Wells of Wonder Areang Fonts

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ROLEPLAYING GAME COMPATIBLE

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Arcane Fonts

Natural magical phenomena are a common and popular theme in folklore, but often overlooked in Pathfinder. This guide seeks to provide you with a good set of rules and guidelines for creating your own mystical font in your game, whether you use them very commonly or only occasionally. This guide will provide you with a host of magical effects which are common to streams, pools, fountains, wells, fruits, animal flesh, and other naturally occurring consumables, and a guideline to create your own effects, as well as a group of limiters to those effects designed to help you determine what is fair for a magical font.

Fonts

Magical fonts can be just about anything that naturally occurs in the world and which can be accessed by a character. This book will focus on fonts that a character can consume, such as enchanted water found in a spring, fountain, or well, as well as enchanted fruit and enchanted meat. Certain fonts are obviously going to be more useful than others; for example, one could consume water from a spring many times but might only be able to benefit from eating magical meat only once. What a font can be is limited only by your imagination. This guide will provide a few sample fonts, complete with boons and limiters to help get you started, but you are by no means limited to what we provide here. Use the list of boons and limiters to create your own vision of magical fonts, or use them as guidelines to help you come up with your own boons and limiters and create effects entirely your own.

Using Fonts in the Game

Magical fonts can serve a variety of purposes in your game, from providing plot hooks and rewards to adventurers, to helping a group of adventurers make up for an area in which they are sorely lacking in order to help them through an adventure that may otherwise be too tough for them. Exactly how you use your fonts will be influenced by the boons and limiters they possess, the form they take, and where you put them.

Creating Fonts

Fonts have four basic elements: a form, a method of acquisition, one or more boons, and one or more limiters. The first two elements are simple and have more to do with the flavor of the font and your creative vision than anything else. While this guide focuses on the theme of consumable fonts such as magical streams and pools, fonts could assume other forms, such as thrones or circles of flowers. Similarly, while this guide focuses on accessing a font by eating or drinking some portion of it, other fonts might be accessed through some other means, such as meditation, or shedding blood. For these elements, let your imagination be the deciding factor and choose methods that fit your vision. Note that these elements should generally be something that any normal person could do. Unusually treacherous forms (such as an enchanted pool of acid) or particularly difficult methods of access (such as having to drink the enchanted water out of a *sustaining spoon*) are considered limiters.

Boons

A magical font can grant one or more magical effects for those who access it. These effects range from healing a small amount of damage, to reversing the aging process, to permanently transforming the consumer into a powerful form. Because boons are powerful positive effects that can often be accessed freely and by any character without need to expend monetary resources, they have the potential to tip the balance of the game in favor of the characters that have access to the font, which can make the game unfair and less fun. This can be countered a number of ways, such as by making fonts available only when the game is more challenging than normal, or by providing fonts in areas when the PCs can only get at them rarely, or by making fonts available to the PCs and their enemies just as readily.

In general, the effects of font are balanced by limiters, effects that impose restrictions or challenges on using the font in order to offset the great benefits gained by those who access it. Because some fonts are more powerful than others, each boon that a font can grant is worth a certain number of points. Similarly, limiters reduce the number of points a font is worth. As a general rule, if a font is available in your game, you should feel free to raise the average CR of each encounter the font is likely to affect by an amount equal to the total number of points the font is worth. Since this can be hard to judge, to avoid unfair encounters you should try to create fonts with o points (or exercise extremely good judgment in future planning).

Limiters

Like boons, limiters are an important feature of fonts that make them more useable in the game, without greatly throwing off the power balance. Limiters can take a lot of forms, but generally make it harder to use the boon, or limit the amount of use a character can get out of the font, or provide some other problem which must be dealt with in order to get the font's boon. Common limiters include restricting the number of times per day a font can be used, or only allowing the font to function once for each character, or setting guardians to protect the font, or curses which are placed upon those who use the font. Limiters are just as important to the flavor and fun of a font as its boon, and good use of limiters will not only make your fonts fairer, but also provide you with challenges that will make the fonts seem better and force those using them to think strategically about them before they use them.

