are affected by Level, it refers to the Mage Class Level, not the Character Level. So a Level 3 Ranger / Level 2 Wylder would be Level 2 for spell usage.

Optional: Multiclassing Mages

Most mages in Atheles begin their careers as Wylders. Later, they might find training in the Arts and become a Luminar.

When a Wylder begins training as a Luminar and has gained one Level, they can retroactively change their previous Levels as a Wylder to Luminar Levels.

When this happens, the character must accept both the benefits and consequences of the change, including an adjustment in HP.



LEGACY ITEMS

Certain items gain power as the adventurer levels. These items are a part of the adventurer's story. The famed sword, the lockpicks of luck, or the rope their mother gave them before they left home.

There are four types of Legacy Items:

- Attack (up to 3)
- Defense (only 1 item allowed)
- Magical foci (only 1 item allowed)
- Wonderous item (up to 3)

Legacy Items, while having magical abilities, do not detect as magic to spells or scrying.

Below are basic guidelines for Legacy Items.

Level	Advancement for Melee Weapons
1st	
2nd	Critical hit range: 19-20.
3rd	
4th	+1 to one Legacy Weapon. Weapon damages as if made of cold iron/magic.
5th	
6th	Critical hit range: 18-20.
7th	
8th	+2 to one Legacy Weapon. Weapon damages as if made of Tritium.

Level	Advancement for Ranged Weapons
1st	
2nd	Critical hit range: 19-20.
3rd	
4th	+1 to one Legacy Weapon, Ammo damages as if made of cold iron/magic.
5th	
6th	Critical hit range: 18-20.
7th	
8th	+2 to one Legacy Weapon. Ammo damages as if made of Tritium.

Level	Advancement for Armor
1st	
2nd	+1 to armor
3rd	
4th	1 Damage Reduction (DR)
5th	
6th	Imbued with a tier 2 ability (see below)
7th	
8th	+2 to armor

Level	Advancement for Magic Focus Items (Usable Only by Mages)
1st	
2nd	Imbued with a 1 mana spell. (Buff spells self target only. No spells with dice pools.)
3rd	
4th	Imbued with a 3 mana spell. (Buff spells self target only. No spells with dice pools.)
5th	
6th	Item can be called to its owner at any time. Imbued with a tier 2 ability (see below).
7th	
8th	Imbued with a 5 mana spell. (Buff spells self target only. No spells with dice pools.)

Level	Advancement for Wonderous items
1st	
2nd	Imbued with a 0 mana spell. Tier 1 ability or +1 to 1 skill.
3rd	
4th	Imbued with a 1 mana utility spell or tier 2 ability (see below)
5th	
6th	Imbued with a Tier 3 ability (see below)
7th	
8th	Imbued with a 3 mana utility spell or tier 4 ability (see below)

GAINING NEW LEGACY ITEMS

On average, the SG should plan for each character to gain a new Legacy Item at 1st, 4th, and 7th level. There are several options for doing this.

Option 1: An item the character has used in their adventures gains power, becoming a Legacy Item.

Option 2: Legacy Items are worked into the storyline by the SG so that each character gains one somewhere around 4th level. It could be an item taken from a foe they bested. Or maybe an ancient item unearthed from a long-forgotten horde.

Option 3: For characters who are training at a church, the mage tower, or under a guild, the Legacy Item may be bestowed upon them by their teacher upon reaching a certain level of mastery. Within the storyline, this could require a test of skill or a quest of some sort and might be bestowed in a formal ceremony.

Option 4: Any item can become a Legacy Item. The SG and players are free to come up with something entirely different so long as the character acquires an item. They should work together to define the powers of these items, and it fits into your story.

TIERED LEGACY ITEM ABILITIES

Legacy Items acquire abilities. You cannot stack the same ability, so be sure to choose multiple abilities as new Legacy Items are acquired.

Example: Toryn's Boots of Agility give him +1 to Initiative. When he gets another Legacy Item, he cannot choose an Initiative bonus again because they will not stack. At later levels, he may give it +2 to Initiative, but that will override the +1 rather than adding to it. Beneficial changes in Legacy Items should be worked out between player and SG.

1st Tier Abilities

- +1 to Initiative
- +1 to one of the following saves: Earth, Fire, Water, Ice, or Electricity
- +2 to Heroic Actions for a specific Ability

2nd Tier Abilities

- +2 to Initiative
- +1 to a specific Skill expertise. Examples: sneak/hide, pick locks, swim, jump, climb.
- +2 to one of the following saves: Earth, Fire, Water, Ice, or Electricity
- Climb speed of half base speed
- Swim speed of half base speed

3rd Tier Abilities

- +3 to Initiative
- +3 to a specific Skill use. Examples: sneak/hide, pick locks, swim, jump, climb
- +10 ft. to movement speed
- Climb speed equal to base speed
- Swim speed equal to base speed
- Warns of a specific danger, ex: ambushes or traps

4th Tier Abilities

- +1 to an Ability
- +4 to Initiative
- Half damage from: (Choose one) Earth, Fire, Water, Ice, or Electricity
- +1 AC
- Regeneration: 1 HP per round unless damaged by fire or acid

ADDING TO YOUR SAGA

After each adventure, the players retell their most heroic moment, which is added to their Saga. It is up to the SG to determine Level advancement, but a player should add a line to their Saga for each level.

The Saga is the story of each character within the storyline the SG has crafted. What the heroes do within that storyline is what makes them legendary. A Saga could be more than just heroic battles. It could be a fumble so awkward that it is miraculous that anyone survived. Or the time a silver tongue was more powerful than a sword in saving the party from certain doom. Your Saga is what makes this your game.

SAGA POINTS

When a character does something amazing, succeeds or fails at a daring Heroic Action, or makes the other people at the table gasp in awe, the SG may award them a Saga point.

Saga Points can be used to adjust any dice roll. You can use them to fix that natural one you rolled, or adjust a low damage roll. You can spend it to help another player (if they accept the reroll). It can also be used to adjust a foes roll as well. The player spending the Saga Point can determine which of the two dice rolls is the one that counts.

A player always starts a game session with at least 1 Saga point.

RENOWN

Renown is a measure of a character's reputation in the world. Great acts or deeds add to a character's Renown, becoming part of the character's Saga. Depending on the deed, the renown gained could be viewed as fame or infamy, and the exact repercussions or bonuses may depend on those the hero is interacting with. Regardless of type, characters with high renown are respected by those they encounter. They may be able to command higher prices for their services or be granted special privileges. In addition, certain skill checks may be more successful than those of lesser-known characters.

Renown	Standing within the World
1	People you have met remember you.
2-3	In your social circles, people discuss your deeds.
4-5	Locals have heard stories about you.
6-7	People familiar with you tell stories about you.
8-9	Your stories have started to filter throughout the lands surrounding your adventures.
10-11	Bard and minstrels carry news of you throughout the lands.
11-12	Songs are written about you.
13-15	You carry sway over the masses.
16-19	Kings and Queens fear your power.
20+	You are legend.

USING RENOWN

When dealing with non-player characters, a character may use their Renown to add to Persuasion skills. You may add 1/2 your Renown (rounded up) to any Persuasion skill check. The SG will decide if the Renown gives a bonus or a negative to the roll based on what the character's past deeds were.

Example

Deed

Pherilyn fought the Tinyfoot goblins, evicting them from their cavernous lair. +1 Renown

Renown as Fame

When shopping in the nearby town, his deeds have made the roads safer, so he uses his Renown as a bonus in Persuasion checks and may even receive a discount on goods.

Renown as Infamy

Years later, Pherilyn encounters the goblins again, and their chief Ma One-Toe remembers Pherilyn. His Renown would count as a disadvantage with any interactions with the goblin tribe.

Recognizing Renown

To find out if the character's renown proceeds them, roll a d20. If the result is their Renown or lower, they and their deeds are known to those who made the check.

The character may wish to hide their identity or deeds. Or they may try and exaggerate tales about themselves to seem more important. How Renown is used can vary widely but should come down to a decision between the player and the SG, and should make the game more fun for the players.





Combat

In SagaBorn, a combat turn may consist of up to 4 actions of these types (in any order, or sometimes simultaneously):

- 1 Move Action
- 1 Standard Action
- 2 Free Actions

Or...

- 1 Full Round Action

Move Action:

- Move
- Heroic Action
- Interact with an object or person

Standard Action:

- Attack
- Cast a spell
- Heroic action
- Interact with an object or person
- Move
- Skill Check
- Stabilize

Free Actions:

- Say, shout, or whisper something
- Switch weapons
- Other quick actions specified under Talents and Spells

Full Round Action:

- Disengage
- Put out a fire
- Difficult spells and spellcasting abilities
- Use a healing salve

Example (Combat):

A gnoll busts through the dungeon door brandishing a wicked short sword. Ruhm pulls his great axe free from its sheath. Both roll Initiative. Ruhm rolls 14+3 and the gnoll rolls 8+2. Ruhm goes first. The gnoll is 15' away, so Ruhm uses his Move Action to get within melee distance. He uses a Standard Action to attack with his great axe and rolls 18+4 for a total of 22. The gnoll's Armor Class is 15, so this is a hit. He rolls 11 damage, which is enough to disable the gnoll before it even has a chance to attack.

Example (Heroic Action):

Perren sees Ratty run for the tavern door. Perren bursts into action (on his Initiative) and uses his Move Action to run 30' to Ratty. He then uses a Heroic Action (which is a Free Action) to try to pin him against the wall. He rolls 9 + 4 for his Dex, and Ratty rolls 8 + 3 for his Str. Perren wins and Ratty is Grappled. Ratty then uses another Free Action to yell "I got him, he was trying to escape!" Perren's turn is now over.



ACTION DEFINITIONS

Attack: See melee and ranged attacks.

Base Attack Bonus (BAB): The bonus added to your d20 attack roll.

Critical Hit: When a natural 20 is rolled in a combat or magical attack, all damage is doubled. You roll your damage dice twice, with all applicable bonuses.

Damage: Damage is based on the weapon. Melee weapons, thrown weapons, and compound bows add a character's Str modifier.

Disengage: A character may leave a threatened space without provoking an Attack of Opportunity by Disengaging. This is a Full Round Action.

Full Round Action: The character must use their entire turn to complete a Full Round Action. A character can still do one Free Action while attempting a Full Round Action.

Heroic Action: When a character wants to do something different from a standard attack, such as tackle their opponent, they must succeed at a Heroic Action. A Heroic Action is a player vs. SG roll. Each rolls a d20 and adds the appropriate Ability (for a roll against the environment, the SG adds a default +2). The highest roll wins. Heroic Actions can also be used for any non-combat actions that would be contested by another creature.

Magic Attack: Mages use their BAB +Int when rolling to attack with a spell.

Melee Attack: An attack from a threatened space (often adjacent). Roll a $d20 + BAB + Str + \text{bonuses}$.

Move Action: The player can move up to their full capability. Movement Actions may be split by another available action. For example, a character may move, then attack, then move again, so long as the total movement distance does not exceed the character's capability.

Ranged Attack: An attack from a distance. Roll a $d20 + BAB + Dex + \text{Bonuses}$. If using a ranged attack while in an enemy's threatened range, you suffer -2 to your roll.

Reaction: Some abilities are marked as Reactions. These can be performed as a reaction to another's action.

Rolling a 1: Rolling a 1 on a d20 always fails. Rolling a natural 1 on a skill or combat roll grants the player a Saga Point. This point can not be used until the next round.

Rolling a 20: Rolling a 20 on a d20 always succeeds. In combat, a natural 20 triggers a Critical Hit.

Round: A round consists of 1 turn for each engaged being. A round represents 6 seconds in the game world.

Skill checks: Most skill checks are against the standard DC 15. The SG can add modifiers based on different situations.

Stabilize: A Standard Action to stabilize a disabled character on a DC12 Survival check.

Standard Action: A Standard Action is one action that takes a limited amount of time. Examples: Opening a door, flipping a table, unlocking a lock.

Touch Attack: When someone uses a Touch Attack, the defender loses their armor bonus.

Turn: In a round, each creature receives 1 turn in order of Initiative.

HOW TO ATTACK ANOTHER CREATURE

TO HIT:

To hit, roll D20 + BAB (Base Attack Bonus) + Ability Modifier (Str for melee, Dex for ranged). If the total exceeds the target's AC, your attack hits, and you may roll damage.

Using two weapons:

If a character attacks with two weapons, they may attack with both in a single Standard Action, but they suffer a -4 penalty to each attack.

Small and medium-sized creatures may only dual-wield light or medium weapons.

CRITICALS AND FUMBLES

Rolling a 20 is always a Critical Hit. For some weapons, a Critical Hit is triggered with a natural 19-20. You may also expand your Critical Hit possibilities by choosing the Expanded Critical Talent.

Critical Hit: If you manage to roll a Critical Hit, you may roll your damage dice twice, with all applicable bonuses, and add the rolls together for the total damage inflicted.

Fumble: Rolling a natural 1 during any attack or action causes the character to miss and fumble. The consequences of a fumble are up to the SG, but we suggest it causes the character to have some negative effect, like dropping their weapon, tripping when charging, or saying something incredibly offensive during a diplomatic negotiation. Rolling a natural 1 on a skill or combat roll grants the player a Saga Point. This point can not be used until the next round.

ARMOR CLASS

Your Armor Class (AC) represents how hard it is for your enemy to land a damaging blow. An attack roll is made on a d20, with all appropriate modifiers added, and is successful if the result is equal to or higher than the target's AC.

AC: equal to 10 + armor bonus + shield bonus + Dex modifier + size modifier + natural armor + Dodge bonus.

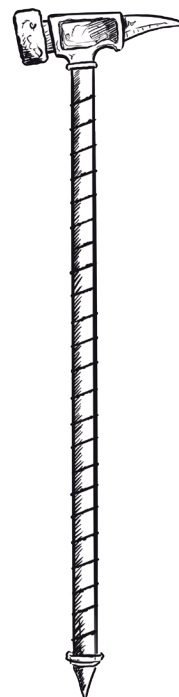
Flat-footed AC: equal to 10 + armor bonus + shield bonus + Dex* + size modifier + natural armor

**If your Dex is a negative number, it is considered a penalty and counts against your flat-footed AC.*

Touch AC: equal to 10 + Dex modifier + Dodge bonus

Table: AC Size Modifier Chart

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8



MOVEMENT IN COMBAT

Tactical movement in combat is measured with a “square.” This is a reference to using a printed or digital battle map with squares. If you are not playing with a grid, a square is defined as a 5' x 5' space on the ground that the character occupies.

Friendly occupied

You can move freely through a square occupied by a friendly character unless you are charging. The other character does not provide you with cover.

Opponent occupied

You cannot move through a square occupied by an opponent, unless the opponent is incapacitated, in which case you may move through the space without penalty. Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.

Ending Your Movement

You can't end your movement in the same square as another creature unless it is incapacitated.

Diagonal Movement

Diagonal movement through squares is the same as moving straight through a square.

TERRAIN AND OBSTACLES

Difficult Terrain

Difficult terrain hampers movement. Movement through difficult terrain takes double the standard movement. You cannot run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

OBSTACLES

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square counts as 2 squares of movement. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles without penalty.



SIZE AND REACH

Size

A size modifier is applied to a creature's Armor Class (AC). A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight.

Creature Size	Size Modifier	Space	Weight	Height or length	Reach
Fine	+8	6 in. or less	1/8 lb or less	½ ft	0 ft
Diminutive	+4	6 in. - 1 ft	1/8 lb - 1 lb	1 ft	0 ft
Tiny	+2	1 ft - 2 ft	1 lb - 8 lb	2½ ft	0 ft
Small	+1	2 ft - 4 ft	8 lb - 60 lb	5 ft	5 ft
Medium	+0	4 ft - 8 ft	60 lb - 500 lb	5 ft	5 ft
Large	-1	8 ft - 16 ft	500 lb - 2 tons	10 ft	10 ft
Huge	-2	16 ft - 32 ft	2 tons - 16 tons	15 ft	15 ft
Gargantuan	-4	32 ft - 64 ft	16 tons - 125 tons	20 ft	20 ft
Colossal	-8	64 ft or more	125 tons or more	30 ft	30 ft

MOUNTED COMBAT

While mounted, you move at the speed of your mount. You only get one melee attack while your mount is moving or your full attack if the mount is still. All melee attacks from a mount are +1 to hit.

All ranged attacks from a mount are at +1 to hit. You can take your full ranged attack while mounted.

War Mounts

Most animals are not trained for battle and will disobey the rider to avoid combat. A rider must make a DC 20 Acrobatics check each round to keep a normal mount in battle. War mounts, however, are trained for combat and do not require a skill check to ride into battle.

CONCEALMENT

If a creature is at least 50% hidden behind an object, or has the ability to duck behind cover, then the defender gains +2 to their AC. If a creature is fully Concealed but still attacking, the defender gains +4 to their AC.

CHALLENGE RATING (CR)

A monster's CR is an estimate of the average level of a party required for the encounter to be moderate difficulty.

ABILITY DRAIN AND DAMAGE

ABILITY MODIFIER LOSS

Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).

While any loss is debilitating, losing points in an ability modifier can be devastating.

When an ability is reduced to -5, there are serious consequences.

Strength -5: The character cannot move at all. They lie helpless on the ground.

Dexterity -5: The character cannot move at all. They stand motionless, rigid, and helpless.

Constitution -5: The character is dead.

Intelligence -5: The character stands or lies in a catatonic stupor, helpless.

Wisdom -5: The character withdraws into a deep, helpless sleep filled with nightmares.

Charisma -5: The character stands or lies in a catatonic stupor, helpless.

Having a score of -5 in an ability is different from having no ability modifier whatsoever. For example, undead creatures and constructs have no Constitution score.

Some spells or abilities cause ability modifier reduction in the opponent, which is different from ability modifier loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability modifier immediately returns to its former value.

If a character's Constitution score drops, they lose 1 HP per HD (Hit Die) for every point by which their Constitution drops. HP cannot be reduced by Constitution damage or drain to less than 1 HP per HD.

ABILITY DAMAGE

Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability. The spell restoration restores ability damage as per the spell.

ABILITY DRAIN

This effect permanently reduces a living opponent's ability modifier Points lost to ability drain, is permanent, though restoration can restore even those lost ability modifier points.

SAVES

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, you roll a d20 and add bonuses based on your skills.

BASE SAVE BONUS

Saving Throw Types

The three different kinds of saving throws are Fortitude, Reflex, and Will.

Fortitude

Fortitude is equal to your Endurance Skill. These saves measure your ability to stand up to physical punishment or attacks against your vitality and health.

Reflex

Reflex is equal to your Acrobatics Skill. These saves test your ability to dodge area attacks.

Will

Will is equal to your Survival Skill. These saves reflect your resistance to mental influence as well as many magical effects.

SAVING THROW DIFFICULTY CLASS

The DC for a save is determined by the attack itself. Examples: The poison Konk requires a DC 12 Fortitude save to resist. A 5 mana Elemental Blast requires a DC 16 Reflex save to take half damage.

AUTOMATIC FAILURES AND SUCCESSES

Rolling a natural 1 (regardless of bonuses) on a saving throw is always a failure and might cause damage to exposed items. Rolling a natural 20 (before bonuses) is always a success.

DEATH AND DISABLED

DISABLED

When a hero drops to or below 0, they become *disabled*. If a hero is disabled, they can not move, attack, communicate, or cast spells. When disabled, a character loses one hit point per round until they stabilize.

STABILIZING A DISABLED CHARACTER

As a Free Action, a character must succeed at a DC 12 Endurance check to stabilize. If they become stabilized, they revert to 0 HP, no longer lose hit points per round to being disabled, and they may do one limited action per round. A limited action can be: move at 1/2 speed, cast a spell, use a skill, or attack an adjacent creature at -5 to hit and damage. A hero keeps these disadvantages until they are healed or they naturally gain back enough HP to put them over 0 HP.

During combat, they may make a single Endurance check each round on their turn. Out of combat, they may make a check each in game hour at a +5 bonus.

A character who fails to stabilize may choose to take an injury in order to succeed on either roll that failed.

D100	Stabilized/Disabled Injury Check
01-75	Minor Injury
76-99	Major Injury
00	Permanent Injury

DEATH

When your character's current hit points drop to -10 or lower, they're dead. They cannot be healed, and barring some kind of miracle, they cannot return to the world.

Characters that are SagaBorn may choose to take a Dying Injury Check rather than die. The character is considered *dying* and may not check to become disabled, stabilized, or mobile. The character has one hour before their wounds cause death. If they receive healing and care in that time they may live. Alternatively, a dying character may choose to risk another Injury to become disabled.

INJURIES

(d10) Minor Injury

1: Break a Finger. You have -2 to Thievery checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with the broken finger. The injury heals if you receive magical healing. Alternatively, the injury heals after someone sets the finger with a DC 10 Survival check and you spend ten days doing nothing but resting.

2-3: Ringing Ears. You have -2 to Awareness checks that rely on hearing. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.

4-5: Blurred Vision. You have -2 to Awareness checks that rely on sight and a -1 on ranged attack

D100	Dying Injury Check
01-50	Major Injury
51-00	Permanent Injury

rolls. The injury heals if you receive magical healing. Alternatively, the injury heals after you spend three days doing nothing but resting.

6-7: Limp. Your walking speed is reduced by 5 feet. You must make a DC 15 Acrobatics Check after using the Run Talent. If you fail the save, you fall prone. Magical healing removes the limp.

8-9: Open Wound. You lose 1 hit point every hour the wound persists. The injury heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Survival check once every hour. After ten successes, the injury heals.

10: Minor Scar. The scar doesn't have any adverse effect, but it makes you mysterious and sexy.

(d10) Major Injury

1: Lose a Finger. You have -2 to Thievery checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with which you lost the finger. If you lose all five fingers from one hand, then it functions as if you had lost a hand.

2: Broken Arm or Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. The injury heals if you receive at least 10 points of magical healing from a single source. Alternatively, the injury heals after someone sets the bone with a DC 15 Survival check and you spend thirty days doing nothing but resting.

3: Broken Foot or Leg. Your walking speed is halved and you must use a cane or crutch to move. You fall prone after using the Run Talent. You have a -2 on Acrobatics or Dexterity checks made to balance.

The injury heals if you receive at least 10 points of magical healing from a single source. Alternatively, the injury heals after someone sets the bone with a DC 15 Survival check and you spend thirty days doing nothing but resting.

4: Punctured Lung. You can take either a Standard Action or a Heroic Action or your turn, but not both. The injury heals if you receive at least 10 points of magical healing from a single source. If you puncture both lungs your hit points drop to 0 and you immediately begin dying.

5: Teeth Knocked Out. You have -2 on Persuasion checks. The injury heals if you receive at least 10 points of magical healing from a single source.

6: Skull Fracture. Whenever you attempt an action in combat, you must make a DC 20 Endurance Check. On failure, you lose your action. The injury heals if you receive at least 10 points of magical healing from a single source or if you spend thirty days doing nothing but resting.

7: Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Endurance Check. On failure, you lose your action. The injury heals if you receive at least 10 points of magical healing from a single source or if you spend ten days doing nothing but resting.

8: Broken Ribs. This has the same effect as Internal Injury above, except that the Endurance Check DC is 10.

