

# ELEMENTS OF MAGIC MALAAN ERRATA

## SPELLCASTERS

### SPELLCASTER FRAMEWORKS

Casters can limit the sorts of spells they are able to cast in order to gain additional Magical Boons. This can be done at any time, but it constrains all further spell casting. So if a character decides to take on a framework, she is unable to cast the limited spells (even if she has already acquired a spell-list), lost spell lists are not replaced. Frameworks do not affect the acquisition of boons at all. Only one Framework can be taken ever, though it may be taken at any time.

Eg. Willa is a 3<sup>rd</sup> Mage when she decides to become a Black Mage. She gets an additional Minor Boon, but can no longer cast any spell using a White Element, and must choose only 3 non-elemental spell-lists from her known lists. If she has more than 3 non-elemental spells or any white elemental spell lists, those are lost.

Sample Frameworks:

*Black/White Elementalist* = 1 Minor Boon

[Can select up to 1 non-elemental spell-list per level]

*Lesser Elemental Specialist* (three related elements only) = 1 Medium Boon (or 2 minor)

[Can select up to 1 non-elemental spell-list per level]

*Greater Elemental Specialist* (one element only) = 1 Major Boon (or equivalent)

[Can select up to 1 non-elemental spell-list per 2 levels]

*Mentalist* (only the following lists : Alter Reality, Astral Projection, Charm, Command, Compel, Dominate, Enthral, Instill Emotion, Mass Projection, Mental Defense, Telekinesis, Telepathy) = 2 Medium Boons

*Warmage* (half level progression - .5 spellcaster levels per class level) = Martial Weapons

Proficiency + all Armor Proficiencies + d6 HD.

*Enchanters* (No Elemental Spells) = 1 Medium Boon

### MAGIC POINTS

Spell casters recover 1 MP after one hour of rest (light activity). Any combat or spell casting (or other strenuous activity) prevents any Mana recovery. Each consecutive hour of rest returns twice the previous hours amount of MPs.

1st hour = 1 MP	2nd hour = 2 MPs	3rd hour = 4 MPs
4th hour = 8 MP	5th hour = 16 MPs	6th hour = 32 MPs
7th hour = 64 MPs	8th hour = 128 MPs	9th hour = 256 MPS

(These are cumulative so after three hours of rest the spell caster recover 7MPs, in five hours 31 MPs)

Elves gain no special bonus for meditation (elemental specialists are favored class)

Free Cantrips are recovered after 8 hours of sleep.

Spell Casters may also burn their own hit points as Magic Points. However, such hit points can only be recovered through long term rest. They cannot be healed magically, and recover at a rate of 1/level/day.

## ELEMENTAL SIDE EFFECTS

*Acid - Low Intensity* = Acid Splash 1hp (in area of effect or 5ft radius)

*Biomatter – Low Intensity* = Tangle (Target gets Reflex save or suffers –2 Attack and –4 Penalty to Dexterity, Reduced to half speed and cannot run or charge, if entangled creature tries to cast a spell it must make a concentration check (DC15) or fail. The Entangled creature can escape with an Escape Artist Check (DC20) or by doing 5 hps of damage to the entangling items (Hardness = Spell level) or with a Strength burst (DC=20+Spell Level).

*Biomatter – Medium Intensity* = (Tangle + Suffocation or Bludgeon). As above and entanglement causes either bludgeoning attacks or suffocation.

*Lava – Low Intensity* = Light Fire

## AVAILABLE CLASSES

The spell casting classes available are Mage, Bard, Ranger, Paladin. Specialized classes can be created by using Spell Frameworks (above).

- Bards get 8+Int skill points per level. retain all core song abilities and knowledge skills.
- Rangers get d10 HD, and 6 skill points +Int per level
- Paladins get specific sets of spell-lists and elements (based on their religion).

## SKILLS

New Magic Skill Applications:

*Herbalism* (Can heal ability damage caused by damage through expenditure of MPs) It takes 10 minutes per attempt, requires a skill check of DC = to the Poison's DC+Ability Points to be Healed, it costs Magic Points equal to the ability points healed. Magic Points are expended whether or not the skill check is successful.