Sample Boons

The following are just a few of the boons that fonts can offer and their associated cost. In general, when a font is accessed, the font grants all of its boons (if it has more than one) each time it is accessed. Of course, a font's limiters can change that, and in fact some of the most common and useful limiters reduce the number of times a font can be used.

- Font restores 5 hit points.
 Points: 1.
- Font restores 25 hit points.
 o Points: 5.
- Font restores user to maximum hit points.
 Points: 10.
- Font restores 1 temporary negative level.
 O Points: 1.
- Font restores 1 permanent negative level.
 Points: 5.
- Font grants an ability possessed by a certain monster for 24 hours or less.
 - **Points**: 1 per CR of the monster.
 - If the selected ability offers a saving throw, use DC 10 + ½ your level + your appropriate ability score modifier (you must use the same ability score that the monster would use for this ability; e.g., if the save for the monster would be Constitution-based, then use your Constitution modifier to determine the DC).
- Font grants the incorporeal subtype.
 - **Points**: 2 x number of minutes the effect lasts.
- Font grants resistance to one type of energy.
 - **Points**: 1 per 5 points of energy resistance x the number of minutes the effect lasts.
- Font causes the user to gain or lose a subtype.
 - Points: 1 per day of transformation for any humanoid subtype; 2 per day of transformation for any alignment subtype; 3 per day of transformation for cold or fire subtype; 7 per day of transformation for any outsider subtype; triple the point cost if the effect is permanent.



- Font restores the user's form: cures all polymorph effects, restores the user to his original types and or subtypes (if altered), cures lycanthropy and similar effects, reverts the user to his original size and shape.
 O Points: 5.
- Font alters the user's form as though by one of the following the spells: *alter self*, *beast shape II*, *elemental shape I* or *plant shape I*.
 - **Points**: 2 per hour the effect lasts or 10 points for a permanent transformation.
- Font alters the user's form to one specific shape which could be replicated by a *polymorph* spell.
 - **Points:** 3 per hour of the transformation, or 15 for a permanent transformation.
- Font alters the user's form to any shape which could be assumed using a *shapechange* spell.
 - **Points**: 4 per hour of effect, or 20 for a permanent transformation.

- Font grants an enhancement bonus to one of the user's ability scores.
 - **Points**: 2 per point of enhancement bonus x the number of hours the effect lasts.
- Font grants a competence bonus to one of the user's ability scores.
 - **Points**: 3 per point of competence bonus x the number of hours the effect lasts; or 10 times the amount of permanent competence bonus (up to a maximum of +5.)
- Font grants a saving throw bonus which is conditional; for example, increasing saves against poisons or fear effects.
 - Points: equal to saving throw bonus, plus

 point for every additional hour the effect
 lasts after the first (for example, a +4 saving
 throw bonus against fear effects that lasts 3
 hours would be worth 6 points)
- Font grants a bonus to one saving throw.
 - **Points**: 1 per point of bonus x the number of hours the effect lasts.
- Font grants a resistance bonus to all saving throws.
 - **Points**: 3 per point of bonus x the number of hours the effect lasts.
- Font grants a bonus of any type other than resistance to all saving throws.
 - **Points**: 4 per point of bonus x the number of hours the effect lasts.
- Font increases natural armor bonus to AC.
 - **Points**: 1 per point of natural armor bonus x the number of hours the effect lasts.
- Font grants a deflection bonus to AC.
 - **Points**: 1 per point of deflection bonus x the number of hours the effect lasts.
- Font grants a bonus to AC other than natural armor or deflection (such as dodge, luck, etc).
 - **Points**: 3 per point of bonus x the number of hours the effect lasts.
- Font grants a bonus on attack rolls.
 - **Points**: 1 per point of bonus x the number of hours the effect lasts.
- Font grants a bonus on damage rolls.
 - **Points**: 1 per point of bonus x the number of hours the effect lasts.
- Font reverses unnatural aging effects, including magical and supernatural aging.
 - **Points**: 1 per 5 years restored.