9: Festering Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The injury heals if you receive at least 10 points of magical healing from a single source. Alternatively, someone can tend to the wound and make a DC 15 Survival check once every 24 hours. After ten successes, the injury heals.

10: Painful Scar. You have a scar which gets painful whenever it rains, sleets, hails, or snows. Whenever you attempt an action in combat and your scar is giving you pain, you must make a DC 15 Endurance Check. On failure, you lose your action. The injury heals if you receive at least 10 points of magical healing from a single source.

(d10) Permanent Injury

1: Lose Nose. You have -2 on Persuasion checks (unless using intimidation then a +2) and -5 on Awareness checks that rely on smell.

2: Lose an Ear. You have -2 on Persuasion checks (unless using intimidation then a +2) and -5 on Awareness checks that rely on hearing.

3-4: Lose a Foot or Leg. Your walking speed is halved and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Run Talent. You have a -4 on Acrobatics checks made to balance.

5-6: Lose an Arm or a Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time.

7-8: Lose an Eye. You have -5 on Awareness checks that rely on sight and can only make ranged attacks at short range. If you have no eyes left after sustaining this injury, you're blinded.

9-10: Horrible Scar. You have -2 on Persuasion checks but a +2 to Intimidation.



HEROIC ACTION

When a character wants to do something out of the ordinary, such as tackle their opponent, they must succeed at a Heroic Action. A Heroic Action is a player vs. StoryGuide roll: each rolls a d20 and adds the appropriate ability modifier (for a roll against the environment, the SG decides the Difficulty Class). The highest roll wins. Heroic actions can be used for any non-combat actions that would be contested by another creature or against challenge DC. A tie in a Heroic Action goes to the player.

A Heroic Action can be anything that both the SG and player agree on. A character can perform two Heroic Actions: one as a Move and another as a Combat. Some special abilities act like Heroic Actions and their rules may override this rule.

Example of a double Heroic Action:

Kad uses a Heroic Action to kick the leg of the goblin, hoping to knock it prone. A d20 is rolled with a result of 13 + 3 for Kad's Dex bonus. The goblin rolls and gets 5 + 2 for its Dex. The goblin loses and is knocked prone. As his Standard Action, Kad tries to pin the goblin using another Heroic Action. Kad rolls 10 + 3 for his Dex bonus and the goblin rolls 10 but loses its Dex bonus since it is prone. Kad has pinned the goblin and it is considered grappled.

There are many things you could do as a Heroic Action, but here are a few. Don't be limited by these and come up with your own!

- Grapple an opponent
- Trip a target
- Push a target 10'
- Taunt an enemy
- Grab an item from an opponent
- A called shot or specific target in melee, ranged, or magic attacks.
- Using the environment to your advantage.

When a player succeeds at a Heroic Action, the SG should always reward them with a small bonus even if there is no stated rule for it. *Example: Langy succeeds at a Heroic called shot to the hand. The enemy's weapon flies away and lands 10 feet behind them.*

Attempting a Heroic Action is one of the many ways a player can earn a Saga point.

NONLETHAL DAMAGE

A character can choose to use nonlethal (or subdual) damage during combat. Nonlethal damage accumulates with standard damage. If nonlethal damage exceeds the opponent's current HP, they fall unconscious.

SURPRISE

Sometimes a group will surprise another group and may ambush them. This means everyone in their party gets one Standard Action before Initiative has been rolled.

CONDITIONS

Conditions of the same type do not stack, but they can extend the time it lasts.

- **Anxious:** The character suffers anxiety and takes -1 to all rolls.
- **Bleed:** A creature that is bleeding takes the amount of damage listed at the beginning of its turn. Bleeding can be stopped by a DC 10 Survival check, a successful Heal (Talent) check, or through the application of any spell that cures hit point damage
- **Blinded:** The character cannot see. They take a -2 penalty to Armor Class, lose their Dexterity bonus to AC (if any), and move at half speed. Any target they attack gets a 50% chance to dodge the attack.
- **Broken:** If an item is broken, it can not be used until it is repaired.
- **Confused:** A Confused character's actions are determined by rolling D% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A Confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a Confused character. Any Confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still Confused when its turn comes.
- **Cower:** The character is frozen in fear and can take no actions. A Cowering character takes a -2

penalty to Armor Class and loses their Dexterity bonus (if any).

- **Dazed:** The character or creature loses one action.
- **Dead:** A character or creature below -10 hit points.
- **Deafened:** A Deafened character cannot hear. They take a -4 penalty on Initiative checks, have a 50% chance of failure of Awareness checks, and a 20% chance of spell failure when casting spells. Characters who remain Deafened for a long time grow accustomed to these drawbacks and can overcome some of them.
- **Difficult Terrain:** Movement through difficult terrain takes double the standard movement.
- **Disabled:** A character or creature at or below zero (0) hit points. No actions, communication, or movement allowed.
- **Distracted:** The character's focus is so intent that they are unaware of other actions around them.
- **Energy-Drained:** The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, they die. Each negative level gives a creature the following penalties: -1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities).
- **Entangled:** Being Entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An Entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An Entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.
- **Exhausted:** An Exhausted character moves at half speed and takes a -3 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes Fatigued. A Fatigued character becomes Exhausted by doing something else that would normally cause fatigue.
- **Fatigued:** A Fatigued character moves at half speed and takes a -1 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the Fatigued character to become Exhausted. After 8 hours of complete rest, characters are no longer Fatigued.
- **Flanked:** A Flanked character has two enemies on opposite sides threatening them. They lose their Dex bonus to AC (Armor Class).
- **Flat-footed:** A Flat-footed character loses their Dexterity bonus to AC (if any).
- **Grappled:** If you are grappled, you can not move, do not threaten any spaces around you, and lose your Dex modifier to AC.
- **Helpless:** A Helpless character is Paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A Helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a Helpless target get a +4 bonus. Ranged attacks gets no special bonus against helpless targets. Rogues can Sneak Attack Helpless targets. (Optional) As a full-round action, an enemy can use a melee weapon to deliver a killing blow to a Helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. A Rogue also gets their sneak attack damage bonus against a helpless foe when delivering a killing blow.
- **Immobilized:** The character or creature cannot move, but can perform any other action.
- **Incorporeal:** The character or creature has no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other Incorporeal creatures, +1 or better magic weapons, Legacy Weapons, spells, spell-like effects, or supernatural effects.
- **Nauseated:** The character or creature experiences gastric distress, and may also vomit up the contents of their stomach. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single Move Action per turn.
- **On Fire:** Things that are on fire take 1d6 fire damage per round until the fire is put out. It takes a full round action to put out flames.
- **Panicked:** A Panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path determined by the SG. It can't take any other actions. If cornered, a Panicked creature is also considered to be Cowering. The character or creature takes a -2 penalty to all rolls while Panicked.
- **Paralyzed:** A Paralyzed character is frozen in place and unable to move or act. A Paralyzed

character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes Paralyzed cannot flap its wings and falls. A Paralyzed swimmer can't swim and will drown. A creature can move through a space occupied by a Paralyzed creature, regardless of whether it is an ally or an opponent..

- **Prone:** A character knocked down is considered Flat-footed and does not get their Dex bonus. Standing up from being Prone is a standard movement action.
- **Scared:** The character or creature flees the source of their fear in a direction of their choosing. They use any abilities that aid in escape. If they can not move at least 40' away from the source of their fear, they are considered Cowering. The character or creature also takes a -2 penalty to all rolls while Scared.
- **Shaken:** The character or creature takes a -2 penalty to all rolls.
- **Sickened:** The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
- **Stressed:** The character takes a -3 penalty to all rolls.
- **Stunned:** Unable to take any actions.
- **Unconscious:** Unconscious creatures are knocked out and helpless. Unconscious characters can be awakened with a full round action.



ATTACKS OF OPPORTUNITY

When a character moves out of the threatened area of an enemy, they provoke an attack of opportunity.

Making an Attack of Opportunity

An attack of opportunity is a single melee attack, and you can only make one per round. You don't have to make an attack of opportunity if you don't want to.

REACH AND THREATENED SQUARES

Threatened Squares

You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you're unarmed, you don't normally threaten any squares and thus can't make attacks of opportunity.

Reach Weapons

Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons threaten more squares than a typical creature. In addition, most creatures larger than Medium have a natural reach of 10 feet or more.

Note: Small and Medium creatures wielding reach weapons threaten all squares 10 feet (2 squares) away, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.)

COUP DE GRACE (OPTIONAL)

As a full-round action, you can use a melee weapon to deliver a coup de grâce to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target. You automatically deliver a critical hit.



Magic

The one rule of magic that is constant is that energy must come from somewhere. It doesn't just appear.

Master Irphazan, Druid Council

"Magic has been part of the world of Uteria ever since there were beings to write or tell history. The song of magic is the beginning and the end of the world.

In the far past, in the god wars, there were awful battles between the two pantheons. Back then, the gods summoned, kidnapped, or conscripted creatures and peoples from all over the heavens and beyond to fight in their wars.

But we were born here, and we inherited the wars. The first of Uteria to know what it was to be aware, and we awoke into war. We have no tomes from then, all was lost in the Long Sleep, when the gods froze many of us in a deep sleep that lasted eons. I guess some of them thought it would be a waste to lose all of a race of unique creatures, as they saw us as little more than playthings.

The Elves were there, and the Eldar. They commanded magics almost as awful as the gods themselves. The stories of the slaughter at the hands of those pointy eared devils makes my spine shudder, even now when those memories have almost faded to dust.

When we woke, there was a new power in the world. Terans. While the gods destroyed everything with magic, terans just destroyed everything with their inner nature. Sure sometimes they build giant temples and mounds that can stand the test of time, but mostly they are in a rush. A rush to expand, a rush to build, a rush to build something else a little bigger. And they multiply, like rabbits who overeat and overdrink.

Add on top of that their ability at weaving the song, for destruction, is almost as devastating as the gods. In the Great War, magics were used that rivaled what the gods did to this world.

Magic is the power of Uteria, but will also be its destruction.

And that's why I stay here, making my toys, and letting the other younger dworves head out into that strange world to make their fortunes."

Biggs Nibeng, toy crafter, Guild of Builders, Greyhelm

"Magic has the Foci; Earth, Water, Air, Fire, and Spirit, and the sources; the Self, the World, and the Navirim. Magic is not an external force, it is a link between all these things. We are all connected, and magic binds us. It has no morals, no agenda, it is just the link. What we do with the link defines us as a being."

Eovrai, Druid of the Bordon Grove.

There is no magic.

Varleen, Wilde Elf Shaman

Magic is rare in Atheles.

Under the SagaBorn rules, mages are able to cast spells due to *mana*. Mana is a mix between personal energy, energy from the environment around the caster, and energy from the Navirim, the Dream World. They have a limited amount of mana per day, although by *ravaging* or *focusing*, a mage might be able to cast more spells than their mana pool normally allows.

Mana Pool (mana per day)

After 8 hours of rest, a spellcaster gains a base mana pool to pull from in order to cast spells. This mana is based on two factors: (1) the character's caster level and (2) their Int score.

MANA POOL = BASE MANA + MANA BONUS

The following table indicates the base mana gained each day (after 8 hours of rest) based on the caster's level.

Mana Pool Table 1: Base Mana per Day

Caster Level	Wylder, Luminar Mana per Day	Bard Mana per Day
1st	2	0
2nd	4	0
3rd	7	1
4th	11	2
5th	16	6
6th	24	9
7th	33	11
8th	44	14

Spellcasters can also receive bonus mana if their Int Score is high enough.

To determine your mana bonus, simply consult Table 2 and find the intersection of the row for your Int score and the column for the maximum spell level your character is capable of casting.

Mana Pool Table 1: Base Mana per Day

Int Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

Spellcasters can also receive bonus mana if their Int Score is high enough.

To determine your mana bonus, simply consult Table 2 and find the intersection of the row for your Int score and the column for the maximum spell level your character is capable of casting.

Mana Pool Table 2: Mana Bonus (Based on Int Score vs. Spellcaster Level)

Int Score	Level of Spellcaster			
	1-2	3-4	5-6	7-8
+1	1	1	1	1
+2	1	4	4	4
+3	1	4	9	9
+4	1	4	9	16
+5	2	5	10	17
+6	2	8	13	20

To calculate your total mana allowed per day, referred to as your *mana pool*, just add your base mana to your mana bonus.

For example, a 5th level Luminar with an Intelligence of 17 would gain 9 extra mana points per day to add to their base mana of 16, for a total of 25 mana per day (assuming their base ability is Intelligence).

Max Mana

An adventurer can never have more mana than their standard mana (base mana+bonus mana) per day. No spell, Talent, item, or creature ability can grant higher mana unless it specifically says it grants extra standard mana.

Elemental Type: A magic user gets to choose the elemental energy that they can infuse into elemental spells. They choose from: Fire, Water, Earth, Air, Ice, Electricity

Luminar can use all types, Wylders can use two types, and Bards one type.

In general elemental types counteract each other:

Fire damages Ice and Air.

Water (Ice) damages Fire and Electricity.

Air damages Earth and Electricity.

Electricity damages Earth and Water.

Earth damages Fire and Air.

Some damaging spells are imbued with properties of other natural substances such as acid, sonic, light, or force. These are not considered tied to any of the Elemental spells or foci.

Preparing Spells

A spellcaster can cast any spell that they know. They do not have to memorize or pray to gain access to the spell. If the spell is on their known spells list, they are allowed to cast it, as long as they have the mana to do so.

Learning New Spells

Since magic has been gone for so long, much of the knowledge and lore of spellcasting has been lost as well. Magic users do not automatically learn new spells as they level, which means finding spells through adventuring is of utmost importance. While being part of a magic group such as the Otari or Druid Council gives a better chance of expanding your spell knowledge, most spells are learned from ancient scrolls, books, or directly from other casters. One of the most common ways to learn is through Spell Sight, which is detailed later in this section. If a spellcaster receives spells at level-up, their mana cost cannot be higher than the spellcaster's level. A spellcaster can learn spells higher than their level.

"Some say the world was barren before the gods came. The Elves believe it was the gods who came down and brought life to the world, singing a song taught to them by the creator and drawing creatures and animals from throughout the heavens to come to Uteria. But I believe that the Creator infused everything with song, so that magic courses through all of creation."

Of course none of this can be proven. For the past 700 years we have said that the elves had been little more than our imagination and that magic was a divine gift lost to the world. Now it has blessed us again."

I believe that we had just turned a deaf ear to the song of the Creator. We had lost our faith in the dark times, and now that we have shown him our devotion, we have been blessed with miracles once again. Miracles and tests. Not all those who find their way to his song use their power for good. Some are tempted by the dark forces that forever tempt men. They use their power for personal gain, to harm some and elevate others.

This is why we must be diligent in our own faith, and root out those who would cause evil to fall upon our world."

Archbishop Leon of the Unelesia Church of Sea Haven

Learning Spells from Spellbooks, Scrolls, or other recorded media.

A spellcaster can learn a new spell from any written form, but they must understand the language it is written in. The time it takes to learn is equal to the base mana cost x2 in days. Variable mana spells take 14 days to learn. If it is in a language they do not understand, but they have a translation, it will take an additional 2 days per base mana cost. If the spells are encoded into a secret language or set of symbols, the spellcaster must first decipher this, with the amount of time then needed to learn at the discretion of the SG.

Spell Sight: Any mage class can use Spell Sight to learn a spell they witness being cast, except for a spell cast from a device. To successfully memorize a new spell, a mage must make a Spellcraft check (DC 15 + the spell's mana cost) immediately when they see a spell being cast. If the Spellcraft check is successful, the spell can be recorded in the Luminar's spellbook, or take a part of the Bard or Wylder's Spell Memory. If a Wylder already knows the max amount of spells, they must forget one in order to memorize the new one.

A Luminar must scribe the spell into their spellbook before they can cast it. A Wylder may cast a spell as soon as it is part of their Spell Memory.

If a mage is trying to learn a spell from someone who is teaching them, they receive a +5 to their Spellcraft check.

Spellbook

A Luminar has a spellbook to track the spells they know. As spellbook can be many things, scraps of leather with runes, a leatherbound book, tattoos covering the mage, but the spellbook must be a physical object. For a spell to be cast by the Luminar, it must be scribed in their spellbook.

Scribing a new spell in a spellbook takes Spell Mana cost x 3 days and costs Spell Mana cost x 10gp.

Spell Types

- **Buff:** Spells that give a character a bonus, a protection, or an ability.
- **Creation:** Bringing a thing into being, or reanimating.
- **Damage Spells:** Something that hurts others.
- **Debuff:** A spell that takes away an ability, lowers a stat, or disables a character.
- **Mind spells:** Spells that affect a characters mind.
- **Utility spells:** Spells that do small tasks.
- **Trap:** A spell that sets a trap or snare for a character.

Regaining Mana

Mana is the source of a spellcaster's essence. As their mana is consumed, it puts a strain on a spellcaster's mind and body. Even though this might not manifest as actual damage or a condition affecting your character, consider this when roleplaying your character to add a layer of story to your gaming session.

A spellcaster regains their full mana pool (base mana and bonus mana) after a full 8 hours of rest.

Casting Spells

Each spell has a specific minimum or *Base Mana Cost*.

Spell Saves

If there is a saving throw versus a spell, the player is rolling against the spell DC. Spell DC is based on the spell's mana cost.

Spell Save DC Chart

Spell Mana Cost	Save DC
0	13
1	14
3	15
5	16
7	17

Casting spells: Components, incantations, and gestures.

Casting a spell in Atheles uses energy, foci, and personal connections. The energy is pulled from the Navirim; small objects, runes, or components create the focus, and the spellcasters gestures, voice, or stance creates the personal connection to the spellcasting.

These elements allow for other spellcasters to use spell sight to understand the spell they see being cast.

For simplicity, there are no rules for the amount of components, incantations, or gestures needed for spellcasting, but each mage character should describe how they cast. If a spell is cast on a mage that affects the way they describe their spellcasting, it could stop them from casting at SG discretion.

For example, Patren is a faun spellcaster who sings their spells into existence. For players, this creates a story driven feeling of personal connection between the spellcaster and the spell. If Patren is under the influence of the spell Silence, the SG should rule that Patren can not cast as normal.

Concentration

Some spells require concentration. A spellcaster can complete other actions while concentrating, but can not concentrate on another spell. Being Confused, Disabled, Nauseated, Panicked, or Scared breaks a spellcaster's concentration. Being attacked, taking damage, or being threatened does not break a spellcaster's concentration.

Armor and Magic

A mage can cast any spell in armor, unless the armor consists of steel or iron. Iron and steel impede the drawing of magical energy, and can harm the spellcaster if the metals and spellcasting are combined. See the section on special materials and metals for more information.

Focusing and Ravaging

Once a spellcaster has exhausted all their mana for the day, they must typically rest for 8 hours to regain it. Resting and meditating are the best and safest ways to regain mana, but sometimes spellcasters find themselves in a situation where they need enough mana for one last spell. If this is the case, then a spellcaster can either *focus* or *ravage* to gain more mana. These are not common or safe ways to regain mana and they have consequences, either to the caster or those around them.

We are wardens of the land. We need to find a balance in life and in our magic. A lust for power leads to destruction. People have long ravaged our lands when it comes to magic, seeking power and control. To be wardens, not only must we seek the balance for ourselves, but we must stop those who tip the scales towards destruction.

Felwyn, Librarian of Kowal.

Focusing: Wardens

Spellcasters can pull from their own life energy for mana through *Focusing*, a concentrated effort by the spellcaster to draw energy only from within themselves, and not from the life force of any other creatures or plant life nearby. This philosophy is called "warding," and in ancient texts some identified themselves as "Wardens of the Lands."

Converting life energy in this manner is extremely dangerous and draining, and can cause great harm to the spellcaster. When casting a spell without sufficient mana, a spellcaster must make a *Spellcraft* check (DC 10 + spell mana cost). If they fail this check, the spell fails and their Standard Action is spent. If they succeed, they take *Mental Fatigue* damage equal to the spell's mana cost.

Roll a Spellcraft Check: Focusing DC = 10 + spell's mana cost

Accidental Ravaging

Ravaging is a dark and violent act, even when a caster does it out of desperation, or by accident. If a mage is about to die, but must use magic to save their companions, they must make a tough decision to turn to such a desperate act. Other times a mage might make a careless mistake. If a Warden mage rolls a natural one (fumble) on their Spellcraft check to Focus, they will accidentally ravage their surroundings, despite their best intentions.

When a warden accidentally ravages, all creatures within a radius equal to 10 ft. times the spell's mana cost take one hit point of damage. The mage will also take 1 Ravage Point. If the same warden tries to Focus again on the same day, before recovering their mana and fatigue, and they accidentally ravage again, all living creatures within a 10 ft. radius of the caster will take physical damage equal to the spell's mana cost and take 1 Ravage Point.

Mental Fatigue

Mental Fatigue damage is treated similar to nonlethal damage. It is not deducted from your current hit points, but a running total is kept. If, at any point, your Mental Fatigue exceeds your current hit points, you fall unconscious. Also, as long as a character has at least one point of Mental Fatigue, he is considered fatigued.

Mental Fatigue is also unique to other forms of damage; it cannot be healed using the Heal spell. After a full 8 hours of rest, all Mental Fatigue is removed and all mana is recovered.

Ravaging: Ravagers

Ravaging is a way to gain mana for those who do not concern themselves with where the energy comes from—as long as it is not from themselves. Once they exhaust their mana points, the Ravager can attempt to continue casting spells by drawing on the life force of all living things around them.

Ravagers have no need to concentrate on where the energy originates from, and no concern for what is harmed by their evil acts. When casting spells in this manner, all living creatures within a specific radius of the spellcaster take physical damage. Ravaging always drains health and is not affected by Damage Reduction (DR). At the ravager's discretion, one of the following occurs:

- (1) All living creatures and flora within a 10 ft. radius take damage equal to the spell's mana cost, or
- (2) All creatures within a radius equal to 10 ft. times the spell's mana cost take 1 hp of damage.

A Ravager's act is instantly recognizable. Anyone within the circle feels their life essence drain from them, usually accompanied by a headache and chills. But even those outside of the affected radius are instantly aware. Small plants, such as grass and weeds, shrivel and turn black. Nearby lakes and streams become speckled with dead fish, and insects are instantly desiccated, like a cicada's molted skin.

When a caster *Ravages*, they roll a d20. On a natural 1, they fail their casting check and will pull the mana directly from themselves, causing physical damage equal to the mana cost of the failed spell.

As Ravagers continue to perform these heinous acts, many experience physical changes to their appearance. The effects are subtle at first; dark bags under the eyes, a lingering cough, dry or chapped lips, and the like. The effects become more noticeable over time, as the Ravager displays sunken or discolored eyes, sickly complexion, and dark veins running under their skin, and so forth. Some scholars claim that tales of hideous

twisted crones with greenish skin, long hooked noses, and warts were the result of Ravagers who overused their powers. If you choose to play a Ravager, be creative with the effects the magic has upon your character, to individualize and make your character distinctive.

Corruption Points

Every time a spellcaster Ravages, on purpose or by accident, their appearance can change as well as how others perceive them. As you gain Corruption, you become tainted and your appearance shows it. If spellcaster ravages to gain mana, they gain Corruption. Even if they are doing it for the best reasons, Ravaging leaves a mark.

