

Lemmy's

Mage

Base Class for Pathfinder RPG



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Class Advancement Table

Level	BAB	Fort	Reflex	Will	Special	Focus
1	+0	+0	+0	+2	Magicraft , Mana , Focus , Spellcasting	2
2	+1	+0	+0	+3	Bonus Feat , Burnout	2
3	+1	+1	+1	+3	Spell Mastery I	3
4	+2	+1	+1	+4	Mind Shield	3
5	+2	+1	+1	+4		3
6	+3	+2	+2	+5	Spell Mastery II	4
7	+3	+2	+2	+5	Gather Mana	4
8	+4	+2	+2	+6	Bonus Feat	4
9	+4	+3	+3	+6	Spell Mastery III	5
10	+5	+3	+3	+7		5
11	+5	+3	+3	+7		5
12	+6/+1	+4	+4	+8	Spell Mastery IV	6
13	+6/+1	+4	+4	+8		6
14	+7/+2	+4	+4	+9	Bonus Feat	6
15	+7/+2	+5	+5	+9	Spell Mastery V	7
16	+8/+3	+5	+5	+10		7
17	+8/+3	+5	+5	+10		7
18	+9/+4	+6	+6	+11	Spell Mastery VI	8
19	+9/+4	+6	+6	+11		8
20	10/+5	+6	+6	+12	Archmage , Bonus Feat	8

Class Features

Alignment: Any

Hit Die: d6

Skill Ranks per Level: 4 + Int Modifier

Class Skills: The mage's class skills are [Appraise](#) (Int), [Bluff](#) (Cha), [Craft](#) (Int), [Diplomacy](#) (Cha), [Disable Device](#) (Dex), [Fly](#) (Dex), [Intimidate](#) (Cha), [Knowledge](#) (All) (Int), [Linguistics](#) (Int), [Perform](#) (Cha), [Profession](#) (Wis), [Sense Motive](#) (Wis), [Sleight of Hand](#) (Dex), [Spellcraft](#) (Int) and [Use Magic Device](#) (Cha).

Weapon and Armor Proficiency: Mages are proficient with all simple weapons, but no armor or shields of any kind. Armor interferes with the mage's mana flow, which can cause their spells to fail.

Magcraft: Mages can use wondrous and mysterious powers to shape reality. These powers mostly come in the form of Magcraft, which can be split into [Incantations](#) and [Evocations](#). [Incantations](#) are usually about subtle, long-lasting magic, while [Evocations](#) tend to be about short, but powerful bursts of magical energy.

Unlike normal spells, most [Incantations](#) and [Evocations](#) are not limited to a set number of spells per day and don't need material components, but still require verbal and/or somatic components and often have lengthy casting rituals (although some of these limitations can sometimes be circumvented through the use of raw magic power). Some [Incantations](#) and [Evocations](#) require a minimum Mage level to learn and use. This requirement is noted next to the [Incantation/Evocation's](#) [Mana](#) and [Focus](#) requirements.

At 1st level, the mage gains two Magcraft spells, one [Incantation](#) and one [Evocation](#). She gains one additional Magcraft spell at every level. At 5th level and every 5 levels thereafter (10, 15, 20, etc), she instead gains two extra Magcraft spells, one [Incantation](#) and one [Evocation](#).

Unless otherwise stated, the saving throw DC to resist a mage's Magcraft is equal to [10 + half Mage level + Cha modifier]. If a Magcraft spell forces the target to make a skill check, the DC is [10 + Mage level + Cha modifier]. If it instead forces them to make an ability check, the DC is [10 + Cha modifier]. Mages use their Intelligence modifier for concentration checks. When making attack rolls for their spells to hit their target, mages can use their Intelligence modifier in place of their Strength or Dexterity modifiers, in which case they gain a bonus on such attack rolls equal to one quarter their level (rounded down; up to +5 for CL 20).

Mana: Mana is the mystical energy that flows through all things and beings. Mages are able to gather, shape and direct mana to create effects that defy the laws of physics themselves. Still, even the mightiest mage has a limit to what she can do, based on her physical fortitude.

A Mage's mana pool is equal to [Charisma bonus (if any) + Mage level]. This mana pool is fully replenished each morning after 8 hours of rest or meditation. In addition, Mages can recover a single mana point (*mp*) by meditating or resting without interruption for 1 hour.

Focus: Focus is the measure of a Mage's mental fortitude and concentration. Focus points (*fp*) are used to create and sustain the effects of Magcraft. A Mage starts with 2 fp. This number increases by +1 at 4th level and every 3 levels thereafter.

Sustaining [Incantations](#) and [Evocations](#) requires Focus. The Mage's Focus points remain in use for as long as the spell remains in effect, but are regained as soon as the effect ends. If the effect is either instantaneous or permanent, the Mage doesn't need to spend any focus points to sustain it.

Some effects can "burn" Focus, making a certain amount of focus points temporarily unusable, immediately dispelling any effects being sustained by them. Magcraft spells sustained by fp are immediately dismissed if the Mage dies or is [petrified](#). If she's merely asleep or unconscious, it takes 1 minute per mage level for them to be dismissed.

Magcraft Boost: Many [Incantations](#) and [Evocations](#) can be further empowered, usually by spending additional [Mana](#). This is called a “Boost”. Some spells have more than one Boost option. A mage can use multiple Boost effects, but must spend the necessary resources for each and every boost used.

Spellcasting: Mages also dabble in more conventional spell-casting. A mage begins play with a spellbook containing a small number of cantrips and learns more spells as she grows in power. The specifics of Mage spell-casting are detailed in the [Spell Casting chapter](#).

Spell Mastery (Ex): At 3rd level the Mage learns how to channel arcane energy through enchanted objects to increase the power of Incantations and Evocations. These objects are usually scepters or staves.

A staff can be magically enhanced to serve as a focus. When using Magcraft, the Mage can do it through her staff in order to gain a bonus equal to her staff’s enhancement bonus (up to the mage’s Spell Mastery bonus) to her concentration check and caster level checks to bypass spell resistance, This bonus also applies to the Magcraft spells’ attack and damage rolls and to the DC of saving throws, ability checks and skill checks made to resist the effects of the spell, if they also include the Mage’s Int or Cha modifier. Staves must be wielded with both hands in order to affect a spell (hands manipulating a staff are considered to be free for the purpose of performing somatic components and other gestures necessary for spellcasting).

Scepters can be used 1-handed and are cheaper and easier to enhance, but they do not grant any benefit to saving throw DCs or checks to bypass spell resistance. Using multiple scepters and/or staves simultaneously has no effect; Only the highest enhancement applies.



Enhancement Bonus	Price	
	Scepter	Staff
+1	2000	3000 gp
+2	8000	12000 gp
+3	18000	24000 gp
+4	32000	48000 gp
+5	50000	75000 gp
+6	72000	108000 gp



One way or another... Mages always get their beauty sleep.

Burnout (Su): At 2nd level, the Mage becomes able to push past her own limits, increasing her magical power at the expense of her own health.

When casting a spell, the mage can “burn” one or more *fp*, thus taking 2d6 nonlethal damage per *fp* burned, but also increasing the spell’s caster level by +1 per *fp* burned and gaining an amount of *mp* to cast/boost the spell equal to her [Spell Mastery](#) bonus. Burned *fp* becomes unusable, ending any effect being sustained by them. A mage who burns all of her *fp* gains the [burned out](#) condition until she regains at least 1 *fp*. She can recover all her burned *fp* by having 8 consecutive hours of uninterrupted rest or by being affected by an effect that restores [ability drain](#), such as the [Restoration](#) spell.



Burned Out (character condition): A burned out character feels physically and mentally exhausted. She moves at half speed, suffers a **-4** penalty to concentration, skill and ability checks and is unable to cast spells or use spell-like abilities.

Bonus Feat (Ex): At 2nd level and every 6 levels thereafter, the Mage gains a bonus feat whose prerequisites she fulfills. This feat must be a metamagic feat (conventional or magecraft), an item-creation feat or one that has arcane spell-casting or the [Spell Mastery](#) class feature as one of its prerequisites.

Mind Shield (Ex): At 4th level, the Mage learns how to use her focus and ego to shield her mind from external forces. She adds her Intelligence bonus (if any) to her Will save, up to half her Mage level. At 12th level, she learns how to use her ego and force of personality for the same goal, therefore also adding her Charisma bonus (if any) to her Will save. Additionally, her Intelligence bonus to Will saves is no longer limited to half her level.

Gather Mana (Su): At 7th level, the Mage learns how to draw ambient magical energy in order to empower her own magic.

The Mage spends 10 minutes concentrating on the ambient magic. Once this time is past, she gains **1 mp** per 6 mage levels. These mp must be spent within 1 minute to cast or boost a Magecraft spell with some thematic similarity or significance to the energy or place being tapped (**e.g.:** a lake for boosting water spells, a graveyard for boosting necromancy spells, etc).

Areas of particularly strong ambient magical power or mystical significance (**e.g.:** an enchanted lake, or a haunted graveyard), instead give twice as many mps to be used in the same way.

The mage can expedite this process, but not without risk. To do so, she must make a Will saving throw (DC: 20 + 5 per mp being gathered).

If she succeeds, the gathering of mana and casting of spell all take place as a single 1 round action (the spell must have a casting time shorter than 1 round).



However, if she fails her saving throw, the mage suffers 4d6 damage per mp she was trying to gather and is immediately [stunned](#) for 1 round and [sickened](#) for 10 minutes after that.

If the location where she's drawing energy is already very familiar or of great significance to the mage (**e.g.:** the house where she was raised, the graveyard where she visits her family every year, etc), she gains a **+4** insight bonus on her Will saving throw to expedite the process of gathering mana.

