

Channeling-Based Magic System

A variant for 3.5, incompatible with other magic variants.

version 1.5.4

Instead of casting spells, casters now summon magical energies that can be combined to form magical effects.

Channeling Basics

As a standard action that provokes attack of opportunity, a caster (henceforth "you") may summon magical energy to the material plane. This uses up one prepared spell, or spell slot, of the level you channel based on class, exactly as if you had cast a spell of that level in the old system. This generates 1d6 points of magical energy of a certain type per level of the prepared spell or spell slot. zero-level spells grant one point of energy. For example, a 4th level sorcerer may channel up to three second-level channels (before bonus channels come into play), each of which generates 2d6 points of energy.

Energy is always of a specific type. What types you are allowed to summon depends on your casting class (see below.) A class that must prepare channels must decide at the time what type of energy will be channeled. A wizard (and only a wizard) may choose to divide a second-level or higher channel into multiple types. For example, a wizard could prepare a level 3 channel into a lv2 Fire/lv1 Mana channel (which is a good way to make a fireball.) These hybrid channels are still one standard action to do, with the dice being divided accordingly (2d6 Fire and 1d6 Mana in the above example.)

Once summoned, the energy surrounds you in a shell, allowing you to later draw from for casting purposes, and grants you 1 SR per point, which does not stack with other sources of spell resistance. Note that this shell is infinitely close to you and your equipment, and never interacts with anything else in the world. The energy stays around you until it is dispelled (see below), you use it to cast, or for one minute per casting level, at which point it decays naturally, becoming useless. You may want to use tokens of some kind to note how much of what type of energy surrounds you, because this will change often.

This energy is invisible to all non-casters. A caster can see a shell of magical energy as a faint tint on the caster, and may discern exactly what amounts of what magic are present by succeeding at a spellcraft check of DC 15+2 per unique type of energy present.

Casting

As a free action that provokes attack of opportunity, you may expend your energy to create a spell. Despite being a free action, this may only be done on your turn. The spell's exact effects depend on what energies are used, and in what ratio. Each energy listed below contains a 1st place power, 2nd place power, 3rd place power, and so on, for as many energies as are added to the spell. Whichever energy is the most prevalent in the spell uses its first power, the energy with the next most uses its second place, and so on. Each energy uses the power for its own ranking only, not the ones below it. For example, if mana were in 2nd place, you use the 2nd place effect only, not 2nd, 3rd, and 4th. Note that any powers listed "X and later" use that power if in the spell no matter how low their ranking, as long as it is X or afterward. In the event of a tie, the caster decides the order; a spell may never use the same ranking from two different effects.

To determine a spell's level for the sake of special abilities, your save DC, and resistances, simply divide the total points of energy used by five and round up.

All powers are combined into one spell. Unless a power notes otherwise, the spell uses somatic and verbal components. Unless a power notes otherwise, the spell is a short range (25ft+5ft/2levels) ray if the caster is arcane, or touch if the caster is divine. In the event of a multi-class caster, arcane takes precedence. An arcane caster can choose to cast as a touch spell instead, and adds one point to each type of energy in the spell if she does so.

Any other power is an "effect". A spell distributes all effects to all targets. Unless noted

otherwise, the spell does allow spell resistance. Should it matter, the effects occur in order of ranking.

A cantrip is the spell effect of simply using one point of the energy type on it's own. Cantrips cannot be combined with other energies. One point of a magical energy can be used on it's own as it's first-place power instead, if you desire.

Counter-spelling:

To counter a spell, a caster must add his or her own energy into a spell in order to change or negate it's effects. Because you can't normally create a spell when it is not your turn, you must declare a ready action in order to add your own magic at the exact moment your opponent's spell is being formed. If the energy you add happens to counter an energy used in the spell, this takes place before the spell takes effect. In addition, the new energy may change the rankings of the other energy types, drastically changing the spell being cast.

Overcharge:

Attempting to control too much energy is dangerous. If a caster attempts to cast a spell with more than ten points of energy per caster level, the caster must roll a caster level check. If this fails a DC equal to the number of points used over the ten points per level limit, roll on the following table:

d8 roll	Effect (spell also fails unless stated otherwise)
1	The caster is sent to another plane, chosen by DM
2	The caster is dealt 1d6 damage (will half) per 3 points in the spell
3	The caster suffers 1d6 points of ability damage in a random ability
4	The caster is stunned for 1d4 rounds
5	The caster loses the spell, but suffers no adverse effects
6	The spell aborts prior to casting, and the caster keeps all energy
7	By pure chance, the spell goes off normally
8	All of the magic in the caster's shell is sucked into the spell, which then casts normally

Learning energy types:

A sorcerer knows one energy type per level, and may not select Spirit, Judgment, Good, Evil, Chaos, Law, Positive or Negative. Sorcerers can channel from them without preparing, up to their max spells per day.

A wizard must prepare the particular channels he wishes to use that day, but may channel from any energy type excluding Spirit, Judgment, Positive, Negative, or any of the alignment based energies. and may split channels beyond level 1 between energy types.

A cleric must also prepare channels, and may pick from any energy types except Mana, Arcana, or Anti-mana, except with a domain channel (see below). A cleric cannot channel an alignment energy type unless he is of that alignment. In addition, a cleric may drop a prepared channel to either channel positive or negative energy, depending on alignment. Clerics gain bonus spells in energies related to their domains. If multiple energy types are listed, choose one per channel:

Domain	Energy types
Air	Storm
Animal	Nature
Chaos	Chaos
Death	Necromancy, Negative
Destruction	Negative
Earth	Earth

Evil	Evil
Fire	Fire
Good	Good
Healing	Positive
Knowledge	Divination
Law	Law
Luck	Abjuration
Magic	Mana, Anti-manna
Plant	Nature
Protection	Protection
Strength	Body
Sun	Fire,Light
Travel	Transmutation
War	War
Water	Water

Druids prepare channels in the same way a cleric does, but may not drop a channel for positive or negative like a cleric. Druids may prepare from nature, earth, water, body, antibody, and spirit.

Paladins prepare channels in the same way a cleric does, but may not drop a channel for positive or negative like a cleric. Paladins may prepare channels from good, law, positive, and body.

Rangers prepare channels in the same way a cleric does, but may not drop a channel for positive or negative like a cleric. Rangers may channel from nature, spirit, divination, water, and earth.

Bards now do not use true magic, but may use their old spell list spontaneously as spell-like abilities.

List of Energy types:

Abjuration:

Really a honed version of force, abjuration is very effective at protection from the physical realm. Should a target of one of these spells be unwilling, they may make a fortitude save to ignore the effects of this power.

Cantrip: *resistance*

1st place power: Any and all targets gain one temporary HP per point of Abjuration used. The hit points wear off after one minute per caster level.