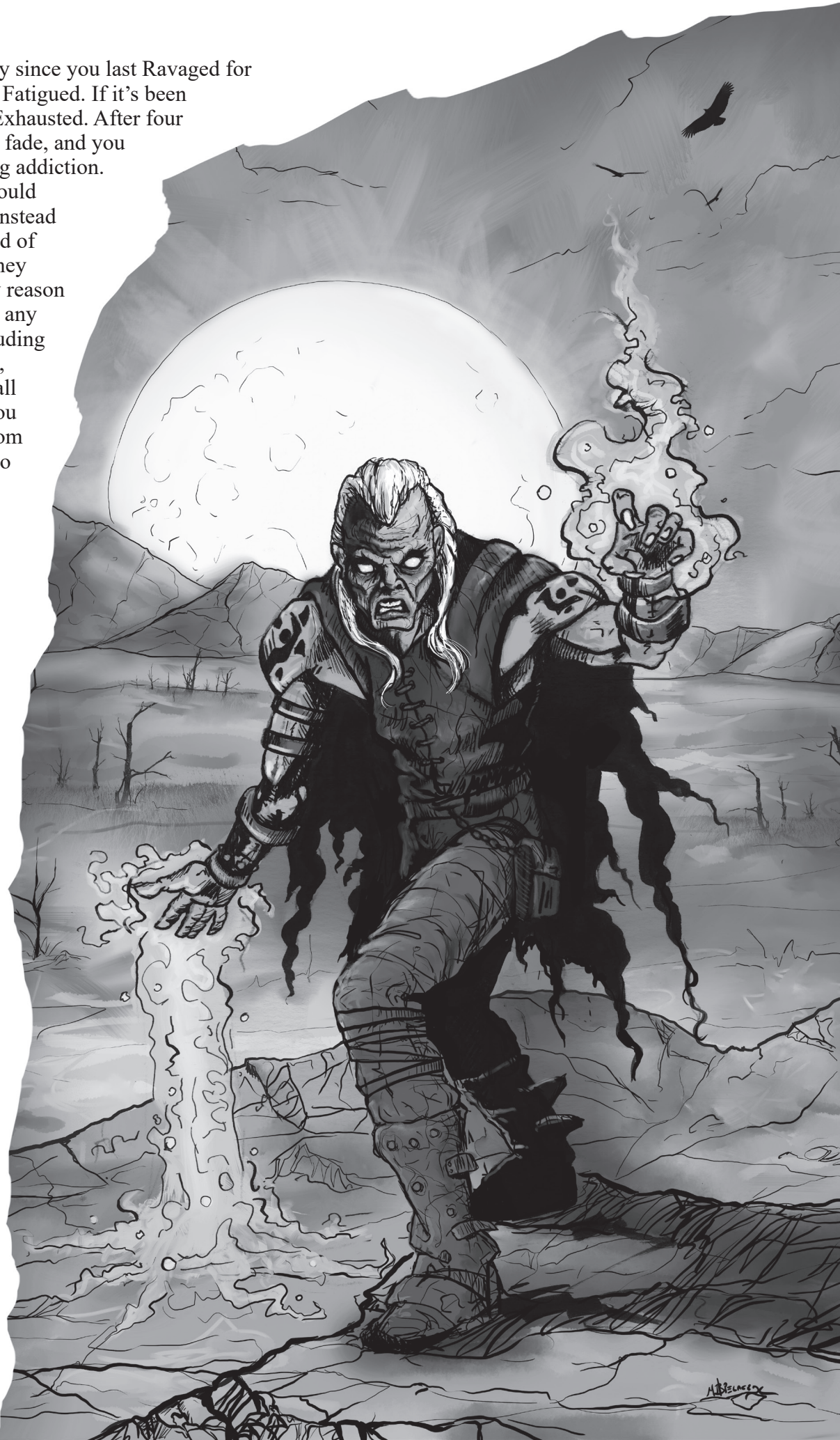
It takes at least one week in-game to remove one point of Corruption. An adventurer naturally loses one point of Corruption per week that they do not Ravage. They may do something that allows them to lose more than one point, but the effects of ravaging only recede at the maximum rate of three points of Corruption per week.

Corruption Points	Effects
1-2	No appearance change.
3-4	Blemishes on face or nose, bags under eyes.
5-6	Dark shadows around eyes, bluish lips.
7-8	Pale skin, slight showing of veins. -1 to Persuasion skill checks.
9-10	Hair becomes stringy or turns gray or white, gain a cough.
11-12	Eyes become pale or bloodshot, and fingernails elongate. -2 to Persuasion skill checks.
13-14	Eyes sink, skin becomes pale and sickly, with a yellow, green, or bluish tint.
15-16	Loss of weight, people feel uncomfortable around you. -3 to Persuasion skill checks. Gain Ravaging Hunger
17-18	Teeth become stained or rotten and some might fall out, body stench. Ravaging Hunger
19	Stooped posture, pale skin becomes wrinkled or glossy. -4 to Persuasion skill checks. Ravaging Hunger
20	Eyes become all white. Cannot hide the aura of evil around you. Ravaging Hunger
21-30	Hair falls out, skin pulled tight over bones, lose 1 Con, -5 to Persuasion skill checks. Ravaging Hunger
31+	For every ten Corruption points after 30 you permanently lose 1 Con and gain an additional -1 to Persuasion checks. Ravaging Hunger

Ravaging Hunger

If it's been at least one day since you last Ravaged for spell energy, you become Fatigued. If it's been two weeks, you become Exhausted. After four weeks, all of these effects fade, and you have broken your ravaging addiction.

Any spell or effect that would remove these conditions instead suspends them for a period of one minute, after which they resume. Ravaging for any reason accidental or otherwise at any point in this process, including after your symptoms fade, will immediately relieve all of these symptoms, but you will have to start again from the beginning to attempt to break it again.



Spellbook

Spell Summaries: Detailed spell descriptions in the following section.

Variable Mana Spells

Bend Sound	Bend sound to your will.
Bull's Strength	Subject gains Str for 1 min./level.
Cat's Grace	Subject gains Dex for 1 min./level.
Charm	Subject views caster as an ally.
Command	Subject obeys caster's command.
Detect Hidden	Detects hidden objects.
Dispel Magic	Cancels magical spells and effects.
Elemental Arrow	Fire a magic arrow of a chosen element.
Elemental Blast	An area effect blast of elemental energy.
Elemental Cone	A cone of elemental energy blasts from the caster's fingertips.
Elemental Rain	An area effect of elemental energy rains down damage.
Elemental Touch	Spellcaster's touch deals elemental damage.
Elemental Trap	A magical trap of elemental energy.
Elemental Wall	A wall of elemental energy.
Heal	Heals 1d6 +3 per 2 mana spent.
Fear	Cause fear in target.
Illusionary image	Creates a visual illusion.
Imbue Staff	Caster's staff gains +1 bonus to hit and extra subdual damage.
Invisibility	Make object or objects invisible.
Light	Command the power of light.
Mage Hand	Lift objects and move; weight based on mana spent.
Magic Weapon	Enchant a weapon, bonus based on mana spent.
Nondetection	Blocks divination spells.
Orb of Acid	Manifests a sphere of acid that can be used to attack or melt things.
Orillot's Fortitude	Subject gains Con for 1 min./level.
Polymorph	Transforming you or others based on mana.
Summon Creature	Manifests a creature to do the spellcaster's bidding.

0 Mana Spells: Zero mana spells can be cast at no cost to the mage

Arcane Mark	Inscribes a personal rune (visible or invisible).
Daze	Creature loses next action and suffers -2 on all rolls.
Detect Disease	Detects disease in one creature, object, or space.
Detect Magic	Detects spells and magic items within 60 ft..
Detect Poison	Detects poison in one creature or small object.
Minor Trick	Small tricks or sounds.
Mystic Compass	The caster discerns a cardinal direction of their choice.
Open/Close	Opens or closes small or light things.
Resistance	Subject gains +1 bonus on saving throws.

1 Mana Spells: One mana spells have a base cost of 1 mana point

Alarm	Wards an area for 2 hours/level.
Blessberry	Enchants 1d4 fresh berries. Gain +1 to Heroic Actions.
Calm Animals	Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
Comprehend Languages	Understand all spoken and written languages.
Detect Navirites	Reveals creatures from the Navirim within 60 ft..
Dream Call	Knocks Unconscious, Blinds, or Stuns 1d6 weak creatures.

Endure Elements	Ignores hot or cold environmental conditions.
Erase	Mundane or magical writing vanishes.
Expeditious Retreat	Doubles the caster's speed.
Feather Fall	Objects or creatures fall slowly.
Goodberry	Enchants 2d4 fresh berries, bestowing the ability for each to cure 1 hp.
Grease	Makes 10 ft. square area or one object slippery.
Harm	Touch, 1d8 +1 damage or heal undead for 1d8+1.
Hold Portal	Holds door shut.
Identify	Determines single feature of magic item.
Invisible Minion	Creates invisible force that obeys the caster's commands.
Jump	Subject gets a bonus to Jump checks.
Mage Bolt	1d4+1 damage which always hits the target. One bolt per two levels.
Magic Acorn	The acorn or other plant seed gain damage 1d6+1, plus entangles target for 1d3 rounds.
Magic Stone	Three stones gain +1 bonus to attack, deal 1d6+1 damage.
Message	Whispered conversation at distance.
Nigel's Energy Transfer	Transfer mana to another mage.
Pass without Trace	One subject/level leaves no tracks.
Ray of Enfeeblement	Ray reduces target's Str by 1.
Remove Fear	+4 bonus to saves against fear for one subject.
Shield	Invisible disc gives cover and blocks Mage Bolts.
Sleep	Put 2d4 HD of creatures into comatose slumber.
Snare	Plants entangle everyone in 40 ft. radius circle.
Spider Climb	Grants ability to walk on walls and ceilings.
True Strike	Adds +20 bonus to the caster's next attack roll.
Ventriloquism	Throws voice for 1 min./level.
Xavian's Warding Armor	Gives subject +4 bonus to armor.

3 Mana Spells: Three mana spells have a base cost of 3 mana points

Aid	+1 bonus to damage and saves against Fear, 1d8+CL temporary hit points.
Animal Messenger	Sends a Tiny animal to a specific place.
Animal Trance	Fascinates 2d6 HD of animals.
Arcane Lock	Magically locks a portal or chest.
Blindness/Deafness	Makes subject Blind or Deaf.
Blur	Subject gains Concealment
Darkness	20 ft. radius of supernatural darkness.
Darkvision	See 60 ft. in total darkness.
Delay Poison	Prevents poison from harming the subject for 1 hour/level.
Detect Thoughts	Allows "listening" to surface thoughts.
Elemental Sphere	A globe of elemental energy rolls in whatever direction you wish.
Fog Cloud	Fog obscures vision.
Gentle Repose	Preserves one corpse.
Glitterdust	Blinds creatures, outlines Invisible creatures.
Hold Creature	Holds one creature Helpless; 1 round/level.
Knock	Opens locked or magically sealed door.
Lesser Restoration	Dispels magic ability penalty or repairs 1d4 ability damage.
Levitate	Subject moves up and down at the caster's direction.
Locate Object	Senses direction toward object (specific or type).
Mirror Image	Creates decoy duplicates of the caster (1d4 +1 images).
Nigel's Sacrificial Energy	Convert hit points to mana and transfer it to another mage.
Phantom Trap	Makes item seem trapped.
Protection from Arrows	Subject immune to most ranged attacks.
Protection from the Never	All in a 10 ft. radius of charm gain +1 bonus vs. creatures from the Navirim, or protection from scrying through dreams.
Pyrotechnics	Turns fire into blinding light or choking smoke. Fills 20 ft. radius sphere with sticky spider webs.
Remove Paralysis	Frees one or more creatures from Paralysis, Hold, or Slow.

See Invisibility	Reveals invisible creatures or objects.
Silence	Negates sound in 15 ft. radius.
Soften Earth and Stone	Turns stone to clay or dirt to sand or mud.
Syn's Unstoppable Laughter	Subject loses actions for 1d3 rounds.
Web	Fills an area with sticky spider webs.
Whispering Wind	Sends a short message one mile/level.
Wood Shape	Rearranges wooden objects to suit the caster.
Zone of Truth	Subjects within range cannot lie.

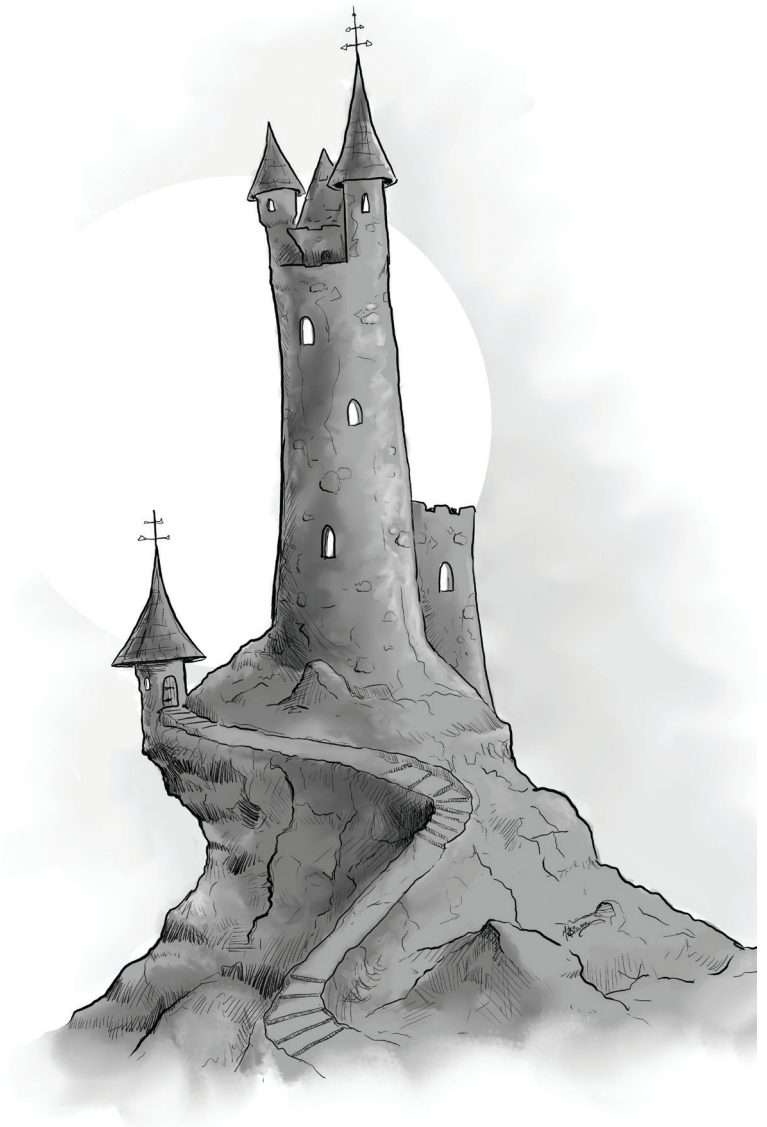
5 Mana Spells: Five mana spells have a base cost of 5 mana points

Animate Dead	Creates undead skeletons and zombies.
Bestow Curse	-3 penalty to an ability; -4 penalty to attacks, saves, and checks; or 50% chance of losing each action.
Clairvoyance	Hear or see at a distance for 1 min./level.
Contagion	Infects subject with chosen disease.
Disconnect	A spellcaster uses this spell to sever the ties to their body, often focusing on their last thought.
Displacement	50% chance of attacks missing.
Dominate Animal	Subject animal obeys silent mental commands.
Explosive Runes	Deals 6d6 damage when read.
Gaseous Form	Subject becomes insubstantial and can fly slowly.
Glyph of Warding	Inscription harms those who pass it.
Gust of Wind	Blows away or knocks down smaller creatures.
Haste	Extra partial action and +1 bonus to AC.
Illusory Script	Only intended reader can decipher.
Invisibility Purge	Dispels invisibility within 5 ft./level.
Neutralize Poison	Detoxifies venom in or on subject.
Phantom Steed	Magical horse appears for 1 hour/level.
Plant Growth	Grows vegetation, improves crops.
Poison	Touch deals 1d10 Con damage, repeats in 1 min.
Protection from Elements	Absorb 12 damage/level from one kind of energy.
Protection from Ravaging	10 ft. radius that ravaging effects cannot penetrate.
Remove Blindness/Deafness	Cures normal or magical conditions.
Remove Disease	Cures all diseases affecting subject.
Secret Page	Changes one page to hide its real content.
Shrink Item	Object shrinks to one-twelfth size.
Slow	One subject/level takes only partial actions; also suffers -2 penalty to AC and melee rolls.
Spike Growth	Creatures in area of effect take 1d4 damage and might be slowed.
Stinking Cloud	Nauseating vapors, 1 round/level.
Stone Shape	Sculpts stone into any form.
Stunning Trap	Creates text symbol that immobilizes reader.
Tongues	Speak any language.
Vampiric Touch	Touch deals 2d6 damage; caster gains damage as HP.
Water Breathing	Subjects can breathe underwater.
Water Walk	Subject treads on water as if solid.

7 Mana Spells : Seven mana spells have a base cost of 7 mana points

Arcane Eye	Invisible floating eye moves 30 ft./round.
Confusion	Makes subject behave oddly for 1 round/level.
Detect Scrying	Alerts the caster of magical eavesdropping.
Dimensional Anchor	Bars extradimensional movement.
Dismissal	Forces a creature to return to the Navirim on successful Heroic Action.
Dreamwalk	A spellcaster can bring their waking consciousness into the Navirim.

Elemental Shield	A shield of element protects the caster.
Emotion	Arouses strong emotion in subject.
Freedom of Movement	Subject moves normally despite impediments.
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, etc.).
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.
Locate Creature	Indicates direction to familiar creature.
Minor Globe of Invulnerability	Stops spells of lower cost.
Rainbow Pattern	Lights prevent 24 HD of creatures from attacking or moving away.
Remove Curse	Frees object or person from curse.
Repel Vermin	Insects, spiders, rodents, and other vermin stay 10 ft. away.
Resilient Sphere	Force globe protects, but traps, one subject.
Restoration	Restores level and ability modifier drains.
Rusting Grasp	The caster's touch corrodes iron and alloys.
Scrying	Spies on subject from a distance.
Sending	Delivers short message anywhere, instantly.
Shape Nature	Mage asks natural object to change form. Must be a raw item.
Solid Fog	Blocks vision and slows movement.
Stoneskin	Stops blows, cuts, stabs, and slashes.
True Seeing	Subject sees things as they truly are.
Void Tentacles	8d4 +2 tentacles grapple randomly within 20 ft. radius.



Spell Descriptions

Aid

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: 1 creature

Duration: 1 minute per level

Saving Throw: None

Type: Buff

Aid grants the target a +1 bonus to damage rolls and saves against Fear effects, plus temporary hit points equal to 1d8 + caster level.

Alarm

Mana: 1

Casting Time: 1 Standard Action

Range: 25 ft.

Target: 20 ft. radius from target: point

Duration: 2 hours per level

Saving Throw: None

Type: Utility

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the Alarm. You decide at the time of casting whether the Alarm will be mental or audible.

Animal Messenger

Mana: 3

Casting Time: 1 Standard Action

Range: 25 ft.

Target: One Tiny animal

Duration: One day per level

Saving Throw: None

Type: Utility

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Animal Trance

Mana: 3

Casting Time: 1 Standard Action

Range: 25 ft.

Target: Animals or magical beasts

Duration: Concentration

Saving Throw: Will negates

Type: Mind

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

Animate Dead

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: One or more corpses

Duration: See below

Saving Throw: None

Type: Creation

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead.

The undead you create remains under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the

newly-created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.)

Skeletons

A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies

A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Arcane Eye

Mana: 7

Casting Time: 10 minutes

Range: Unlimited

Target: N/A

Duration: 1 minute per level

Saving Throw: None

Type: Utility

You create an invisible magical sensor that sends you visual information. You can create the Arcane Eye at any point you can see, but it can then travel outside your line of sight without hindrance. An Arcane Eye travels at 30 ft. per round (300 ft. per minute) if viewing an area ahead as a person would (primarily looking at the floor) or 10 ft. per round (100 ft. per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The Eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1" in diameter. The Eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an Arcane Eye. If you do not concentrate, the Eye is inert until you concentrate again.

Arcane Lock

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: Door, chest, or portal

Duration: Permanent

Saving Throw: None

Type: Utility

An Arcane Lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own Arcane Lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking it or with a successful Dispel Magic or Knock spell. Add 10 to the normal DC to break open a door or portal affected by this spell. (A Knock spell does not remove an Arcane Lock; it only suppresses the effect for 10 minutes.)

Arcane Mark

Mana: 0

Casting Time: 1 Standard Action

Range: Touch

Target: Any non-living

Duration: Permanent

Saving Throw: None

Type: Utility

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An Arcane Mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible Mark is made, a Detect Magic spell causes it to glow and be visible, though not necessarily understandable.

Bend Sound

Mana: Varies

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Varies, see text

Duration: 1 round per level

Saving Throw: Will disbelief (if interacted with)

Type: Damage

Mana 0: You can bend sound to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound Ghost Sound creates when casting it and cannot thereafter change the sound's basic character. You can enhance the effectiveness of a Silent Image spell with this.

Mana 1: You create a loud, ringing noise. It can break brittle, non-magical objects; deafen an opponent, non-magical object; or damage a crystalline creature.

Used as an area attack, this can destroy non-magical objects

of crystal, glass, ceramic, or porcelain. All such objects within a 5 ft. radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than one pound per your level are not affected, but all other objects of the appropriate composition are shattered.

You create a loud clap that deafens one target for 2d4 rounds. A successful Fortitude save reduces the time by half.

Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 8d6), with an Fortitude save for half damage.

Mana 3: You bend sound to counter and dispel a Silence spell by a Heroic action vs the opposing mage using the Spellcraft Skill.

Mana 5: You blast an area with a tremendous cacophony. Every creature in the area takes 3d8 points of sonic damage and must succeed on an Fortitude save to avoid being Stunned for 1 round. Creatures that cannot hear are not Stunned but are still damaged. This cannot penetrate a Silence spell, so a mage would have to dispel the silence

Mana 7: You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful Will save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level. This cannot penetrate a Silence spell, so a mage would have to dispel the silence

Bestow Curse

Mana: 5
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Type: Mind

You place a curse on the subject. Choose one of the following three effects:

- A -3 penalty to an ability modifier (minimum ability modifier -2).

- A -4 penalty to attack rolls, saves, ability checks, and skill checks.

- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You can also invent your own curse, but it should be no more powerful than those described above.

Blessberry

Mana: 1
Casting Time: 1 Standard Action
Range: Touch
Target: Edible berries
Duration: Berries last 1 day per level; Effects of eating last 1 hour per level
Saving Throw: None
Type: Buff

You enchant berries to enhance those who eat them. A single berry gives the consumer a +1 bonus to Heroic Actions and sustenance for a day.

Blindness/Deafness

Mana: 3
Casting Time: 1 Standard Action
Range: 100 ft.
Target: One living creature
Duration: Permanent
Saving Throw: Fortitude negates
Type: Debuff

Twisting the energies of magic, you cause one subject to become Blind or Deafened, as you choose.