Whether the mana gathering (expedited or not) is successful or not, the mage must wait 1 hour before attempting to gather mana again, and 24 hours before doing it on the same source.

Archmage: At 20th level, the mage can reduce the mp and fp cost of any Magecraft spell she casts by **2 mp** and **1 fp** (to a minimum of 1 mp and 1 fp total). Additionally, she becomes immune to disease and poison as long as she has at least 1 mp in her mana pool, and to fear and confusion effects for as long as she has at least 1 fp not burned nor currently sustaining any effect.

Spell Casting

In addition to their Magicraft, Mages also dabble in more conventional forms of spell-casting. A Mage begins play with a spellbook containing a number of cantrips from the [Sorcerer/Wizard spell list](#) equal to $[3 + \text{her Intelligence bonus}]$.

At 1st level, they gain two 0th level spell slots that can be used to prepare any two cantrips present in the [Sorcerer/Wizard spell list](#). These spells can be prepared and cast like any other spell, but they do not consume spell slots and may be cast again. She gains an additional 0th level spell slot at 3rd level and every 3 levels thereafter. A Mage can prepare the following cantrips without consulting her spellbook: [Detect Magic](#), [Read Magic](#) and [Prestidigitation](#).

At 2nd level, the Mage gains a single spell slot per day that can be used to prepare an arcane spell drawn from the [Sorcerer/Wizard spell list](#). This is called her *Main Spell Slot*, and can be used to cast her most potent spells

At 8th level, the mage gains 3 additional spell slots, called *Lesser Spell Slots*, that can be used to prepare and cast arcane spells drawn from the [Sorcerer/Wizard spell list](#). These spells must be at least 3 levels lower than the maximum spell level the mage can cast.

As she grows in power, the mage gains more spell slots and can cast more powerful spells, in accordance to the table below. Mages do not gain extra spells slots per day from having high casting ability scores.

If a mage chooses to use a spell slot to cast a spell of lower level than the spell slot allows (i.e.: $[\frac{1}{2} \text{ level}]$ for Main Spell slots and $[\frac{1}{2} \text{ level} - 3]$ for Lesser Spell slots), the spell is cast as at heightened spell level, as if it modified by the [Heighten Spell](#) metamagic feat. The Difficulty Class for saving throws against a mage's spell is $[10 + \text{the spell level} + \text{the mage's Intelligence modifier}]$.

To learn, prepare, or cast a spell, a mage must have an Intelligence score equal or greater than $[10 + \text{the spell level}]$.

She must prepare her spells ahead of time, by studying her spellbook for 1 hour, but unlike a wizard, her spells are not expended when they're cast. Instead, she can cast any spell she has prepared consuming a spell slot of the appropriate level (assuming she hasn't yet used up her spell slots per day for that level).

Gaining New Spells: Mages perform a certain amount of spell research between adventures. Each time a character attains a new mage level, she gains two cantrips and one spell of her choice to add to her spellbook. The spell must be of a spell level she can cast. At any time, a mage can also add spells found in other casters' spellbooks to her own (see [Magic](#)).

Mage Level	Spell Slots									
	0	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	3	1	-	-	-	-	-	-	-	-
4	3	-	1	-	-	-	-	-	-	-
5	3	-	1	-	-	-	-	-	-	-
6	4	-	-	2	-	-	-	-	-	-
7	4	-	-	2	-	-	-	-	-	-
8	4	3	-	-	2	-	-	-	-	-
9	5	3	-	-	2	-	-	-	-	-
10	5	-	3	-	-	2	-	-	-	-
11	5	-	3	-	-	2	-	-	-	-
12	6	-	-	4	-	-	3	-	-	-
13	6	-	-	4	-	-	3	-	-	-
14	6	-	-	-	4	-	-	3	-	-
15	7	-	-	-	4	-	-	3	-	-
16	7	-	-	-	-	4	-	-	3	-
17	7	-	-	-	-	4	-	-	3	-
18	8	-	-	-	-	-	4	-	-	4
19	8	-	-	-	-	-	4	-	-	4
20	8	-	-	-	-	-	4	-	-	4
Main Spell Slot										
Lesser Spell Slot										
Cantrips										

Caster Level = Mage Level
Save DC = $[10 + \text{Spell level} + \text{Int bonus}]$
Concentration = $[\text{Mage Level} + \text{Int bonus}]$

Magcraft: *Incantations*

Ascension

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V **School:** Transmutation

Range: self **Duration:** 1 minute per level or until discharged (read description)

Saving Throw none (harmless) **Spell Resistance:** no

You use magic to defy gravity. For the duration of the spell, you fall slowly as if under the constant effect of [Feather Fall](#). Alternatively, you can discharge this to be considered to have a running start and gain a bonus equal to double your Mage level on one [Acrobatics](#) check made to jump.

Boost I: You spend +1 mp to cast this spell as an immediate action.

Boost II [Mage 4]: You can spend +1 mp to replicate the effects of the [Levitate](#) spell.

Boost III [Mage 6]: You spend +1 mp and +1 fp to become able to fly as per the [Fly](#) spell for the duration of the effect of this incantation. You add a bonus equal to half your mage level to all to all [Fly](#) skill checks. If this effect ends or is dispelled while you are aloft, you slowly fall to the ground, as per the [Feather Fall](#) spell.

Boost IV [Mage 10]: You spend +1 mp to increase the duration of the spell to 1 hour per level and continuously gain the boost to jump checks without having to discharge the spell.

Bestow/Remove Curse

Mana: 1 **Focus:** 0 **Mage Level:** 8 **Components:** V, S **School:** Necromancy

Range touch **Duration** permanent

Saving Throw Will negates **Spell Resistance** yes

When you cast this spell, you can inflict a curse on the touched creature, as per the [Bestow Curse](#) spell, or attempt to remove an existing curse, as per the [Remove Curse](#) spell. In case of the former, you can add a condition under which the curse is broken. Intelligent targets, even of animal intelligence, innately understand this condition even if it doesn't understand your language. The condition must be possible for the target to bring about within a year and a day without ensuring its own death and stated in 25 or fewer words.

Boost I [Mage 12]: You spend +1 mp to increase the DC to remove the curse by +5.

Create Illusion

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Illusion (Figment)

Range 400 ft + 40 ft per level **Duration** concentration + 3 rounds

Saving Throw none **Spell Resistance** no

You create an illusory object, creature or force, as per the [Silent Image](#) spell. Starting at 4th level, you can include minor sounds (but not understandable speech) to the illusion.

Boost I [Mage 6]: You either spend +1 mp or increase the Incantation's casting time to 1 minute, making it function like the [Major Image](#) spell.

Boost II [Mage 10]: You spend +1 mp to make the incantation function like either [Persistent Image](#) or [Programmed Image](#) spell. In case you choose the latter, you do not need to spend focus to sustain the effect.

Boost III [Mage 12]: You spend +2 mp to make the illusion permanent.

Dimensional Hop

Mana: 0 **Focus:** 0 **Mage Level:** 6 **Components:** V **School:** Conjuration (Teleportation)

Casting Time: 1 full-round action

Range: self **Duration:** instantaneous

Saving Throw none (harmless) **Spell Resistance:** no

You teleport yourself any distance up to 90 ft. You must have line of sight to your destination. You can bring with you familiars, animal companions and other creatures with similar mystical bonds to you.

Boost I: You spend +1 mp to cast this spell as a move action.

Boost II: You spend +1 mp to bring with yourself any number of creatures up to half your mage level.

Boost III [Mage 8]: You spend +2 mp to increase the maximum distance traveled to [200 ft + 20 ft per level].

Dispel Magic**Mana:** 0 **Focus:** 0 **Mage Level:** 4 **Components:** V, S **School:** Abjuration**Casting Time:** 3 rounds**Range** 60 ft. **Duration** instantaneous**Saving Throw** none **Spell Resistance** no

You dissipate magical energies, possibly ending ongoing magical effects. This Evocation works exactly like the [Dispel Magic](#) spell.

Boost I: You spend +1 mp to use this evocation as a standard action.**Boost II [Mage 12]:** You spend +1 mp to make this evocation work like the [Greater Dispel Magic](#) spell.**Enchant Weapons****Mana:** 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Transmutation**Casting Time:** 1 minute**Range** 60 ft **Duration** 1 minute/level**Saving Throw** none **Spell Resistance** no

You make any number of weapons in your line of sight (up to your caster level) be considered magic weapons for the purpose of bypassing damage reduction and affecting creatures and objects that can only be affected by magic.

Boost I: You spend +1 mp to use this incantation as a standard action.**Boost II [Mage 4]:** You spend +1 mp to make it so that the weapons deal +1d6 damage of one type of energy of your choice (acid, cold, fire or electricity). This bonus damage increases to +1d8 at CL 9 and to +1d10 at CL 14.**Boost III [Mage 12]:** You spend +2 mp to give the affected weapons the ghost touch property.**Far Sight****Mana:** 1 **Focus:** 2 **Mage Level:** 6 **Components:** V, S **School:** Divination**Casting Time:** 10 minutes**Range:** 400 ft + 40 ft/level **Duration:** 1 minute/level**Saving Throw** none (harmless) **Spell Resistance:** no

This incantation has the same effect as the [clairaudience-clairvoyance](#) spell.