2nd place power: A magical shield appears around any and all targets, granting a +4 shield bonus to AC. This does not stack with any other shield bonus. The effect lasts for one round per point used.

3rd place power: The target(s) gain a bonus equal to plus one per point of abjuration used to saving

throws against one type of energy, chosen by the caster. This lasts one minute per caster level

4th and later: The target(s) gain a bonus equal to plus one per point of abjuration used to one type of saving throw. This lasts one round per caster level.

Anti-Body:

Body is the opposing force to anti-body. Should both energy types be present in a spell, they cancel each other out until only one remains.

Cantrip: *Touch of Fatigue*

1st place power: The target(s) must pass a fortitude save or suffer one point of strength damage per point of anti-body used. Damaging the target's last point of strength (and thus killing the target) costs 10 points of anti-body, making it difficult to make this effect fatal.

2nd place power: The target(s) must pass a fortitude save equal to the amount of points of anti-body used or be paralyzed for one round per caster level.

3rd place power: The target(s) must pass a fortitude save or become sickened for one round per point of anti-body used. If at least 3 points of anti-body are used, the target(s) are nauseated instead.

4th and later: Any and all target(s) are slowed down magically. The targets(s) must pass a will save or be able to only take one standard action or one move action (but not both) per round for one round per caster level. While under this effect, the target(s) suffer a penalty to attack rolls, AC, and reflex saves equal to -1 per point of anti-body used.

Anti-Mana:

Anti-Mana, surprisingly, is not the opposite of mana. Anti-mana disrupts spells, and magic in general, but when controlled well, it can be used to make spells nearly unstoppable.

Cantrip: *detect magic*

1st place power: For every ongoing spell or spell-like effect on any and all targets, roll a caster level check, then add one for every two points of anti-manna used. If this is greater than 15+the caster level of the spell or spell-like ability, it is now dispelled. Magic items can be similarly effected, but they simply become non-magical for 1d6 rounds. The other effects of this spell are not effected. If a caster with magic energy around them is targeted, remove one of the points of energy (your choice) per two points of anti-manna used.

2nd place power: This spell provides a bonus equal to the total points of anti-manna used to caster level checks used to beat spell resistance.

3rd place power: The target or area targeted by this spell is now non-magical for one round per three points of anti-manna used, rounding down. Spells, spell-like abilities, and supernatural abilities do not work on the target or in the within the area. Magic items cease to work. Undead, animated objects, and magical constructs, such as shield guardians or elementals, are paralyzed (despite normally being immune) with no save while effected. This also renders any other effects of this spell useless. Note that nothing is dispelled; any ongoing magical effects continues right where they left of as soon as the effect

ends.

4th and later: If the spell is cast on a caster who has energy in their shell, one point of their energy (chosen by you) is dispelled per point of anti-mana used.

Anti-Mind:

Mind is the opposing force to anti-mind. Should both energy types be present in a spell, they cancel each other out until only one remains.

Cantrip: *bane*

1st place power: The target(s) is stunned for one round per caster level unless they pass a will save equal to the amount of points of anti-mind used.

2nd place power: The target(s) must pass a will save or be confused for one round per point of anti-mind used. A confused target rolls and 1d10 and acts accordingly:

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

2-3: Act normally.

4-5: Do nothing but babble incoherently.

6-7: Flee away from caster at top possible speed.

8-10: Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

3rd place power: If the target(s) fail a will save, they are shaken for one round per caster level. If at least three points are used, the targets are frightened instead for one round per point used beyond the second.

4th and later: The target(s) must pass a will save or suffer one point of wisdom damage per point of anti-mind used.

Arcana:

Available only to arcane casters, this type of energy is used more to enhance other effects than to create new ones. When summoning this (and only this) type of energy, add two per level of the channel to your amount rolled when determining the quantity summoned. With this energy type, you may divide points of arcana into multiple groups, and use the ranking of both groups for your spell (this is also helpful if you need to get to a lower effect of another energy type)

Cantrip: *arcane mark*

1st place power: This spell ignores spell resistance.

2nd place power: This spell can be cast at long range. (400ft+40ft/level)

3rd place power: This spell can be cast at medium range.(100ft+10ft/level) A spell with arcana in both second and third place casts at long range.

4th and later: This spell does not require a somatic component.

Body:

Body is the opposing force to anti-body. Should both energy types be present in a spell, they cancel each other out until only one remains.

Cantrip: One target touched gains a +1 insight bonus to one skill for one round per caster level.

1st place power: The target(s) move at an increased rate. The target(s) may take an additional move action per turn for one turn per point of body used. While this effect is active, the target(s) gain a +1 bonus to attack rolls, AC, and reflex saves. If at least 5 points of body are used, the target(s) may instead choose to take an extra standard action (instead of the extra move action) in the round it was cast on them, ending the effect immediately afterward.

2nd place power: The target(s) gain a bonus to all attacks equal to your caster level for one round per point used.

3rd place power: The Target(s) now increase or decrease in size one category for one round per point used. The increase in size causes a +4 bonus to STR, but a -4 penalty to DEX, while the decrease in size has the opposite effect. This does not stack with other size increasing or decreasing effects.

4th and later: One of the six abilities is increased in the target(s) by two points per point of body used. The effect lasts one round per caster level.

Chaos:

It's not the law.

Cantrip: *detect law*

1st place power: The target(s), if non-lawful, gain a +1 bonus to AC and all saving throws per point used against lawful beings and effects for one round per caster level. If the target(s) are lawful, they must pass a will save or suffer 1d8 damage per two points used.

2nd place power: The target(s), if non-lawful, gain 2 points of SR per point of chaos used against spells cast by lawful creatures or with the lawful descriptor. If the target(s) are lawful, they must pass a will save or be stunned for one round per point used.

3rd place power: The target(s) gain a bonus to bluff checks equal to plus three per point of chaos used. This bonus lasts one round per caster level.

4th and later: The target(s), if non-chaotic, must pass a will save or suffer 2d8 damage per point of chaos used.

Conjuration:

Conjuration is unique among energy types in several ways. All spells with conjuration energy create a magical entity, with some of the abilities of a creature. The entity could be in the form of a magical beast, a ghostly servant, or a giant web. If cast in an area, there is considered to be one such entity per affected square, although there may be a swarm of smaller things (spiders, tentacles, and the like) doing the task. Either way, the entity does what it does on one target in each square. The entity does not occupy it's square(s), and is treated as a spell effect, not as a creature, unless otherwise noted. Because the entity has no will of it's own, it does not act unless it's creator commands it mentally (a

free action). What the entity does, and what abilities it has is determined by the ranking below.

Cantrip: Any two items of your choosing are held together by magical glue. This glue can be broken by 40 pounds of force or a DC5 strength check.