- Font reverses natural aging.
 - **Points**: 2 per 5 years reversed.
- Font cures one condition.
 - Points: 1 (fatigued, shaken, sickened); 2 (dazed, diseased, or staggered); 3 (cursed, exhausted, poisoned); or 4 (blinded, deafened, insane).
- Font changes the user's size (polymorph effect).
 - **Points**: 1 per size category difference from Medium or Small (for example, 1 point for Large or 2 points for Diminutive) x the number of hours the effect lasts; or 10 x the difference in size category from Medium or Small for a transformation longer than 24 hours.
- Font changes the user's size (not a polymorph effect).
 - Points: 5 to increase or decrease user's size by 1 step for 1 day. Point cost increases exponentially if the font can increase or decrease size by more than that amount (so it would cost 10 points to increase 2 size categories, 20 points to increase 2 size categories, 40 points to increase 3 size categories, etc.). The point cost is halved if the effect lasts for less than 1 day, or doubled if it lasts longer than 1 day, including a permanent duration.
- Font grants damage reduction which can be overcome by magic.
 - Points: 2 x the number of hours the effect lasts for DR 5/magic; 4 x the number of hours the effect lasts points for DR 10/magic; or 6 x the number of hours the effect lasts for DR 15/magic.
- Font grants damage reduction which can be overcome by silver or cold iron.
 - **Points**: 3 x the number of hours the effect lasts for DR 5; 6 x the number of hours the effect lasts for DR 10; or 9 x the number of hours the effect lasts for DR 15.
- Font grants damage reduction which can be overcome by adamantine weapons or by a specific alignment.
 - **Points:** 4 x the number of hours the effect lasts for DR 5; 8 x the number of hours the effect lasts for DR 10; or 12 x the number of hours the effect lasts for DR 15.
- Font grants spell resistance.
 - **Points**: 1 per 2 points of spell resistance beyond 10 (rounded up) x the number of hours the effect lasts.



- Font grants immunity to a single spell.
 - **Points**: 1 per 2 levels of the spell protected against (rounded down) x the number of 10-minute increments the effect lasts.
- Font grants immunity to spells below a certain level.
 - Points: 2 per spell level of immunity x the number of 10-minute increments the effect lasts (to gain immunity to o-level spells, you must still spend 2 points, granting you immunity to o-level spells and 1st-level spells).
- Font grants immunity to a school of magic.
 - **Points**: 10 x the number of hours the effect lasts.
- Font grants complete immunity to magic.
 - **Points**: 20 x the number of minutes the effect lasts.
- Font transports user to another font of the same kind.
 - **Points**: 5 per 10 miles (rounded down) between the two fonts.
- Font increases the user's caster level (cannot grant more than +5).
 - **Points**: 1 per point of bonus to caster level x the number of hours the effect lasts.
- The font grants any spell effect not specifically covered here.
 - **Points:** -2 per spell level of the limiting effect.

Sample Limiters

The following are just a few of the limiters that fonts can possess and their associated cost, which is subtracted from the cost of the boons granted by the font. For best balance, you should aim for the cost of the limiters possessed by a font to be equal to the cost of the boons granted by that font.

- Font can only be used 10 times each day (regardless of number of people accessing the font).
 Points: -1.
- Font can only be used 5 times each day (regardless of number of people accessing the font).
 Points: -2.
- Font can only be used once each day (regardless of number of people accessing the font).
 O Points: -3.
- Font con only be used once each day by a given character.
 - **Points**: -3.
- Font can only be used once by a given character.
 O Points: -5.
- Font can only be accessed at night.
 Points: -1.
- Font can only be accessed by command word.
 - **Points**: -1 to -5, depending on the difficulty in obtaining the command word.
- Font can only be accessed by performing a ritual, which takes 1 hour or longer to perform.
 - **Points**: -1 to -5, depending on the difficulty of the ritual.
- Font can only be accessed by a specific creature type or subtype.
 - **Points**: -3.
- Font can only be accessed by a character of a specific sex.
 - Points: -2.
- Font can only be accessed by characters of a specific level or levels.
 - **Points**: -1 per level that cannot access the font (up to a maximum of -19 points).
- Font is consumed in use.
 Points: -10.