Boost I [Mage 8]: You spend +1 additional mp to make it so that the magic sensor works like the one created by the [Arcane Eye](#) spell.**Boost II [Mage 10]:** You spend +2 additional mp to make it so that the magic sensor can detect invisible creatures as if it were under constant effect of [See Invisibility](#).**Ghost Servant****Mana:** 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Conjuration (Creation)**Range** 60 ft + 5 ft per level **Duration** 1 hour/level**Saving Throw** none **Spell Resistance** no

You create an invisible, mindless, shapeless force that you can mentally command to perform simple tasks. It can only perform one activity at a time, which it'll repeat over and over again if commanded to do so for as long as you remain within range. The force is able to fly, swim and walk with a speed of 30 ft and has an effective strength score equal to half your caster level. It cannot attack or be killed, but dissipates if it takes an amount of damage equal or greater than double your caster level from area effects. The force can use tools and even play musical instruments. It can make [Craft](#), [Perform](#) and [Profession](#) skill checks whose DC isn't higher than [10 + half your caster level], as long as they do not require creativity, inspiration or initiative (e.g.: the ghost servant can play an instrument, but not compose a song or improvise during its performance).

Boost I: You spend +1 mp so that you don't have to spend focus to maintain this spell.**Boost II [Mage 4]:** You spend +1 mp so that this invocation creates +1 additional servant per 4 caster levels.

Locate

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V **School:** Divination

Casting Time: 1 minute

Range self **Area:** Circle, centered on you, with a radius of [400 ft + 40 ft per level].

Duration 1 minute/level

Saving Throw none **Spell Resistance** no

You can discern the direction of an object as per the [Locate Object](#) spell.

Boost I: You spend +1 mp to cast the spell as a standard action.

Boost II [Mage 4]: You increase the spell's duration to 10 minutes per level by extending its casting time to 10 minutes or by spending +1 mp during its casting.

Boost III [Mage 8]: You spend +1 mp to discern the direction of a creature as per the [Locate Creature](#) spell.

Mage Armor

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Conjuration (Creation) [Force]

Range touch **Duration** 1 hour/level

Saving Throw Will negates (harmless) **Spell Resistance** no

You create an invisible but tangible field of force around the touched creature. This Incantation works like the [Mage Armor](#) spell. While under the effect of this spell, you can spend 1 mp to discharge it as a free action, immediately ending its effect and dealing [Armor bonus x 1d4] force damage to all creatures within 10 ft from you and forcing them to succeed on a Fortitude saving throw or be pushed 10 ft directly away from you.

Boost I: By spending +1 mp, you make it so that this spell does not occupy one of your [Focus](#) points.

Boost II: You spend +1 mp to increase the armor bonus from this spell by +2.

Mage Shield

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Abjuration [Force]

Range self **Duration** 1 minute/level

Saving Throw none (harmless) **Spell Resistance** no

You create a hovering shield of force next to you. This Incantation works like the [Shield](#) spell.

Boost I: When casting this spell, you can change its effects so that it instead gives you constant [cover](#) against attacks from one enemy of your choice. This reduces the duration of this spell to 1 round.

Boost II: You spend +1 mp to cast this spell as an immediate action.

Boost III [Mage 6]: While under the effect of this spell, you can spend 1 mp to discharge it as a free action, slamming the shield against one target within 60 ft from you. The target takes 2d4 force damage and must succeed on a Strength check (DC: 11 + your Cha modifier) or be pushed 10 ft directly away from you.

Necromancy

Mana: 1 **Focus:** 0 **Mage Level:** 4 **Components:** V, S **School:** Necromancy

Casting Time: 1 minute

Range 30 ft **Duration** instantaneous

Saving Throw none **Spell Resistance** no

You give a corpse a semblance of life, allowing it to answer questions (as long as it has a mouth or equivalent organ that allows it to speak). You can ask 1 question per 2 mage levels, but the corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. Creatures of an alignment opposed to yours or that would be opposed to the idea of sharing information with you can try to resist your spell. In which case they get to make a Will saving throw as if they were alive. If successful, they can refuse to answer your questions or try to deceive you with [Bluff](#).

Boost I: Instead of communicating with the dead, you make yourself and a number of creatures equal to your caster level invisible to undead creatures as per the [Hide From Undead](#) spell.

Boost II: You spend +1 mp to create undead as per the [Lesser Animate Dead](#) spell.

Boost III [Mage 8]: You spend +1 mp to create undead as per the [Animate Dead](#) spell.

Boost IV [Mage 12]: You spend +2 mp to create undead as per the [Create Undead](#) spell.

Shape Creature

Mana: 1 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Transmutation

Range touch **Duration** 10 minutes per level

Saving Throw Will negates **Spell Resistance** yes

You change the shape of an existing creature. This spell has no effect on constructs, outsiders and undead.

When you cast this spell, you change the creature in one of the following ways:

- **Webbed Limbs:** You give the creature webbed limbs, granting it a 30 ft Swim speed.
- **Strong Grip:** You give the creature an unusually strong grip, giving it a 30 ft Climb speed.
- **Sharp Sight:** You give the creature [low-light vision](#) and a +2 bonus to [Perception](#) checks.
- **Darkvision:** You give the creature [darkvision](#) (60 ft) and [light blindness](#).
- **Scent:** You give the creature the [Scent](#) special sense.
- **Resize:** You make the target creature one size category larger or smaller. A creature made larger gains a +4 bonus to Strength but suffers a -2 penalty to Dexterity. A creature made smaller gains a +4 bonus to Dexterity but suffers a -2 penalty to Strength.

Special: Because the Resize effect causes such a massive change to the creature's physique, it reduces the duration of the spell to 1 minute per level.

Boost I: You spend +1 mp to grant two of the listed effects to the creature.

Shape Object

Mana: 0 **Focus:** 0 **Mage Level:** 4 **Components:** V, S **School:** Transmutation

Casting Time: 1 minute

Range touch **Duration** instantaneous

Saving Throw none **Spell Resistance** no

You can form an existing unattended object or piece of cloth, snow or similarly soft material into any shape that suits your purpose. Starting at 6th level, it can also affect objects made of ice, wood or stone.

While it's possible to make crude coffers, doors, and so forth with this incantation, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Boost I: You spend +1 mp to use this incantation as a standard action.

Boost II: You spend +1 mp to increase the range of the incantation to 90 ft.

Boost III [Mage 8]: You spend +1 mp to affect objects made of metal and other similarly dense materials.

Telepathy

Mana: 0 **Focus:** 0 **Mage Level:** 1 **Components:** V, S **School:** Divination [mind-affecting]

Range self **Duration** 1 hour/level.

Saving Throw Will negates (harmless) **Spell Resistance** no

You become able to mentally communicate with any creature within 100 ft that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as talking to multiple people at the same time.

Boost I: You spend +1 mp to detect surface thoughts as per [Detect Thoughts](#) for the duration of the spell.

Boost II [Mage 6]: You spend +1 fp to gain protection against mental invasion as per the [Enshroud Thoughts](#) and [Undetectable Alignment](#) spells for the duration of the incantation.

Teleport

Mana: 2 **Focus:** 0 **Mage Level:** 10 **Components:** V, S **School:** Conjuration [teleportation]

Casting Time: 1 minute

Range personal and 20 ft radius or touch **Duration** instantaneous

Saving Throw none and Will negates (object) **Spell Resistance** no

This incantation transports you to a destination of your choice within 100 miles per level of your present location. You can bring one additional willing creature per 2 caster levels. All transported creatures (including yourself) can bring all objects they're carrying, as long as it doesn't exceed their maximum load. All creatures to be transported must be within 20 ft of you. Alternatively, they must be in contact with one another, and at least one of those creatures must be in contact with you. Your destination must be a place you can see or with which you are familiar (for this purpose "familiar" means having spent at least 24 hours in said place and knowing its general geographical location). Allies and other creatures and objects with strong connections to you may be used as "beacons", allowing you to teleport to them if you know their general location or have an on-going mental or spiritual connection with them (such as a telepathic link). If you try to teleport to a place that doesn't exist or where you can't exist (e.g.: inside a wall), you simply disappear for a fraction of a second and appear in the same place you were.

Boost I: You spend +2 mp to cast this spell as a standard action.

Boost II [Mage 14]: You spend +2 mp to travel any distance when using this spell.

Telekinesis

Mana: 0 **Focus:** 0 **Mage Level:** 1 **Components:** V, S **School:** Transmutation

Range variable (same as the spell replicated) **Duration** variable (same as the spell replicated)

Saving Throw none **Spell Resistance** yes

You replicate the effects of [Mage Hand](#), [Open/Close](#) or [Telekinetic Projectile](#).

Boost I [Mage 6]: You spend +1 mp to replicate the effects of either [Force Punch](#) or [Telekinetic Charge](#).

Boost II [Mage 12]: You can spend +2 mp and +1 fp to replicate the effects of [Telekinesis](#).

Twilight

Mana: 0 **Focus:** 1 **Mage Level:** 4 **Components:** V, S **School:** Evocation

Range touch **Duration** 1 minute/level

Saving Throw none **Spell Resistance** no

You create an area of darkness or daylight, as per the [Darkness](#) or [Daylight](#) spell.

Boost I [Mage level 6]: You spend +1 mp to extend the duration of the spell to 10 minutes/level.

Boost II [Mage level 6]: You spend +1 mp to create an area of silvery light, as per the [Silverlight](#) spell.

Boost III [Mage level 8]: When you use this spell to create an area of [darkness](#), you can spend +1 mp to make it so that every enemy within the affected area takes 2d6 cold damage at the start of their turn.

Boost IV [Mage level 8]: When you use this spell to create an area of [daylight](#), you can spend +1 mp to make it so that every enemy within the affected area takes 2d6 fire damage at the start of their turn.

Vanish

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Illusion (glamer)

Range touch **Duration** 1 minute + 1 round/level

Saving Throw none (harmless) **Spell Resistance** no

The mage becomes partially translucent, gaining a bonus to [Stealth](#) checks equal to [10 + half Mage level]. This bonus does not help avoiding detection by special senses such as [Blindsense](#) and [Blind Sight](#).

