

Comprehensive Spell Caster's Guide

I. Creating a Spell

Creating Spells can be a rewarding experience but can also be challenging, expensive and wrought with failure and unexpected results. However, it only takes one great success to create one of the most powerful spells known to the world. Of course, that is based on your skill with Arcanum and Scribing and just a touch of luck. The process of creating a Spell is laid out in 5 simple steps.

Step 1: Research Spell Level

Cost: 0

Duration: 1 Day

Description: Decide on the level of Spell which will make the next steps more difficult by adding a number onto the various Skill Checks. This number will be referred to as the **Difficulty Modifier** going forward and will be used in future calculations. This day will consist of making initial calculations and is less about testing any one skill than preparing for the events to come.

Table: Difficulty Modifier

Beginner	Novice	Expert	Master
+1	+3	+5	+7

Step 2: Research Spell Range

Cost: 25 GP per Spell Level

Duration: 1 Day

Description: Decide on a Range Category for your Spell. Add the Base Number to the **Difficulty Modifier** and Roll a Scribe Check. For every number you exceed the Required Check, add 1 Unit of Range unless the 0 Range option was chosen. This spell remains 0 Range no matter how much you exceed the Required Check.

Table: Range Category

0 Range	10 Units
0 + Difficulty Modifier	5 + Difficulty Modifier

Step 3: Research Spell Type

Cost: 25 GP per Spell Level

Duration: 1 Day

Description: Decide on the Type of Spell by using the following table. Make a Scribe Check to determine the success. The area of a Radius Spell is determined by rolling a 1d4 and adding 2 to calculate the Units. The width of a Line Spell is determined by a straight 1d4 roll.

Table: Spell Type

Melee Attack	Vision/Sonic Single Target	Projectile	Ray, Target	Line	Area	Cone
4 + DM	5 + DM	6 + DM	8 + DM	10 + DM	12 + DM	14 + DM

Step 4: Research Damage

Cost: 50 GP per Spell Level

Duration: 3 Days

Description: Research the potency of the Spell by Making a Cumulative Arcanum Check over 3 Checks and 3 Days.

Before that check is made, the character must decide on the Damage Type which adds to the overall difficulty of this check. This number is referenced as the **Calculated Difficulty Modifier** which is used in the final formula to determine the **Required Cumulative Check**.

Next, a character must decide if they want to make a more potent spell that requires an extra Action. The default option is a Spell that costs 1 Action which adds 2 to the Calculated Difficulty Modifier. This is defined in Table 4b.

Finally, you can begin your Cumulative Arcanum Check to determine the total damage this spell will do. Area, Cone, and Line Spells have a different Damage Calculation Table.

Use the following formula to determine the target number:

[(Calculated Difficulty Modifier + Difficulty Modifier + Action Modifier) * 3]

Example: A Novice Dark Spell that costs 2 Actions would be $[(6 + 4 + 3) * 3] = 39$. This equates to needing a Cumulative Arcanum Check of 39 over 3 Checks in as many days to succeed. If a character rolled a Cumulative Check of 44, they would have a success of +5 meaning the damage would be $2d8 * 2$ for a total for 4d8. That is an impressive Novice spell!

Table 4a: Damage Type and their Calculated Difficulty Modifiers

Elemental	Dark	Divine	Psychic	Physical	Healing	Shield	True
+4	+6	+6	+6	+2	+8	+10	+10

Table 4b: Action Cost and their Action Modifiers

Cast Time	1 Action	2 Actions	3 Actions
Action Modifier	+2	+4	+6
Bonus	None	Double Damage Dice	Triple Damage Dice

Table 4c: Single Target Damage Result Table

	Success	Success +2	Success +4	Success +6	Success +8
Beginner	1d6	1d8	2d4	1d12	2d6
Novice	1d12	2d6	2d8	3d6	3d8
Expert	3d6	3d8	3d10	4d8	6d6
Master	4d8	6d6	4d10	6d10	6d12

Table 4c: Area/Line/Cone Damage Result Table

	Success	Success +2	Success +4	Success +6	Success +8
Beginner	1	1d4	1d6	1d8	2d4
Novice	1d8	2d4	1d10	1d12	2d6
Expert	1d12	2d6	2d8	2d12	3d8

Master	2d12	3d8	3d10	4d8	4d12
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Step 5: Experiment (Optional)

Cost: 25 GP per Spell Level per Attempt

Duration: 1 Days

Description: This is the step where you can add flavor to your spell. Each time you Experiment, you increase the **Required Check** of completing this Spell by 1 in Step 6. You roll a 1d20 to determine the Conditional, and another 1d20 to determine the effect. For instance, if you were to roll a 4 for the required Condition and a 20 for the Effect, your spell would only hit creatures that were bleeding, but heal you for half the damage you inflicted. You could elect to keep this effect, or experiment further. Alternatively, you can stop experimenting and attempt to move to the next step.