1st place power: The entity is an uncontrolled being of strength. It has a strength score equal to the number of points of conjuration used times two, a base attack bonus of your caster level, and either grapples (automatically constricting for 1d6+STR bonus damage upon a successful pin), attacks with a 1d6 slam, or bull rushes (your choice) on your turn each round. It cannot be attacked or harmed by physical means, and is incorporeal to everyone but it's target, unless it chooses to grapple and others join said grapple. It lasts one round per caster level. If more than 5 points are used, the entity is of an increased size category, and deals slam and constrict damage with an increased die (because it only interacts with it's target, how many squares the entity takes up is irrelevant):

6-10:Large,1d8

11-15:Huge,1d10

16-20:Gargantuan,2d6

21+:Colossal,3d6

2nd place power: The entity is an artificial being of force. It is treated as a medium construct, with either the amount of conjuration used as STR and your caster level as DEX, or your caster level as STR and the amount of conjuration used as DEX. In either case, the entity cannot be attacked, although it can be grappled or pinned, and has no value in CON, INT, WIS, or CHA. It has no ranks in any skills, but can attempt any action (including combat actions) that can be preformed untrained. It moves at 30ft per round. It obeys you directly for one minute per caster level, after which time it vanishes.

3rd place power: Any and all targets now have an item made of magic. This can take the form of any (non-masterwork) mundane item, which works like a normal item of it's type and lasts for one round per point of conjuration used, or a magical weapon or a magical suit of armor. The magical weapon can be of any type, and has an enchantment bonus of +1 plus an additional +1 per two points of conjuration used. The magical armor (or shield) grants an AC bonus equal to +1 per point of conjuration used. Both the weapon are armor version of the spell last one round per caster level.

4th and later: An invisible pedestal carries the rest of the spell. Any effects of this spell that effect a specific location, square or intersection may be moved by the caster at a rate of 5ft per round per point of conjuration used.

Divination:

Divination is the energy of knowledge, and the gathering thereof.

Cantrip: *Detect Magic*

1st place power: The target(s) gain an insight bonus to their next attack roll equal to the amount of divination used. This attack must occur withing one round per caster level, or the bonus wears off.

2nd place power: The target(s) gain an immediate bonus to initiative equal to the amount of divination used. If this brings them up to the current initiative, they may take their actions immediately.

3rd place power: You attempt to scan a far off target or target area (this spell is essentially infinite range,

regardless of normal rules, but AOE still counts). To scry, a caster must have a key: some knowledge that distinguishes what is being searched for from everything else out there. The key can be any kind of visual memory of the target, some unique property of an item being scryed upon, or even the personality of the target being watched. In that final case, the target becomes aware of the connection to his or her mind, and may attempt a will save to make the spell fail altogether. It cannot be something situational, like “my enemy”, or “the guy who stole my staff last night”

Once you have a key and a target, make a spellcraft check:

Key Quality	DC
Intimate (the shape of the tree you spent your childhood sitting under, your mother's voice)	10
Good (detailed memory/description of a painting in the room, exact shape of a sword you made)	15
Vague (A good description of the appearance of an item you have heard much of, but never saw)	20
Bad (“A dragon. A dragon that lives up in those mountains. I know it's up there!”)	30
Wrong (You have some fact wrong, but otherwise your key does identify the target well)	40

If you succeed, you may now visually see the target or target area for one minute per caster level. You are able to see the area around the target up to 5ft per point used, although the area gets hazier as you look further from the target. Anything viewed in this way can be used as a bad key in further scrying.

A target that changes appearance or otherwise no longer fits their key at all becomes untargetable until you learn a new key that is accurate, but the caster learns that failure is due to the target changing.

Earth:

Manipulation of the ground below has uses on and off the battlefield.

Cantrip: A handful of either soil,sand,stone or mud appears in your hand.

1st place power: The ground around the target(s) begins to lift up and attack. The target(s) must pass a reflex save or suffer the following effects, based on the surface the target is standing on:

Dirt: Target takes one bludgeoning damage per point of earth used (reflex half), and is Stunned for 1 round if at least 4 points are used.

Mud: target is entangled for 1d4 rounds times the amount of points of earth used or until they leave the targeted square(s)

Clay: Target falls prone, and anyone moving across an affected square must pass a reflex save or fall prone. This effect lasts one round per point of earth used.

Stone or brick: Target suffers 1d4 points of slashing damage per point of earth used.

Sand: target is blinded for one round per point of earth used.

Gravel: Target is knocked prone and suffers one point of slashing damage per point of earth used.

2nd place power: The targeted ground, which can be of any type excluding stone, begins to shift. You can move 1000 cubic feet of material per point used over the course of 10 minutes, or 10 cubic feet instantly.

The affected ground does not dramatically break apart. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

3rd place power: If less than 5 points of earth are used, any target(s) who fail a fortitude save suffer a penalty to dexterity of one per point of earth used, but gains two points of DR per point of earth used. If five or more points are used must pass a fortitude save or be turned to stone permanently.

4th and later: An earthquake occurs, over the course of one round, in the affected squares. During that round, all creatures standing on affected squares are unable to take either move actions or standard actions (free actions are still possible). In addition, said creatures must pass a reflex save or fall prone, and pass a DC 20 concentration check or lose any spells they were casting.

If at least 4 points of earth are used, any affected cliffs or stone walls release loose stones, which tumble as far away from the cliffs or walls as the cliff or wall was high, dealing 1d8 damage (reflex half) per point of earth used to all within that area. Ceilings collapse which deals 1d8 damage (reflex half) per point of earth used to any creature directly underneath, and pins them underneath if they fail a separate reflex save. If the damage a ceiling or wall deals exceeds the hardness of the material it was made of, that section is reduced to rubble.

If at least 2 points of earth are used, fissures open in the affected area. Any creatures standing on the affected area has a 25% chance of falling into one (DC 20 reflex save to jump out of the way). All fissures close at the end of the round, killing any creature below a certain size automatically, and pinning larger creatures. Escaping requires digging out the surrounding soil, which is usually a full-round action. The minimum size to survive depends on the amount of earth used:

Tiny or larger survive: 2

Small or larger survive: 4

Medium or larger survive: 6

Large or larger survive: 8

Huge or larger survive: 10

Gargantuan or larger survive: 12

Colossal creatures survive: 14

Any creature dies: 16

Evil:

Not good.

Cantrip: *detect good*.

1st place power: The target(s), if non-good, gain a +1 bonus to AC and all saving throws per point used against good beings and effects for one round per caster level. If the target(s) are good they must pass a will save or suffer 1d8 damage per two points used.

2nd place power: The target(s), if non-good, gain 2 points of SR per point of law used against spells cast by good creatures or with the good descriptor. If the target(s) are good, they must pass a will save or be stunned for one round per point used.

3rd place power: Any and all targets (regardless of alignment) must pass a will save or suffer a -1 to attack rolls, skill checks, and saves per two points used for one round per caster level.