Boost I: You spend +1 mp to make the target completely invisible, as per the [Invisibility](#) spell.

Boost II [Mage 6]: You spend +1 mp to increase the duration of this effect to 1 minute per level.

Boost III [Mage 10]: You spend +3 mp and +1 fp to make the target invisible as per [Greater Invisibility](#).

Veil Self

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Illusion

Range self **Duration** 10 minutes/level

Saving Throw none (harmless) **Spell Resistance** no

You envelop yourself in a veil of illusion. This incantation works like the [Disguise Self](#) spell.

Special: Because the illusory veils interfere with each other, this spell cannot benefit from more than one spell boost per casting.

Boost I [Mage 4]: By spending +1 mp, you make this Incantation work like the [Blur](#) spell.

Boost II [Mage 4]: By spending +1 mp, you make this Incantation work like the [Mirror Image](#) spell.

Boost III [Mage 8]: By either spending +1 mp or increasing the casting time to 10 minutes, you increase the duration of this Incantation to 1 hour per level.

Boost IV [Mage 12]: You spend +1 mp and +1 fp to make this Incantation work like the [Mislead](#) spell.

Wild Speak

Mana: 0 **Focus:** 1 **Mage Level:** 4 **Components:** V, S **School:** Divination

Casting Time 1 minute

Range self **Duration** 1 hour/level

Saving Throw none (harmless) **Spell Resistance** no

This incantation makes you capable of communicating with animals as per the [Speak With Animals](#) spell.

Starting at 8th level, this incantation also makes you capable of talking to plants. As per the [Speak With Plants](#) spell. Starting at 12th level, it also lets you communicate in the same way with [vermin](#).

Boost I: You spend +1 mp to cast this evocation as a standard action.

Boost II [Mage 6]: You spend +1 mp so that the incantation doesn't require focus points to sustain.

Wild Shape - Animal

Mana: 2 **Focus:** 1 **Mage Level:** 6 **Components:** V, S **School:** Transmutation ([polymorph](#))

Casting Time: 1 full-round action

Range personal

Duration 1 minute/level

Saving Throw none **Spell Resistance** no

You take the shape of a creature of the [animal](#) type that isn't more than 1 size category larger or smaller than your original form and whose CR isn't higher than your caster level. For the duration of the effect, you can transform back and forth between your original shape and the one you assumed when casting the spell.

If the creature whose form you assume has a physical ability score equal or higher than 15, you gain a +2 bonus to that same ability score. If the ability score is equal or higher than 20, you gain a +4 bonus instead.

If the form you assume has any of the following abilities, you gain the listed ability: climb (90 ft), fly (90 ft) (good maneuverability), swim (90 ft), [darkvision](#) (60 ft), [low-light vision](#), [scent](#), [grab](#), [pounce](#), and [trip](#).

If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

You lose your ability to speak while in animal form, since you are limited to the sounds that a normal, untrained animal can make, but can communicate normally with other animals of the same general grouping as your new form. This makes you unable to cast spells with verbal components, unless you can ignore them somehow (such as by using the [Silent Magecraft](#) feat). Most animal forms are also unable to perform somatic components, as they don't possess dexterous hands or opposable thumbs.

Boost I: You spend +1 mp and +1 fp to increase the duration of the effect to 10 minutes per level.

Boost II [Mage 8]: You spend +1 mp to expand the size limit of your transformation to any creature who is up to 2 size categories larger or smaller than your original form.

Boost III [Mage level 10]: You spend +1 mp and +1 fp so that if the form you assume has any of the following abilities, you also gain the listed ability: [breath weapon](#), [burrow](#) (30 ft), [blindsight](#) (60 ft), [constrict](#), [ferocity](#), [grab](#), jet, [poison](#), [pounce](#), [rake](#), [rend](#), roar, spikes, [stench](#), [trample](#), [tremor sense](#) (30 ft) and [web](#).

Magicraft: Evocations

Bind

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Transmutation

Casting Time: 1 full-round action

Range: 100 ft + 20 ft/level **Duration:** 1 minute + 1 round/level

Saving Throw Reflex negates **Spell Resistance:** yes

You envelop all creatures in a 10 ft-wide circle in a binding of your choice made from available material in the area of effect (e.g.: vines grow and wrap around creatures, their feet sink into mud, skeletons grasp at their legs, etc), forcing every creature in the area of effect to be [entangled](#) and anchored unless they succeed on a Reflex saving throw. Entangled creatures can escape by making an [Escape Artist](#) check or a Strength check. The affected area is considered difficult terrain for the duration of the effect.

Boost I: You spend +1 mp to use this Evocation as a standard action.

Boost II [Mage 6]: You spend +1 mp to make the binding tighter and stronger. Creatures entangled by the effect take [1d6 + your Cha bonus] piercing/slashing damage every turn until they escape the binding.

Command

Mana: 1 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Enchantment (Compulsion)

Range 90 ft **Duration** 1 round per level.

Saving Throw Will negates **Spell Resistance** Yes

You give the subject one of the commands listed below, which it obeys to the best of its ability at its earliest opportunity. If the subject can't carry out your command on its next turn, the spell automatically fails. This is a mind-affecting, language dependent effect.

Creatures affected by two separate castings of this spell within an interval shorter than 1 minute become immune to its effects for 1 hour.

This spell is an [enchantment \(compulsion\)](#) effect.

- *Approach:* On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn. This movement provokes attacks of opportunity as normal.
- *Drop:* On its turn, the subject drops whatever it is holding. It can't pick up dropped items until its next turn.
- *Fall:* On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
- *Flee:* On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn. This movement provokes attacks of opportunity as normal.
- *Halt:* The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

Boost I [Mage 10]: You spend +1 mp and +1 fp to affect up to one creature per caster level. All creatures must receive the same command.

Boost II [Mage 10]: You spend +1 mp and +1 fp to make it so that the compulsion to obey your command continues for 1 round per caster level. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell.

Counterspell

Mana: 2 **Focus:** 0 **Mage Level:** 6 **Components:** V, S **School:** Abjuration

Casting Time: 1 immediate action

Range 20 ft. per level **Duration** instantaneous

Saving Throw see text **Spell Resistance** no

The mage attempts to counterspell a spell as it is being cast. If the targeted spell is a spell of 2nd level or lower, or has an effective caster level equal or lower than [Mage's caster level -4], the spell is automatically dispelled. Otherwise, the Mage must make and succeed on a caster level check to successfully dispel the targeted spell. The DC of this check is equal to [10 + spell's level + spell's caster level].

Create Wall (Solid)**Mana:** 1 **Focus:** 0 **Mage Level:** 8 **Components:** S **School:** Conjunction**Range** 20 ft. per level **Duration** instantaneous**Saving Throw** see text **Spell Resistance** no

You create a wall of ice, wood, stone or iron that merges into adjoining solid surfaces of the same material. The wall is 1 inch thick per 2 caster levels and composed of up to one 5-ft square per level. Each 5-foot square of the wall has 5 hp per mage level and Hardness equal to half your mage level.

The wall cannot be conjured so that it occupies the same space as a creature or another object, and must merge with and be solidly supported by existing material of the same type (**e.g.**: a wall of stone must be merged to existing stone), but can be of any shape.

The wall can be crudely shaped to allow crenellations, battlements, and so forth. If a creature tries to break through the wall with a single attack, the DC for the Strength check is [20 + your Mage level]. A section of wall whose hit points drop to 0 is breached.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Boost I [Mage 10]: You spend +1 mp to spring the wall into existence, therefore avoiding the need to have it merged to existing material of the same type. However, this limits the wall's shape to that of a flat plane, although you can shape its edges to fit the available space.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

The material created by this spell is too hard, brittle and rough to re-forge or sculpt, making it virtually impossible to reshape or sell.

Create Wall (Energy)**Mana:** 1 **Focus:** 1 **Mage Level:** 6 **Components:** S **School:** Evocation**Range** 20 ft. per level **Duration** instantaneous**Saving Throw** none **Spell Resistance** no

You create an immobile curtain of elemental energy (acid, cold, fire or electricity) within [20 ft per level] of you. The appearance and exact effects of the curtain are based on the type of energy used. One side of the wall, selected by you, radiates energy, dealing [1d6 per 4 mage levels] damage of the same type of energy as the wall to creatures within 20 ft. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. Creatures and objects who move through the wall take an additional amount of fire damage equal to your mage level.

The wall can be shaped as a straight sheet or as a ring. Either way, the wall is 5 ft thick, has a maximum height of 5 ft per 2 mage levels and a maximum length of 20 ft per mage level.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall.

Deflection**Mana:** 1 **Focus:** 0 **Mage Level:** 2 **Components:** V, S **School:** Abjuration**Casting Time** 1 instantaneous action**Range** 90 ft **Duration** instantaneous**Saving Throw** none **Spell Resistance** no

You quickly create a small shield of force that helps deflect one attack. You cause a penalty to one attack made against you or any creature or object within 90 ft of you. This penalty is equal to the result of a d4 roll at first, by a d6 roll starting at 6th level, and finally by a d8 roll starting at 10th level.

Boost I: You spend +1 mp to reroll the result of the die roll. This Boost must be used after the die is rolled but before the results are revealed.

Enervation

Mana: 0 **Focus:** 0 **Mage Level:** 6 **Components:** V, S **School:** Necromancy

Range 60 ft. **Duration** 1 minute per level.

Saving Throw Fortitude partial (see text) **Spell Resistance** yes

You point at a creature and release a black ray of negative energy that saps the creature's life energy. You must make a ranged touch attack against the creature. If the attack hits, the creature must make a Fortitude saving throw. If it fails, it becomes [Exhausted](#), but if succeeds it becomes [Fatigued](#) instead.

