

Saturday Morning Shorts

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#6: MAGIC
ALTERNATIVES



SATURDAY MORNING MAGIC ALTERNATIVES

Located in this release of the Saturday morning shorts is a slew of character options to give magic alternatives to normally non-magical characters & to expand on the magical capabilities of the magical heroes too!

All the new options in this book, as in the other releases add a layer of depth and complexity to your character and should be approached appropriately.

For instance, pit warriors and massive weapon warriors are simple and straight forward enough. Just give them cool armor and a cool weapon and point them at something that needs smashing. Now if that Pit Warrior had the Belcher background & was a Fire Belcher, along with say the fast food and powerful appetite feats . . . you'd have a character like fairy tales Natsu. Eating fire to use fire, all the while throwing tons of punches.

Yeah, I know that sounds like great fun, and it will be. Just know that in playing that character, you'll have to be able to track your hunger gains and losses, creating a bit more for you to keep track of. Considering other warriors will probably just be hitting people with a big stick.

The point is, with all that cool factor you'd be adding to your character concepts, you'll also be adding complexity & you'll have to be ready for that. If you think you are, AWESOME! Go ahead and make your Nekohito storm knight of overweight Yeti food priest a thing. Or better yet, let's bring back those awesome elven arcane archers from the old days.

Just make sure your GM is ok with it. How else can he/she prepare to crush your dreams?
I mean, prepare to challenge you on an epic adventure?

...

NEW BACKGROUNDS

HEDGE MAGE

Hedge mages originate from the sixth sphere in the third spire of Akasha. Developed from delving into the forbidden, to gift upon initiates the promise of great power. Hedge magic focuses on internalizing one's own magical force only to amplify and direct it outward to produce fantastic effect. Since Hedge magic's inception, its secrets have begun spilling into the world, allowing for non-Akashite hedge mages to exist.

Skills: Arcana

Gear: A staff and pointed wizards hat so that you can feel all mage-like.

Feature: *Ascendant Training*

If you have or gain a Mana Well, your mana well can **NO LONGER** exceed your Heroic Tier (this supersedes any ability, feat, feature etc.). Meaning that at tier 1 your maximum mana well can be no higher than 1 & that at tier 4, you maximum mana well may be no higher than 4, etcetera. Additionally you gain Spell Casting level zero & learn **Elemental Blast** (*Elemental Blast is a special level zero spell acquirable only through this background*). Casting Elemental Blast ***never*** requires a Spell Casting Component.

As a Full Round Action you may cast your Elemental Blast.

Elemental Blast (ranged spell attack. If you don't have a Spellcasting ability, you treat your Charisma as your Spellcasting ability).

Casting Action: Full Round Action

Range: 50ft per Heroic Tier

Damage: 0 + Spellcasting ability modifier (min 1)

Special:

1. When gaining this background you must choose what type of energy damage your Elemental Blast deals; **Fire, Lightning or Cold**. Once Chosen, this choice cannot be changed.
2. The type of damage dealt by your Elemental Blast may instead be identical to the associated damage of your primary spell School (*if you have a primary Spell School*).
3. Evokers may treat the Elemental Blast as a spell from their primary spell school as long as it deals the same type of damage as that is associated to their primary spell school.
4. There are feat's that have special effects that may be applied to an Elemental Blast by reducing the damage dealt by a number of D6. The effects are cumulative for each -1D6. IE, with Concussion blast, you can reduce your Elemental Blasts damage by -3D6 (to a minimum of 0D6)

to knock a target hit back by 30ft., assuming that at that point your blast would otherwise deal 3D6 damage. Your Elemental Blast will always deal at least 1 point of damage.

BELCHER (RP:13-RP:MA)

FEED ME!

You have always had something of a disproportionately large appetite and taste for the craziest kinds of food.

There are innumerable methods of magic that are as varied as its practitioners. Belchers have learned to reach deep within themselves to power their magic but doing so has given rise to a near insatiable appetite for the most peculiar of meals.