Blur

Mana: 3
Casting Time: 1 Standard Action
Range: Touch
Target: Creature touched
Duration: 1 minute per level
Saving Throw: Will negates (harmless)
Type: Buff

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject Concealment (+2 to AC) against Ranged and Ranged Magic attacks. Melee and Touch attacks bypass this Concealment.

Bull's Strength

Mana: Varies

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject becomes stronger. The spell grants a bonus to a creature's Strength score, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

1 Mana +1 to Str

3 Mana +2 to Str

5 Mana +3 to Str

7 Mana +4 to Str

Calm Animals

Mana: 1

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Animals within 30 ft. of each other

Duration: 1 minute per level

Saving Throw: Will negates

Type: Mind

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two can be more than 30 ft. apart. The maximum number of hit dice of animals you can affect is equal to 2d4 + caster level. A dire animal or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not Helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Cat's Grace

Mana: Varies

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates

Type: Buff

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants an enhancement bonus to the creature's Dexterity score, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

1 Mana +1 to Dex

3 Mana +2 to Dex

5 Mana +3 to Dex

7 Mana +4 to Dex

Charm

Mana: Varies

Casting Time: 1 Standard Action

Range: 25 ft.

Target: One creature

Duration: 1 hour per level

Saving Throw: Will negates

Type: Mind

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

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Heroic Action to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

1 Mana: Charm affects one creature 3HD or lower.

3 Mana: Charm affects one creature 5HD or lower.

5 Mana: Charm affects one creature 7HD or lower.
7 Mana: Charm affects one creature of any size, HD, or type.

Clairvoyance

Mana: 5
Casting Time: 10 minutes
Range: 400 ft.
Target: Magical sensor
Duration: 1 minute per level
Saving Throw: None
Type: Utility

Clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10 ft. radius around the center of the spell's effect. Clairvoyance functions only on the plane of existence you are currently occupying.

Command

Mana: Varies
Casting Time: 1 Standard Action
Range: 25 ft.
Target: One living creature
Duration: Varies
Saving Throw: Will negates
Type: Mind

You give the subject a simple or complex command and they are forced to obey. The complexity of the command determines its mana cost as does the duration it will take the creature to complete the task. The spell has no effect on undead or a creature that doesn't understand your language. The command cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

1 Mana: Single word command like “drop, halt, or flee.”
Target's obeys on their next action and can do nothing but follow the command for 1 round.
3 Mana: Simple command like “pick that sword up” or

“don't hurt him.” Target's obeys on their next action and can do nothing but follow the command for one round per caster level.

5 Mana: Complicated command like “Throw all your weapons in the river” or “Stop fighting and behave yourself.” Target's obeys on their next action and can do nothing but follow the command for 1 minute per caster level.

7 Mana: Complex command to carry out some service or to refrain from some action or course of activity, as desired by you. Target obeys on their next action and must continue to obey for One Day per caster level or until discharged.

If the duration is longer than 1 round and the subject is prevented from obeying the Command, it takes a -1 penalty to each of its ability modifiers. Each day, another -1 penalty accumulates, up to a total of -4. No ability modifier can be reduced to less than -4 by this effect. The ability modifier penalties are removed 24 hours after the subject resumes obeying the Command.

Comprehend Languages

Mana: 1
Casting Time: 1 Standard Action
Range: Self
Target: Self
Duration: 10 minutes per level
Saving Throw: None
Type: Utility

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the Secret Page and Illusory Script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Confusion

Mana: 7

Casting Time: 1 Standard Action

Range: 100 ft.

Target: All creatures in 15 ft. radius

Duration: 1 round per level

Saving Throw: Will negates

Type: Mind

This spell causes the targets to become Confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d% Behavior

01-10 Attack caster with melee or ranged weapons (or close with caster if attack is not possible).

11-20 Act normally.

21-50 Do nothing but babble incoherently.

51-70 Flee away from the caster at top possible speed.

71-100 Attack the nearest creature (for this purpose, a familiar counts as part of the subject's self).

A Confused character who 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 character who is attacked automatically attacks its attackers on its next turn, as long as it is still Confused when its turn comes. Note that a Confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Contagion

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Living creature touched

Duration: Instant

Saving Throw: Fortitude negates

Type: Damage

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The DC noted is for the subsequent saves (use Contagion's normal save DC for the initial saving throw).

Disease	DC	Damage
Blinding sickness	16	1d4 Str
Cackle fever	16	1d6 Wis
Filth fever	12	1d3 Dex and 1d3 Con
Mindfire	12	1d4 Int
Red ache	15	1d6 Str
Shakes	13	1d8 Dex
Slimy doom	14	1d4 Con

Darkness

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: Object touched

Duration: 10 minutes per level

Saving Throw: None

Type: Utility

This spell causes an object to radiate shadowy illumination out to a 20 ft. radius. All creatures in the area gain full concealment (+4 AC). Even creatures that can normally see in such conditions (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by Darkness.

If Darkness is cast on a small object that is then placed inside or under a light-proof covering, the spell's effect is blocked until the covering is removed.

Darkness counters and dispels a Light spell (one with the light descriptor) by a Heroic action vs the opposing mage using the Spellcraft Skill.

Darkvision

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 hour per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject gains the ability to see 60 ft. even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Daze

Mana: 0

Casting Time: 1 Standard Action

Range: 25 ft.

Target: One creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Type: Mind

This enchantment clouds the mind of a creature with 4 or fewer Hit Dice so that it loses its next action and suffers -2 to all rolls during that round. Creatures of 5 or more HD are not affected. A Dazed subject is not stunned, so attackers get no special advantage against it.

Delay Poison

Mana: 3

Casting Time: Reaction

Range: Touch

Target: Creature touched

Duration: 1 hour per level

Saving Throw: Fortitude negates (harmless)

Type: Buff

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay Poison does not cure any damage that poison might have already done in previous rounds.

Detect Disease

Mana: 0

Casting Time: 1 Standard Action

Range: 25 ft.

Target: One creature, one object, or a 5 ft. cube

Duration: Instantaneous

Saving Throw: None

Type: Utility

You determine whether a creature, object, or area has been diseased. You can determine the exact type of disease with a DC 20 Will check. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Hidden

Mana: Varies

Casting Time: 1 Standard Action

Range: 60 ft.

Target: Cone-shaped emanation

Duration: Concentration, up to 1 minute per level

Saving Throw: None

Type: Utility

1 Mana: Detect Snares, Pits, Traps, and Secret Doors under DC20 Thievery checks.

3 Mana: Detect Snares, Pits, Mundane Traps, Magical Traps, and Secret Doors at or above DC20 Thievery checks.

You can detect hidden, non living, mortal made objects. It does not detect natural hazards or objects hidden by natural means (vines, undergrowth, fallen rocks). The spell may detect any of the above listed at the same time, but does not reveal how a trap may be disarmed, or a hidden door may be opened.

Detect Magic

Mana: 0

Casting Time: 1 Standard Action

Range: 60 ft.

Target: Area Around Caster

Duration: Concentration, up to 1 minute per level

Saving Throw: None

Type: Utility

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject:

1st Round

Presence or absence of magical auras.

2nd Round

Number of different magical auras and the power of the most potent aura.

3rd Round

The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the type of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a non-spell effect.)

Magical areas, multiple types of magic, or strong local magical emanations might distort or conceal weaker auras.

Aura Strength

An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura

A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Navirites

Mana: 1

Casting Time: 1 Standard Action

Range: 60 ft.

Target: Area around caster

Duration: Concentration up to 1 minute per level

Saving Throw: None

Type: Utility

You can detect the aura that surrounds creatures from the Navirim. The amount of information revealed depends on how long you study a particular area:

1st Round

Presence or absence of Navirite auras.

2nd Round

Number of Navirite auras in the area and the strength of the strongest aura present.

3rd Round

The strength and location of each Navirite aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength

The strength of an aura is determined by the HD of the creature, as given on the following table:

HD	Aura Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Lingering Aura

A Navirite aura lingers after its original source is destroyed. If Detect Navirite is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength Duration of Lingering Aura

Faint 1d6 rounds

Moderate 1d6 minutes

Strong 1d6×10 minutes

Overwhelming 1d6 days

Each round, you can turn to detect Navirites in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Poison

Mana: 0

Casting Time: 1 Standard Action

Range: 25 ft.

Target: One creature, one object, or a 5 ft. cube

Duration: Instantaneous

Saving Throw: None

Type: Utility

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Detect Scrying

Mana: 7

Casting Time: 1 Standard Action

Range: 40 ft. radius emanation centered on you

Target: Self

Duration: 24 hours

Saving Throw: None

Type: Utility

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Detect Thoughts

Mana: 3

Casting Time: 1 Standard Action

Range: 60 ft.

Target: Cone-shaped emanation

Duration: Concentration, up to 1 minute per level

Saving Throw: Will negates; see text

Type: Mind

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject:

1st Round

Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round

Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round

Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt blocks it.

Dimensional Anchor

Mana: 7

Casting Time: 1 Standard Action

Range: 100 ft.+ 10 ft. per level

Target: Ray

Duration: 1 minute per level

Saving Throw: None

Type: Debuff

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra dimensional travel.

A Dimensional Anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, Dimensional Anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Disconnect

Mana: 5

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: 1 hour per level

Saving Throw: None

Type: Utility

The spellcaster uses this spell to sever their ties to their body. They feel no pain or remorse, often focusing on the last thing they thought of before casting the spell. During this trance, the spellcaster has a much higher chance of connecting their consciousness to the Navirim.

While affected by the Disconnect spell, the spellcaster's body can no longer be detected by Detect Thoughts.

Dismissal

Mana: 7

Casting Time: 1 Standard Action

Range: 30 ft.

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: Heroic Action, see text

Type: Utility

This spell forces an extraplanar creature back to its proper plane if it fails a Heroic Action: Caster Spellcasting vs. Will of defender. If the spell is successful, the creature is instantly whisked away to the Navirim.

Dispel Magic

Mana: Variable

Casting Time: Free Action or Reaction

Range: 100 ft.

Target: One spellcaster, creature, or object; or 20 ft. radius burst

Duration: Instantaneous

Saving Throw: None

Type: Debuff

You can use Dispel Magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by Dispel Magic. Dispel Magic can dispel (but not counter) spell-like effects just as it does spells.

You choose to use Dispel Magic in one of three ways: a targeted dispel, an area dispel, or a counterspell:

5 Mana: Targeted Dispel

One object, creature, or spell is the target of the Dispel Magic spell. You make a dispel check (1d20 + your Spellcraft) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's mana. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes non-magical for the duration of the effect. An interdimensional interface (such as a satchel of holding) is temporarily closed. A magic item's physical properties are unchanged: a suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

5 Mana: Area Dispel

When Dispel Magic is used in this way, the spell affects everything within a 20 ft. radius.

For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the Dispel Magic spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected.

For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel.

For each ongoing area of effect spell whose point of origin is within the area of the Dispel Magic spell, you can make a dispel check to dispel the spell.

For each ongoing spell whose area overlaps that of the Dispel Magic spell, you can make a dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by monster summoning) is in the area, you can make a dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel spells targeting the creature or object.

You can choose to automatically succeed on dispel checks against any spell that you have cast.

Variable Mana: Counter Spell

You may cast Dispel Magic as a Reaction. This means you can cast Dispel at a spell currently being cast. The spellcaster must state they are casting Dispel Magic before they know what spell the opposing mage is casting. They must state how much Mana they are using with Dispel Magic. If the mana spent is equal to or greater than the mana used by the opposing spell, they have a chance to dispel that magic. Both casters roll a Heroic Action using their spellcraft skill, the higher roll winning. If the caster using Dispel Magic wins, the other spellcaster uses mana as if they cast their spell, but the spell is dispelled.

Displacement

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 round per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject of this spell appears to be about two feet away from its true location. The creature benefits from +4 AC as if it had Total Concealment. However, unlike actual Total Concealment, Displacement does not prevent enemies from targeting the creature normally. True Seeing reveals its true location. Once a displaced target takes any damage, Total Concealment from this spell is lost until the creature's next action, when they must spend a Free Action to reestablish Total Concealment.

Dominate Animal

Mana: 5

Casting Time: 1 round

Range: 30 ft.

Target: One animal

Duration: 1 round per level

Saving Throw: Will negates

Type: Mind

You can enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate Animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it can undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell counts as a Move Action.

Dream Call

Mana: 1

Casting Time: 1

Range: 15 ft.

Target: Cone-shaped burst

Duration: Instant

Saving Throw: Will Negates

Type: Mind

A cone of swirling energy springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.

Each creature within the cone is affected according to its Hit Dice.

2 HD or less

The creature is Unconscious, Blinded, and Stunned for 2d4 rounds, then Blinded and Stunned for 1d4 rounds, and then Stunned for 1 round. (Only living creatures are knocked Unconscious.)

3 or 4 HD

The creature is Blinded and Stunned for 1d4 rounds, then Stunned for 1 round.

5 or more HD

The creature is Stunned for 1 round.

Sightless creatures are not affected by Dream Call.

Dreamwalk

Mana: 7

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: 1 hour per level

Saving Throw: None

Type: Utility

A spellcaster can bring their waking consciousness into the Navirim during sleep. They cannot control where they end up. Anything that happens to them in this state also happens to their physical body. They can wake from this dream at any time, unless bound to the Navirim by another entity or spell.

Elemental Arrow

Mana: Varies

Casting Time: 1 Standard Action

Range: Varies

Target: One creature or object

Duration: 1 round +1 round per three levels

Saving Throw: None

Type: Damage

A magical arrow(s) of a chosen energy type (fire, water, earth, air, ice, or electricity) springs from your hand and speeds to its target(s). You must succeed on a Magical Attack vs touch AC to hit a target. You cast a separate arrow for each d6 worth of damage, and you may direct each arrow at a different target. Arrows must all be of a matching elemental energy.

Each arrow deals damage with no splash damage. The effect lasts for an additional round for every three caster levels, unless somehow neutralized, dealing another 1d4 points of damage per arrow in each additional round.

Mana 1: 1d8+3 Damage 60 ft. Range.

Mana 3: 2d8+4 Damage 120 ft. Range

Mana 5: 3d8+5 Damage, 250 ft. Range

Mana 7: 4d8+6 Damage, 350 ft. Range

On top of the base damage, elemental blast has the following effects:

- Fires cause flammable items to catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, or full plate).
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Blast

Mana: Varies

Casting Time: 1 Standard Action

Range: Varies

Target: Varies

Duration: Instant

Saving Throw: Reflex save for half

Type: Damage

A small ball of energy leaves your hand and travels to an intending target area and bursts into a spherical blast of elemental energy. You can choose any elemental energy (fire, water, earth, air, ice, or electricity) available to you that you have control over.

1 Mana 1d6 damage, 5 ft. radius sphere, 50 ft. range.

3 Mana 3d6 damage, 10 ft. radius sphere, 100 ft. range.

5 Mana 5d6 damage, 20 ft. radius sphere, 200 ft. range.

7 Mana 7d6 damage, 30 ft. radius sphere, 300 ft. range.

On top of the base damage, elemental blast has the following effects:

- Fire causes flammable items to catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, .or full plate).
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Cone

Mana: Varies

Casting Time: 1 Standard Action

Range: 15 ft.

Target: Cone-shaped burst

Duration: Instant

Saving Throw: Reflex save for half

Type: Damage

A cone of energy shoots from your fingertips. Any creature in the area of the energy takes elemental damage based on mana. You can choose any elemental energy (fire, water, earth, air, ice, or electricity) available to you that you have control over.

1 Mana 1d4+1 damage, 15 ft. cone.

3 Mana 2d4+2 damage, 15 ft. cone.

5 Mana 3d4+3 damage, 15 ft. cone.

7 Mana 4d4+4 damage, 15 ft. cone.

On top of the base damage, elemental cone has the following effects:

- Fire causes flammable items to catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, .or full plate).
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Rain

Mana: Varies

Casting Time: 1 Standard Action

Range: Varies

Target: Varies

Duration: 1 round

Save: Reflex for half

Type: Damage

A chosen element (fire, water, earth, air, ice, or electricity) rains down from above in the area of effect.

1 Mana 1d4 damage, 10 ft. radius sphere, 50 ft. range.
3 Mana 3d4+1 damage, 15 ft. radius sphere, 100 ft. range.
5 Mana 5d4+3 damage, 30 ft. radius sphere, 200 ft. range.
7 Mana 7d4+5 damage, 40 ft. radius sphere, 300 ft. range.

On top of the base damage, elemental cone has the following effects:

- Fire causes flammable items to catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, .or full plate).
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Shield

Mana: 7

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: 1 round per level

Saving Throw: None

Type: Damage

This spell wreaths you in elemental energy (fire, water, earth, air, ice, or electricity) and causes damage to each creature that attacks you in melee.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6+1 points of damage. Creatures wielding weapons with reach are not subject to this damage if they attack you.

The special powers of each version are as follows:

Fire Shield

The flames are warm to the touch. You take only half damage from ice-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save. You cast light for 30 ft. Successful attacks from water or ice-based attacks cut the remaining duration in half.

Cold Shield

The shimmering shield is cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Water Shield

This liquid shield flows over your body. You take only half damage from fire and earth-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Electric Shield

Arcs of lightning crisscross your body. You take only half damage from air and earth-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save. Successful attacks from water-based attacks cut the remaining duration in half.

Earth Shield

Rough earth covers your body. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Air Shield

An invisible barrier covers you. You take only half damage from air and electrical-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save. Successful attacks from earth-based attacks cut the remaining duration in half.

Elemental Sphere

Mana: 3

Casting Time: 1 Standard Action

Range: 100 ft.

Target: 5 ft. diameter sphere

Duration: 1 round per level

Saving Throw: None

Type: Damage

A globe of elemental energy rolls in whichever direction you point, and strikes a target with a successful Magic Attack. It moves 30 ft. per round. If it enters a space with a creature, it stops moving for the round and deals an effect based on the elemental type. An Elemental Sphere rolls over barriers less than 4 ft. tall. You can choose any elemental energy (fire, water, earth, air, ice, or electricity) available to you that you have control over.

An Elemental Sphere gains the following powers based on the type of element.

- Fire causes flammable items to catch fire and burn. Low melting point metals melt. This causes 2d6 damage and lasts for an additional round unless put out.
- Water puts out mundane fires and does 3d6 damage to creatures of the elemental type fire.
- Ice slows creatures by 1/2 and does 2d6 cold damage.
- Earthen spikes impale the target for 2d6 damage. Caster may try to surround and grapple the target with the Sphere with a successful Heroic action (Int vs target Dex). If successful, the target is grappled and the sphere can not move until the target is let loose.
- Electricity does 2d6 damage, with an extra 1d4 damage to anyone in heavy metal armor (chainmail, breastplate, half plate, or full plate).
- Air causes a Medium or smaller target to lift into the

air and crash down for 1d6 damage. The target can be moved up to 10 ft. and lands prone.

The Elemental Sphere moves as long as you actively direct it (a Move Action for you); otherwise, it merely stays at rest. The surface of the Sphere has a spongy, yielding consistency and so does not cause damage except by its elemental energy. It cannot push aside unwilling creatures or batter down large obstacles. An Elemental Sphere winks out if it exceeds the spell's range.

Elemental Touch

Mana: Varies

Casting Time: 1 Standard Action

Range: Touch

Target: One target

Duration: Instant

Saving Throw: None

Type: Damage

Your grasp is imbued with the power of an element. You can choose any elemental energy (fire, water, earth, air, ice, or electricity) available to you that you have control over.

- 1 Mana 1d8+1 damage.
- 3 Mana 2d8+2 damage.
- 5 Mana 3d8+3 damage.
- 7 Mana 4d8+4 damage.

On top of the base damage, elemental cone has the following effects:

- Fire causes flammable items to catch fire and burn. Low melting point metals melt.
- Water puts out mundane fires.
- Ice slows creatures by 1/2. Athletics savings throw to negate.
- Earth covers the objects in dust and dirt, outlining any invisible objects or creatures.
- Electricity does an extra 1d4 damage to anyone in heavy metal armor.
- Air knocks Medium or smaller creatures prone. Reflex savings throw to negate falling.

Elemental Trap

Mana: Variable

Casting Time: 10 minutes

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: Reflex half; see text

Type: Trap

Elemental Trap creates an explosion when an intruder opens the item or touches the surface that the trap protects. An Elemental Trap can ward any object that can be opened and closed or touched. You can choose any elemental energy (fire, water, earth, air, ice, or electricity) available to you that you have control over.

When casting Elemental Trap, you select a point on the object as the spell's center. When someone other than you opens, closes, or touches the object, an explosion fills the area within a variable radius around the spell's center. The item protected by the trap is not harmed by this explosion.

1 Mana 1d4 damage, 5 ft. radius sphere.

3 Mana 2d4 damage, 5 ft. radius sphere.

5 Mana 3d4 damage, 10 ft. radius sphere.

7 Mana 4d4 damage, 10 ft. radius sphere.

An Elemental-Trapped item cannot have a second closure or warding spell placed on it.

A Knock spell does not bypass an Elemental Trap. An unsuccessful Dispel Magic spell does not detonate the spell.

The caster can use the Elemental-Trapped object or space without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning an Elemental-Trapped object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as Elemental Trap are hard to detect and disable. A Rogue (only) can use the Thievery skill to find the runes and to thwart them. The DC in each case is 25.

Elemental Wall

Mana: Varies

Casting Time: 1 Standard Action

Range: 100 ft.

Target: Chosen location

Duration: Concentration + 1 round per level

Saving Throw: None

Type: Damage

You summon forth a wall of elemental energy, blocking a pathway or encircling yourself. You can choose any elemental energy (fire, water, earth, air, ice, or electricity) available to you that you have control over.

Mana 1: A 10 ft. long by 10 ft. tall by 1 ft. wide wall that does 1d4+1 damage to any who pass through.

Mana 3: A 20 ft. long by 10 ft. tall by 1 ft. wide wall that does 3d4+3 damage to any who pass through.

Mana 5: A 40 ft. long by 10 ft. tall by 1 ft. wide wall that does 3d6+3 damage to any who pass through. The wall may also be used to encircle the caster with a 5 ft. radius. The wall can be off center so there is space for other medium or small creatures.

Mana 7: A 50 ft. long by 10 ft. tall by 1 ft. wide wall that does 5d6+5 damage to any who pass through. The wall may also be used to encircle the caster with a 10 ft. radius. The wall can be off center so there is space for other medium or small creatures. The caster may also cause energy to radiate off of one side of the wall to do 1d4+1 damage to any within 10 ft. of the wall.

Emotion

Mana: 7

Casting Time: 1 Standard Action

Range: 100 ft.

Target: All creatures in 15 ft. radius

Duration: Concentration

Saving Throw: Will negates

Type: Mind

This spell arouses a single emotion of your choice in the target. You can choose any one of the following versions:

Despair

The enchanted creatures suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion: Despair dispels Emotion: Hope.

Fear

The enchanted creatures flee from you whenever they are in sight of you. Emotion: Fear dispels Emotion: Rage.

Friendship

The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. Emotion: Friendship dispels Emotion: Hate.

Hate

The enchanted creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). Emotion: Hate dispels Emotion: Friendship.