Boost I [Mage 10]: By spending +2 mp, you make it so that instead of being [Exhausted](#), the affected creature gains [1d3+1] [negative levels](#) on a failed saving throw, and 1 [negative level](#) on a successful one, instead of being [Fatigued](#). These negative levels disappear after 12 hours.

Elemental Armor

Mana: 1 **Focus:** 1 **Mage Level:** 6 **Components:** V, S **School:** Abjuration

Casting Time: 1 minute

Range: self **Duration:** 10 minutes per level or until discharged (read description)

Saving Throw Fort negates (harmless) **Spell Resistance:** yes

You infuse your body with elemental magic, granting yourself a different effect based on the element used. At any point, you can discharge this effect as an immediate, losing all benefits from the elemental armor, but dealing elemental damage to all creatures and objects within 20 ft of you.

You can only have 1 type of elemental armor active at a time.

Air: You gain [Energy Resistance](#) 10 (sonic) and all the benefits of the [Cloak of Wind](#) spell.

Discharge damage: 1d4 (sonic) for every 2 mage levels.

Fire: You gain [Energy Resistance](#) 10 (fire). Enemies who end their turn next to you take 2d4 fire damage.

Discharge damage: 1d8 (fire) for every 2 mage levels.

Earth: You gain [Energy Resistance](#) 10 (acid) and [DR](#) 2/ [adamantine](#).

Discharge damage: 1d6 (acid) for every 2 mage levels.

Water: You gain [Energy Resistance](#) 10 (cold) and all the benefits of the [Touch of the Sea](#) spell.

Discharge damage: 1d6 (cold) for every 2 mage levels.

Lightning: You gain [Energy Resistance](#) 10 (electricity). Every time a creature hits you with a melee attack or is hit by one of your own, it suffers 1d6 electricity damage.

Discharge damage: 1d6 (electricity) for every 2 mage levels.

The energy resistance granted by this spell increases to 20 at CL 7, to 30 at CL 11 and finally to 40 at CL 15.

Boost I: You spend +2 mp to cast this Incantation as an immediate action.

Elemental Blast

Mana: 0 **Focus:** 0 **Mage Level:** 1 **Components:** S **School:** Evocation

Range 120 ft. **Duration** instantaneous

Saving Throw none **Spell Resistance** no

You blast your enemies with elemental fury. Make a ranged touch attack against a target within your line of sight. If the attack is successful, you deal damage equal to [(1d4 per 2 Mage levels) + your Cha modifier] damage to your target. The type of damage dealt by this evocation depends on the element you use (acid, cold, fire, electricity or sonic).

Air: Sonic damage. Extends range to 180 ft.

Fire: Fire damage. Increases damage dice to d8.

Earth: Acid damage. Increases damage dice to d6.

Water: Cold damage. Increases damage dice to d6. Extends range to 150 ft when cast underwater.

Lightning: Electricity damage. Increases damage dice to d6.

Elemental Bombardment

Mana: 1 **Focus:** 0 **Mage Level:** 6 **Components:** S **School:** Evocation

Range 200 ft + 20 ft/level. **Area** 20 ft spread **Duration** instantaneous

Saving Throw Reflex halves **Spell Resistance** no

You create a floating bead of arcane energy that appears right next to you. You then point your finger in a direction and determine the range. The bead will then streak from your side in the direction you pointed, then burst in an explosion of elemental energy upon travelling the assigned distance.

If during its trajectory, the bead hits a material body or solid barrier, it'll explode at the point of impact. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

Upon exploding, the bead deals [(1d4 per two mage levels) + your Cha modifier] damage to everything within a 20 ft radius of the point of impact.

The type of energy damage caused by the explosion is determined by the elemental powers you use:

Air: Sonic Damage.

Fire: Fire Damage. Increases damage dice to d8.

Earth: Acid damage. Increases damage dice to d6.

Water: Cold damage. Increases damage dice to d6.

Lightning: Electricity damage. Increases damage dice to d6.

If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Boost I: You spend +1 mp to double the amount of damage dice rolled.

Boost II: You spend +1 mp to double the evocation's normal range.

Boost III [Mage 10]: You spend +1 mp to make the bead sit at its destination for up to 10 rounds before exploding. You select the amount of delay upon completing the spell, and that time cannot be changed once it has been set. Creatures can pick up and hurl the bead as a thrown weapon (range increment 10 ft). If the bead is hit by an attack (It has AC 13), suffers a heavy impact or is shaken violently, it immediately explodes.

Boost IV [Mage 16]: You spend +2 mp to instead create 4 floating energy beads. If you aim a bead at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (no save) and takes a -4 penalty on the saving throw against the sphere's energy damage (see below). If a targeted bead misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target. Once a sphere reaches its destination, it explodes in a 40 ft radius spread, dealing [(1d4 per 3 mage levels) + your Cha modifier] energy damage to all creatures in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate beads, all of the energy damage is added together after the saves have been made, and energy resistance is applied only once.

Elemental Chain

Mana: 1 **Focus:** 0 **Mage Level:** 12 **Components:** S **School:** Evocation

Range 200 ft + 20 ft/level. **Duration** instantaneous

Saving Throw Reflex halves **Spell Resistance** no

A heavy stream of elemental energy flows from your hands to a target within range, dealing [(1d4 per 2 mage levels) + your Cha modifier] energy damage to the target. The type of energy used arcs itself towards any number of secondary targets up to the evocation's caster level. It then arcs itself to hit any number of secondary targets (up to your caster level) within 60 ft of the primary target or 30 ft from a previously struck secondary target.

All affected creatures can make a Reflex saving throw to halve the damage dealt. Secondary targets take as much damage as the primary one, but gain a +2 bonus to their Reflex saving throw. The type of damage dealt by this evocation depends on the element you use (acid, cold, fire, electricity or sonic).

Air: Sonic Damage.

Fire: Fire Damage. Increases damage dice to d8.

Earth: Acid damage. Increases damage dice to d6.

Water: Cold damage. Increases damage dice to d6.

Lightning: Electricity damage. Increases damage dice to d6.

Boost I: You spend +1 mp to double the amount of damage dice rolled.

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Elemental Overflow

Mana: 0 **Focus:** 1 **Mage Level:** 6 **Components:** V **School:** Evocation

Casting Time: 1 swift action

Area: self **Duration** 1 hour per level

Saving Throw none **Spell Resistance** no

You facilitate the flow of elemental magic through your magecraft. For the duration of this spell, whenever one of your evocation deals energy damage to a target (such as [Elemental Blast](#) and [Elemental Wave](#)), that target also suffers secondary effects related to the elemental energy used on the attack:

Air (Sonic damage): Envelops the target in swirling air currents, giving it a **-2** penalty to all physical ranged attacks and a **-4** penalty to all [Fly](#) and [Acrobatics](#) checks for 1 round.

Fire (Fire damage): Engulfs the target in flames, making it take 1d6 fire damage every turn and suffer a **-10** penalty to [Stealth](#) checks. Affected creatures can extinguish the fire by succeeding on Dex check (DC: 10 + your Cha modifier) made as a standard action that provokes AoO.

Earth (Acid damage): Covers the target in acid, causing it and any objects it's currently holding or wearing to take 1d4 acid damage every turn for 1 minute.

Water (Cold damage): Partially freezes the target, giving it the [slowed](#) condition for 1 round.

Lightning (Electricity damage): Charges the target with static electricity, causing it to take 2d6 electricity damage the next 3 times it touches or is touched by another creature, including melee attacks.

Elemental Missile

Mana: 0 **Focus:** 0 **Mage Level:** 1 **Components:** S **Components** V, S **School:** Evocation

Range 120 ft

Targets up to five creatures, no two of which can be more than 15 ft. apart **Duration** instantaneous

Saving Throw none **Spell Resistance** yes

A missile of magical energy darts forth from your hand and strikes its target, dealing [1d4+1] sonic damage or [1d6+1] points of a different type of energy damage (acid, cold, fire or electricity).

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out.

Boost I [Mage 3]: You spend **+1** mp to fire one additional missile for every 3 caster levels. You can have them strike a single targets or several ones, but each missile can strike only one target, and you must designate their targets before you check for spell resistance or roll damage.

Elemental Wave

Mana: 0 **Focus:** 0 **Mage Level:** 4 **Components:** S

Area: 10 ft radius, 15 ft cone or 30 ft line **Duration** instantaneous **School:** Evocation

Saving Throw Reflex halves **Spell Resistance** no

This ability works like [Elemental Blast](#), but instead of making a ranged touch attack against a creature, you deal damage create a wave of elemental energy, dealing [(1d4 per 2 Mage levels) + you Cha modifier] energy damage to all creatures and objects in a 10 ft radius, 15 ft cone or 30 ft line in front of you. Creatures in the area of effect can make a Reflex saving throw to reduce the damage by half and avoid suffering the secondary effects of each element (in case the spell is affected by Elemental Overflow).

Boost I: You spend **+1** mp to double the amount of damage dice rolled.

Boost II: You spend **+1** mp to double the spell's area of effect.

Boost III [Mage 6]: You spend **+1** mp to instead create a 10 ft-radius explosion at a point in space of your choice within 90 ft of you.

EXPLOSION!