*Healing* (Can Heal hitpoints damage by expending MPs). It takes 10 minutes per attempt, requires a skill check of DC = 10+1/hit point sought to be healed. It costs magic points equal to hit points sought to be healed, whether successful or not. Any sort of damage can be healed this way.

## BOONS

### MINOR BOONS

**Animal Speak (Sp):** Mage chooses one sub-category of animal, such as foxes, sparrows, or owls. By concentrating, the Mage can speak with them as if she had a common language, though of course the animal might only be able to convey primitive thoughts in reply. This functions as the *speak with animals* spell in the core rules, though the Mage must concentrate to use this ability, and it only applies to one type of creature. This ability does not guarantee the animal will be friendly.

**Blood Magic (Su):** Caster recovers hit points used in the casting of spells at twice the rate they normally recover (2/level/day).

**Bonus Cantrips:** The Mage gains an additional 3 free 0-level spells.

**Bonus Feat:** The Mage gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or a feat that applies to her familiar.

**Chosen Spell List:** The mage chooses a single spell list that she knows. She gains a +2 bonus to saving throw DCs and to spell penetration with that spell list.

**Light Armor Use:** Your spell casting is not disrupted by wearing light armor. You suffer no arcane spell failure chance unless you wear medium or heavy armor. You can take this boon more than once. Two times allows you to ignore arcane spell failure in medium armor, and three times allows you to cast spells in any armor. (Note that the major boon ‘Armored Casting’ provides the same benefit as taking this boon three times.)

**Minor Magical Infusion (Su):** The Mage has imbued herself with some of her own magical energy, granting minor but permanent magical abilities. Choose one ability from the following list.

- +2 bonus to Will, Reflex, or Fortitude saves.
- +5 bonus to all skill checks with one skill that is not Intelligence- or Charisma-based.
- Elemental resistance 1 to one chosen element.
- +2 bonus to one of your magical skills (alchemy, dispel magic, divination, healing, herbalism, intuit direction, scry, spell craft).
- The Mage can produce a single low level elemental side effect from their body as a standard action that requires 1MP.
- Choose 2 cross-class skills and treat them as class skills henceforth.
- The Mage gains immunity to the low intensity elemental side effect of her choice. If she chose air, for example, she would not be affected by the knockback effect of severe winds.

**Resist Fear:** The Mage gain a +4 bonus to all mind-influencing effects that would cause her to become frightened, shaken, or panicked.

**Skill Cantrips (Sp):** The Mage can use free cantrip slots as 1MP each for the purposes of magical skill operation (Divination, Spellcraft, Dispel, Heal, etc..)

**Spiritual Medium (Su):** The Mage gains the supernatural ability to hear spirits, ghosts, and all varieties of incorporeal undead. By concentrating, she can hear any spirits around her, even if they are not manifesting. She can, of course, only hear the spirits if they are actually making noise, by talking or rattling chains or such.

**Woodland Stride:** The Mage gains the Woodland Stride ability, as the druid ability of the same name.

## MODERATE BOONS

**Animagus (Sp):** The Mage picks one normal animal that is between Diminutive and Medium size. She can *alter self* into the shape of that animal at will, as a standard action. A human could thus turn into a wolf or raven, but not a tiger.

**Clerical Domain:** The Mage picks the domain of the religion she is a pious follower of. When casting spells from that domain, the mana cost is reduced by 1 for spells over 1<sup>st</sup> level, and all 0<sup>th</sup> level spells are free (but still count to maximum each day). Thus a 2<sup>nd</sup> level domain spell would cost 2 mana rather than 3.

**Moderate Magical Infusion (Su):** As Minor Magical Infusion, only of slightly greater power. Choose one ability from the following list.