Language: None - but you have learned to say “I need food” in EVERY common language.

Equipment: a napkin for wiping your mouth after a . . . meal.

Feature: ***EAT YOUR WAY TO VICTORY***

You Gain a Hunger Rating. Your **Hunger Rating** is equal to your **Recovery Amount**.

If this causes you to gain multiple hunger ratings, you instead increase your hunger rating by your heroic tier. Additionally you gain Belcher magic.

PECKISH

If you're at **MAX HUNGER** (Your hunger rating is full), you cannot rest, anything you eat or drink that does not specifically lower your Hunger Rating, has zero effect **AND** any time you would gain a point of hunger, you lose a recovery (*if you have no recoveries to lose, you fall unconscious for 5 minutes, until damaged or an ally performs a “Your Fine” action on you*).

BELCHER MEAL

Each Belcher has a specific & rather peculiar appetite. Now, Belchers can eat regular food and gain the regular benefits from regular food but, Belchers can unlock several spell like abilities fueled by their Hunger and the Belchers meal can satiate that Hunger.

As a **Full Round Action** (*unless otherwise stated*) you can eat a Belchers meal to remove one point of hunger from your Hunger Rating. Additionally, if you have Zero points of hunger, you may use your Belchers meal in place of a regular food/drink. You can eat/drink your Belcher meal without gaining any damage or detrimental effects normally associated with the items that your Belcher Meal consists of.

Every Belcher has a “Belchers meal” of 1 ration (*or equivalent amount of edibles*). A ration that is consumed to reduce your Hunger Rating, does not count towards the requisite amount of food required to benefit from a Long Rest.

Eating a Belchers meal removes 1 point of Hunger from your Hunger rating.

Other Belcher Meals may be acquired through gaining Belcher Magic.

BELCHER MAGIC

Everyone's searching for new and better ways to use magic & Belchers aren't all that different. Except that a Belcher's magical ability comes from the pit of their stomach!

To Gain your first Belcher magic, you must gain the Belcher magic feat. Belcher Magic as a **Spell Like** ability & **NOT** a spell. Belcher Magic does **NOT** require nor give you a Spellcasting level.

Your Spellcasting ability for Belcher Magic is your Constitution & will always be your Constitution, even if you also have a Spellcasting class with its own spell casting ability.

As a Standard Action, you gain 1 Hunger & may perform one of the Following;

- **Spell Attack**
 - Melee – 1D8 damage
 - Ranged – 1D6 damage out to a range 25ft. per Heroic Tier.
- **Magical Area Of Effect** – 1D4 damage

Choose one type of Belcher magic from the Belcher magic table below. The type of Belcher magic will make a new type of "Belcher Meal" available, the type of damage you deal with your "spell attacks & magical AOE" & the shape/dimensions of your magical AOE. It will may also alter how your Belcher magic is used.

BELCHER MAGIC TYPES;

FIRE BELCHER	BELCHER MEAL	Non-magical Fire, Ash, Coal, Dragon Spit/fire tank changes
	DAMAGE TYPE	Fire
	MAGICAL AOE	10 feet per Heroic Tier Cone
	AOE SAVE	Dexterity

VOMITEER	BELCHER MEAL	Acid & other Caustic, corrosive chemicals
	DAMAGE TYPE	Acid
	MAGICAL AOE	NONE - but any enemy adjacent to a creature hit by your Belcher Magic spell attacks, is also hit.
	AOE SAVE	-

ARMOR EATER	BELCHER MEAL	Non-magical metal, excluding Dwarven alloy
	DAMAGE TYPE	Bludgeoning, Piercing or Slashing
	MAGICAL AOE	NONE - but you can if you choose too, attack with your Belcher Magic spell attacks as if they were weapons attacks instead.
	AOE SAVE	-

Eating weapons and armor as part of a belcher meal damages them by 1 step.