Mana: 10 **Focus:** 0 **Mage Level:** 12 **Components:** V, S **School:** Evocation

Casting Time: 1 minute

Range 60 ft. **Area:** 20 ft radius **Duration** instantaneous

Saving Throw Reflex halves **Spell Resistance** no

This spell creates an explosion that blasts everything in its area of effect with uncanny arcane power. The explosion deals [(20 per caster level) + your Cha modifier] points of damage, half of which is force damage while the other half is a type of energy damage of your choice (acid, cold, fire, electricity), chosen when you cast this evocation. Creatures in the area of effect can make a Reflex saving throw at -2 penalty to take only half damage. The damage of the explosion ignores up to 10 points of Hardness. If the damage caused to an interposing barrier shatters or breaks through it, the Explosion continues beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. In order to use this spell, the Mage must have a clear line of sight to the target area.

Boost I: You can spend +2 mp to increase this evocation's area of effect to a 90 ft radius.

Boost II [Mage 14]: You spend +2 mp to increase this evocation's range to [20 ft per Mage level].

Boost III [Mage 18]: You spend +4 mp to use this Evocation as a 1-round action.

Force Strike

Mana: 0 **Focus:** 0 **Mage Level:** 6 **Components:** V, S **School:** Transmutation

Range 60 ft **Duration** instantaneous

Saving Throw none **Spell Resistance** yes

You create a heavy force impact on a target object or creature. The target suffers [1d4 + your Cha modifier] force damage and must make a Strength check (DC: 12 + your Cha modifier) or be pushed 5 ft in a direction of your choice. If the target fails the Strength check by 5 or more, you can choose to push it 10 ft instead. The target gains a bonus (or penalty) to their Strength check equal to half their size bonus (or penalty) to CMD (rounded down, minimum 0).

At the GM's discretion, creatures that are particularly light or heavy may count as one size category smaller or bigger, respectively. If the target collides with an object or creature as the result of being pushed by this evocation, its movement is stopped, but both the target and whatever creature or object it collided with take 2d6 damage.

Boost I: You spend +1 mp to increase the force damage to [(1d4 per 2 mage levels) + your Cha modifier].

Boost II: You spend +1 mp to trip or disarm your target instead of damaging and pushing it. When using this boost, you use your caster level as your BAB and your Cha modifier as your Str modifier.

Boost III [Mage 8]: You spend +2 mp to affect 1 target per 4 mage levels. You can push each target towards a different direction.

Glitterdust

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Conjuration (Creation)

Range 100 ft + 10 ft/level **Area** 10 ft spread **Duration** 1 round/level

Saving Throw Will negates **Spell Resistance** no

You bring forth a burst of colorful glittering particles that cover everyone and everything in the area of effect, causing all creatures in the area of effect to be [dazzled](#) and visibly outlining 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. Each round at the end of their turn [dazzled](#) creatures may attempt new saving throws to end the [dazzled](#) condition. Any creature covered by the dust takes a -40 penalty on Stealth checks.

Boost I [Mage level 6]: You spend +2 mp to make it so that affected creatures are [blinded](#) on a failed saving throw and [dazzled](#) on a successful one.

Grease**Mana:** 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Conjuration (Creation)**Casting Time:** 1 minute**Range** 120 ft **Target** One object or a 10 ft square **Duration** 1 minute per level**Saving Throw** see text **Spell Resistance** no

This evocation covers a solid surface with a layer of slippery grease-like substance. Any creature who is standing on the affected surface when the spell is cast, as well as those who end their turn on the affected surface or try to move within or through it must succeed on a Reflex saving throw or fall prone.

This evocation 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 requires its bearer to make 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. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Boost I: You spend +1 mp to use this Evocation as a standard action instead.**Boost II [Mage level 10]:** You spend +2 mp to increase the affected surface area to 10 ft per 2 levels or to apply the greasy coating to 1 object per 2 levels, no two of which can be more than 30 ft apart.**Heal / Harm****Mana:** 0 **Focus:** 0 **Mage Level:** 1 **Components:** V, S **School:** Necromancy**Casting Time:** 1 minute**Range** touch **Duration** instantaneous**Saving Throw** Will halves **Spell Resistance** no

You infuse your target with either positive or negative energy, healing (or damaging) it as appropriate, by [1d6 + your Cha modifier]. The amount of damage healed (or dealt) increases by +1d6 for every 2 caster levels above 2nd. The target can attempt a will saving throw to reduce this amount by half.

Boost I: You spend +1 mp to use this Evocation as a standard action instead.**Boost II [Mage 10]:** You spend +1 mp to increase the range of this incantation to 60 ft.**Hold****Mana:** 1 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Enchantment (Compulsion) (mind-affecting)**Range** 120 ft **Duration** 1 round/level**Saving Throw** Will (partial) **Spell Resistance** yes

The target of this spell becomes [Staggered](#) unless they succeed on their saving throw, in which case they are merely [slowed](#) for the duration of the effect.

Boost I [Mage level 4]: You spend +1 mp to make it so that creatures who fail their saving throw are [paralyzed](#) instead of [staggered](#) (or just [slowed](#) if they succeed). Each round, on their own turn, paralyzed creatures can make a new saving throw with a +2 bonus as a full-round action to end the effect of this evocation on themselves.

Boost I [Mage level 14]: You spend +2 mp to target multiple creatures with a single casting of this evocation. You can target any number of creatures up to your caster level, no two of which can be more than 30 ft apart.

Obscuring Cloud

Mana: 0 **Focus:** 1 **Mage Level:** 4 **Components:** V, S **School:** Conjuration (Creation)

Range 60 ft. **Area** 20 ft-spread **Duration** 10 minutes per level

Saving Throw none **Spell Resistance** no

You create a cloud of fog that covers the area around its point of origin, obscuring all sight within it, including [darkvision](#). (Creatures within 5 ft have [concealment](#). Creatures farther away have total concealment.

Boosting this spell changes the nature of the cloud, giving it powerful effects in addition to obscuring all sight.

Boost I [Mage 6]: You spend **+1** mp to create a storm cloud inside the fog. Creatures and objects enveloped by the cloud gain the [drenched](#) condition. Creatures who are inside the cloud at the start of your turn take [1d6 electricity damage] per 4 mage levels and must succeed on a Fortitude saving throw or be [deafened](#) until the end of their turn.

Boost II [Mage 6]: By centering the spell on a 5 ft square that contains fire and spending **+1** mp, you create a cloud of ashes and smoke instead of fog. 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. This is a poison effect.

Boost III [Mage 8]: You spend **+1** mp to create a hail storm instead of fog. Creatures and objects enveloped by the cloud gain the [drenched](#) condition. Creatures who are inside the cloud at the start of your turn take [1d4 bludgeoning damage + 1d4 cold damage] per 4 mage levels you have. Additionally, every surface the area of effect (including the floor) becomes [slippery](#) with ice.

Boost IV [Mage 10]: You spend **+2** mp to create a blizzard instead of fog. Creatures and objects enveloped by the cloud gain the [drenched](#) condition. Creatures who are inside the cloud at the start of your turn take 1d6 cold damage per 4 mage levels and must succeed on a Fortitude saving throw or be [slowed](#) until the end of their turn (if the creature did not take cold damage from this effect, they automatically succeed on this saving throw). Finally, the whole affected area is considered difficult terrain until the effect ends.

Singularity

Mana: 2 **Focus:** 1 **Mage Level:** 8 **Components:** V, S **School:** Transmutation

Range 60 ft **Target** One object or a 10 ft square **Duration** 1 round per level

Saving Throw Fortitude partial (see text) **Spell Resistance** no

You create a large dark orb of arcane energy that produces a gravity well similar to a dark hole. Once created, the singularity cannot be moved or damaged (although it can still be dismissed or dispelled), and occupies a 5 ft square. Every round, at the beginning of your turn, all creatures and unattended objects within a 20 ft radius of the singularity must succeed on a Fortitude saving throw or be pulled 10 ft towards it. On a successful save, they are only pulled 5 ft towards the singularity. If they succeed on the save with a natural 20 or beat the DC by 10 or more, they aren't pulled at all that turn. Creatures and objects who start their turn adjacent to the singularity take 6d6 force damage at the and cannot leave its side unless they succeed on a DC 15 Strength check.

Boost I: You spend **+1** mp to cause every creature and object in the singularity's pull to take 1d6 force damage every turn.

Boost II [Mage 12]: You spend **+1** mp to make the singularity's pull not affect you or your allies.

Shockwave

Mana: 1 **Focus:** 0 **Mage Level:** 6 **Components:** V, S **School:** Evocation

Area 60 ft line. **Duration** instantaneous

Saving Throw Fortitude partial **Spell Resistance** no

You send a wave of force on a 60-ft line. Creatures and objects standing directly in the path of the shockwave take [1d4 per 2 Mage levels] force damage and are pushed 10 ft in the same direction the shockwave moved. Creature adjacent to the squares where the shockwave travel take no damage, but are pushed 5 ft directly away from the area. Affected creatures and objects can make a Fortitude saving throw to take only half damage and avoid being pushed.

Boost I: You spend **+1** mp to increase the damage to [(1d6 per 2 mage levels) + You Cha modifier].

Boost II: You spend **+1** mp to make creatures who fail their saving throw fall prone instead of being pushed.

Solid Impact

Mana: 0 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Conjuration (Creation)

Range 90 ft. **Duration** 1 minute per level or until discharged (read text)

Saving Throw none **Spell Resistance** no

You conjure a small solid object that hovers around your body. You can then use a free action to propel that object towards a target of your choice as a ranged attack. On a successful hit, the target suffers [1d8+1] bludgeoning/piercing damage or piercing/slashing damage (your choice). The conjured objects shatter on impact and their fragments vanish immediately. You can maintain up to 3 of these objects at a time.

Boost I [Mage 2]: You spend +1 mp, you increase the mass and velocity of the objects, increasing the damage of each projectile to [1d8 + 4] and the Evocation's maximum range to 150 ft.

