

GALLONS PER WILE

SPELLS AND TRICKS FOR THE LOW-LEVEL MAGE

This small booklet contains a bunch of feats, traits, and low-level spells to further expand the abilities of low-level mages. While it does contain combat spells, it's main focus is out of combat abilities and style, as well as filling up some gaps we dislike in the rules (for example, lack of rules for non-magical writings). It's focused on Epic 6, an alteration to the basic *Pathfinder* rules in which the maximum level is 6 and after that, you get feats at certain experience point intervals. It is however fully compatible with normal *Pathfinder*.

Most of this stuff is a compilation of things our groups have used over the years in 3.0, 3.5 and now *pathfinder*. Thus, it has been playtested by our groups, but not much else, and while we've had no balance issue our group also has a quite non-standard way of playing the game. Thus, use at your own risk, but as most of this stuff is intended to increase *option* rather than power, it shouldn't be a big issue.

Everything here is of course copyleft. Just add a note on where it came from (referring to *Stringburka* is enough) and you're free to copy it, alter it, publish it and do what you want with it. This is a work in progress, and as I dig up and digitalize more and more of the old rules and lists we've used, the booklet will grow.

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