GHOUL	BELCHER MEAL	Dead rotting flesh/meat
	DAMAGE TYPE	Necrotic
	MAGICAL AOE	5 feet per Heroic Tier radius around you.
	AOE SAVE	Constitution

VIPER	BELCHER MEAL	Poisons & rotten food & spoiled drink
	DAMAGE TYPE	Poison
	MAGICAL AOE	5ft. per Awesome power radius within a 50ft range
	AOE SAVE	Constitution

LEECH	BELCHER MEAL	Lightning (charges from lightning tubes or Storm Drives)
	DAMAGE TYPE	Lightning
	MAGICAL AOE	20 feet per Heroic Tier Line
	AOE SAVE	Dexterity

SPELL EATER	BELCHER MEAL	Magic (charges from arcane power tubes or Arc-Drives) or mana from mana potions (1 hunger per point of mana).
	DAMAGE TYPE	Force
	MAGICAL AOE	NONE - but your Belcher magic “ranged spell attack” never misses.
	AOE SAVE	-

PRANARIAN	BELCHER MEAL	5 minutes of uninterrupted deep breathing meditation per point of hunger.
	DAMAGE TYPE	NONE – Your belcher magic spell attacks heal for

MAGICAL AOE AOE SAVE	their rolled amount (up to a targets BEAT UP threshold).
	NONE
	-

NEW CHARACTER OPTIONS

NEW FEATS

ARCANE RESERVE

Prerequisite: Spellcasting level 0+

Gain a mana well of 1 or increase your existing mana well by +1.

This feat may give you a mana well, but it does **NOT** give you a manner in which to fill your mana well.

You may gain this feat additional times, increasing your mana well by an additional +1 each time.

ALMOST MAGICAL

You gain a Spellcasting level of ZERO. While this allows you to be treated as having the ability to cast spells, this feat does **NOT** actually give you any spells to cast.

However (*unless other wised stated via feat, feature etc.*), when casting a spell, your spell casting components are; Somatic, Verbal, Holy Symbol & Arcane Focus.

This feat does **NOT give proficiency in Holy Symbols or Arcane Foci.**

Additionally, your Spellcasting ability score will be treated as being no lower than **X**, whether or not

you have a Spellcasting ability score. **X = 13 + Heroic Tier.**

MAGIC ADEPT

Prerequisite: ability to cast spells/Spell Casting level 0+

you learn one first level spell from any spell school at/for each heroic tier (at tier 2 you'd know 2 spells, at tire 5 you'd know five spells with this feat. This spell knowledge is retroactive so that regardless of when you gain this feat, you will always gain a number of spells known from this feat equal to your heroic tier).

This adds to your list of spells known, but does not grant, increase nor augment any Spellcasting ability. The spell learned must be cast using any requisite spell casting components you already have & (*unless other wised stated via feat, feature etc.*) requires that you have a Spellcasting level the equals or exceeds the level of the learned spell.

The spell(s) you choose to learn via this feat may be chosen from any spell school.

MAGIC SCHOLAR

Prerequisite: ability to cast spells/Spell Casting level 0+

you learn one second level spell from any spell school at/for each heroic tier (at tier 2 you'd know 2 spells, at tier 5 you'd know five spells with this feat. This spell knowledge is retroactive so that regardless of when you gain this feat, you will always gain a number of spells known from this feat equal to your heroic tier).

This adds to your list of spells known, but does not grant, increase nor augment any Spellcasting ability. The spell learned must be cast using any requisite spell casting components you have & *(unless other wised stated via feat, feature etc.)* requires that you have a Spellcasting level the equals or exceeds the level of the learned spell.

The spell(s) you choose to learn via this feat may be chosen from any spell school.

BROADEN ARCANA

Prerequisite: ability to cast spells/Spell Casting level 0+

Learn one spell from any spell school whose level does not exceed your Heroic Tier.