- +2 bonus to Strength, Dexterity, or Constitution.
- Increase HD (d4 to d6, d6 to d8, etc..) Not retroactive.
- +10 ft bonus to your base speed.
- Low-light vision. If you already have lowlight vision, you gain Darkvision 30. If you already have Darkvision, increase its range by 30 ft.
- The Mage chooses one type of spell (like Abjure [Element] or Dominate [Creature]), or choose one element, creature, or outsider type. For purposes of level-based effects, you cast spells of the chosen type at +1 caster level.
- The Mage gains immunity to the moderate intensity elemental side effect of her choice. If she chose air, for example, she would not be affected by the knockback effect of a windstorm.

**Sixth Sense (Su):** The Mage gains the supernatural ability to see and hear incorporeal undead. By concentrating, she can see and hear any incorporeal undead in her line of vision, even if they are not manifesting. However, if the undead is actually utilizing some sort of *invisibility* magic, this ability does not let her overcome that.

**Summon Familiar:** The Mage may summon a familiar in exactly the same manner as a sorcerer in the core rules.

**Trackless Step (Su):** The Mage gains the Trackless Step ability, as the Druid ability of the same name.

## Major Boons

**Armored Casting:** Your spellcasting is not disrupted by wearing armor. You suffer no arcane spell failure chance

**Aura of Defense (Su):** The Mage chooses either Wisdom or Charisma. She adds the bonus of the appropriate ability, if positive, to her Armor Class, even while flat footed.

**Companion Spirit:** The Mage has contacted and bonded with some sort of spirit, perhaps an animal spirit, or the uneasy spirit of a person that has not yet passed on. A spirit is like a minor ghost with almost no way to affect the material world. It acts much like a familiar, except that it is intangible and can see other intangible spirits.

*Hit Dice:* Treat as the Mage's character level.

*Hit Points:* One-half the Mage's total, rounded down.

*Attacks:* Use the Mage's base attack bonus, and the spirit's Dexterity bonus. Note, however, that spirits cannot affect the material world except in limited ways.

*Saving throws:* Use the Mage's base saving throw bonuses.

*Defenses:* The spirit has DR 10/+1, and any form of physical attack only affects it half the time. • *Knowledge:* A spirit might be a dead wise man, a cunning totem animal, or a haunting spectre trying to torment the Mage. If the Mage and her spirit are on good terms, usually it is willing to tell her whatever it knows. Spirits have never passed on, or perhaps are not able to at all, so they do not know about the afterlife.

*Alertness (Ex):* The spirit's sense of perception aids the Mage in noticing things. If the spirit is within 5 feet, the Mage gains the benefits of the Alertness feat.

*Locative Bond:* Once it bonds with a living person, the spirit cannot stray far. The maximum distance of separation is 100 feet per level of the living person. The spirit cannot willingly pass beyond this range, and if is unavoidably separated by more than this distance, he must proceed at full speed back to within range.

*See Spirit (Su):* The Mage can see her spirit clearly, just as if he was solid and tangible. Though exact appearances vary from spirit to spirit, typically a spirit appearances wispy and slightly transparent, with a soft glow surrounding his or her body.

*Share Spells (Su):* At the Mage's option, she may have any spell she casts on herself also affect her spirit. The spirit must be within 5 feet at the time of casting, and if the spell has a duration other than instantaneous, the spell stops affecting the spirit if he moves beyond 5 feet. The spell's effect will be restored even if the spirit returns before the duration would otherwise have ended. Additionally, the Mage may cast a spell with the target of "You" on her spirit (as a Touch range spell) instead of on herself. The bonded pair can share spells even if the spell does not normally affect the spirit's type (undead).

*Speak with Spirit (Su):* Likewise, the Mage and the spirit can communicate freely as if they were two normal, living people. This ability allows them to understand each other clearly, even if they do not otherwise share a common language. The Mage is only able to hear her bonded spirit, even if other spirits are present.

*Spiritual Manifestation (Sp):* The spirit is able to manifest slightly into the material world, and can move things as if it had a Strength of 2, and for ten minutes each day it can make itself heard by people in the real world.

*Turn Resistance (Ex):* A bonded spirit gains +4 turn resistance.