Table 5a

Hostile Spell Experimentation A.		
Roll	Conditional	Effect
1	If Diseased or Poisoned	+1 Damage Dice
2	If Asleep	Switch Places with Target
3	If Stunned or Dazed	Displace 1 Unit (Medium or Smaller)
4	If Bleeding	Displace 1 Unit (Large or Smaller)
5	If Outdoors	Displace 2 Units (Medium or Smaller)
6	If in Darkness	Displace 2 Units (Large or Smaller)
7	If in Light	Causes Ignite for 1 Minute
8	If Afraid	Causes Blind for 1 Minute
9	If Frozen	Causes Bleeding for 1 Minute

10	If Ignited
11	If Large or Smaller
12	If Large or Bigger
13	If Undead
14	If Elementals
15	If Fey
16	If Divine
17	If Humanoid
18	If Dark
19	If Injured
20	Free Conditional

Continuous, Requires Action and Concentration and subtract 2 Damage Dice from damage to a minimum of 1.
Double Spell Damage Bonus
Each Damage Die counts as an individual hit, applying Spell Damage Bonus and can be used to target different creatures.
Pulled 1 Unit towards Spell Center (Strength Check)
Pulled 2 Units towards Spell Center (Strength Check)
Heals Instead of doing Damage
Reduces Movement Speed by 2 Units on next Turn
Halves Movement Speed on Next Turn
Executes if less than 20 Health Remaining
Causes Dazed Condition for 1 Turn
Heal Caster for Half Damage

Step 6: Create Spell

Cost: 20 GP per Spell Level

Duration: 1 Day

Description: This is the step where the Spell is finalized, and the final Check is made to Scribe the spell onto a Scroll so that it can be studied and learned. The final check is a Scribe Check that must be greater than or equal to the (6 + Difficulty Modifier + Spell Experimentation Attempts).

This Required Check can be reduced by choosing either a permanent or consumable component that the spell will require. What form this takes is up to you but must be equivalent in value.

If the Scribing fails by more than 5 Points, you lose the entire spell, otherwise failure can result in one of two options:

-You can choose to add a Consumable Component to the spell based on its level

-You can scrap part of your spell, rolling a 1d4 to randomly repeat that step of the process associated with the resulting number. Additionally, all experimentation is wiped out when using this method. You return to Step 5 after repeating the random step.

Level	Consumable Component	Permanent Component	Bonus
Beginner	1GP	20GP	-1 RQ
Novice	10GP	50GP	-2 RQ
Expert	20GP	100GP	-3 RQ
Master	50GP	300GP	-4 RQ

II. Building/Upgrading a Focus

A Focus is the lifeblood of a Caster and requires a special bond. While a Spell Caster can use any focus they attune to, it may become worthwhile to build or upgrade their own

Step 1: Choosing the Medium

Focuses have several components, but they must have something to hold those components together. What form this takes is completely up to the character. You must choose an equipable object that can house your Focus Core. This can be relatively simple from a branch to something more complex like having a place on your sword specially forged to receive the blade. If you are upgrading a focus, you can skip this step and use the current medium.

Step 2: Acquire a Focus Core

The first step of making a focus is having the appropriate core, ideally powerful enough to where you will not have to replace it for some time. A core can be a gem or crystal and is the main

facilitator of magic, and thus can be quite expensive. The quality of your core will determine a spell casters maximum focus points. Placing a core within a medium can be a dangerous task and requires a skilled knowledge of Arcanum to both remove the old core and place the new. Removing a core and having it not shatter requires an Arcanum Check of 12. On a failure, the Core explodes, dealing 1d4 Arcane Damage for each Focus Point remaining in it. Placing a core requires an Arcanum Check of 12 and requires 1 hour. A roll under 6 will result in the destruction of the core.

The Core is the most important aspect of a Focus. The Treatment and Bond are both attached to the Core and are therefore transferred with the Core, even when it is removed. It should be noted that a Creature can be attuned to only one Core at a time. The moment the Creature attunes to a new Core, the Bond on the other Focus is destroyed.