This adds to your list of spells known, but does not grant, increase nor augment any Spellcasting ability. The spell learned must be cast using any requisite spell casting components you have & *(unless other wised stated via feat, feature etc.)* requires that you have a Spellcasting level that equals or exceeds the level of the learned spell.

ARCANE PUISSANCE

Prerequisite: ability to cast spells/Spellcasting level 0+

Through great determination, prowess and willpower, you delve far deeper into your wells of magic and pull from the depths of your being, great arcane power.

With this feat, you may for a fraction of a second increase your Spellcasting level. This increase only lasts as long as it takes to cast a single spell.

As a free action (*as part of casting spell*) you may gain **X** level(s) of **HAGGARD** (*or Exhaustion levels if you have max haggard levels*) to, for an instant increase your Spellcasting Level by +**X**.

X = the number of HAGGARD (or Exhaustion) you gain through Arcane Puissance.

This only increases your Spellcasting level, you are still required to use all requisite Spell Casting Components & pay the spells cost (*note that increasing the spells level will also increase the spells cost*).

RAGE MAGE

Prerequisite: Spellcasting level 0+ & (Constitution 15+ OR anger rating)

Why balance and train to deepen ones mana well, when one can power their magic through the sheer force of their fury?

Increase or Gain an anger rating equal to your Heroic Tier.

You may, instead of paying the spells cost normally, may gain the spells cost in anger, to cast the spell.

Rage mage can only be used to cast spells that deal damage & whose duration is not Concentration. You still need to perform any requisite spell casting components but may ignore the spells requisite spell casting level.

You cannot use Rage Mage to cast a spell if the amount of anger gained would be in excess of your anger rating.

At max anger, you RAGE. While in a rage, unless otherwise stated, you can **NOT** cast spells but you

BELCHER FEATS

BINGE

Prerequisite: Belcher background

When eating/drinking your Belcher meal, you increase the amount of “meals” you can eat/drink by +1. Removing one point of hunger from your Hunger Rating for each meal consumed.

You may gain this feat a number of times equal to or less than your Heroic Tier.

NOTE: This feat has no effect on the Pranarian.

BOTTOMLESS STOMACH

Prerequisite: Hunger Rating

You are forever bared from any and all eating competitions . . .

Increase your existing Hunger Ratings maximum by +1 each time you gain this feat.

You may gain this feat a number of times equal to your Proficiency bonus.

COUNTERSPIT

Prerequisite: Belcher background

You can counter/dispel spells with your spit! . . .
eeeeew

As a **Standard** action or **Reaction**, you may attempt to dispel or counter a spell or magical effect that you are adjacent too or within the area

gain advantage to melee attack rolls. If you gain the ability to cast spells during a rage, you must be able to gain the requisite amount of anger to “pay the spells cost”.

of effect of. To do so, you must succeed on a Spellcasting ability check with a DC **X**.

X = 30 – Hunger gained (meaning, that you can lower the DC by-1 for every 1 point of hunger gained).

ETERNAL HUNGER

Prerequisite: Hunger Rating

When you can Eat/drink Belcher Meal, instead of reducing your Hunger Rating, you may satisfy any & all “Otherworldly Hungers gained from a touch of undeath.

Additionally as a free action. you may as a free action gain a point of Hunger, to gain the ability to punch, grab and slam ghosts, Geist’s, specters, souls or any ethereal/non solid creature or object until the end of your round.

EXPANDED PALATE

Prerequisite: Belcher background

You gain an additional type of Belcher Magic. You may by doubling the Hunger points gained, now interchange the damage type of one Belcher magic with the AOE (or feature gained in lieu of the AOE) of another.

When gaining additional types of Belcher Magic, you also gain that magics listed Belcher Meal.

You may gain this feat multiple times, each time gaining a new type of Belcher magic that you don't already have.