Hope

The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion: Hope dispels Emotion: Despair.

Rage

The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. Emotion: Rage does not stack with Berserker Rage or with itself. Emotion: Rage dispels Emotion: Fear.

Endure Elements

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Type: Buff

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure Elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Erase

Mana: 1

Casting Time: 1 Standard Action

Range: 30 ft.

Target: One scroll, or two pages

Duration: Instant

Saving Throw: See text

Type: Utility

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove Explosive Runes, a Glyph of Warding, or an Arcane Mark, but not Illusory Script or a Stunning Trap spell. Non-magical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing non-magical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a Spellcraft skill check (1d20 + Spellcraft) against DC 15. (A natural 1 or 2 is always a failure on this check.) If you fail to erase Explosive Runes or a Glyph of Warding you accidentally activate that writing instead.

Expeditious Retreat

Mana: 1

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: 1 minute per level

Saving Throw: None

Type: Buff

This spell doubles your base land speed (this adjustment does not stack with Talents or other spells). There is no effect on other modes of movement, such as burrow, climb, fly, or swim. This effect is broken if the subject does any action except movement.

Explosive Runes

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: One touched object weighing no more than 10 lb

Duration: Permanent until discharged (D)

Saving Throw: See text

Type: Damage

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 ft. of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic or Erase spell, but attempting to dispel or erase the runes and failing to do so triggers the explosion.

Note: Magic traps such as Explosive Runes are hard to detect and disable. A Rogue (only) can use the Thievery skill to find the runes and to thwart them. The DC in each case is 25.

Fear

Mana: Varies

Casting Time: 1 Standard Action

Range: 60 ft.

Target: Varies

Duration: 1 round per level; see text

Saving Throw: Will

Type: Mind

You cause fear to creatures based on the mana spent.

Mana 1: With a successful magic attack, a single target becomes Shaken.

Mana 3: With a successful magic attack, a single target becomes Scared.

Mana 5: With a successful magic attack, one creature per caster level becomes Scared.

Mana 7: With a successful magic attack, one creature per caster level becomes Panicked.

After the initial round, a Scared or Panicked creature may roll a Will check Vs 10+ spellcaster's Spellcraft skill. With a successful save, the target recovers and only becomes Shaken for the duration of the spell.

Feather Fall

Mana: 1

Casting Time: 1 Reaction

Range: 30 ft.

Target: One Medium or smaller free falling object or creature per level, no two of which can be more than 20 ft. apart

Duration: Until landing or 1 round per level

Saving Throw: Will negates (harmless) or Will negates (object)

Type: Utility

The affected creatures or objects fall slowly. Feather Fall instantly changes the rate at which the targets fall to a mere 60 ft. per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is an immediate action, allowing you to cast this spell even when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather Fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Fog Cloud

Mana: 3

Casting Time: 1 Standard Action

Range: 100 ft.+ 10 ft. per level

Target: Fog spreads in 20 ft. radius, 20 ft. high

Duration: 10 minutes per level

Saving Throw: None

Type: Utility

A bank of fog billows out from the point you designate. The fog obscures all sight, including Darkvision, beyond 5 ft.. A creature within 5 ft. has Concealment (attacks have a 20% miss chance). Creatures farther away have Total Concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Freedom of Movement

Mana: 7

Casting Time: 1 Standard Action

Range: Self or touch

Target: Self or creature touched

Duration: 10 minutes per level

Saving Throw: None

Type: Buff

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as Paralysis, Solid Fog, Slow, and Web. The subject automatically succeeds on any Heroic Action made to resist a Grapple attempt, as well as on Grapple checks or checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The Freedom of Movement spell does not, however, allow water breathing.

Gaseous Form

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Willing corporeal creature touched

Duration: 2 minutes per level

Saving Throw: Fortitude if resisted

Type: Buff

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity,

natural bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10 vs. magic and becomes immune to poison and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 ft. (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects might be moot.

Gentle Repose

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: Corpse touched

Duration: One day per level

Saving Throw: Will negates (object)

Type: Utility

You preserve the remains of a dead creature so that it does not decay. Doing so effectively extends the time limit on raising that creature from the dead (see Raise Dead). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Glitterdust

Mana: 3

Casting Time: 1 Standard Action

Range: 100 ft. + 10 ft. per level

Target: Creatures and objects within 10 ft. radius spread

Duration: 1 round per level

Saving Throw: Will negates (blinding only)

Type: Utility

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and creates visible outlines around invisible things for the duration of

the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust can not hide.

Glyph of Warding

Mana: 5

Casting Time: 10 minutes

Range: Touch

Target: Object touched or up to 5 ft. square per level

Duration: Permanent until discharged

Saving Throw: See text

Type: Trap

This powerful inscription harms those who enter, pass, or open the warded area or object. A Glyph of Warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set the conditions of the Ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively, or in addition to a password trigger, Glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. They cannot be set according to class, Hit Dice, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple Glyphs cannot be cast on the same area. However, if a cabinet has three drawers, each can be separately Warded.

When casting the spell, you weave a tracery of faintly-glowing lines around the warding sigil. A Glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the Glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, Polymorph, and Nondetection (and similar magical effects) can fool a Glyph, though non-magical disguises and the like can't. Comprehend Languages allows you to identify a Glyph of Warding with a DC 13 Spellcraft check. Identifying the Glyph does not discharge it and allows you to know the basic nature of the Glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as Glyph of Warding are hard to detect and disable. A Rogue (only) can use the Thievery skill to find the runes and to thwart them. The DC in each case is 20.

Depending on the version selected, a Glyph either blasts the intruder or activates a spell.

Blast Glyph

A Blast Glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 10 ft. of him or her. The damage type is chosen by the caster upon casting (fire, ice, acid, electricity or sonic) Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph

You can store any harmful spell of 3 mana or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the Glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect it is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the Glyph.

Goodberry

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Fresh Berries

Duration: Permanent until eaten or food spoils

Saving Throw: None

Type: Healing

The spellcaster enchants 2d4 fresh berries, fruit, or vegetables; bestowing the ability for each to cure 1 hp (max 8 hp per 24 hours for any one creature). Eating one also provides the sustenance of an entire meal.

Grease

Mana: 1

Casting Time: 1 Standard Action

Range: 30 ft.

Target: One object or a 10 ft. square

Duration: 1 round per level (D)

Saving Throw: See text

Type: Trap

A Grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item.

Gust of Wind

Mana: 5

Casting Time: 1 Standard Action

Range: 60 ft.

Target: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: 1 round

Saving Throw: Fortitude negates

Type: Debuff

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4×10 ft., taking 1d4 points of nonlethal damage per 10 ft.. If flying, a Tiny or smaller creature is blown back 2d6×10 ft. and takes 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures are knocked prone by the force of the wind, or if flying are blown back 1d6×10 ft..

Medium creatures are unable to move forward against the force of the wind, or if flying are blown back 1d6×5 ft..

Large or larger creatures can move normally within a Gust of Wind effect.

A Gust of Wind can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty to ranged attacks and Awareness checks in the area of a Gust of Wind.

The force of the Gust of Wind automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a Gust of Wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, capsize a small boat, and blow gasses or vapors to the edge of its range.

Hallucinatory Terrain

Mana: 7

Casting Time: 10 minutes

Range: 500 ft.

Target: One 30 ft. cube per level (S)

Duration: 2 hours per level (D)

Saving Throw: Will disbelief (if interacted with)

Type: Mind

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Harm

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Type: Damage

Harm charges a subject with negative energy that deals damage and gives the target a negative aura per mana spent. If the creature successfully saves, harm deals half this amount and suffers no negative aura. If Harm is used on undead, it heals them instead of harming them and the negative aura becomes a positive bonus.

1 Mana 1d8 damage and negative aura causes target to suffer -1 to all rolls for 1 round.

3 Mana 2d8 damage and negative aura causes target to suffer -1 to all rolls for 2 rounds.

5 Mana 3d8 damage and negative aura causes target to suffer -2 to all rolls for 2 rounds.

7 Mana 4d8 damage and negative aura causes target to suffer -2 to all rolls for 4 rounds.

The negative aura can be dispelled with the spells Heal or Dispel Magic.

Haste

Mana: 5

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Self or creature touched

Duration: 1 round per level

Saving Throw: Fortitude negates (harmless)

Type: Buff

The transmuted creatures move and act more quickly than normal. This extra speed has several effects:

A hasted creature gains an additional Move Action.

Once per round while hasted, a hasted creature may make one extra attack with any weapon they are holding using a Move Action. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Multiple haste effects don't stack. Haste dispels and counters Slow.

Heal

Mana: Varies

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Type: Healing

When laying your hand upon a living creature, you channel energy that cures the target.

1 mana heals 1d6 +3

3 mana heals 2d6+6

5 mana heals 3d6+9

7 mana heals 4d6+12

Hold Creature

Mana: 3

Casting Time: 1 Standard Action

Range: 100 ft.

Target: One creature

Duration: 1 round per level; see text

Saving Throw: Fortitude negates; see text

Type: Debuff

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject can attempt a new saving throw to end the effect. (This is a full-round action that does not provoke attacks of opportunity.)

A winged creature who is paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and will drown.

Hold Portal

Mana: 1

Casting Time: 1 Standard Action

Range: 100 ft.

Target: One portal, up to 20 ft. sq. per level

Duration: 1 minute per level

Saving Throw: None

Type: Utility

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

For a portal affected by this spell, add 10 to the normal DC for forcing open the portal.

Identify

Mana: 1

Casting Time: 1 hour

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Type: Utility

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function perfectly when used on an artifact, but may provide clues to the artifact's properties.

Illusionary Image

Mana: Varies

Casting Time: 1 Standard Action

Range: 300 ft.

Target: Empty space

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Type: Mind

Mana 1: The illusion can be seen, but lacks sound, smell, texture, or temperature.

Mana 3: The illusion can be seen and has minor sounds, but not speech, smell, texture, or temperature.

Mana 5: The illusion can be seen and has full speech, smell, and temperature.

Mana 7: The illusion can be seen and has full speech, smell, texture, and temperature.

This spell creates the visual illusion of an object, creature, or force, as visualized by you.

Illusory Script

Mana: 5

Casting Time: 1 minute or longer; see text

Range: Touch

Target: One touched object weighing no more than 10 lb

Duration: One day per level

Saving Throw: Will negates; see text

Type: Mind

You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script

appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character.

Any unauthorized creature attempting to read the Illusory Script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the Illusory Script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. An affected creature never obeys suicidal or obviously harmful orders. If successfully dispelled by Dispel Magic, the Illusory Script and its secret message disappear. The hidden message can be read by a combination of the True Seeing spell with the Comprehend Languages spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Illusory Wall

Mana: 7

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Image 1 ft. x 10 ft. x 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Type: Mind

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

Imbue Staff

Mana: Varies

Casting Time: 2 minutes

Range: Touch

Target: Self

Duration: 1 hour per caster level

Saving Throw: None

Type: Buff

1 Mana: The spellcaster's staff gains +1 to hit and +1d4 subdual damage.

3 Mana: The spellcaster's staff gains +1 to hit and +2d4 subdual damage.

5 Mana: The spellcaster's staff gains +1 to hit and +3d4 subdual damage.

Invisibility

Mana: Varies

Casting Time: 1 Standard Action

Range: Self or touch

Target: You or a creature or object weighing no more than 100 lb per level

Duration: 1 minute per level

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Type: Buff

3 Mana: The creature or object touched becomes Invisible, vanishing from sight, even from Darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see Invisible things or you employ magic to do so. Detect Magic senses that magic is being used in the area, but can not pinpoint the invisible creature.

Items dropped or put down by an Invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the Invisible creature. Light, however, never becomes Invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 ft. from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature or casts any other spell,

5 Mana: This spell functions like Invisibility, except that this spell confers invisibility upon all creatures within 10 ft. of the recipient. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become Invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends..

7 Mana: This spell functions like the 3 mana Invisibility, except it doesn't end if the subject attacks or casts a spell.

Invisibility Purge

Mana: 5

Casting Time: 1 Standard Action

Range: Self

Target: You

Duration: 1 minute per level

Saving Throw: None

Type: Buff

You surround yourself with a sphere of power with a radius of 5 ft. per caster level that negates all forms of invisibility.

Anything Invisible becomes visible while in the area.

Invisible Minion

Mana: 1

Casting Time: 1 Standard Action

Range: 30 ft.

Target: One invisible, mindless, shapeless servant

Duration: 1 hour per level

Saving Throw: None

Type: Utility

An Invisible Minion is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and

the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 ft..

The minion cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the minion ceases to exist.

Jump

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject's jump abilities are doubled for the duration of the spell.

Knock

Mana: 3

Casting Time: 1 Standard Action

Range: 100 ft.

Target: One door, box, or chest with an area of up to 10 ft. sq. per level

Duration: Instantaneous; see text

Saving Throw: None

Type: Utility

The Knock spell opens stuck, barred, locked, held, or Arcane-Locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). If used to open an Arcane Locked door, the spell does not remove the Arcane Lock but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. The effect is limited by the area. Each spell can undo as many as two means of preventing egress.

Lesser Restoration

Mana: 3

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Type: Healing

Lesser restoration dispels any magical effects reducing one of the subject's ability modifiers or cures 1d4 points of temporary ability damage to one of the subject's ability modifiers. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. Lesser Restoration also darkness restores 20 Sanity damage.

Levitate

Mana: 3

Casting Time: 1 Standard Action

Range: Self or 25 ft. + 5 ft. per 2 levels

Target: You or one willing creature or one object (total weight up to 100 lb per level)

Duration: 1 minute per level

Saving Throw: None

Type: Utility

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 ft. each round; doing so is a Move Action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty to attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Light

Mana: Varies

Casting Time: 1 Standard Action

Range: 100 ft.

Target: creatures and objects in a 5 ft. radius

Duration: 1 minute per level

Saving Throw: Varies

Type: Utility

The Light spell conjures a magical light of varying strength.

Mana 0: Light causes an object to glow like a torch, shedding bright light in a 20 ft. radius (and dim light for an additional 20 ft.) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Mana 1: You create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wispes), or one faintly glowing, vaguely creature-like shape. They must stay within 10 ft. of each other. The lights move at 100 ft. per round. You can use these lights to blind or distract a foe giving them a -1 to all rolls until the light spell is canceled or the caster stops concentrating. These lights can also be used to outline hidden foes. Outlined creatures do not benefit from the concealment normally provided by darkness-based effects (though a 2nd-level or higher magical Darkness effect functions normally), Blur, Displacement, Invisibility, or similar effects.

Mana 3: You may enchant an item that sheds light as bright as full daylight in a 60 ft. radius, and dim light for an additional 60 ft. beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. This is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. A mana 3 (or above) Light spell counters and dispels a Darkness spell (one with the darkness descriptor) by a Heroic action vs the opposing mage using the Spellcraft Skill.

If cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Mana 5: Focusing light like a ray of the sun, you project a blast of light from your open palm. You must succeed

on a magic attack to strike your target. A creature struck takes 2d8 points of damage. An undead creature takes an additional 4 damage per caster level.

Mana 7: A 10 ft. glowing ball of light energy comes into existence casting light as bright as the sun. You may summon this within the 100 ft. range of the spell, and the light fills a 300 ft. radius. Any within 40 ft. of the sphere take 3d8 damage. Undead take 6d8 damage. This is the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

Locate Creature

Mana: 7

Casting Time: 1 Standard Action

Range: 400 ft.

Target: Circle, centered on you, with a radius of 400 ft.

Duration: 10 minutes per level

Saving Throw: None

Type: Utility

This spell functions like Locate Object, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 ft.) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by Nondetection and Polymorph spells.

Locate Object

Mana: 3

Casting Time: 1 Standard Action

Range: 400 ft.

Target: Circle, centered on you, with a radius of 400 ft. + 40 ft. per level

Duration: 1 minute per level

Saving Throw: None

Type: Utility

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item first hand (not through Divination).

The spell can be blocked by a thin sheet of lead. Creatures cannot be found by this spell. Polymorph fools it.

Mage Bolt

Mana: 1

Casting Time: 1 Standard Action

Range: 100 ft.

Target: One creature per bolt

Duration: Instant

Saving Throw: None

Type: Damage

A bolt of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. You can summon one bolt for every two caster levels.

The bolt strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. Each bolt can target a different creature.

Mage Hand

Mana: Varies

Casting Time: 1 Standard Action

Range: 50 ft.

Target: One person or object

Duration: Concentration / 1 round per caster level

Saving Throw: Reflex for half

Type: Damage

0 mana: You point your finger at an object (up to 5 lbs) and can lift it and move it at will from a distance. As a Move Action, you can propel the object as far as 15 ft. in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

1 Mana: Same as above, but now you can lift or move up to 40lbs.

3 Mana: Same as above, but now you can lift or move up to 80lbs.

5 Mana: Same as above, but now you can lift or move up to 120lbs. If desired, you can use the force of your Mage Hand to also pummel or pull a target for 2d6 damage per round as well as move it.

7 Mana: Same as above, but now you can lift or move up to 250 lbs, and cause 4d6+4 damage per round.

Magic Acorn

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: An acorn or plant seed

Duration: 48 hours

Saving Throw: Reflex partial

Type: Damage

The spellcaster enchants an acorn or other plant seed. The seed will then become a missile that causes 1d6+1 damage, with a chance to entangle the target for 1d3 rounds. If the target rolls a successful reflex save, they do not become entangled.

Magic Stone

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Up to three pebbles touched

Duration: 30 minutes or until discharged

Saving Throw: Will negates (harmless, object)

Type: Damage

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 ft.. If slung, treat them as sling bullets (range increment 50 ft.). The spell gives them a +1 enhancement bonus to attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus).

Magic Weapon

Mana: Variable

Casting Time: 1 Standard Action

Range: Touch

Target: Weapon touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless, object)

Magic Weapon gives a melee weapon an enhancement bonus to attack and damage rolls. Up to 20 ranged ammo may also be affected.

1 Mana: +1 to attack and damage.

3 Mana: +2 to attack and damage

5 Mana: +3 to attack and damage.

You can't cast this spell on a natural weapon, such as an unarmed strike.

Message

Mana: 1

Casting Time: 1 Standard Action

Range: 100 ft.

Target: One creature per level.

Duration: 10 minutes per level

Saving Throw: None

Type: Utility

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the Message. When you whisper, the whispered Message is audible to all targeted creatures within range. Magical Silence, one foot of stone, one inch of common metal (or a thin sheet of lead), or three feet of wood or dirt blocks the spell. 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's range. The creatures that receive the Message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Minor Globe of Invulnerability

Mana: 7

Casting Time: 1 Standard Action

Range: 10 ft.

Target: 10 ft. radius sphere, centered on caster

Duration: 1 round per level.

Saving Throw: None

Type: Buff

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area of effect of any such spells does not include the area of the Minor Globe of Invulnerability. Such spells fail to affect any target located within the Globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, any type of spell can be cast through or out of the magical Globe. Spells of 4th level and higher are not affected by the Globe, nor are spells already in effect when the Globe is cast. The Globe can be brought down by a targeted Dispel Magic spell, but not by an area Dispel Magic. You can leave and return to the Globe without penalty.

Note that spell effects are not disrupted unless their effects enter the Globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether Minor Globe of Invulnerability stops it.

Minor Trick

Mana: 0

Casting Time: 1 Standard Action

Range: 10 ft.

Target: See text

Duration: 1 hour

Saving Throw: See text

Type: Utility

A minor trick that novice spellcasters use for practice. Once cast, a Minor Trick spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A Minor Trick can slowly lift one pound of material. It can color, clean, or soil items in a 1 ft. cube each round. It can chill, warm, or flavor one pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Minor Trick can create small objects, but they look crude and artificial. The materials created by a Minor Trick spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a Minor Trick lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Mirror Image

Mana: 3

Casting Time: 1 Standard Action

Range: Self; see text

Target: Self

Duration: 1 minute per level (D)

Saving Throw: None

Type: Buff

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror Image creates 1d4 images plus one image. These figments separate from you and remain in a cluster, each within 5 ft. of at least one other figment or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which is the image. The figments can also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on.

Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a fireball).

While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Mystic Compass

Mana: 0

Casting Time: 1 Standard Action

Range: Touch

Target: Self

Duration: 10 minutes

Saving Throw: None

Type: Utility

The spellcaster discerns a cardinal direction of their choice. They see a faint blue glow in the chosen direction for the duration of the spell.

Neutralize Poison

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Creature or object of up to 1 ft. cubed per level touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless, object)

Type: Utility

You detoxify any sort of poison or venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the caster's option.

Nigel's Energy Transfer

Mana: 1

Casting Time: 1 round

Range: 100 ft.

Target: Another spellcaster

Duration: Instant

Saving Throw: None

Type: Utility

A spellcaster meditates for one round and transfers some of their mana and energy to another spellcaster. The transferring spellcaster can decide to transfer as much mana as they have, minus the one mana cost of the spell.

Nigel's Sacrificial Energy

Mana: 3

Casting Time: 1 round

Range: 400 ft.

Target: Another spellcaster

Duration: Instant

Saving Throw: None

Type: Utility

A spellcaster can transmute their hit points into mana for another spellcaster. Beyond the cost of the spell, the transfer is 3 hit points to 1 point of mana to another caster. The damage done is lethal damage to the casting spellcaster.

Nondetection

Mana: Varies

Casting Time: 1 Standard Action

Range: Touch

Target: Creature or object touched

Duration: 1 hour per level

Saving Throw: Will negates (harmless, object)

3 Mana: Hide an inanimate object from scrying.

5 Mana: Hide a creature and all of its carried possessions from scrying.

The warded creature or object becomes difficult to detect by divination spells such as Clairaudience/Clairvoyance, Locate Object, and Detect spells. Nondetection also prevents location by such magic items as crystal balls.

Open/Close

Mana: 0

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Object weighing up to 30 lb or portal that can be opened or closed

Duration: Instant

Saving Throw: Will negates (object)

Type: Utility

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures might be beyond this spell's ability to affect.

Orb of Acid

Mana: Varies

Casting Time: 1 Standard Action

Range: Varies

Target: Varies

Duration: Instant

Saving Throw: See text

Type: Damage

An orb of acid flies from your hand towards an intended target. You must succeed at a Magic Attack to hit. The acid does initial damage, and continues to burn the target for rounds afterwards.

The acid can be used to burn through inanimate objects such as doors, locks, and more. Damage to inanimate objects is the same as damage to a living target and it bypasses the hardness of the object.

Mana 1: 1d4 damage plus 1d4 damage for 1 round per caster level.

Mana 3: 3d4 damage plus 1d4+1 damage for 1 round per caster level.

Mana 5: 5d4 damage plus 2d4+2 damage for 1 round per caster level.

Mana 7: 7d4 damage plus 2d4+3 damage for 1 round per caster level.

Orillot's Fortitude

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless)

Type: Buff

The subject becomes filled with fortitude. The spell grants a bonus to a creature's Constitution score, adding the usual benefits to Hit Points, Skills, and other uses of the Con modifier.

1 Mana +1 to Con

3 Mana +2 to Con

5 Mana +3 to Con

7 Mana +4 to Con

Gained hit points are lost at the end of the spell, affecting the Max Hit Points, not causing damage.