Step 3: Treating the Focus

The next step is to treat the Core, using metallic dust to help seal the magic and make your Core less prone to burnout and granting a small number of additional focus points. If a spell is cast using a focus that is not treated, the core will explode. Treating a Focus takes 1 day but does not require a Skill Check.

Step 4: Attuning to the Focus

Before a Focus can be used to channel magic, a Creature must bond to it. A Bonding process takes 1 hour. A newly bonded Focus starts with 0 Focus Points and must charge before it can be used.

Step 4: Bonding to the Focus

Bonding is the complex part of a focus and requires a contract of sorts. Many magical focuses you find will have a revealable bond contract on them that spells like Identify can reveal. These contracts can range from things like “Kill this many monsters” to “Travel to this holy site and cast this spell”. For focuses you create, you will need to declare your own bond contract. Players should suggest ideas to their Game Master who will then decide on what level of bond that contract would be worth. An unbonded focus is useable but is not efficient and will take some time to recharge its magical power.

III. Scribing & Researching Spells

A spell caster can create their own spells, but they can also research existing spells as well as placing them on magical paper that lets them be channeled without a focus. Scribing is the art of placing the arcane runes that make up a spell on paper and infusing that paper with your raw magical energy to facilitate the future channeling of the spell. To scribe a spell, a scribe must use a certain amount of focus points and ingredients based on the level of the spell. Then, the scribe makes a scribing check to see if they succeed. Scribing is an expensive process that involves a treated scroll and metallic dust.

Level	R.C.	Time	Ingredients	Focus Points
Beginner	8	1 hour	Treated Scroll, Pinch of Silver Dust	5
Novice	10	4 hours	Treated Scroll, 5 Pinches of Silver Dust	10
Expert	12	8 hours	Treated Scroll, Pinch of Powdered Gold	20
Master	14	12 hours	Treated Scroll, Pinch of Powdered Platinum	30

Scribing Spells

Scribing spells onto scrolls is an important part of transferring the knowledge of a spell. Once a spell is scribed to a scroll, it can be learned by someone who would normally have access to a spell of that School and Level. The process of learning a spell from a scroll takes 1 day and requires an Arcanum Check shown in the below table.

Level	Required Check
Beginner	8
Novice	10
Expert	12
Master	14

Scribing a spell causes a spell caster to have instant and permanent access to that spell.

If a spell is scribed to a scroll, instead of learning the spell, a character can use the scroll to channel the spell, destroying the scroll. If a spell caster would normally have access to that spell, they apply their Spell Attack and Spell Damage Bonus to the effect of the scroll.

Characters who would not have access to that School or Level of magic have certain limitations placed on them. First, they cannot use a scribed scroll to cast a spell that requires more than 1 Action. Second, they do not benefit from any Spell Attack or Spell Damage Bonus from that spell. Finally, they must make a basic Arcana Check to attempt to read the spell. A failure does not consume the scroll, but the spell fails. The required checks are listed in the following table:

Level	Required Check
Beginner	4
Novice	6
Expert	8
Master	10

Researching Spells

There may be circumstances where you were not able to obtain all the spells that you were granted through a Core Magical School module. Researching spells can help you and your companions learn extra spells.

Researching a spell requires time and materials to achieve a breakthrough. A breakthrough is an Arcanum Check that takes 1 day to complete per level of spell that is being Researched. After a successful breakthrough, the Scribe has 1 day to commit the spell to a Scroll, or the knowledge is lost.

Level	Required Check	Time
Beginner	10	1 Day
Novice	14	2 Days
Expert	18	3 Days
Master	22	4 Days

The Required Arcanum Checks can be lowered by discovering Compliments. These reduce the Required Check to complete the research. Only 3 compliments can contribute to your research.

Compliment 1: Magical Source related to the Spell School

A magical source can be used to lower the Required Check by 2. It is up for the Gamemaster to determine if a magical item acts as a compliment. If the magic is consumed by this source, the Required Check is lowered by 4 instead but removes the magical property from the item.

Compliment 2: Focus Battery

A gem can be useful for holding magic and achieving breakthroughs. The gem is consumed on use but lowers the Required Check by 2. Higher level spells require more powerful gems.

Level	Required Check
Beginner	100 GP
Novice	300 GP
Expert	500 GP
Master	1000 GP

Compliment 3: Experience

If you have seen this spell channeled in the past week, the Required Check is reduced by 1.

Compliment 4: Knowledge in Writing

Reading a book that mentions this spell reduces the Required Check by 1.

Compliment 5: Research Assistance

A creature who is capable of learning the spell can make an Assisted Check when you attempt to make your breakthrough.