Boost II [Mage 4]: You spend +1 mp to conjure two additional objects when casting this Evocation. This doesn't increase the maximum amount of objects you can sustain, but makes casting them faster and reduces the total fp required, since you're casting the spell only once instead of three times.

Boost III [Mage 6]: You spend +1 mp to make it so that the objects strike unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. In this case, no attack roll is necessary.

Summon Creature

Mana: 2 **Focus:** 2 **Mage Level:** 1 **Components:** V, S **School:** Conjuration (Summoning)

Casting Time: 1 full-round action

Range 90 ft **Duration** 1 round per level.

Saving Throw none **Spell Resistance** no

You summon an extraplanar creature to aid you. It appears where you designate and acts immediately, on your turn. The creature is innately capable of understanding your words and instructions, even if you do not share a language. It tries to attack your opponents and aid you to the best of its abilities, although you can direct it not to attack, to attack particular enemies, or to perform other actions.

The creature summoned must be of a tier no higher than half your caster level (rounded down). The tier of a creature is based on the lowest-level spell capable of summoning it (see below). **e.g.:** A [Hell Hound](#) can be summoned by a Summon Monster IV spell, therefore, for the purposes of this Evocation, it's a tier 4 creature. Instead of summoning a single creature of the highest tier you can summon, you can instead summon [1d4+1] creatures of a lower tier (all summoned creatures must be of the same kind).

As with the [Summon Monster](#) spells, creatures with an "*" next to their names are summoned with either the [celestial](#) or [fiendish](#) template, chosen by you when casting the spell.

Boost I: You spend +2 mp to cast this spell as a standard action.

Boost II: You spend +2 mp and +1 focus to summon +1 creature of the same type as another summoned by the same casting of the spell.

TIER	Creature Summoned By Spell:
Tier 0	Summon Minor Monster
Tier 1	Summon Monster I or Summon Nature's Ally I
Tier 2	Summon Monster II or Summon Nature's Ally II
Tier 3	Summon Monster III or Summon Nature's Ally III
Tier 4	Summon Monster IV or Summon Nature's Ally IV
Tier 5	Summon Monster V or Summon Nature's Ally V
Tier 6	Summon Monster VI or Summon Nature's Ally VI
Tier 7	Summon Monster VII or Summon Nature's Ally VII
Tier 8	Summon Monster VIII or Summon Nature's Ally VIII
Tier 9	Summon Monster IX or Summon Nature's Ally IX

Twist Emotion

Mana: 1 **Focus:** 1 **Mage Level:** 1 **Components:** V, S **School:** Enchantment (Compulsion) [emotion]

Range 90 ft **Duration** 1 round per level.

Saving Throw Will negates **Spell Resistance** Yes

The target of this spell has its emotions twisted and manipulated, and therefore suffers same effects of a [Cause Fear](#) or [Delusional Pride](#) spell, chosen by you at the moment of casting.

Boost I [Mage 4]: You spend +1 mp to cause the target to instead suffer the effects of one of the following spells: [Charitable Impulse](#), [Oppressive Boredom](#) or [Unnatural Lust](#).

Boost II [Mage 6]: You spend +2 mp to cause the target to instead suffer the effects of one of the following spells: [Calm Emotions](#), [Rage](#), [Reckless Infatuation](#) or [Unadulterated Loathing](#).

Boost II [Mage 8]: You spend +2 mp and +1 fp to cause the target to suffer the effects of one of the following spells: [Crushing Despair](#).

Summon Swarm

Mana: 1 **Focus:** 1 **Mage Level:** 6 **Components:** V, S **School** Conjunction (Summoning)

Casting Time: 1 full-round action

Range 100 ft + 10 ft/level **Duration** concentration + 3 rounds.

Saving Throw none **Spell Resistance** no

You create a swarm of diminutive ectoplasmic creatures to attack your enemies. The summoned creatures can have any shape or form you imagine. The swarm can be mentally controlled and directed by you. It occupies a 10x10x10 ft space and has the same stats and abilities as a [bat swarm](#), except in that it has 5 hp per caster level and its swarm attack deals 1d6 piercing/slashing damage per 3 caster levels.

Boost I: You spend +1 mp to cast this evocation as a standard action.

Boost II: You spend +2 mp to increase the area occupied by the swarm to a 20x20x20 ft space.

Boost III [Mage 8]: You spend +1 mp to raise the swarm's fly speed to 60 ft, its swarm attack damage to 1d8 per 3 caster levels and the DC of its [distraction](#) ability to 13.

Boost IV [Mage 8]: You spend +1 mp to give the swarm a +2 bonus to all saving throws and energy resistance 10 against one type of energy of your choice (acid, cold, electricity, fire or sonic).

Warp Object

Mana: 1 **Focus:** 0 **Mage Level:** 6 **Components:** V, S **School:** Transmutation

Range 90 ft **Duration** instantaneous

Target 1 Small object/level, all within a 20-ft. radius

Saving Throw will negates (object) **Spell Resistance** yes (object)

You cause an object to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a successful Strength check to open, at your option). A boat or ship springs a leak, land vehicle grinds to a halt and ceases to operate. Warped weapons impose a -4 penalty on attack rolls and can't deal precision damage. If they have a misfire chance, that chance is doubled. Warped armor has its bonus to AC reduced by 2 and imposes a -2 penalty on all dexterity checks. Unlike [Shape Object](#), this spell is capable of affecting even attended objects, but is useless on extremely soft and flexible material (such as most types of cloth), as they can be twisted and bent without taking damage. You can warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32.

Alternatively, you can use this spell to unwarp an object (effectively warping it back to normal). [Make Whole](#), on the other hand, does nothing to repair a warped item.

You can combine multiple consecutive castings of warp metal to warp (or unwarp) an object that is too large for you to warp with a single casting. Until the object is completely warped, it suffers no ill effects.

Boost I: You spend +1 mp to make affected objects shoot splinters and scraps during the warping process, thus dealing 1d6 piercing/slashing damage per 3 mage levels to all creatures within 5 ft of an affected object.

New Feats

General Feats

Expanded Magecraft

You learn more magecraft spells.

Prerequisites: Int 13, Cha 13, [Focus](#) class feature, [Mana Pool](#) class feature, [Spell Mastery](#) I class feature

Benefit: You gain one additional [Incantation](#) or [Evocation](#) of your choice.

Special: This feat may be selected a number of times equal to your [Spell Mastery](#) bonus.

Focal Point

You use your staff to increase your magical focus.

Prerequisites: Int 13, Cha 13, [Focus](#) class feature, [Spell Mastery](#) I class feature

Benefit: When holding a [staff](#) with an enhancement bonus of at least **+1**, you gain a **+2** bonus to all concentration checks and increase your total focus by **+1** fp. If the staff has an enhancement bonus of **+4** or greater, you instead increase your total focus by **+2** fp.

Magecraft Scroll-Wright

You can create and use scrolls of Magecraft spells.

Prerequisites: Int 13, Cha 13, [Spell Mastery](#) I class feature, [Linguistics](#) 5, [Spellcraft](#) 5

Benefit: You can detect magic auras and decipher magical inscriptions as if constantly under effect of the [Detect Magic](#) and [Read Magic](#) spells. Additionally, you can create and activate scrolls that hold Magecraft spells. Creating such a scroll requires a successful Spellcraft check (DC: 20+Spell's caster level) that takes 2 hours and requires spending the same amount of mp necessary to cast the spell (Boosts must be included in the creation of the scroll) and consumes magical materials worth 100 gp per CL of the spell. Activating the scrolls takes the same time and type of action as casting the spell inscribed in it, as well as assigning to the scroll-cast spell the normal amount of fp required to sustain it.

Mana Vigor

You can spend mana to boost your physical abilities

Prerequisites: Con 15, Cha 13, [Mana Pool](#) class feature, [Spell Mastery](#) I class feature

Benefit: You increase the maximum mana you can hold on your mana pool by an amount equal to half your Constitution modifier. Additionally, when making a Str- or Con-based ability check or skill check, you can spend **1** mp as a swift action to gain a bonus equal to half your mage level on that check.

Magic Eater

You can devour magic to restore your body.

Prerequisites: Con 15, Cha 15, [Mana Pool](#) class feature, [Spell Mastery](#) II class feature, Mana Vigor

Benefit: When you succeed on a Fortitude or Will saving throw made to resist a spell or spell-like ability, you can spend **+2** mp as an immediate action to heal 1d4 hp per 2 caster levels of the effect you resisted.

Mana Storage

You can store magical energy in your staff.

Prerequisites: Int 13, Cha 13, [Mana Pool](#) class feature, [Spell Mastery](#) I class feature

Benefit: You can use a full-round action to transfer mana points from your mana pool to your focus [staff or scepter](#). You can therefore use the stored mp at any point when you have the staff or scepter in hand.

However, Staff and scepters can hold a maximum amount of mp equal to their enhancement bonus.

Additionally, the maximum number of mp you can have stored at any point is equal to your spell mastery bonus. Trying to store more mp beyond that limit, simply causes the exceeding mp to dissipate and be lost, even if you use multiple staves or scepters.

Mind Fortress

You can use focus to shield your mind

Prerequisites: Int 15, [Focus](#) class feature, [Mind Shield](#) class feature

You gain constant protection against mental invasion as per the [Enshroud Thoughts](#) spell (CL equal to your Mage level). Additionally, you gain the ability to [burn](#) **1** fp as an immediate action to re-roll a failed will saving throw at **-2** penalty. This ability cannot be used on saving throws made to expedite [Gather Mana](#).

Spell Eater

You can use spell slots to regain mana.

Prerequisites: Int 15, Cha 15, [Mana Pool](#) class feature, ability to cast 4th level arcane spells.