- Font has a minor curse placed upon it (permanent -2 penalty to a physical ability score, or equivalent penalty).
 - Points: -1.
- Font has a curse placed upon it (replicates a *bestow curse* effect).
 - **Points**: -3.
- Font has a major curse placed upon it (replicates any effect in line with a 7th-level spell).
 - **Points**: -5.
- Font is difficult to reach.
 - **Points**: -1 to -5, depending on the difficulty of accessing the font.
- Font has one or more guardians.
 - **Points**: -1 per 2 the total combined CR of all the font's guardians (rounded down).
- Font must be purified, requiring a ritual or other expenditure of effort.
 - **Points**: -1 to -5, depending on the level of effort required.
- Font is guarded by a demon or similar entity that possesses those who use it.
 - **Points**: -1 per CR of the possessing entity.
- Font exposes the user to one or more poisons.
 - Points: -1 per CR of the poisons, or points equal to the Fortitude save DC of the poison -10 (so a poison with a DC 25 Fortitude save would cost -15 points).
- Font exposes the user to one or more diseases.
 - Points: -1 per CR of the diseases, or points equal to the Fortitude save DC of the disease
 -10 (so a disease with a DC 25 Fortitude save would cost -15 points).
- Font places user in an enchanted sleep, which can only be overcome by *break enchantment* or more powerful magic.
 - **Points:** -4.
- Font requires a material sacrifice in order to gain access to it.
 - **Points**: 2 for every 1,000 gp sacrificed (rounded down).
- Font it is limited by any spell effect not specifically covered here.
 - **Points**: -2 per spell level of the limiting effect.

Sample Arcane Fonts

Below are several examples of arcane fonts, which you can add directly into your game, or use as a guideline in order to create your own arcane font. These fonts are all formatted the same way, as described below.

Reading an Arcane Font

The following example explains each segment of an arcane font's entry.

Name

Point Adjustment: Lists the point adjustment of the font. **Boons:** Explains which boons the font has. **Limiters:** Explains which limiters the font has. **Description:** Explains what the font is and other details about its use.

New Arcane Fonts

The following arcane fonts are presented in alphabetical order.

Fountain of Magic

Point Adjustment: -1 point (encounters) or 7 points for difficult to enter.

Boons: +5 caster level and spell resistance 25 for 1 hour. Limiters: Font can only be used 5 times per day. Font is difficult to access; it is located on the grounds of the arcane university, which can only be freely entered by characters who are capable of casting a spell of 5th level or higher and who have a letter of recommendation from an arcane spellcaster of at least 12th level; the grounds are guarded by five 12-level wizards (CR 15 encounter), which, if defeated, are followed by an encounter with an 18-level wizard (CR 17 encounter). **Description**: On the grounds of the elite arcane university, which exists partially in reality and partially outside of it, lies the majestic ivory Fountain of Magic, filled with golden waters threaded with violet light. While any who are welcome to the university's grounds are permitted to drink from the fountain, gaining access to these hallowed halls is a difficult process, often complicated further by the whims of mages and their dire plots.

Fountain of Restoring Waters **Point Adjustment:** 3 points.

Boons: Restores 25 hit points

Limiters: Font can only be used 5 times per day. Description: Located in the town square of the idyllic Nettle Haven, this majestic marble fountain is carved with the image of the town's heroic founder. Local legend states that the town's founder blessed the sacred waters which flow through the fountain so that his people would never fear attack. Whether the legend is true or not, adventurers living in and around Nettle Haven have found the fountain's healing waters invaluable in the constant struggles against the gnolls living outside of town.