4th and later: The target(s), if non-evil, must pass a will save or suffer 2d8 damage per point of evil used.

Fire:

Magical fire is not quite like normal fire. It's even more fun.

Cantrip: *flare*

1st place power: Any and all targets take 1d6 fire damage (reflex half) per point of fire used, excluding the first in each three points used. For example, 8 fire used in first place would deal 5d6 damage (ignoring the 1st, 4th and 7th points used).

2nd place power: A wall of fire, 5 ft long per point of fire used (they must connect, but need not be linear), erupts into being, allowing a reflex save for anyone in the way to jump to an adjacent square. Any creature in the same square automatically suffers 1d4 damage per round per point of fire used. The wall disappears after a number of rounds equal to your caster level.

When this is combined with an area-of-effect (such as spirit's 1st place power), this creates a wall in every area. The walls do not need to be mirror images of each other. Two overlapping wall sections do not have any special effect: an ordinary piece of wall is made.

3rd place power: Targeted objects slowly heat up over time. The round this effect is used, the objects heat up, but too little to cause any damage. The following three rounds, the objects continue to heat, dealing 1d4 more heat damage than last round per point used to anything touching the objects, and the objects themselves. After three rounds, the effect deals only half as many dice as the round before (rounding down). 5 points of fire used the the third place, for example, would deal 0,5d4,10d4,15d4,7d4,3d4,1d4,0

4th and later: All flammable targets that fail a reflex save ignite, suffering 1d6 damage per round until a move action is performed to put them out.

Force:

Force, oddly, alternates between a controlled and uncontrolled state, making it one of the tougher tricks for a wizard to master.

Cantrip: *mage hand*

1st place power: All targets are pushed directly away from you if a ray or line is used, or directly away from the origin in the case of a cone or burst. Any creature may make a reflex save to avoid being thrown. The distance pushed depends of size:

fine: 20 ft per point used

diminutive: 10 ft per point used

tiny: 5 ft per point used

small: 5 ft per 2 points used

medium: 5 ft per 4 points used

large: 5 ft per 8 points used

huge: 5 ft per 16 points used

gargantuan: 5 ft per 32 points used

colossal: 5 ft per 64 points used

If pushed at least 5 ft, the target(s) are knocked prone. If thrown more than 10ft into an object, or more than 20ft, targets suffer 1d12 damage.

2nd place power: This spell magically punches the target for 1d4 damage plus the number of points of force used.

3rd place power: Magical forces repair or even create items. If at least two points of force are spent, any non-magical item targeted is repaired. If five or more points are spent, you may construct any item whose craft DC is less than or equal to the amount of points of force spent, assuming the raw materials are present and targeted.

4th and later: Crushing forces pin the target(s) for one round per point of force used unless the target(s) succeed a will save.

Frost:

Despite being a good counter, frost is not the opposite of fire in the realm of magic.

Cantrip: *ray of frost*

1st place power: Any and all targets take 1d6 frost damage (reflex half) per point of frost used, excluding the first in each three points used. For example, 8 frost used in first place would deal 5d6 damage (ignoring the 1st, 4th and 7th points used).

2nd place power: A wall of ice appears in a location within range of your choosing. The wall is 1ft thick, 10ft high, and 5ft long per point of Frost used, and has hardness 5 and 100 HP per 5ft section (additional castings can thicken this, adding 100HP each time). The squares covered may be in any continuous pattern you desire that includes the targeted square. The wall remains in place for one round per caster level, after which it melts instantly if the temperature is above freezing.

When this is combined with an area-of-effect (such as spirit's 1st place power), this creates a wall in every area. The walls do not need to be mirror images of each other. Two overlapping wall sections do not have any special effect: an ordinary piece of wall is made.

3rd place power: The targeted square(s) or object become slippery for one minute per point used. Any creatures walking along a slippery surface must pass a reflex save or fall prone. Any creature holding a slippery object must pass a reflex save or drop the object.

4th and later: Any targets(s) that fail a fortitude save are frozen, paralyzed and suffering 1d4 damage per round for one round per two points of frost used.

Good:

Not evil.

Cantrip: *detect evil*

1st place power: The target(s), if non-evil, gain a +1 bonus to AC and all saving throws per point used against evil beings and effects. If the target(s) are evil, they must pass a will save or suffer 1d8 damage per two points used.

2nd place power: The target(s), if non-evil, gain 2 points of SR per point of law used against spells cast by evil creatures or with the evil descriptor. If the target(s) are evil, they must pass a will save or be stunned for one round per point used.

3rd place power: The target(s) (regardless of alignment) gain a +1 to attack rolls, skill checks, and saves

per two points used for one round per caster level.

4th and later: The target(s), if non-good, must pass a will save or suffer 2d8 damage per point of good used.

Hex:

A refined form of anti-body, this form of magic aims it's attacks on the mind.

Cantrip: The caster fires a ray (short range) at a single target. If it hits, the subject must pass a will save or suffer a -1 to all saves for the next 1d4 rounds.

1st place power: Any and all targets must make a will save or suffer a penalty to all saves of minus one per two points of hex used for one minute per caster level.

2nd place power: Any and all targets must pass a will save or suffer one point per hex used of damage to an ability score of the caster's choosing.

3rd place power: If the target(s) fail a will save, they either lose one point in each mental ability for each point of hex used, or are stunned for one round per 2 points of hex used(caster's choice).

4th and later: Any and all targets suffer a penalty to their AC equal to one per point of hex used (no save) for one minute per caster level. This does not stack with itself.

Judgment:

Judgment is used by divine casters to separate the righteous (or fittingly UN-rightious) from those to be judged.

Cantrip: *read magic*

1st place power: Damming forces push the spell's effects directly into the target's soul. Any saves from other spell effects are now will saves, and the spell now automatically hits.

2nd place power: The spell only affects creatures of a specific alignment or alignments of your choosing.

3rd and later: The target, which must be a weapon, is treated as a weapon of a certain alignment for one round per point of judgment used.

Law:

It's the law.

Cantrip: *detect chaos*

1st place power: The target(s), if non-chaotic, gain a +1 bonus to AC and all saving throws per point used against chaotic beings and effects for one round per caster level. If the target(s) are chaotic, they must pass a will save or suffer 1d8 damage per two points used.

2nd place power: The target(s), if non-chaotic, gain 2 points of SR per point of law used against spells

cast by chaotic creatures or with the chaotic descriptor. If the target(s) are chaotic, they must pass a will save or be stunned for one round per point used.

3rd place power: The target(s) must pass a will save or be forced to obey the next command given by the caster. This is a mind-influencing effect that lasts one round per point of law used.

4th and later: The target(s), if non-lawful, must pass a will save or suffer 2d8 damage per point of law used.

Light:

Light is the opposing force to shadow. Should light and shadow both occur in a spell, the negate each other in a one to one ratio until only one remains.