Benefit: You can use a swift action to spend one of your [Main Spell Slots](#) to recover **3** mp. You can also spend one of your [Lesser Spell Slots](#) to recover **1** mp.

Spell Recall

Prerequisites: Int 15, Cha 15, [Mana Pool](#) class feature, ability to cast 4th level arcane spells.

Benefit: You can spend **4** mp to re-cast a spell that you have previously cast in the same day using one of your [Main Spell Slots](#). You can also spend **2** mp to do the same to a spell cast on the same day using one of your [Lesser Spell Slots](#).

Unbreakable Focus

You sustain your focus even in the direst of conditions.

Prerequisites: Int 15, Cha 15, [Focus](#) class feature, [Spell Mastery](#) I class feature

Benefit: You gain a **+2** bonus to concentration checks and the ability to maintain your focus and sustain your magecraft spells indefinitely even when asleep or unconscious. In case you die or is [petrified](#), Magecraft spells sustained by focus are only dismissed after a number of minutes equal to your Mage level. If you're restored to life and/or unpetrified before such time is past, you can resume sustaining your Magecraft spells.

Metamagic Magecraft

Ethereal Magecraft

Your Magecraft spells can touch the untouchable.

Prerequisites: Int 13, Cha 13, [Mana Pool](#) class feature, [Spell Mastery](#) I class feature

When casting a Magecraft spell, you can spend **+1** mp to make it capable of fully affecting creatures and objects that are incorporeal or ethereal.

Extend Magecraft

You make your Magecraft spells last longer

Prerequisites: Int 13, Cha 13, [Mana Pool](#) class feature, [Spell Mastery](#) I class feature

By spending **+2** mp when casting a Magecraft spell, you double the duration of its effects.

Locking Magecraft

You can push your enemies around with your spells.

Prerequisites: Int 15, Cha 15, [Mana Pool](#) class feature, [Spell Mastery](#) II class feature

When casting a Magecraft spell that causes its target(s) to be [grappled](#), [pinned](#) or [entangled](#), you can spend **+2** mp to make it so that affected targets cannot become ethereal or incorporeal (although they remain so if they already had such properties when affected by your spells), teleport or move to a different plane for the duration of the effect.

Selective Magecraft

You can blast your enemies while sparing your allies

Prerequisites: Int 15, Cha 15, [Mana Pool](#) class feature, [Spell Mastery](#) II class feature

When using an area of effect Magecraft spell, you can spend mana to completely shield some of the targets in the affected area from the effects of your spell. You can shield 2 targets for each **+1** mp spent this way.

Silent Magecraft

You can use your Magecraft spells without making a sound.

Prerequisites: Int 13, Cha 13, [Mana Pool](#) class feature, [Spell Mastery](#) I class feature

By spending **+1** mp when casting a Magecraft spell, you can do it without performing its verbal components.

Still Magecraft

You can use your Magecraft spells without a single gesture.

Prerequisites: Int 13, Cha 13, [Mana Pool](#) class feature, [Spell Mastery](#) I class feature

By spending **+1** mp when casting a Magecraft spell, you can do it without performing its somatic components. Additionally, you gain a **+4** bonus on all concentration checks made to cast while [grappled](#), [pinned](#), [entangled](#) or similarly restrained.

Quicken Magecraft

You can cast your Magecraft spells in a fraction of the normal time.

Prerequisites: Int 15, Cha 15, [Mana Pool](#) class feature, [Spell Mastery](#) III class feature

When casting a Magecraft spell with a casting time of 1 full-round action or shorter, you can increase its mp cost to [1 + double the normal mp cost] (minimum **2** mp total) in order to cast the spell as a swift action.

This ability can be used on spells that usually take longer than a full-round action to cast, but can be boosted to reduce its casting time to a full round action or shorter, in which case, the mp cost for this boost is considered to be part of the spell's "normal mp cost" when calculating the mp expenditure of using this feat.

Scaling Conditions

<Under Construction>

These are optional rules for scaling character conditions. The idea is to make debuffs, especially the infamous “save-or-lose” abilities less binary, by making their effects more granular and reliable. It also has the added benefit of making all abilities be more effective on weaker enemies. This chapter is still in development, but it will soon be expanded.

Condition Level	Condition Scaling				
0	Unaffected (No Condition is Applied)				
1	Fatigued	Dazzled	Grappled	Dizzy	Drowsy
2	Exhausted	Clouded	Pinned	Dazed	Asleep
3		Blinded		Stunned	

Condition Level	Condition Scaling				
0	Unaffected (No Condition is Applied)				
1	Off-Balance	Shaken		Slowed	Brittle
2	Prone	Frightened	Queasy	Staggered	Brittle
3		Panicked / Cowering	Nauseated	Paralyzed	Petrified

New Conditions

Brittle

The creature is partially petrified, but still able to move. It gains DR 1/bludgeoning and a **+2** bonus to natural armor, but suffers a **-4** penalty to Dexterity and has all of its movement speeds reduced as if it had the [Slowed](#) condition. A brittle creature suffers a **-4** penalty on all saving throws against petrification.

Clouded

The creature’s sight is blurry, but not completely gone. The creature suffers a **-2** penalty to AC and a **-4** penalty to all checks and activities based on sight. Additionally, everything is considered to have concealment (20% miss chance) against it.

Drenched

A drenched creature is soaked in water or similar liquid. It suffers a **-2** penalty to AC and all saving throws, but only against cold and electricity effects. However, they also gain a **+2** bonus to AC and saving throws against fire effects. These bonuses and penalties might change based on the type of liquid in which the creature is soaked. **e.g.:** A creature who gains the drenched condition from being submerged in liquid fuel might suffer a penalty to AC and saving throws against fire effects, instead of gaining a bonus against them.

Drowsy

The creature is somnolent and inattentive, but still able to act normally. It suffers a **-2** penalty to ability checks, skill checks, concentration checks, Reflex saves and to all saving throws made to resist sleep or sleep-inducing effects.

Loose Grip

The creature has its grip forcefully loosened. Attacks made with whatever limb (or object held by it) was targeted suffer a **-4** penalty to attack rolls and can't deal precision damage. The penalty is doubled on critical confirmation rolls, unless the creature has the [Critical Focus](#) feat. Additionally, the creature suffers a **-2** penalty to CMD and saving throws against attacks and effects targeting the object held by the affected limb (such as a [disarm](#) attempt from an opponent), unless said saving throw is made in order to drop the object (such as when targeted by the [Burning Disarm](#) spell).

Off-Balance

The creature's sense of balance and equilibrium is hampered. It suffers a **-2** penalty to AC and CMD and a **-4** penalty to all Dexterity-based skill checks and ability checks as well as to all saving throws made to avoid falling prone. Unless otherwise specified, an off-balance creature can usually spend a move action to regain its footing and lose the condition.

Queasy

The creature experiences mild nausea and stomach pains. It suffers a **-4** penalty on all saving throws against nausea and has a 25% chance of losing its standard action for the round.

Slowed

The creature is unable to move at its normal speed. It suffers a **-1** penalty to attack rolls and AC and has all of its movement speeds reduced by -10 ft (-5 ft if the original movement speed is lower than 30 ft. -20 ft if the original speed is 60 ft or higher). This condition can't reduce a creature's speed to a value lower than 5 ft.

Condition Modifiers (W.i.P)

Generally speaking, abilities obtained at levels 6 or lower should only cause tier 1 conditions. Abilities obtained at levels 7 to 12 should cause tier 2 conditions and finally, abilities gained at levels 13 or higher should cause tier 3 conditions. However, circumstances can make creatures affected by a condition-imposing effect to suffer a greater or lighter condition. For example, a weakened creature may be [blinded](#) by an effect that would only make it [dazzled](#) if it were in better shape.

Here's a small table of possible circumstances and how they affect what conditions are imposed on the target:

Circumstance	Condition Tier Modifier
Target is resistant to that type of effect	-1
Targets succeeds on its saving throw	-2
Target is particularly vulnerable to that type of effect	+1
Target's total HD is equal or lower than half the effect's caster level.	+1
Target's saving throw fails to meet the DC by a difference of 10 or higher	+1
Target has less than 50% of its total hp	+1

Condition Tier Modifiers are cumulative. They are added up to calculate how severe will be the condition a certain effect has on its target. Conditions themselves, however, are not. Unless otherwise stated in the description of the condition-imposing ability or effect, afflicting the same target with the same condition repeatedly does not change that condition into a more serious one.

Mage Level	Spell Slots									
	0	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-	-
2	2	1	-	-	-	-	-	-	-	-
3	3	1	-	-	-	-	-	-	-	-
4	3	-	1	-	-	-	-	-	-	-
5	3	-	1	-	-	-	-	-	-	-
6	4	-	-	2	-	-	-	-	-	-
7	4	-	-	2	-	-	-	-	-	-
8	4	3	-	-	2	-	-	-	-	-
9	5	3	-	-	2	-	-	-	-	-
10	5	-	3	-	-	2	-	-	-	-
11	5	-	3	-	-	2	-	-	-	-
12	6	-	-	4	-	-	3	-	-	-
13	6	-	-	4	-	-	3	-	-	-
14	6	-	-	-	4	-	-	3	-	-
15	7	-	-	-	4	-	-	3	-	-
16	7	-	-	-	-	4	-	-	3	-
17	7	-	-	-	-	4	-	-	3	-
18	8	-	-	-	-	-	4	-	-	4
19	8	-	-	-	-	-	4	-	-	4
20	8	-	-	-	-	-	4	-	-	4
Main Spell Slot		Caster Level = Mage Level								
Lesser Spell Slot		Save DC = [10 + Spell level + Int bonus]								
Cantrips		Concentration = [Mage Level + Int bonus]								