Pass without Trace

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: One creature per level touched

Duration: 1 hour per level

Saving Throw: Will negates (harmless)

Type: Utility

The target or targets can move through any type of terrain and leave neither footprints nor scent; tracking the target(s) is impossible by non-magical means.

Phantom Steed

Mana: 5

Casting Time: 10 minutes

Range: 10 ft.

Target: space within 10 ft.

Duration: 1 hour per level

Saving Throw: None

Type: Utility

You conjure a Large, quasi-real, horse-like creature. The Steed can be ridden only by you or by the one person for whom you specifically created the mount. A Phantom Steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points +1 hit point per caster level. If it loses all its hit points, the Phantom Steed disappears. A Phantom Steed has a speed of 20 ft. per caster level, to a maximum of 160 ft.. It can bear its rider's weight plus up to 10 pounds per caster level.

Phantom Trap

Mana: 3

Casting Time: 1 Standard Action

Range: Object touched

Target: Small Mechanism

Duration: Permanent

Saving Throw: None

Type: Utility

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock,

hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

Plant Growth

Mana: 5

Casting Time: 1 Standard Action

Range: See text

Target: See text

Duration: Instantaneous

Saving Throw: None

Type: Utility

Plant Growth has different effects depending on the version chosen.

Overgrowth

This effect causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a long range (400 ft.) + 40 ft. per caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 5 ft., or 10 ft. for Large or larger creatures. The area must have brush and trees in it for this spell to take effect.

At your option, the area can be a 100 ft. radius circle, a 150 ft. radius semicircle, or a 200 ft. radius quarter circle.

You can designate places within the area that are not affected.

Enrichment

This effect targets plants within a range of one-half mile, raising their potential productivity over the course of the next year to one-third above normal.

This spell has no effect on plant creatures.

Poison

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Living creature touched

Duration: Instant

Saving Throw: Fortitude negates

Type: Damage

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage one minute later. Each instance of damage can be negated by a Fortitude save.

Polymorph

Mana: Varies

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: 10 minutes per level

Saving Throw: Will

Type: Utility

1 Mana: You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem up to one foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

3 Mana: You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. You retain your own ability modifiers. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack). You gain special abilities based on the new form such as low light or dark vision. You may also gain climb and or swim speed up to 20 ft. You can not gain any major special abilities such as breath weapons, water breathing, or flight*.

When the change occurs, your equipment, if any, either

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

5 Mana: You assume the form of a creature of any type. The new form must be within one size category of your normal size. The assumed form can't have more Hit Dice than your caster level. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. You can gain special abilities such as breath weapons, water breathing, or flight*.

7 Mana: You can turn another into a creature of any type. The new form can be of the same type as the subject or any of the following types: aberration, animal, draconic, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin. The assumed form can't have more Hit Dice than your caster level (or the subject's HD, whichever is lower). You can't cause a subject to assume a form smaller than Fine, nor can you cause a subject to assume an incorporeal or gaseous form. The subject's creature type and subtype (if any) change to match the new form.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary ability damage and provide other benefits

of resting; and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity, and Constitution scores of the new form but retains its own Intelligence, Wisdom, and Charisma scores. It also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. You can gain special abilities such as breath weapons, water breathing, or flight*.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature with the shapechanger subtype can revert to its natural form as a Standard Action.

*Special abilities gained are decided between the SG and the player. Final say goes to the SG.

Protection from Arrows

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 hour per level or until discharged

Saving Throw: Will negates (harmless)

Type: Buff

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10 vs. mundane ranged weapons. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Protection from Elements

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level or until discharged

Saving Throw: Fortitude negates (harmless)

Type: Buff

Protection from Elements grants temporary immunity to the type of energy you specify when you cast it (Fire, Water, Ice, Electricity, Earth, Air). When the spell absorbs 12 points per caster level of energy damage (to a maximum of

96 points at 8th level), it is discharged.

Protection from Ravaging

Mana: 5

Casting Time: 1 Standard Action

Range: 30 ft.

Target: 10 ft. radius sphere

Duration: 10 minutes per level or until discharged

Saving Throw: Fortitude negates (harmless)

Type: Buff

The spellcaster creates a 10 ft. radius sphere of protection. Any spell cast with Ravaging magic can not penetrate this sphere.

Protection from the Never

Mana: 3

Casting Time: 1 Standard Action

Range: 10 ft.

Target: A small object

Duration: 10 minutes per level

Saving Throw: None

Type: Buff

All in a 10 ft. radius of charmed object gain a +1 bonus to AC vs. Fey (Navirite) creatures, or protection from scrying through dreams.

Pyrotechnics

Mana: 3

Casting Time: 1 Standard Action

Range: 400 ft.

Target: One fire source, up to a 20 ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw: Will negates or Fortitude negates; see text

Type: Utility

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose. This spell requires Elemental Focus: Fire or a nearby source of flame.

Fireworks

The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 ft. of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have

line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud

A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 ft. in all directions and lasts for one round per caster level. All sight, even Darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Rainbow Pattern

Mana: 7

Casting Time: 1 Standard Action

Range: 100 ft.

Target: Colorful lights with a 20 ft. radius spread

Duration: Concentration +1 round per level

Saving Throw: Will negates

Type: Mind

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow Pattern fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its save is fascinated by the pattern.

With a simple gesture (a Free Action), you can make the Rainbow Pattern move up to 30 ft. per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the Pattern still try to follow it. If the Pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

Ray of Enfeeblement

Mana: 1

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Single creature

Duration: 1 minute per level

Saving Throw: None

Type: Debuff

A coruscating ray springs from your hand. You must succeed on a magic attack to strike a target. The subject takes a -1 penalty to Strength. The subject's Strength cannot drop below -2.

Remove Blindness/Deafness

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Type: Healing

Remove Blindness/Deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove Blindness/Deafness counters and dispels Blindness/Deafness.

Remove Curse

Mana: 7

Casting Time: 1 Standard Action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Type: Healing

Remove Curse instantaneously removes all curses on an object or a creature. Remove Curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. At the SG's discretion, certain curses cannot be countered by this spell, or countered only by a caster of a certain level or higher,

Remove Curse counters and dispels Bestow Curse.

Remove Disease

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: Instant

Saving Throw: Fortitude negates (harmless)

Type: Healing

Remove Disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. At the SG's discretion, certain special diseases cannot be countered by this spell, or countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date

Remove Fear

Mana: 1

Casting Time: 1 Standard Action

Range: 30 ft.

Target: One creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

Duration: 10 minutes; see text

Saving Throw: Will negates (harmless)

Type: Healing

You instill courage in the subject, granting it a +4 morale bonus against Fear effects for 10 minutes. If the subject is under the influence of a Fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove Fear counters and dispels Cause Fear.

Remove Paralysis

Mana: 3

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Up to four creatures, no two of which can be more than 30 ft. apart

Duration: Instant

Saving Throw: Will negates (harmless)

Type: Healing

You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a Slow spell. If the spell is cast on one creature,

the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability modifiers reduced by penalties, damage, or drain effects.

Repel Vermin

Mana: 7

Casting Time: 1 Standard Action

Range: 10 ft.

Target: See text

Duration: 10 minutes per level

Saving Throw: None or Will negates; see text

Type: Utility

An invisible barrier holds back vermin. Vermin with Hit Dice fewer than one-third your level cannot penetrate the barrier.

Vermin with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

Resilient Sphere

Mana: 7

Casting Time: 1 Standard Action

Range: 30 ft.

Target: 8 ft. sphere

Duration: 1 minute per level

Saving Throw: Reflex negates

Type: Buff

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the Sphere. The Sphere contains its subject for the spell's duration. The Resilient Sphere is not subject to damage from a targeted Dispel Magic spell. Nothing can pass through the Sphere, inside or out, though the subject can breathe normally.

The Sphere cannot be physically moved either by people outside it or by the struggles of those within.

Resistance

Mana: 0

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Type: Buff

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus to saves.

Restoration

Mana: 7

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Type: Healing

This spell dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by Restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability modifier (your choice if more than one is drained). It also eliminates any Fatigue or Exhaustion suffered by the target.

Rusting Grasp

Mana: 7

Casting Time: 1 Standard Action

Range: Touch

Target: One non-magical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature

Duration: See text

Saving Throw: None

Type: Utility

Any iron or iron-alloy item you touch becomes instantaneously rusted, pitted, and worthless, effectively destroyed. If the item is so large that it cannot fit within a 3

ft. radius, only a 3 ft. radius volume of the metal is rusted and destroyed. Magic items made of metal are immune to this spell.

You can employ Rusting Grasp in combat with a successful melee touch attack. Rusting Grasp used in this way instantaneously destroys 1d6 points of Armor Class gained from metal armor (to the maximum amount of protection the armor offered) through corrosion.

Weapons in use by an opponent targeted by the spell are more difficult to grasp. You must succeed on a melee touch attack against the weapon. A metal weapon that is hit is destroyed.

Note: Striking at an opponent's weapon provokes an attack of opportunity. Also, you must touch the weapon and not the other way around.

Against a ferrous creature, Rusting Grasp instantaneously deals 3d6 points of damage +1 per caster level per successful attack. The spell lasts for one round per level, and you can make one melee touch attack per round.

Scrying

Mana: 7

Casting Time: 1 hour

Range: See text

Target: Magical sensor

Duration: 1 minute per level

Saving Throw: Will negates

Type: Utility

You can see and hear some creature, which can be at any distance. You must be very familiar with the creature or person. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 ft. in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 ft.. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition,

the following spells have a 5% chance per caster level of operating through the sensor: Detect Magic, and Message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Secret Page

Mana: 5

Casting Time: 10 minutes

Range: Touch

Target: Page touched, up to 3 ft. square in size

Duration: Permanent

Saving Throw: None

Type: Utility

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can even be changed to show another spell. Explosive Runes can be cast upon the Secret Page.

A Comprehend Languages spell alone cannot reveal a Secret Page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page, and return it to its Secret Page form at will. You can also remove the spell by double repetition of the special word. A Detect Magic spell reveals dim magic on the page in question but does not reveal its true contents. True Seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with Comprehend Languages. A Secret Page spell can be dispelled, and the hidden writings can be destroyed by means of an Erase spell.

See Invisibility

Mana: 3

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: 10 minutes per level

Saving Throw: None

Type: Buff

You can see any objects or beings that are Invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain

invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Sending

Mana: 7

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Type: Utility

You contact a particular creature with which you are familiar and send a short message of no more than twenty-five words to the subject. The subject recognizes you if it knows you. It can answer in a like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes could worsen this chance considerably.)

Shape Nature

Mana: 7

Casting Time: 5 rounds

Range: 60 ft.

Target: One raw item

Duration: Permanent

Saving Throw: None; see text

Type: Utility

A spellcaster casts a spell which allows them to communicate to a natural object, such as a tree, stone, or ore. The caster can then ask the item to form to a desired item. The object cannot destroy itself, nor can it change size.

This spell was learned from the elves, and was used often when building elven living spaces.

Shield

Mana: 1

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: 1 minute per level

Saving Throw: None

Type: Buff

Shield creates an invisible, tower shield-sized mobile disk of force that hovers in front of you. It negates Mage Bolt attacks directed at you. The disk also provides a +4 shield bonus to AC and a +2 bonus to Touch AC vs spells. This bonus applies against incorporeal touch attacks, since it is a force effect.

Shrink Item

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: One touched object of up to 2 ft. cubed per level

Duration: One day per level; see text

Saving Throw: Will negates (object)

Type: Utility

You are able to shrink one non-magical item (if it is within the size limit) to 1/12 of its normal size in each dimension. This change effectively reduces the object's size by four categories. Optionally, you can also change its now shrunken composition to a cloth like one. Objects changed by a Shrink Item spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original caster. Even a burning fire and its fuel can be shrunk by this spell. Restoring the shrunken object to its normal size and composition ends the spell.

Silence

Mana: 3

Casting Time: 1 Standard Action

Range: 400 ft.

Target: 20 ft. radius sphere centered on target creature, object, or space

Duration: 1 minute per level

Saving Throw: Will negates; see text or none (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells with verbal components cannot be cast,

and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks.

Sleep

Mana: 1

Casting Time: 1 round

Range: 100 ft.

Target: See text

Duration: 1 minute per level

Saving Throw: Will negates

Type: Debuff

A sleep spell causes a magical slumber to come upon 2d4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a Standard Action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Slow

Mana: 5

Casting Time: 1 Standard Action

Range: 30 ft.

Target: One creature per level, no two of which can be more than 30 ft. apart

Duration: 1 round per level

Saving Throw: Will negates

Type: Debuff

An affected creature moves and attacks at a drastically slowed rate. A Slowed creature can take only a single Move Action or Standard Action each turn, but not both (nor can it take full-round actions). Additionally, it takes a -1 penalty

to attack rolls, AC, and Reflex saves. A Slowed creature moves at half its normal speed (round down to the next 5 ft. increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple Slow effects don't stack. Slow counters and dispels Haste.

Snare

Mana: 1

Casting Time: 1 Standard Action

Range: 100 ft.

Target: Plants in a 40-ft.-radius spread

Duration: 1 min per level

Saving Throw: Reflex partial

Type: Trap

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not snared but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to snare all creatures that have avoided or escaped entanglement.

Soften Earth and Stone

Mana: 3

Casting Time: 1 Standard Action

Range: 30 ft.

Target: 10 ft. sphere per level

Duration: Instantaneous

Saving Throw: None

Type: Utility

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10 ft. square area to a depth of one to four feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a Reflex save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move

through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they might not have been able to affect before.

While Soften Earth and Stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or 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, most well-built structures will only be damaged by this spell, not destroyed. .

Solid Fog

Mana: 7

Casting Time: 1 Standard Action

Range: 100 ft.

Target: Empty Space

Duration: 1 minute per level

Saving Throw: None

Type: Utility

This spell functions like Fog Cloud, but in addition to obscuring sight, the Solid Fog is so thick that any creature attempting to move through it progresses at a speed of 5 ft., regardless of its normal speed, and it takes a -2 penalty to all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into Solid Fog is slowed, so that each 10 ft. of vapor it passes through reduces falling damage by 1d6. A creature can't take a 5 ft. step while in Solid Fog.

However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Spider Climb

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Utility

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner, but once they have stopped moving, they only need two points of contact with the surface. The subject may “hang” from the surface and use weapons, shields, or cast spells.

The subject gains a climb speed of 20 ft.; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A Spider-Climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the Sprint talent while climbing.

Spike Growth

Mana: 5

Casting Time: 1 Standard Action

Range: 100 ft.

Target: One 20 ft. square

Duration: 1 hour per level

Saving Throw: Reflex partial

Type: Trap

Any ground-covering vegetation in the spell’s area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, Spike Growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell’s area takes 1d4 points of piercing damage for each 5 ft. of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a Reflex save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a Heal spell (which also restores lost hit points). 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.

Stinking Cloud

Mana: 5

Casting Time: 1 Standard Action

Range: 100 ft.

Target: Cloud spreads in 20 ft. radius, 20 ft. high

Duration: 1 round per level

Saving Throw: Fortitude negates; see text

Type: Damage

Stinking Cloud creates a bank of fog that is nauseating. Living creatures in the cloud become Nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each Nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stone Shape

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Stone or stone object touched, up to 10 ft. cubed + 1 ft. cube per level

Duration: Instantaneous

Saving Throw: None

Type: Utility

You can form an existing piece of stone into any shape that suits your purpose. While it’s possible to make crude coffer, doors, and so forth with Stone Shape, fine detail isn’t possible. There is a 30% chance that any shape including moving parts simply doesn’t work.

Stoneskin

Mana: 7

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level or until discharged

Saving Throw: Will negates (harmless)

Type: Buff

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/amarnium or legacy. (It ignores the first 10 points of

damage each time it takes damage from a weapon, though an amarnium or legacy weapon bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 80 points), it is discharged.

The subject has their movement halved for the duration of the spell.

Stunning Trap

Mana: 5

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent until discharged

Saving Throw: Will negates

Type: Trap

The spellcaster creates a symbol hidden among the writing of a book. When someone reads the symbol, they must make a Will save or be stunned until released by the caster.

While trapped, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the spell provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends. A trapped subject can also be released with a Dispel Magic spell.

Summon Creature

Mana: Variable

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Empty space

Duration: 1 round per caster level

Saving Throw: None

Type: Creation

This spell summons the consciousness of a creature in the Navirim and places it in a body formed of the caster's mana. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability.

If the spellcaster spends more mana, they can summon more powerful creatures.

Examples of Summoned Creatures:

Summoned creatures are not actually living creatures, but instead manifestations of the mage's power. They have the same powers, but might manifest in different forms to match the caster's personality or desires. If the caster wishes, it can also take the form of an elemental-type creature.

Imp (Demon), Wolf, Fox, Large Cat

HP	AC	Initiative	Attacks	HD	Mana cost
8	15	+2	(2) +1 1d4	2	1
16	16	+3	(2) +2 1d4+2	3	3
24	17	+4	(2) +3 1d6+1; and (1) 1d4 +1	4	5
32	18	+5	(2) +4 1d8 +3; and (1) 1d6 +1	5	7

Syn's Unstoppable Laughter

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Debuff

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster receives a +4 bonus to its saving throw, because humor doesn't "translate" well.

Tongues

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Creature touched

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Utility

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it might be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

True Strike

Mana: 1

Casting Time: 1 Standard Action

Range: Self

Target: Self

Duration: Single attack roll

Saving Throw: See text

Type: Buff

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

True Seeing

Mana: 7

Casting Time: 1 Standard Action

Range: Touch

Target: Creature Touched

Duration: 1 min / Spellcaster level

Saving Throw: Will negates (harmless)

Type: Buff

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects

normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with other scrying magic.

Vampiric Touch

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Living creature touched

Duration: Instantaneous plus 1 hour; see text

Saving Throw: None

Type: Damage

You must succeed on a melee touch attack. Your touch deals 2d6 points of damage. You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Ventriloquism

Mana: 1

Casting Time: 1 Standard Action

Range: 30 ft.

Target: Any

Duration: 1 minute per level

Saving Throw: Will disbelief (if interacted with)

Type: Utility

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Void Tentacles

Mana: 7

Casting Time: 1 Standard Action

Range: 100 ft.

Target: 20 ft. radius

Duration: Concentration + 1 round per level

Saving Throw: None

Type: Damage

This spell conjures a field of rubbery black tentacles, each 10 ft. long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a Heroic Action vs. the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base +4 attack bonus and a Str modifier of +4. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they can make a Heroic Action each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles can move through the area at only half normal speed.

Water Breathing

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: Living creatures touched

Duration: 2 hours per level; see text

Saving Throw: Will negates (harmless)

Type: Utility

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch.

The spell does not make creatures unable to breathe air.

Water Walk

Mana: 5

Casting Time: 1 Standard Action

Range: Touch

Target: One touched creature/level

Duration: 10 minutes per level

Saving Throw: Will negates (harmless)

Type: Utility

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 ft. per round until they can stand on it.

Web

Mana: 3

Casting Time: 1 Standard Action

Range: 100 ft.

Target: 20 ft. radius circle

Duration: Concentration plus 1 round per spellcaster level (Dismissible)

Saving Throw: Reflex negates; see text

Type: Trap

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically-opposed points or else the web collapses upon itself and disappears. Creatures caught within a Web become Entangled among the gluey fibers. Attacking a creature in a Web won't cause you to become Entangled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is Entangled (creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -2 penalty to Dexterity. An Entangled character who attempts to cast a spell must make a Spellcraft check: DC 15 + the spell's mana cost; or lose the spell), but not prevented from

moving, although moving is more difficult than normal for being Entangled (see below). If the save fails, the creature is Immobilized and can't move from its space, but can break loose by spending a full round action and making a DC 12 Strength check or a DC 18 Reflex check. Once free (either by making the initial Reflex save or a later Strength or Reflex check), a creature remains Entangled, but can move through the web very slowly.

A creature outside the area of effect during the initial casting of the web who moves into the affected area must make saves or suffer the same effects as if they had been within the area of effect during the spell casting.

Once out of the area of effect a creature is no longer Entangled.

If you have at least 5 ft. of Web between you and an opponent, it provides cover (-2 to attack). If you have at least 20 ft. of Web between you, it provides total cover (-5 to attack).

The strands of a Web spell are flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away 5 ft. square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Whispering Wind

Mana: 3

Casting Time: 1 Standard Action

Range: 1 mile per level

Target: Chosen location

Duration: No more than 1 hour per level or until discharged (destination is reached)

Saving Throw: None

Type: Utility

You send a message or sound on the wind to a designated spot. The Whispering Wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A Whispering Wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The Wind then dissipates.

You can prepare the spell to bear a message of no more

than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the Whispering Wind seem to be a faint stirring of the air. You can likewise cause the Whispering Wind to move as slowly as one mile per hour or as quickly as one mile per ten minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered.

Wood Shape

Mana: 3

Casting Time: 1 Standard Action

Range: Touch

Target: One touched piece of wood no larger than 10 ft. cubed + 1 ft. cube per level

Duration: Instantaneous

Saving Throw: Will negates (object)

Type: Utility

Wood Shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

Xavian's Warding Armor

Mana: 1

Casting Time: 1 Standard Action

Range: Touch

Target: Self

Duration: 1 hour per spellcaster level

Saving Throw: Will negates

Type: Buff

An invisible but tangible field of force surrounds the subject of a Xavian's Warding Armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, Xavian's Warding Armor entails no reduction to Max Dex or speed. Since it is made of force, incorporeal creatures can't bypass it the way they do normal armor. Xavian's Warding Armor is canceled by steel or iron armor on the recipient. AC bonus is to whichever is highest, armor AC or Xavian's bonus.

Zone of Truth

Mana: 3

Casting Time: 1 Standard Action

Range: 30 ft.