Cantrip: *Dancing lights*

1st place power: The targeted square(s) become fully lit as if in daytime (although there are no shadows because the light comes from all directions) for one round per point of light used.

2nd place power: The targeted area displays a still image for one minute per point of light used, or a moving image for one round per point used

3rd place power: The target(s) must pass a will save or be fascinated for one minute per point of light used. Nearby combat, drawing a weapon, or other clearly dangerous circumstances cause this effect to end.

4th and later: Any invisible targets become outlined by a glowing halo. This has no effect on ethereal targets.

Mana:

Mana naturally seeks life force, but if well controlled, can be used as a brush to spread a mage's magic.

Cantrip: *read magic*

1st place power: This spell automatically hits it's single target, with no rolls required. If any other effects allowed a reflex save, they don't now.

2nd place power: This spell may now be cast at either an intersection, which it always hits (assuming it has no cover), or a target, like a normal ray. Either way, upon contact, this spell explodes into a sphere 5 ft in radius per point of mana used in the spell, causing all spell effects to all possible targets within the sphere. Alternatively, you may choose to cast as a 90 degree cone starting from your position to a range of 15 ft per point of mana used, causing all spell effects to all in the cone. Any effects that allow reflex saves are now blocked by cover, but any other effects aren't. Two creatures of medium size or greater in the same square are not both effected.

3rd place power: This spell now shoots out in a line starting from you extending out 30 ft per point of mana used in this spell, effecting every creature in a square effected. If the line collides with a wall or similar obstacle, it ends there. A creature in a square effected may roll a single reflex save to avoid all spell effects, in addition to the saves the effects themselves allow. At the DM's discretion, some spells

can instead be cast in a line perpendicular to you, up to a total of 10ft long per caster level, with all effected squares still in the spell's range.

4th and later: For each point of mana spent on the spell, pick three points of energy out of the energy used in this spell (no single point may be selected twice). You then immediately cast with all of this energy. The spell or spells are cast as if you were in the position where the original spell was cast for purposes of range and line-of-sight. You may add additional energy from your shell to this new casting (as may other casters), but you cannot keep the energy; anything not used is lost at the end of the round. If any of these spells have mana in the fourth place, you may use this effect again.

Mind:

Mind is the opposing force to anti-mind. Should both energy types be present in a spell, they cancel each other out until only one remains.

Cantrip: *Message*

1st place power: The target gains the ability to mentally move 5lbs of material per caster level for one round per point used.

2nd place power: the target(s) have Darkvision out to 60ft for one round per caster level.

3rd place power: The caster can now project his thoughts into the minds of the target(s) for one minute per caster level.

4th and later: The targeted squares exhibit the properties of touch smell and taste of an object of your choosing for one minute per point of mind used. A will save negates this effect.

Nature:

Uhh, it's natural?

Cantrip: *Shape wood*

1st place power: Any and all targets take 1d4 acid damage (reflex half) per point of acid used, excluding the first in each three points used. For example, 8 nature used in first place would deal 5d4 damage (ignoring the 1st, 4th and 7th points used).

2nd place power: The target(s) must pass a fortitude save or be afflicted with a disease, which occurs immediately (no incubation period). The disease causes one point of damage to each physical ability score per three points of nature used (rounding down) on a failed save, and the target(s) must keep making a fortitude save each day or suffer the damage again. Upon succeeding two saves in a row, the target is cured for good (the ability damage heals at the normal rate). Note that this is a non-magical disease; it cannot be dispelled, but can be cured like any other disease. If at least 10 points are used, anyone who touches the target(s) must make a save or be infected in the same way. These new victims are also contagious.

3rd place power: The target(s) may now manipulate 5 pounds of rock or mud (chosen at the time of casting) per point of nature used for as long as the target concentrates.

4th and later: up to one cubic foot of targeted mud per point used turns into stone, or one cubic foot of stone per point used turns to mud.

Necromancy:

Necromancy is the disruption of the cycle of life. As such, all spells that use necromancy are considered evil.

Cantrip: *disrupt undead*

1st place power: 1d6 points of damage per three points used are absorbed from each target who fails a fortitude save, and the caster gains temporary health of the same amount. The temporary hit points last for one hour per caster level.

2nd place power: If the target(s) are undead creatures, you may attempt to command them. A non-intelligent undead is automatically commanded, while an intelligent undead may negate the effect with a successful will save. If a corpse is targeted, it rises as undead (either zombie or skeleton) if the undead's HD would be less than the amount of necromancy used. You cannot control more HD of undead than your own HD.

3rd place power: If at least 3 points of necromancy are used, the target must pass a fortitude save or become either blinded or deafened (caster's choice). Each point used beyond the third increases the save DC by one.

4th and later: If the other effects of the spell kill the target(s), their soul(s) are trapped in an item of your in your possession, preventing any attempt to return them to life. If at least 4 points of necromancy are used, the target must pass a will save or their soul is trapped in the same way, even if they would normally still be alive. The body left behind immediately perishes.

Negative:

Negative energy opposes positive energy at every turn. Should both be present in a spell, they cancel each other out point for point until only one remains. A cleric who rebukes undead can drop any other channel for negative energy, and may choose to use any of the four powers, regardless of the rank of negative energy in the spell. In effect, treat all other energies as if the negative energy were not there, then add whichever of the four effects you desire. The effects are still listed in ranks because good clerics cannot do this.

Cantrip: *inflict minor wounds*

1st place power: For each three points of Negative energy used (rounding down), the subject is damaged 1d8 points of health unless they pass a will save.

2nd place power: For each three points of Negative energy used (rounding down), any and all targets dealt one point of ability damage. This may be in any one ability.

3rd place power: The square(s) targeted become cursed. For each point used, all undead in the area suffer a +1 to attack rolls, damage rolls, and saves, and charisma checks to turn undead receive a -1 unholy penalty. In addition, undead summoned or created in the area gain one additional HD of health, as the toughness feat.

4th place power: The target(s) are immune to positive energy effects for one round per point used. (Will negates)

Planar:

This form of energy is a mortal's only link to the planes.

Cantrip: The caster can see into the ethereal plane and plane of shadow, as if he were there. Concealment on the other planes still obstruct the caster's view.

1st place power: Any targeted outsiders with less HD than half the amount of points of planar energy used (rounding down) must pass a will save or be banished back to their home plane.

2nd place power: A creature is summoned into your presence. It automatically appears in a square within range. You may summon an outsider or vermin of a CR equal to the number of points of planer energy used divided by three, rounding down. For an additional point per point of intelligence of the summoned creature, you may be in complete mental control of the creature. For example, to summon a dretch (an outsider of CR2 with intelligence five) would cost 6 points of planer energy, or 11 points if you want to control it. A creature who's ECL is greater than yours cannot be controlled in this way (although nothing keeps you from dominating it by some other means.) An uncontrolled summoned creature simply acts like a normal (albeit confused) creature of it's type. Either way, the creature returns to where it came after one round per caster level. This effect is not affected by AOE; you cannot summon blocks of creatures using mana or spirit.