*Empathic Link (Su):* If the Mage is 3rd level or higher, she can communicate with her spirit empathically, even if the spirit is out of range of hearing. This allows the two to converse as if they were right next to each other. Establishing the link is a standard action which requires concentration to maintain.

*Touch (Su):* If the Mage is 5th-level or higher, the spirit can deliver any touch spells the Mage casts. When she casts a touch spell, she can designate her spirit as the "toucher" if the spirit is within 5 feet of her. The spirit can then deliver the touch spell just as the Mage could, with the additional benefit that the spirit can touch both corporeal creatures and ethereal creatures (like other spirits). As normal, if the Mage casts another spell, the touch spell dissipates.

*Manifestation (Su):* The spirit gains this ability if the Mage is 9th-level or higher. This ability functions as the Ghost template ability of the same name, except that the spirit can only manifest for a total of one minute per day per level of the Mage.

*Losing Your Companion Spirit:* The rules for losing a bonded spirit are the same as for losing a familiar.

**Divine Grace (Su):** Add your Charisma bonus to your saving-throws

**Great Glamer (Sp):** By expending one of her free cantrip usages, the Mage may create an illusion to change her appearance for a duration of 10 minutes. She can change her face, body, clothes, and equipment, altering size up to 20% up or down, though she must maintain the same general body shape. This ability is functionally similar to *change self*, except that it also provides audible and tactile properties. However, you do not actually change your form, so you cannot slip out of manacles or create weapons where there are none. This is an illusion (glamer) effect.

**Major Magical Infusion (Su):** As Minor Magical Infusion, only of much greater power. Choose one ability from the following list.

- Ability to breathe water.
- Darkvision 60, or increase the range of existing Darkvision by 60 ft
- **Spell Evasion (take no damage from spells (only) that do half damage with a save)**
- Spell-like ability to change your clothes at will into any sort of non-magical clothing whose value is less than or equal to the value of what you are actually wearing. Thus, you could wear armor, but transform it into normal clothing, only shifting back when needed.
- The Mage gains immunity to the high intensity elemental side effect of her choice. If she choose air, for example, she would not be affected by the knockback effect of hurricane-force winds.

**Summon Improved Familiar:** As per the Feat in Tome Magic.

## SPELL-LIST ERRATA

**Abjure [Creature]** Ward and Bind applications have an area of effect as seen on the chart. The squares must be contiguous, and partial squares count as full squares, but the caster may decide the specific shape. In the case of the larger sizes the areas are somewhat more vague and may include some small variations to follow the contours of the terrain or political divisions.

Level	Area of Effect
0	1 – 5ft square
1	4 - 5ft squares
2	16 – 5ft squares
3	64 – 5ft squares
4	400 – 5ft squares
5	Large Building
6	Village
7	City
8	50 mile radius
9	200 mile radius

### **Abjure [Element]**

The Damage Protection afforded by spell is as below. Magical weapons or effects (such as from infused objects) can bypass the defense (listed after the DR). The amount of damage the spell can abjure is 10 x the level of the caster.

Level	Duration	Damage Protection	Side Effect Immunity
0	1 min	+2 saves vs element	None
1	1 min/level	Elemental Resistance 5/+1	None
2	10 min/level	Elemental Resistance 10/+1	Low Intensity
3	1 hour/level	Elemental Resistance 10 /+2	Low Intensity
4	1 hour/level	Elemental Resistance 10/+3	Medium Intensity
5	1 hour/level	Elemental Resistance 15/+3	Medium Intensity
6	1 hour/level	Elemental Resistance 10/+3 Elemental Absorption 5	High Intensity
7	1 hour/level	Elemental Immunity/+5	High Intensity
8	1 hour/level	Elemental Immunity Elemental Absorption 5	Extreme Intensity
9	1 hour/level	Elemental Immunity Elemental Absorption 10 Attunement	Extreme Intensity

## Abjure Magic

Non-Detection also effects Intuit Direction.

Anti-magic Area of Effects are in squares centered on the caster.