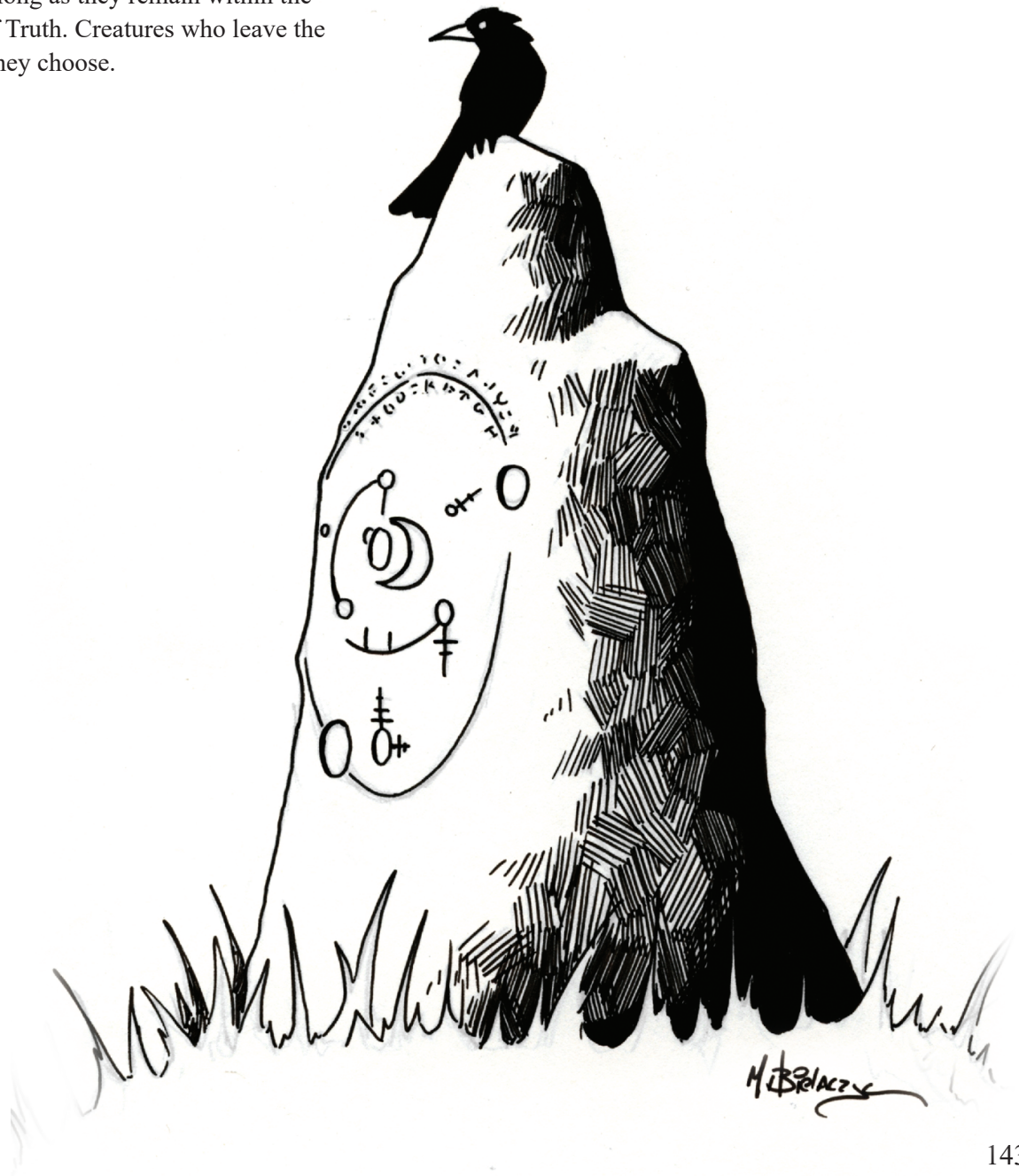
Target: 20 ft. radius

Duration: 1 minute per level

Saving Throw: Will negates

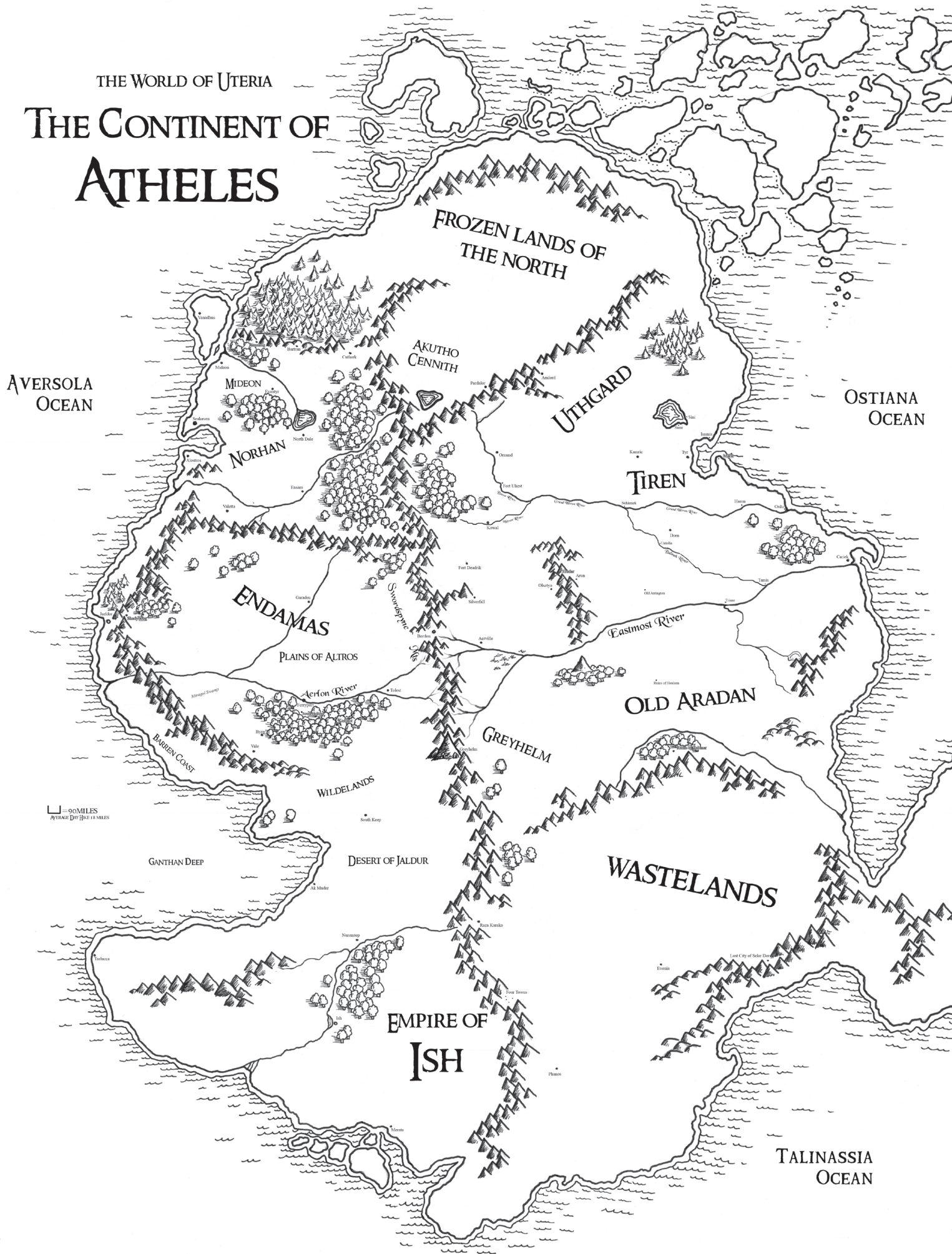
Type: Mind

Creatures within the emanation area (or those who enter it) can't speak any deliberate or intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they can avoid answering questions to which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the Zone of Truth. Creatures who leave the area are free to speak as they choose.



THE WORLD OF UTERIA

THE CONTINENT OF ATHELES



Into the World

Excerpts from “The Guide to Uteria; A View of a Strange, Dark World.” by Aledyn Wayfarer, Druid

UTERIA

Uteria is a world that has been ravaged by the dark and irresponsible use of magic. Vast swaths of land have been left desolate by the Great War, while others have been plagued with disease, famine, and mutations. Some lands have been less affected by the destruction, but none have escaped unscathed.

Magic had disappeared from Uteria for hundreds of years and was therefore viewed as a myth by ordinary folk. It has only recently begun to return in the last few decades. When encountered, magic is usually met with fear, awe, and suspicion.

Uteria is impoverished by centuries of plague and misfortune, so most people do not own a sword or a bow. They are farmers and merchants, and for most, their supplies run thin. They do not have gold to toss around, instead relying on small amounts of silver to buy meals or pay for seeds. Those who venture into the wilds in search of ruins and treasure often find death before they discover riches.

The world of Uteria has many continents, peoples, and stories, but this story takes place on the continent of Atheles.

ATHELES

Atheles is a continent in the world of Uteria. Filled with diverse people, plants, and animals, a single book is not enough to describe it. The name Atheles is taken from the old elven word Ath’eles which means imperfect. The lands are commonly divided into regions, referred to as the Northlands, Westlands, Eastlands, and Southlands. This simplicity is due to the turbulent years that have scarred the lands and peoples. Since the Great War and the Disappearance, the land has fallen to darkness. Plagues, war, and lack of resources dwindled the people of the world into a shadow of their former selves. The last 30 years have seen significant changes to the continent. Nations

and peoples have banded together to rebuild the world. Modeled on the ancient cultures of the Age of Kingdoms, the new world was starting to find a new balance. That was until the Dark Return happened.

THE DARK RETURN

From the personal journal of Aledyn:

The Dark Return is the name given to the return of magic and creatures thought lost since the Great War. The supposed first instance of the Return was in the year 5677, in the small town of Raven’s Rift, somewhere out west. It’s an easy date to remember; it was the same year I was born. My mother never let me forget the odd little child I was. She always cursed me and said I must have been born from a fey. If I was, I wish a little more of their magic had worn off on me. But anyway, that’s the first time magic was found to be back in the lands, in the infamous cycle known as my birth year. Now the wizards in Ish say their magic never left, and strange things have always wandered out of the Wastes, but it was 5677 when a young woman cast a spell in the town center of Raven’s Rift and started the whole thing.

For years after that, more and more people demonstrated an ability with what most haughty scholars called “the Arts.” Even with strange new creatures spreading across the lands, many in the world remained happy, if not a little wary. News of the magic spread like wildfire, but there was no time to celebrate as soon after the shadows seemed to come alive and demons started crawling out of every cave and burrow. After that, travel and news dried up like the last gulp of ale on a hot day.

This phenomenon became known as the “Dark Return” in 5683, about the time I was starting to find I could light fires by saying funny words or heal small animals with the right amount of humming and herbs. I knew it was not good to have the ability to do these things, so I hid it. Like most children do with the toad they grabbed, I boxed it up and slid it into the recesses under my bed. The reason it was called the Dark Return is because it is when the whole Never seemed to burst open. The first ghuls poured forth from the Wastes. They were twisted creatures, bent on killing all that was found in their path. And then the giants

came down from the mountains and stole whole herds of beasts to feed their ravenous appetites. After them all manner of beasts and foul monsters slithered out of every forest and field, and the people grew terrified. Of course, out of all of them, the greatest monsters were us. Once we started to find the power in magic, lines were drawn, the banners of war were hoisted, and we went about killing each other to see who could put their flag in more places. While the soldiers and sorcerers fought in battlefields, the commoners had to deal with all manner of dark beasts making their already tough lives even more desperate. Luckily the Return Wars didn't last long, as there wasn't much to fight for, and people adjusted to the new world of magic, demons, and fear.

THREE REALITIES

There are three known universes in which sentient creatures reside.

Uteria

The world we reside in, this planet surrounded by unknown space and stars. The elves talk of travel among the stars and that there are other worlds, but this seems little more than myth as any way to travel these distances has long been lost. Uteria is often referred to in scholarly texts as the "Prime Plane of Existence." Two main continents fill this world, Atheles and Tuya.

The In-Between

The In-Between is a nebulous plane that exists between all known universes. It is a limbo filled with microcosms of different varying environments. It is everywhere and nowhere. The In-Between overlaps both Uteria and the Navirim. During the Disappearance, many of the more magical species of Uteria found themselves trapped in this limbo, living in this foggy desolate land.

Navirim

The Navirim is a dreamlike universe whose very physics are different from the world we know. It is bound to the Universe by some strange force, and many scholars believe that collides with our own plane of existence. Monstrous and ancient horrors cross the boundary from the Navirim to our realm. These demons, as many call them, have thrown our

world into turmoil. As the boundaries between our two realities draw closer, what new catastrophes could our world face?

Navirites

The denizens from the Navirim are categorized as Navirites, but they include an enormous variety of different types of creatures and beings. While they are all so varied, each has been touched by the magical domain of the Navirim and carries certain traits.

MAGIC

Magic has only begun to return in the past 30 years. The magic that is known is either ancient and being relearned or new and untested. Magic is distrusted in most places and its newfound power is used by many to gain influence and dominion over people and lands.

A Nightmare Returned

Magic is what destroyed the world hundreds of years ago, and its return is viewed by many as a portent for a future cataclysm. In many parts of Atheles, the use of magic is not only shunned but also punished, sometimes even with death.

Magic Brings Power

Some places such as Eredar, the tower of wizards, are moving at a fast pace to relearn and use magic for the benefit of the world. In other places, like Uthgard, it is utilized by the government and religious powers to solidify their hold over their kingdom.

Old Artifacts Are Sought After

Artifacts from ancient days are wanted and collected by many of those in power. A popular, but dangerous, way to gain wealth and renown is hunting and recovering ancient magic items and texts.



StoryGuide's Codex

RUNNING THE STORY

Many great books, podcasts, and videos are already out there helping you become a great Gamemaster (GM), so this section will focus on helping you create, run, and enjoy SagaBorn and Dark Return games. In SagaBorn, we call the GM the StoryGuide (SG). The following are suggestions and optional rules, but they can be used to set the foundational guidelines for your games.

THE STORYGUIDE MOTTO FOR SAGABORN:

The StoryGuide is a fan of the player. The StoryGuide should make rulings in favor of the players during ties, rules interpretations, and cinematic flair.

Running in the World of the Dark Return

Atheles has long suffered under the shadow of many catastrophes, and its cultures and people reflect that. They have long been afraid of what might come in the next cycle or what lurks out in the dark, empty woods between settlements. You should convey this to your players as they begin their adventure. Those who brave the wilds have just as often disappeared and then returned.

In addition, the past 30 years have seen the Dark Return of magic and monsters. Seven hundred years ago, the Disappearance occurred, leaving Atheles barren of arcane and mystical forces, artifacts, and creatures. Species bound with magic just vanished. Slowly, they have begun to creep back into the world, returning from the misty limbo between the worlds, throwing Atheles into chaos and turmoil. The actions of the player-heroes, the SagaBorn, will define and characterize this world and its stories.

ADVENTURE HOOKS

The world of Uteria is fraught with crises and conflicts, any of which is a dire threat to the peoples of the lands.

Invasion From the Navirim

Eldritch horrors and bloodthirsty demons find their way into the world from the Navirim. Stopping their invasion might be a fool's errand, but you are among the few who stand against the onslaught nonetheless.

The Return of Magic

The return of magic has brought peril and uncertainty to some and power to others. Will a hero who employs magic be hunted by the powerful or pious for their arcane usage? Will the local people suffer under the new yoke of an all-powerful sorcerer-queen/king?

The Uthgard Empire

A rising new star in the north, a new King has begun amassing power for the old Kingdom of Uthgard. His armies defeated the invading giants from the tundra, and he has now turned his attention to the lands in the South that once swore fealty to his throne.

Rebellion in Kowal

The city of Kowal has recently sworn allegiance to the Uthgard Kingdom. A catastrophe ended the old power structures, but a new one, emboldened by the Ministry of the Arts and the Uthgard Royal Army, has brought an iron fist down on the city. The Duke enjoys the wealth of the metalwork factories relighting their fires. Still, whispers of rebellion skitter along the avenues and alleys of the grey city.

Demons From the Never

As magic has returned, so have the fae and elves. But that is not all: demons and other Navirites have made their way from beyond the veil and invaded Atheles. The dark places of the world now have new inhabitants.

Storms and Disaster

The Dark Return has brought massive storms to the continent. Acid rain that burns the skin or storms whose green lighting turns vast swaths of land to waste pummels the land relentlessly. The ecological fallout from these storms is enormous, and scholars have no idea how to combat them.

NON-PLAYER CHARACTERS

Stats for NPCs

These are base numbers that can be assigned to your non-player characters (NPCs).

SagaBorn (reserved for rare encounters or story arc villains): 19 points; +4, +2, +1, +1, 0, -1 PLUS standard legacy items; Treasure x4

Heroic: 19 points; +4, +2, +1, +1, 0, -1; Treasure x2

Standard: 15 points; +3, +2, +1, 0, -1, -2; Treasure x1

Commoner: 12 points; +2, +1, 0, 0, -1, -2; Treasure x1/2

HORDE RULES

Hordes are groups of low hit-point creatures that hinder adventurers due to their numbers. They are intended to be used in groups, and they always have 1 hit point.

In most myths and stories, the heroes must face hordes of minions they must slay to escape, or the “Big Bad” has henchmen who make the battle more treacherous. This can be very difficult to simulate with baseline creatures, hence these Horde Rules. A horde can be an encounter on its own meant to give characters fear and an ego boost or additional mobs in a “boss” fight.

Horde Initiative

All the creatures in a Horde Group share the same initiative. Each member of a Horde Group gets its two actions but must take them in succession.

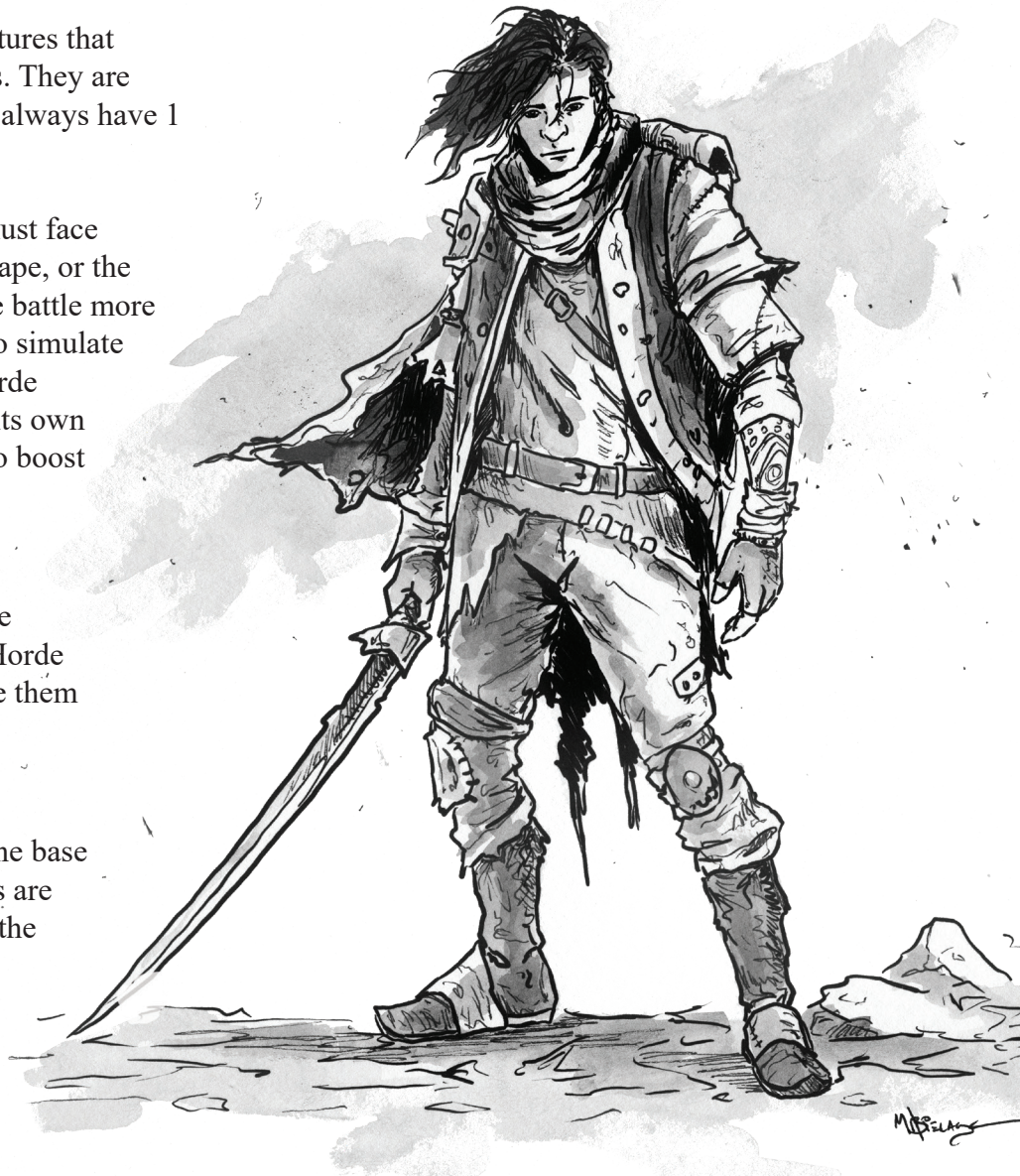
Horde Stats

A horde creature has the same stats as the base creature, but only 1 HP. Horde creatures are always 1 or less Challenge Rating than the party’s average level. A horde creature only gets one attack per round.

Horde Treasure

Horde equipment is often overly used, rusted, cracked, or in disrepair.

Any items taken from a horde mob are worth only 1/4 of their normal cost.



MAKING ADVENTURES FUN

SKILL CHALLENGE

A skill challenge is a way to handle a non-combat encounter, allowing the players to use their characters' skills to overcome obstacles. It can be used as a way to describe traveling, handling large social encounters, or events such as a chase scene.

The SG will set a DC (Difficulty Class), and the players must roll skill checks to beat the DC. The SG determines the number of skill rolls needed to overcome the challenge. The resulting number of successes and failures of these rolls defines the outcome of the challenge. More successes mean the players have an easier time with the encounter, and more failures mean a harder encounter.

When making a skill challenge check, no player can go twice in a row, and no player can use the skills they've already used until at least 3 separate skills have been used. A player must explain how that skill is being used to overcome the challenge.

- Standard DC for a moderate skill challenge is DC 13-15
- A standard number of rolls is 3 or 5, , assigning an odd number, so there is always a tiebreaker.

Example Skill Challenge rolls for Traveling:

5 rolls, DC 14

5 successes – Beneficial encounter, merchant, find a treasure

4 successes – Routine travel, arrive on time

3 – Easy encounter

2 – Moderate encounter

1 – Hard encounter

0 – RUN AWAY!

LUCK

Sometimes a player just needs to see how lucky they are. We often use this randomly to see if the players get a benefit when the odds are stacked against them. A simple d20 roll, high being beneficial and low being negative.

REWARDS

TREASURE

Treasure is based on a challenging encounter equal to the character level. This is an average, suggested amount of treasure. Items and equipment count towards this total as retail cost.

Encounter Level	Treasure Value
1	100 gp
2	300 gp
3	450 gp
4	600 gp
5	800 gp
6	1,000 gp
7	1,300 gp
8	1,700 gp
9	2,250 gp
10	2,900 gp
11	3,750 gp
12+	5,000 gp

Types of Rewards

Gold, of course

Spells

Charged Magic Items

Expertise

Renown

STORYGUIDE REWARD CHECKLIST

Start of Session:

Starting Saga Point

After or During Session:

Encounter XP

Extra Saga Points

Expertise

Renown

ECONOMY

The economy in the world of Atheles is a struggling one, with most people relying on agriculture, fishing, and hunting to make a living. The wealthy and powerful people in the world hold most of the wealth, and the poor and downtrodden are often left to fend for themselves. The warring factions fight over resources, which further destabilizes the economy. Inflation is rampant, and many find it difficult to make ends meet.