3rd place power: Any and all targets are re-aligned into another plane. If the movement is from the material plane into the ethereal plane or the plane of shadow (or back again), the target(s) remain there for one round per 2 points used, rounding down, after which point the target(s) enter the nearest open space from the corresponding spot on the plane they were just in (the material, ethereal, and shadow planes are parallel). For a trip to or from any inner plane, the effects last one round per 4 points used, rounding down, after which the target(s) return to where they were when the spell was cast. To travel to an outer plane from the material plane, ethereal plane, or plane of shadow (or back), the effect lasts one round per 6 points used, rounding down, after which the target(s) return to where they were when the spell was cast.

4th and later: A gate opens to any location in the plane of your choosing. It is one foot wide per three points of planer energy used, and remains in place for one round per caster level. Travel through this gate is permanent.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the portal works.

To see how well the portal works, roll **d%** and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

Familiarity

“Partnered” means that someone else is at the target location communicating details to you during casting. “Very familiar” is a place where you have been very often and where you feel at home.

“Studied carefully” is a place you know well, either because you can currently see it, you’ve been there often, or you have used other means (such as scrying) to study the place for at least one hour. “Seen casually” is a place that you have seen more than once but with which you are not very familiar.

“Viewed once” is a place that you have seen once, possibly using magic.

“False destination” is a place that does not truly exist or if you are linking a portal to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll **1d20+80** to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target

The portal appears where you want to be.

Off Target

It appears a random distance away from the destination in a random direction. Distance off target is **1d10×1d10%** of the distance that was to be traveled. The direction off target is determined randomly, in three dimensions. Should the portal appear underwater (or lava), this may cause problems of it's own.

Similar Area

You wind up in an area that’s visually or thematically similar to the target area. This location looks more like you thought the target did than the target itself, but is likely very far away from where you were going.

Mishap

The portal links to a random location in the multiverse. What is on the other side is bounded only by your DM's mercy...

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01-97	98-99	100	—
Partnered	01-99		100	
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination (1d20+80)	—	—	81-92	93-100

Positive:

Positive energy is the stuff of life, and the bane of undead. A cleric who turns undead can drop any other channel for positive energy, and may choose to use any of the four powers, regardless of the rank of positive energy in the spell. In effect, treat all other energies as if the positive energy were not there, then add whichever of the four effects you desire. The effects are still listed in ranks because evil clerics, paladins, druids, and bards cannot do this.

Cantrip: *cure minor wounds*

1st place power: For each three points of Positive energy used (rounding down), the subject is healed 1d8 points of health unless they pass a will save.

2nd place power: For each three points of Positive energy used (rounding down), any and all targets heal one point of ability damage. This may be in any one ability.

3rd place power: The square(s) targeted become blessed. For each point used, all undead in the area suffer a -1 to attack rolls, damage rolls, and saves, and charisma checks to turn undead receive a +1 sacred bonus. In addition, no undead may be summoned or created in the area.

4th place power: The target(s) are immune to negative energy effects for one round per point used. (will negates)

Protection:

Despite seeming quite divine in nature, arcane casters often tap into this energy's beneficial power.

Cantrip: *Virtue*

1st place power: The target(s) gain a +1 natural armor bonus per two points of Protection used (rounding down). This bonus lasts one round per caster level.

2nd place power: The target(s) is resistant to one of the effects, chosen at the time of casting:

Poison(+1 to saves per point used, lasts one hour per caster level)

Disease effects (+1 to saves per point used, lasts one day per caster level)

death effects (completely immune for one round per point used)

Environmental effects (+1 to saves per point used, lasts one hour per caster level)

Fear effects:(+1 to saves per point used, lasts one minute per caster level)

3rd place power: The target gains a sixth sense, which lasts one minute per caster level. At any one point during this time, the target may activate the effect, ending it. This takes no action (and thus may be done even on someone else's turn), and can manifest as a bonus equal to the amount of points used to an attack roll, ability check, or skill check, or as an insight AC bonus against a single attack.

4th place power: For each point used, you suffer 10% of any damage dealt to the target(s), no matter the cause of the damage, instead of them. Logical reasons cap this effect at 100%. The effect lasts one hour per caster level, or until voluntarily dispelled.

Shadow:

Shadow is an opposing force to light. Should light and shadow both occur in a spell, the negate each other in a one to one ration until only one remains.

Cantrip: An inky mist sprays from your hand, obscuring a 5ft cube. Just determining what is in there takes a DC 10 spot check, and any hide or slight of hands checks that take place receive a +4 bonus. It dissipates after one round per caster level.

1st place power: The targeted square(s) are surrounded in magical darkness for one round per point of Shadow used. Non-magical light is not able to penetrate this darkness, rendering anything inside

impossible to see.

2nd place power: The target(s) begin to be distorted, making it difficult to determine where the subject really is. The target(s) gain(s) 20% concealment for every point of Shadow used, up to 100%, at which point the target becomes completely invisible. This effect lasts one round per caster level.

3rd place power: The target(s) become less able to see due to a personal veil obscuring their vision. Any and all targets who fail a will save suffer a -2 per point of shadow used to attack rolls and spot checks. If at least 10 points are used, the target becomes blinded. This effect lasts one round per caster level.

4th and later: Any and all targets are invisible for a number of rounds equal to the number of points of Shadow used times your caster level. Attacking, grappling, disarming, tripping, or casting an offensive spell ends the effect.

Sound:

Causing vibrations in the air is more useful than you might think...

Cantrip: *ghost sound*

1st place power: Any and all targets suffer 1d4 points of sonic damage per point used, excluding the first in each three points used. For example, 8 sound used in first place would deal 5d4 damage (ignoring the 1st, 4th and 7th points used). This does not allow a save.

2nd place power: You may communicate telepathically to the target(s) for one minute per point of sound used.

3rd place power: The targeted area or object repeats a sound (determined by you) for one minute per point used, or speaks on your behalf (making different noises whenever you command it to) for one round per point used.

4th and later: Items of a hardness equal to or less than the amount of points of sound used shatter. Items possessed by a creature or magical items may make a reflex save to avoid this fate.

Spirit:

Spirit is the mana of divine casters, holding the energy of the gods to the mortal realm.

Cantrip: *Guidance*

1st place power: This spell may now be cast at either an intersection, which it always hits (assuming it has no cover), or a target, like a normal ray. Either way, upon contact, this spell explodes into a sphere 5 ft in radius per point of spirit used in the spell, causing all spell effects to all possible targets within the sphere. Alternatively, you may choose to cast as a 90 degree cone starting from your position to a range of 15 ft per point of spirit used, causing all spell effects to all in the cone. Any effects that allow reflex saves are now blocked by cover, but any other effects aren't. Two creatures of medium size or greater in the same square are not both effected.