Fountain of Youth

Point Adjustment: o points.

Boons: Reverses all temporary aging and reverses 10 years of natural aging.

Limiters: Guarded by 3 couatls (CR 11 encounter); user loses 10 years of memory each time the font is used.

Description: Hidden deep in the mists of the fabled Nebuli Jungle lies the ruins of an ancient fountain. Flowing with water from a sacred spring in the remote Grove of Serpents, the fountain is said to have the power to restore youth to those who drink from it. A trio of what the savage local inhabitants call the old gods stands eternal watch over the fountain, allowing only those possessed of wisdom and virtue to drink of the sacred waters. Those perusing the ruins on the way to the remains of this fountain find all manner of clues regarding the downfall of the ancient civilization which first created the fountain, and clever adventurers may learn how the gods cursed the elder civilization for their arrogance in defying mortality by damning those who drink of the fountain to forget all they ever knew. Though the curse has waned in strength somewhat over the generations, those who drink from the fountain still lose some of their memory, making it a risky position to drink of these enchanted waters. Whether there is some method to counter the ancient curse or restore the memories of those who fall victim to it is said to be a matter of great debate among the local jungledwelling peoples, though the very oldest of the elders speak that the blood of Grafnir, a great green dragon which lives in the deepest heart of the jungle, could appease the old gods and cleanse the waters evermore.

Pixies' Fountain

Point Adjustment: -1 point.

Boons: Size changed to Diminutive (polymorph effect). **Limiters:** May only be accessed once each day by a given character.

Description: At the foot of a great oak in the Elder Woods, at the very edge of the human reckoning of the world, stands a glorious fountain made of acorns and filled with a bounty of red and gold flowers which bloom eternally. The fountain's crystal waters bubble constantly and attract many colorful birds which, despite their endless playfulness, never dirty the pure spring water contained within the fountain. Those consuming the water are blessed by the small folk and transfigured into a minute version of themselves, no larger than a common toad. The transformation lasts for one day, after which the user is returned to his natural size once more. As this transformation takes effect, the Diminutive fairies which originally created the fountain are alerted and are said to permit the user to enter their hidden, miniscule underground city. Those entering the city are said to be



treated to extraordinary hospitality, as though a king or queen visiting another's court. The fey always greet visitors with kindness, though they are insistent that the visitors leave the city before the fountain's effects wear off, stating that all who would transform back to their ordinary size within the city are instead trapped forever at Diminutive size, unable to return to their normal form. Beyond this one rule, the fairies are exceptionally grand hosts and treat their visitors to their fine city filled with all manner of exciting activity and wondrous treasure.

White Boar Meat

Point Adjustment: o points.

Boons: +6 enhancement bonus to Strength for 1 hour **Limiters:** Font is consumed in accessing it; must slay white boar (advanced dire boar).

Description: The white boar is an ancient and dread beast which haunts the badlands, far from civilization's hold. The great creatures roam unchallenged in the wilderness, trampling all they cross and leaving a path of devastation in their wake. Among the mighty barbarian tribes that call these untamed wilds home, hunting the white boar is a mark of pride and honor, and the meat of such a beast is said to bestow the strength of the gods upon the user for one glorious day, a strength they will need if they are to enter the Frost Caves and undergo the deadly and dangerous challenges that serve as an initiation process for the tribe. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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A New Kind of Magie For Your Game!

Fantasy worlds are full of strange and mystical fonts, wells, and fountains that can imbue unknown magics upon those who drink from them or so the tales say. In truth, these fantastical elements are rarely seen in roleplaying games, as their mystical nature is often at odds with the strict, codified rules of the game.

This book presents rules for creating your own arcane wells with wondrous properties, and ensuring that they remain balanced and usable in your game. While the focus of the book is primarily sources of water, the same rules apply equally well to other things I such as mystical fruit, or meat, to name just a couple of examples. Mix and match different benefits and limiters to create a natural source of mystic power that fits exactly what you want for your campaign!

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