Level	Area of Effect
5 <sup>th</sup>	1 – 5ft square
6 <sup>th</sup>	3x3 – 5ft squares
7 <sup>th</sup>	5x5 – 5 ft squares
8 <sup>th</sup>	50 5ft squares (any contiguous formation)
9th	100 5 ft squares (any contiguous formation)

## Animate Object

The dancing weapon version of the spell has the following ranges. The weapon can move at a speed equal to 10 ft x spell level. The caster can direct the weapon to attack an opponent as a move equivalent action. Otherwise the weapon will continue to attack the same opponent.

Level	Area of Effect
0	5ft
1	5ft
2	5ft
3	Close
4	Close
5	Medium
6	Medium
7	Long
8	Long
9	Sight

## Banish [Creature]

Since most creatures now live somewhere on Malaan, the banish spell sends the creature away at its faster available movement rate (including teleport if available). The creature will leave the area and not return until the duration of the spell has ended.

Level	Duration	Area Banished From
0	10 Min/Level	1 - 5ft square
1	1 Hour/Level	Small Building
2	1 Day/Level	Large Building
3	1 Week/Level	Keep
4	1 Month/Level	Village
5	1 Year/Level	City
6	1 Year/Level	City State
7	Caster's Life	Small Kingdom
8	Forever	Realm
9	Forever	Continent

### **Bind [Creature]**

If targeted against a specific named being, the creature gets a Will Save.

### **Command [Creature]**

2<sup>nd</sup> Level = Suggestion effect (target must save or obey reasonable suggestions)

Duration 1 Min/level

3<sup>rd</sup> Level = Suggestion, as above but duration 1 hour/level

### **Compel [Creature]**

Remove all suggestion powers

Attraction/Repulsion effects can be applied to a single target (rather than to an object).

If targeted against an individual target must make a Will save or move towards or away from the object (for attraction or repulsion).

### **Create [Element] Object**

All Elemental Weapons use the second (shorter) durations (regardless of the element).

All other Elemental Objects use the first (longer) duration (regardless of the element).

### **Enthrall [Creature]**

The number of hit-dice affected by the spell is equal to the square of the spell caster's level.

1 = 1HD, 2 = 4 HD, 3 = 9 HD etc..

### **Fast Healing**

0-level (will heal 1hp/rd/level of damage below 0 hps only, so it can raise the hitpoints to a maximum of 0). Lasts 1 round/level.

### **Figment**

Any normal sense (sight, smell, hearing, taste, touch) can be the primary sense affected by the spell. Higher level spells can add a number of senses. 2 senses at 2<sup>nd</sup> level, 3 senses at 3<sup>rd</sup>, all normal senses at 4<sup>th</sup>, then special senses as per EoM.

### **Infuse Creature with [Element]**

Natural Armor Effects as below. Fortification modifier applies to critical threat ranges.

Level	Natural Armor	Fortification Modifier	Elemental Resistance	Fly Speed†
0	+1	-	-	Feather Fall
1	+1	-	+2 Saves	20ft (clumsy) 1 round
2	+2	-	5 DR	40ft (poor) 1rd/level
3	+2	-1	5 DR	60ft (average) 1 min/level
4	+3	-1	10 DR	80ft (good) 10 min/level
5	+4	-1	10 DR	100ft (good) 1hr/level
6	+4	-2	10 DR	120ft (good) 1hr/level
7	+4	-2	15 DR	120ft (perfect) 1hr/level
8	+5	-2	15 DR	150ft (perfect) 1hr/level
9	+5	-3	15 DR	180ft (perfect) 1hr/level

†(Air, Force, Life, Sonic)

**Infuse Object with [Element]**

Duration (Grenades last until used)

Level	Duration
0	1 Min
1	1 Min/level
2	10 Min/level
3	10 Min/level
4	1 Hour/level
5	1 Hour/Level
6	1 Hour/Level
7	1 Hour/Level
8	1 Hour/Level
9	1 Day/Level

**Invisibility**

Level 0 (Disappear) lasts 2 rounds

**Summon [Creature]**

Pick a creature type (including any outsider type)