2nd place power: This spell now shoots out in a line starting from you extending out 30 ft per point of spirit used in this spell, effecting every creature in a square effected. A creature in a square effected

may roll a single reflex save to avoid all spell effects, in addition to the saves the effects themselves allow. At the DM's discretion, some spells can instead be cast in a line perpendicular to you, up to a total of 10ft long per caster level, with all effected squares still in the spell's range.

3rd place power: The spell is a medium ranged (100ft +10ft per caster level) ray.

4th and later: The spell is a short ranged (25ft+5ft per caster level) ray.

Storm:

Despite seeming more the domain of a cleric or druid, the precise manipulation of air can cause a variety of effects to the skilled arcane caster.

Cantrip: A small orb of lighting appears in your hand for one minute per caster level, or until the caster wishes it gone. The orb provides shadowy illumination in a 10ft radius, and wakes up any creature that is touched with it (it is not powerful enough to deal damage). If the caster is holding a weapon, that weapon deals one bonus point of shock damage.

1st place power: Any and all targets take 1d6 shocking damage (reflex half) per point of storm used, excluding the first in each three points used. For example, 8 storm used in first place would deal 5d6 damage (ignoring the 1st, 4th and 7th points used).

2nd place power: Any and all targets may fly at 5ft per round per two points used, and ignore gravity while under the effect of this spell. The effect lasts for one round per caster level.

3rd place power: A cloud of fog appears in the square the spell was cast into, or every square in the area of effect if one is used. Any creature 5ft away and within the cloud have 50% concealment, any creatures 10 or more feet away within the cloud are invisible. This cloud lasts one round per point used.

4th and later: For one round per point of storm used, the target(s) fall at a fixed rate of 20ft per round.

Thaumaturgy:

The more obscure of the “pure” forms of magic, Thaumaturgy is favored by the more sophisticated of wizards and sorcerers who wish to prove themselves. With this energy type, you may divide points of thaumaturgy into multiple groups, and use the ranking of both groups for your spell (this is also helpful if you need to get to a lower effect of another energy type)

Cantrip: *prestidigitation*

1st place power: The caster may now discriminate between who is effected by the spell, and who is not. This can take the form of directly choosing targets, or setting a condition (DM determines what is allowed as a condition) under which only those matching that condition are effected. In addition, the caster immediately knows how many targets were effected by the spell (even if the spell has no effects).

2nd place power: Any effects of this spell that effect a specific location, square or intersection may be moved by the caster at a rate of 5ft per round per point of thaumaturgy used.

3rd place power: Pick a number of points worth of effects from this spell that do not already have a

duration equal to your caster level. These effects reoccur every round for one round per point of thaumaturgy used in the same area of to the same target(s) of the original spell. The order of these repeating effects does not matter: they have the same effects as they did in the original spell. For example, a 5th level wizard casts force5,mana4,thaumaturgy2,fire1. He chooses to have the point of fire, and four points of force repeat. In the following two rounds, all targets that fail a reflex save ignite (fire's fourth place effect) and all targets within the original area risked being knocked back (force's first place effect)

4th and later: Once cast, this spell waits until a condition set by the caster before it's effects go off. The target or target area must be selected upon casting, and is fixed. If the spell is not used after one day per caster level, is dissipates.

Transmutation:

Fun stuff...

Cantrip:

1st place power: Time in the targeted square(s) flow either faster or slower (caster's choice). In the event of accelerated time, one of the following effects occur, based on how many points of transmutation are used:

1-5: The target(s) movement speed increases by 5ft per point of transmutation used for one round per caster level. Inanimate objects fall at double speed.

6-20: Any creatures in the targeted area may take an extra turn this round, at an initiative equal to the amount of Transmutation used. Any effects that last a given number of rounds behave as if two rounds have expired.

21+: All things, living or otherwise, in the targeted area age one year per point beyond the 20th (23 points=3 years of aging) used over the course of the round. Organic objects rot, iron rusts, and people advance in age. If very large amounts of transmutation are used, this can cause someone to advance to the next age category, or to die altogether. This allows no save, and is permanent.

In the event of decelerated time, one of the following effects occur, based on how many points of transmutation are used.

1-5: Any creatures in the targeted area lose the amount of Transmutation used in initiative (will save negates)

6-20: Any creatures in the targeted area may only take a move or standard action, but not both, for one round per caster level, unless they pass a will save equal to the amount of Transmutation used.

21+: All things, living or otherwise, enter a stasis of extremely compressed time. A creature or object in stasis cannot be harmed, manipulated or moved in any way, but a creature in stasis cannot take any action, and is unaware of the time passing, or any event occurring in the outside world. This effect allows no save. The duration of this stasis depends on the amount of Transmutation used:

21-26: 1round/point used beyond 20th

27-30: 1day/point used beyond 26th

31+: until dispelled

2nd place power: The subject can change into a similar looking creature (same type) for one hour per caster level. If used as a disguise, the target gains a bonus equal to the amount of points of transmutation used.

If at least six points of Transmutation are used, the target(s) can be transformed into any

creature with HD equal to or less than the amount of Transmutation used beyond the fifth, causing the target to assume the physical ability scores and extraordinary abilities of the new form. 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. After one minute per caster level, or when the caster chooses to dispel the effect, the target(s) return to their original form.

If at least ten points are used, the effect can turn a creature into an inanimate object or vice versa. This allows a will save to avoid in the former case. If the final state is a creature, it must be of HD less than or equal to the amount of Transmutation used beyond the tenth, and otherwise works like a creature to creature change, except that the new life forms now have mental statistics all equal to your caster level. They know anything that you know upon casting and wish to pass on to them, although they may not be able to understand it, and thus may have any skill ranks or feats you have (they could technically have your casting knowledge, but this doesn't let you cast unless you are a wizard, and they don't have time to prep spells). They return to their original form (and die) after one minute per caster level.

3rd place power: Only unattended objects can be targeted by this effect. Up to one object per square targeted (caster's choice) become animated objects (as in the monster manual) if they are of a size category equal to or smaller than the size corresponding to the amount of transmutation used:

1:tiny

2:small

3:medium

4:large

6:huge

10:gargantuan

15:colossal

After one hour per caster level, the items return to their inert state.

4th place power: Gravity changes in the targeted squares, with the effect extending ten feet into the air per caster level. The gravitational force can be up, down, or lateral:

Up: For each point used, objects and creatures in the affected area weigh one quarter less than normal. At exactly four points, objects and creatures become weightless, requiring them to brace themselves against solid objects before exerting any force (this includes attacking). Once five points are used, where they actually begin to fall upward, essentially having negative weight, until they reach the top of the effected area and float in place. Holding such creatures and objects down (only possible by reaching in from outside the effect) is equivalent to lifting an object of the negative weight.