HOW TO DEAL WITH TREASURE IN ATHELES:

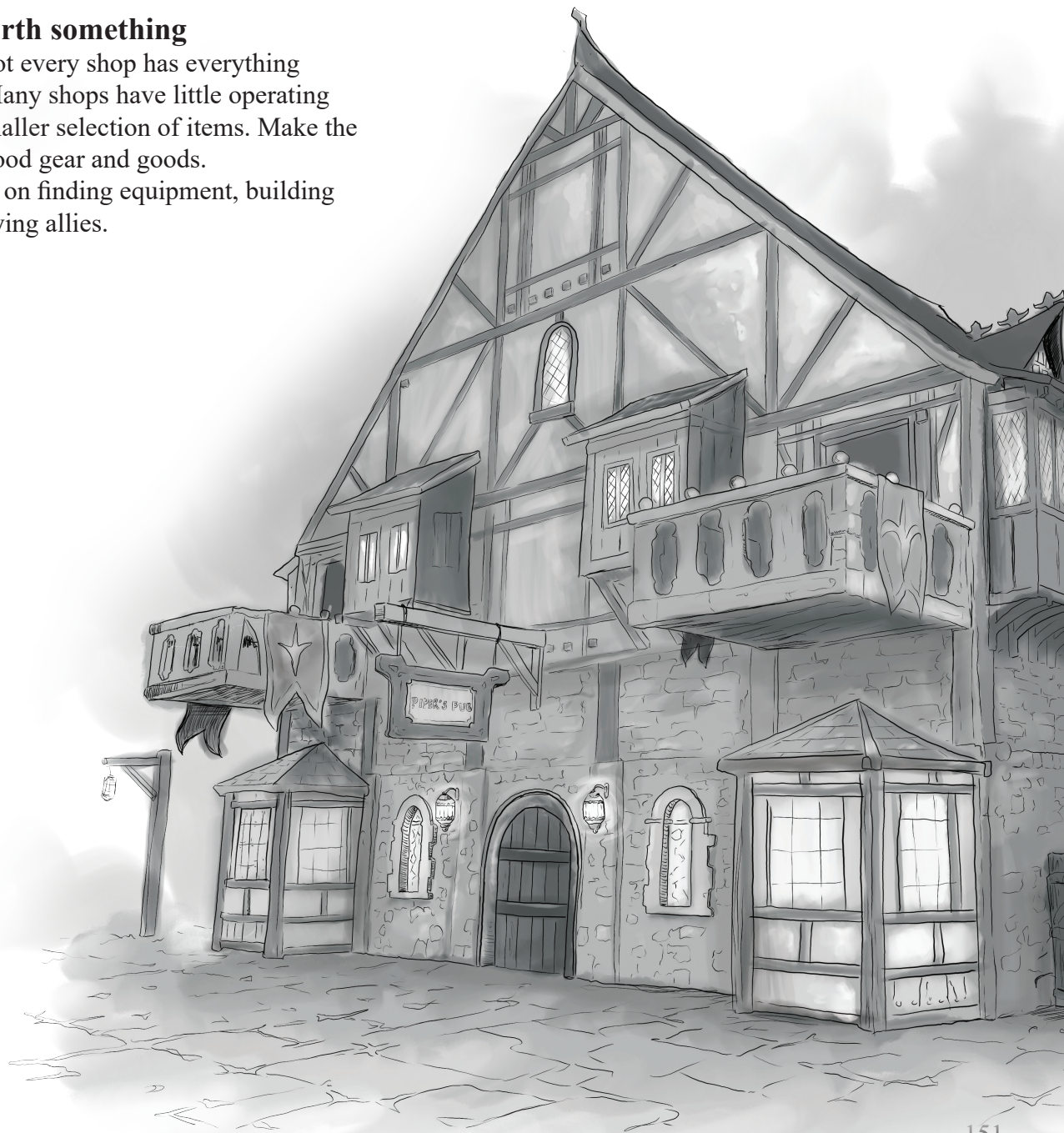
Make money worth something

Goods are scarce; not every shop has everything adventurers want. Many shops have little operating funds, and thus a smaller selection of items. Make the adventurers covet good gear and goods. Money can be spent on finding equipment, building strongholds, and paying allies.

Spell Worth

What is a spell worth? You may find a scroll in a treasure hoard or ask a trusted mentor to teach you a spell. These spells have a value that may fluctuate but generally follow the chart below in average cost.

Mana	Cost
Variable	600 gp
1	25 gp
3	150 gp
5	300 gp
7	500 gp



TRAPS

Traps as Puzzles

We suggest running traps in Sagaborn as puzzles as opposed to a “gotcha” moment. No one likes a bunch of boulders just dropping on their head without a chance to discover that in advance or how to avoid triggering it. Traps should make the experience fun and discourage players from slowing down gameplay with their constant fear of traps. A common occurrence we have seen is that once a player encounters a trap, they spend the rest of the night tapping every stone with a 10’ pole. That is decidedly not fun for anyone.

The best way to counter this is to treat the trap as a puzzle for the players to solve. We want to build a sense of wariness, mystery, and suspense, but we don’t want wariness devolving into tedium. The mechanical change we have made to trapfinding is that the SG initiates the search for the trap rather than the players, an approach that is very different than other d20 systems.

When a trap is in an area, the SG should call for an Awareness check. If there is a rogue in the party, they should be the first to search (Rogues can also use their Thievery skill instead of Awareness). Otherwise, the party picks someone in their group to roll the check. If the roll is equal to or greater than the trap’s Awareness DC, they are aware of the trap and given a clue as to how it works. The party can now determine if they want to try to circumvent the trap or attempt to disable it.

Example: Success in Discovering a Trap

The adventurers are heading down a narrow hallway, with Krimson the Rogue is second from the lead. There is a poisoned dart trap in the hall. The SG calls for an Awareness check and states that Krimson may use his Awareness or Thievery as he wishes. Krimson chooses Thievery and rolls a 23, which beats the trap’s DC. The SG tells Krimson he sees three small, round openings in the wall and that the floor looks different under those holes. Krimson inspects the trap and sees that it is a poisoned dart trap with a pressure plate. The problem is the pressure plate is as wide as the hall and six feet in length. Either he disables the trap, which then uses the trap’s disarm DC, or the party tries to jump over it. Good luck.

Example: Failure in Discovering a Trap

Using the example above, Krimson rolls a 15 Thievery check, failing to spot the trap. Milentus, in the lead, walks onto the pressure plate and springs the trap.

Basic Trap Chart

Challenge Rating (CR)	Average Damage	Base Attack	Base Skill DC	Base Cost
CR1	1d6	+10	16	100 gp
CR2	2d6	+12	20	200 gp
CR3	3d6	+14	22	300 gp
CR4	4d6	+16	24	400 gp

POISONS AND DISEASE

POISONS

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned (by a venomous creature or environmental hazard), they must make a Fortitude saving throw. If they fail, they take the poison’s initial damage (usually ability damage). Even if they succeed, they typically face more damage 1 minute (10 rounds) later, which can also be avoided with a successful Fortitude saving throw. Delivery methods and damage are summarized in the Table Poisons below.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its poison until the weapon scores a hit or the object is touched (unless the poison is wiped off). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon

or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

Inhaled

Inhaled poisons are usually contained in fragile vials or eggshells, effective upon aerial release. They can be thrown as a ranged attack with a range increment of 10 feet. When the vial strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.

Injury

This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

POISON CHARACTERISTICS

Type

The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude save DC to avoid the poison's damage.

Effect

The effect the character takes immediately upon failing the saving throw against this poison. Damage is done to the Ability modifier. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain.

Price

The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison are always illegal, and even in big cities, it can be obtained only from specialized, less-than-reputable sources.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Non-living creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

Table: Basic Poisons

Poison	Type	Fort DC	Onset	Effect	Cure	Price
Konk	Ingested, Inhaled, Injury	12	Instant	Fall asleep for 2 minutes	Successful save	40 gp
Bloodboil	Ingested, Inhaled, Injury	12	Instant	1d6 damage	Successful save	40 gp
Wooley Eye	Ingested, Inhaled, Injury	12	Instant	Dazed for 3 rounds	Successful save	40 gp

Table: Harvested/Extracted Poisons

Poison	Type	Fort DC	Onset	Effect	Cure	Price
Death's Eye Spider	Injury	12	Instant	1 Str	Successful save	40 gp
Duskmoss	Inhaled	13	Instant	Unconscious 1 hr	Successful save	120 gp
Ettercap Poison	Injury	15	Instant	2d3 Dex	Successful save	750 gp
Feyroot	Injury	11	Instant	1 Con	Successful save	40 gp
Giant Centipede Poison	Injury	13	Instant	1 Dex	Successful save	80gp
Grelm Saliva	Injury	14	Instant	1 Con	Successful save	490 gp
Neela Leaf Extract	Contact	16	Instant	1 Con	Successful save	300 gp
Sleepstill Weed	Injury or Ingested	14	Instant	Sleep 10 minutes	Successful save	200 gp
Snake Venom	Injury	11	Instant	1d3 Con	Successful save	130 gp
Tentacle Crawler Poison	Injury	16	Instant	1 Str	Successful save	500 gp
Wyvere Vemon	Injury	17	Instant	2d3 Con	Successful save	3,000 gp

DISEASE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, they must make an immediate Fortitude saving throw. If they succeed, the disease has no effect—their immune system has fought off the infection. If they fail, they take damage after an incubation period. Once per day afterward, they must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that they have fought off the disease and recover, taking no more damage.

If a disease is Permanent, it can only be cured with a cure disease spell. Most permanent diseases have herbal medicines that can negate the ill effects for a limited time.

These Fortitude saving throws can be rolled secretly so

that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Type

The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC

The Difficulty Class for the Fortitude saving throws to prevent infection, or (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period

The time before damage begins.

Effect

The ability damage the character takes after incubation and each day afterward.

Table: Diseases

Disease	Type	Fort DC	Incubation	Frequency	Cure	Effect
Blinding sickness	Ingested	16	1d3 days	1/day	Two consecutive saves	2 Str
Cackle fever	Inhaled	16	1 day	1/day	Two consecutive saves	3 Wis
Daevar Fever	Injury	13	1 day	1/day	Two consecutive saves	1 Con, 1d3 Str
Demon fever	Injury	18	1 day	1/day	Two consecutive saves	2 Con
Devil chills	Injury	14	1d4 days	1/day	Three consecutive saves	2 Str
Filth fever	Injury	12	1d3 days	1/day	Two consecutive saves	1 Dex, 1 Con
Ghoul Fever	Injury	12	1 day	1/day	Two consecutive saves or 2 weeks time	1d3 Con, 1d3 Dex
Mindfire	Inhaled	12	1 day	1/day	Two consecutive saves	2 Int
Mummy rot	Contact	16	1 day	1/day	Remove curse, remove disease	2 Con, 2 Cha
Neem Disease	Injury	17	7 days	1/day	Remove disease, seppa root medicine	2 Con, -3 to Fort saves
Red ache	Injury	15	1d3 days	1/day	Two consecutive saves	3 Str
Shakes	Contact	13	1 day	1/day	Two consecutive saves	4 Dex
Slimy doom	Contact	14	1 day	1/day	Two consecutive saves	2 Con

WEATHER

The weather in Atheles is erratic and dangerous. One day the sun can bake the lands, leaving nothing behind dust and cracked mud. The next, a raging acid rain storm moves through, burning the characters and any animals caught out in it.

Table: Spring/Summer

% roll	Weather
1-50	Clear
51-70	Overcast, Slight chance of rain.
71-85	Rain
86-95	Heavy Thunderstorm
96	Dust Storm
97	Tornado
98-99	Acid Rain Storm – 1d6 damage per hour in the rain.
100	Acid Rain electric storm – 1d6 damage per hour in the rain, massive lightning. Chance for Demon Spawn.

Table: Fall/Winter

% roll	Weather
1-25	Clear Moderate
26-50	Clear Cold
51-59	Overcast, Slight chance of rain. Cold but tolerable.
60-70	Overcast, Slight chance of freezing rain. Cold. Biting Wind.
71-85	Rain
86-95	Thundersnow
96	Blizzard
97	Tornado
98-99	Acid Snow Storm – 1d6 damage per hour in the rain.
100	Freezing Acid Rain electric storm – d6 damage per hour in the rain, massive lightning. Chance for Demon Spawn.

Demon Spawn

The SG should choose a navirite or group of navirites of an appropriate challenge for the heroes. The party encounters these during the storm.

SOCIAL

BONDING

As adventurers travel together, they talk, help, console, or annoy each other. When long periods of downtime or travel occur, they often Bond. An adventurer chooses someone else in the party, rolls d20 plus Cha, and refers to the chart below.

17+: Bonding

8-16: Reveal

7 or lower: Enmity

Bonding: The chosen character bonds with the other over a specific event or discussion.

Reveal: The chosen character reveals something about themselves to the other.

Enmity: The chosen character upsets the other with an action or conversation.

These interactions should be recorded in the Notes section of the player's character sheet.



Glossary

Action: In combat, when it's your turn, you get to perform one Action, unless otherwise stated. It could be an attack, a movement, or anything else that fits into the span of a turn.

Armor Class: the amount of defense a character has. In combat an attack roll must meet or exceed this number to hit.

Attack of Opportunity: an attack provoked when a combatant leaves a threatened range of another. Unless you have an ability that gives more, a character only gets one attack of opportunity per round.

Base Attack Bonus (BAB): The bonus added to your d20 attack roll. All character classes share the same BAB progression. A character's BAB is the sum of current levels (in the case of a multi-class, the levels are added together).

Challenge Rating (CR): The difficulty of an opponent.

Concealment: a creature gains an Armor Class bonus when partially or fully hidden by an object.

Condition: an effect on a character that often lasts a period of time.

Critical Hit: When a natural 20 is rolled in a combat or magical attack, all damage is doubled. You roll your damage dice twice, with all applicable bonuses, and add the rolls together for the total damage inflicted.

Critical Hit Range: the range of numbers that trigger a critical hit during a Standard Action.

Current Hit Points: The total of Max Hit Points minus Wounds.

d4, d6, d10, etc: The number represents the type of die to be rolled. A preceding number indicates the number of dice. Example: 2d6 means to roll two 6-sided dice and add the numbers. If there is no preceding number, then you just roll one. Example: d20 means to roll a single 20-sided die.

d100: You can either use a 100-sided die or roll a d10 twice, multiplying the first roll (a 0 is a 0) by 10 and add the 2nd roll (a 0 is a 10) to the sum. So 5 then 6 would be 56. 0 then 4 would be 40. 0 then another 0 would be 100.

Damage Reduction (DR): a numeric value that is reduced from every instance of damage done to a character or creature. Some DR has a qualifier that passes the reduction. Example DR 1/Silver means that the creature has Damage Reduction 1 unless hit with a silver weapon.

Dark Vision: the ability to see in total darkness. While using dark vision a creature sees no color, instead everything is in black and white.

Difficulty Class (DC): The difficulty of a task.

Disabled: when a character reaches 0 hit points or less, they become disabled.

Expertise: a bonus to a skill check on a specific proficiency.

Heroic Action: an extraordinary, non damaging, action that a character can make during combat. This is normally viewed as a cinematic or story driven action.

Hit Die/Dice (HD): when leveling, Hit Die refers to the die that is rolled to gain new max hit points. For other references, it is the type and number of dice based on level and class. A level 3 Fighter uses a d10 for their hit die. At level 3, their Hit Dice are 3d10.

Hit Points: the health of a character. When wounds are equal to -10 hit points a character dies. Storywise, hit points are a combination of stamina and the amount of physical damage a body can take.

Initiative: Order in combat.

Low light vision: the ability to see in dim lighting as if it was bright as midday.

Miscellaneous Modifier: a modifier that can come from many sources, such as species, spells, heritages, or Talents.

NPC/PC: An NPC is a non-player character. NPCs are controlled by the StoryGuide. A PC is a player character and is controlled by a player.

Saving Throw: a roll to avoid an effect against the character.

Saving Throw: A chance to avoid a negative effect or ability.

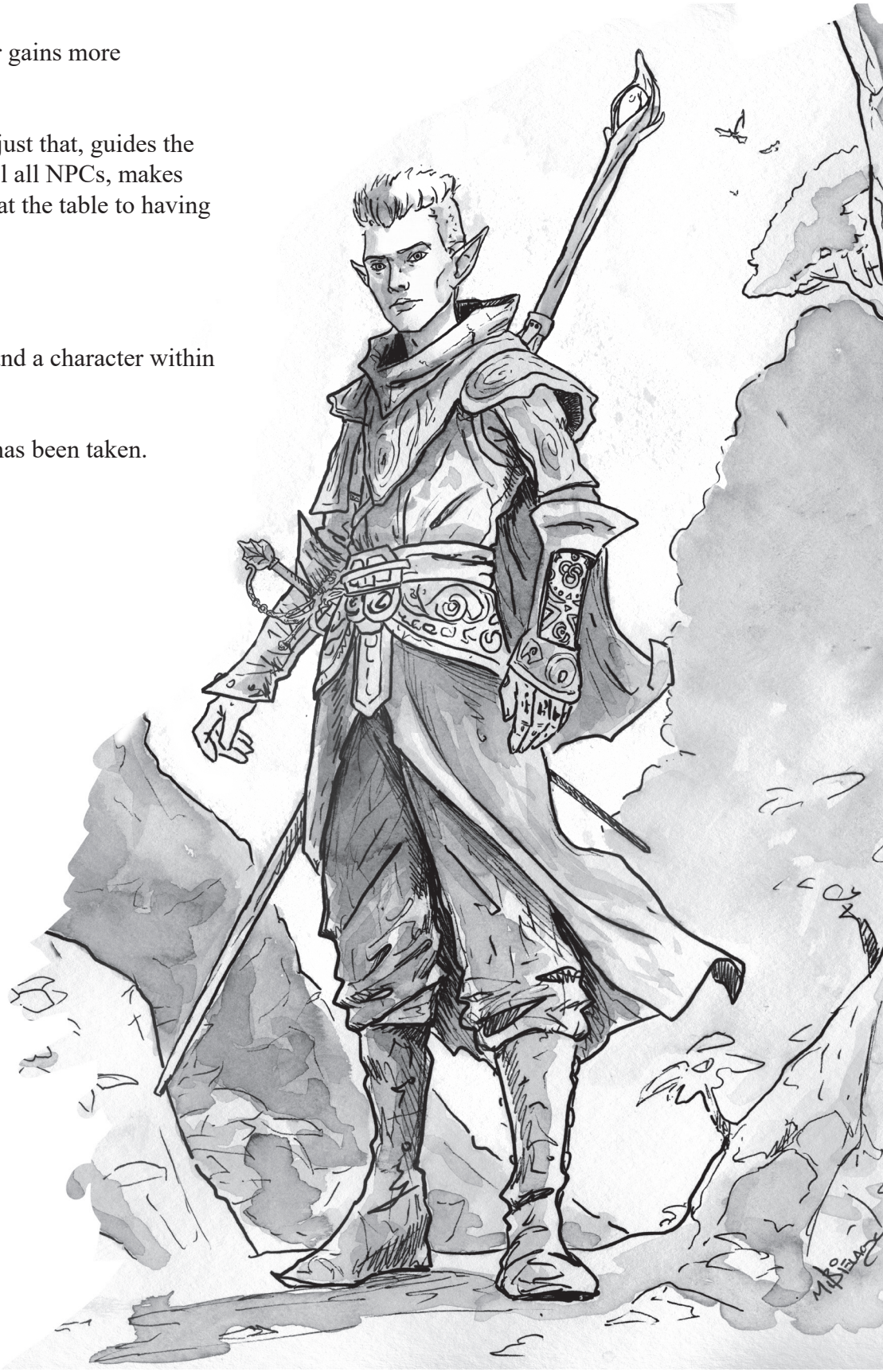
Skill: an ability that the character gains more knowledge in as they level.

StoryGuide (SG): The SG does just that, guides the story for the players. They control all NPCs, makes rulings, and overall leads people at the table to having fun.

Talent: a specialized ability.

Threatened Range: an area around a character within reach for melee attacks.

Wounds: a tally of damage that has been taken.



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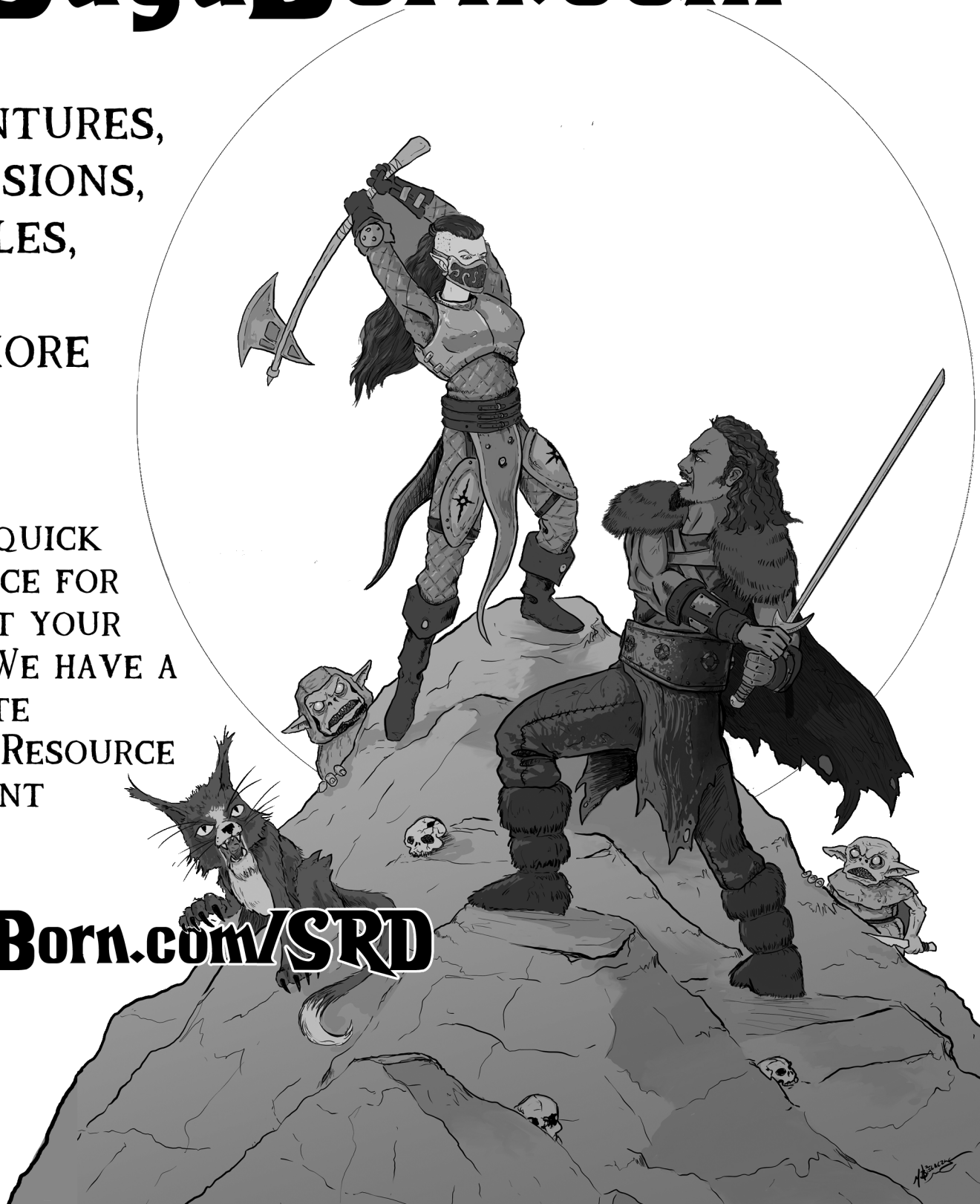
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