**Teleportation**

Replace Intelligence check with Intuit Direction Check

Very Familiar	DC 5
Studied Carefully	DC 10
Seen Casually	DC 15
Viewed Once	DC 20
Description	DC 25
False Destination	DC 20†

## NEW SPELL LISTS

### **(Elemental) Shield**

Conjuration

PreRequisites – Abjure (element)

Range – Personal

<b>Level</b>	<b>Duration</b>	<b>Squares guarded</b>	<b>Solid Cover</b>	<b>AC Bonus</b>	<b>Gas/Liquid Conceal</b>	<b>Miss %</b>	<b>Side Effect</b>
0	1 minute	2	25%	+2	1/8	05%	None
1	1 min/Level	3	50%	+4	1/4	10%	None
2	1 Min/Level	3	50%	+4	1/4	10%	Low
3	1 Min/Level	4	50%	+4	1/2	20%	Low
4	5 Min/Level	4	75%	+7	1/2	20%	Medium
5	5 Min/Level	5	75%	+7	3/4	30%	Medium
6	5 Min/Level	5	90%	+10	3/4	30%	High
7	5 Min/Level	6	90%	+10	9/10	40%	High
8	10 Min/Level	6	100%	-	9/10	40%	Extreme
9	10 Min/Level	7	100%	-	total	50%	Extreme

This spell list creates a visible shield of some element that provides protection to the caster. It protects the caster from attacks coming from a number of connected squares selected by the caster at the beginning of each round (Free Action to change).

Solid elements (Crystal, Death, Earth, Force, Ice, Lava, Metal, nature) provide cover to the caster. Gas/Liquid elements (Acid, Air, Fire, Life, Light Lightning, Mud, Shadow, Sonic, Steam, Void, water) provide concealment.

Creatures that attempt to attack through the shield suffer from elemental side effects starting at 2<sup>nd</sup> level. Creatures in the squares from which the caster protected suffer from one level lower elemental side effects (starting at 4<sup>th</sup> level) (Reflex save for 1/2 damage).

The Elemental Shield acts like normal cover or concealment for any attacks, spells or effects aimed at the caster (even from allies), but it does not interfere with the attacks, spells or caster's ability to see.

Only one elemental shield can be up at a time, if a new shield is cast it will simple replace the previous version.

## Telekinesis

Evocation

PreRequisites

Level	Effect	Range	Mass	Duration
0	Magehand	Close	5lbs/level	1 min/level
1	Unseen servant	Close	10lbs/level	10 min/Level
2	Telekinetic sphere	Close	100lbs/level	1 hour/Level
3	Persistent servant	medium	10lbs/level	Permanent
4	Forceful thrust	Medium	100lbs/level	1 rd/level
5	Repulsion	close	50lbs/level	1 min/Level
6	Telekinetic engine	Long	50lbs/level	10 min/Level
7	Great lift	Long	1000lbs/level	1 Min/Level
8	Reverse gravity	medium	10ft radius	1 rd/level
9	Force wave	long	any	instant

Magehand – As per Cantrip

Unseen Servant – As per core spell

Telekinetic sphere – carry up to the weight limit move at a 20 speed

Persistent Servant – As per unseen servant, but permanent in the area it is created, can roam with the medium range of the target.

Forceful Thrust – Can grab, bash or throw objects of up to weight limit. can do 1d6/level up to 15d6 (save for half)

Repulsion – can keep a creature or multiple creature within the mass limits from moving towards caster. Reflex save negates.

Telekinetic Engine – allows caster to launch missiles catapult style up to full range. Takes a full round action to grab and launch a missile.

Great lift – Caster is able to lift enormous weights of unsecured objects. Thus caster could lift a small ship, or fallen treat, or even a great boulder. Movement is 40 Speed.

Reverse gravity – as per core spell

Force wave – Caster generates a wave of telekinetic energy that has a chance of knocking back creatures within long range of the caster. This does 1hp/level damage (reflex save for 1/2). In addition it acts as a bull rush/trip from a medium sized creature with a strength equal to the intelligence + level of the caster. For every 5points higher the caster gets on the roll the opponent is pushed back 5ft.