Down: The gravity in the affected area increases by $\frac{1}{4}$ Gs per point used. Each point used incurs a cumulative -1 to attack rolls, reflex saves, and AC as creatures increase in weight. Every fourth point decreases movement speed by 5ft per round. Should a creature's speed ever reach 0ft per round, the creature immediately falls prone, and cannot stand, move, or even take five foot steps. Finally, creatures take 1d6 damage per round from their own weight once 10 or more points are used. Objects often collapse as well by this point, depending on how many times it's own weight it can handle.

Lateral: Objects on wheels begin to roll at 5ft per round per point used, while those without wheels begin to slide across the ground at 5ft per two points used. Movement for creatures costs half as much in the direction the altered gravity is pushing, and double in any other direction. If at least five points

are spent, creatures must pass a reflex save to grab an immobile object or fall in that direction, suffering falling damage as appropriate.

In any event, this effect lasts one round per two caster levels.

War:

While normally a divine area, the war energy type can be used by arcane casters as well.

Cantrip: You, or someone you touch, gains a +2 on your next attack roll

1st place power: The target, which must be a weapon, gains an enchantment bonus to attack and damage rolls equal to your caster level for one round per point of war used.

2nd place power: The target, which must be a weapon, is treated as keen for one round per level.

3rd place power: The target(s) have high attack progression for one round per point of war used.

4th and later: Any attack made on the target(s) has a 10% chance per point used (up to 90%) to be reflected back at the target, using the same attack bonus and damage as the attack would have had on the attacked target.

Water:

Yeah, I know. It's a BS excuse for a type of magic, but someone, some day, may take the domain, so...

Cantrip: A mist of water sprays two feet from your hand, extinguishing torches, watering plants, and making it look like people peed their pants.

1st place effect: One gallon of water appears per point of water used at the targeted area (you always hit empty space)

2nd place effect: An area of water up to one foot in each dimension per point used rises or lowers 2 feet per point of Water used.

3rd place effect: A high pressure spray blasts the target(s). Divide your points of Water between speed and force. For each point of speed, the blast deal 1d6 bludgeoning damage. For each point of force, creatures are knocked back based on size:

Tiny or smaller: 10ft per point used

small: 5ft per point used

medium: 5ft per two points used

large: 5ft per four points used

huge: 5ft per 8 points used

gargantuan: 5ft per 16 points used

colossal: 5ft per 32 points used

This knock-back is too slow to deal damage.

4th place effect: For each point used, any armor targeted loses one point of AC permanently due to corrosion. In addition, any metallic creature must pass a fortitude save or suffer 4d8 damage per point used. Smaller items, like swords, simply dissolve. Magic items may make a fortitude save.

Formula Spells

Some combinations of magical energy create unique anomalies, known as formula spells. Formula spells cannot be modified; they are only cast by using the exact combination of energy required and declaring that you wish to cast a given formula spell. It is possible to cast the spell normally produced by that combination instead. A formula spell can be counter-spell just like a normal spell, but if the energies are changed, the spell becomes a normal spell of that type. For example, if a charm person (formula of 5 mind) has one force added to it via counter-spelling, it is not a charm person with any of force's effects; it becomes the spell 5 mind, 1 force (25lb telekinesis and 1d4+1 force damage to the target to be precise, which would not be very pleasant to the person that the caster was trying to charm!)

A normal spell counter-spelled into the exact quantities of a formula spell still remains a normal spell; formula spells only occur intentionally.

Alarm- 3 divination

Augury-4 divination, 3 spirit

Calm Emotions- spirit 5, anti-mind 3

Charm Animal- 4 nature

Charm Person-5 mind

Create Food and Water- 1 positive, 1 nature per person fed (food lasts one day)

Dimension Door- 10 transmutation, 5 force

Divination- 10 divination, 3 spirit

Tenser's floating disk-3 force

Identify- 3 anti-mana

Permanency- a quantity of mana or spirit (or both) equal to the number of points used in the spell, in addition to 50xp per point used in casting.

Purify food/drink- 1 positive

Status- 4 Divination, 2 judgement

Suggestion-5 mind, 4 mana, 3 sound

See Invisibility- 4 arcana, 4 anti-mana

True Seeing- 10 arcana, 10 anti-mana OR 10 divination, 10 judgment

Whispering Wind- 2 sound per 10 words, 2 mana, 2 arcana

New casting feats

Name:Quick channel

Prerequisite:spellcaster

Benefit:You may channel as a free action once per round, but you subtract one per level of the channel from your result.

Name:Lightning Caster

Prerequisite: Quick channel

Benefit: Casting is now a normal free action for you; you may cast even when it is not your turn, and even interrupt someone else's action to cast (if two casters with this feat want to interrupt each other, roll init)

Name: Silent spell

Prerequisite: spellcaster

Benefit: You may channel and cast by only using somatic components.

Name: Still spell

Prerequisite: spellcaster

Benefit: You may channel and cast by only using verbal components. This can be combined with silent spell to channel and cast with neither kind of component.

Name: Transfer energy

Prerequisite: spellcaster

Benefit: You may move magical energy out of your own shell and into someone else's as a free action. A non-caster cannot cast from this energy, but does gain the SR.

Name: Improved Transfer energy

Prerequisite: Transfer energy

Benefit: A non-caster with your magic around them is able to cast using that (and only that) energy.

Name: Wisdom for power

Prerequisite: spellcaster of 5th level or higher

Benefit: You may permanently expend 100xp to channel 1d6 points of any energy type you could normally channel.

Name: Souls for power

Prerequisite: Wisdom for power, evil alignment

benefit: Instead of using your own experience points, you may instead sacrifice a living creature for unholy power. For each HD of the sacrifice, you gain one point in one of the following energy types: Spirit, Planar, Evil, Negative, or Death. You may gain additional bonuses for performing the sacrifice under special conditions:

Condition	Bonus
Victim was innocent	+1 point of energy
Victim was slain in way favored by evil deity	+1 in point in one of the evil deity's domains
Victim was a dedicated foe of evil deity	+1d8 points in one of the evil deity's domains
Victim was a good outsider	+2 points of planar

New or changed magic items:

Scrolls now give you the amount of magical energy needed to cast the spell upon reading, which could be messed with by other casters, or used for something else.

Potions simply have the same spell effect that they used to; liquid spells cannot be modified. Wands work in the same way.

Weapons of spell storing now simply take points of energy, and are able to store up to 15 total (30 if greater spell storing). When activated, they must use all the points at once, casting it as a touch spell on whatever it struck.

Energy Stone(2000gp): This faintly glowing rock grants you one point of a certain type (there are energy stone for every type of magic) every time you channel that type of energy. Multiple stones of the same energy type don't stack.