FAST FOOD

Prerequisite: Belcher background

You can now eat/drink your Belcher Meal as a Standard Action instead of a Full Round action.

Additionally, if you have Belcher Magic, you may double the total hunger gained from using your Belcher Magic, to use it as a Standard Action instead of a Full Round Action.

GASTRONOMIC BOOST

Prerequisite: Belcher background or Futakuchi(great eater)

You gain a limited ability to cast spells that you know using the power of your appetite.

Futakuchi(great eater): You may cast any spell you know as a Full round action by gaining +1 level of **HAGGARD** (*gaining a level of Exhaustion if you are at max haggard*) and the spells cost in Hunger. Spells cast in this way originate from your second mouth and/or living hair.

Belcher: When using your Belcher Magic you can instead cast a spell you know, if you gain 1 level of **HAGGARD** (*gaining a level of Exhaustion if you are at max haggard*) and the spells cost in Hunger.

Casting the spell in this way ignores all Spell Casting components & requisite Spellcasting level, if the spell meets the following criteria;

1. Is from a spell school, whose associated damage type is the same as your Belcher Magic's damage type. Futakuchi/great eaters may ignore this limit.

2. Has a duration other than Concentration.

****The spells cost cannot be reduced through items, such as the power wand for example.****

GASTROMANCY

Prerequisite: Gastronomic Boost

Your ability to cast spells via your Belcher magic increases.

When casting a spell via the Gastronomic Boost feat, you may now cast **ANY** spell that you know by increasing the Hunger gained to **TWICE** the spells cost.

Meaning the spell cast no longer needs to be of a school whose associated damage type matches that of your Belcher magic & may even have a duration of Concentration (as normal, you can only concentrate on a single concentration spell at any given time).

HEALTHY APPETITE

Prerequisite: Hunger Rating, Nimerigar, or "Plant Folk with the Carnivorous feature"

You gain the below features, but can only benefit from one of the features in any given round.

Belcher: When you consume your Belcher meal you can Instead of reducing your Hunger, heal for your recovery amount without the need to use a recovery.

Futakuchi (great eater): When you damage a Sorrow or any living creature "made of meat" with the bite attack of your second mouth, you heal for an amount equal to the damage you deal, in addition to removing 1 point of Hunger.

Nimerigar & Plant Folk: when regaining HP from your Carnivorous feature, you regain an amount equal to your Constitution score.

POWERFUL APPETITE

Prerequisite: Belcher background

You can increase the damage you deal with your Belcher magic spell attacks & Magic AOE by gaining additional Hunger.

Increase the damage dealt by +1 die steps for every +2 hunger gained. *IE: the Belcher Magic melee spell attack can deal 1D12 damage for the cost of 5 Hunger instead.*

****Powerful Appetite has no effect on spells cast with**



your belcher magic via the Gastronomic Boost & Gastromancy feats.**

ROTUND

Prerequisite: your character needs to be fat, like, really FAT!

Increase your Constitution score by +1

You must now eat twice as much to benefit from a Long Rest, can no longer perform the Dash action and have become so large that you must now wear clothing and armor suited for a creature one size category larger (the maximum size category of weapon you can wield remains unchanged).

You may treat your size category as being one larger for any grapple as long as it benefits you.

Hunger Rating: If you would lose a Recovery due to Gaining a point of Hunger while your Hunger Rating is at its max, you can instead Gain a level of Exhaustion.

SUPER BURP

Prerequisite: Belcher background

You let out a super loud belch! . . excuse you . .

As a standard Action you can gain 3 Hunger to deal 1 Thunder damage to every creature within 10ft of you & knock them back 5 feet. The amount of damage you deal & distance creatures are knocked back are multiplied by your Heroic Tier.

HEDGE MAGE FEATS

COUNTER BLAST

Prerequisite: Hedge Mage

You gain the ability to counter spell and dispel magic. However you must gain a Level of **HAGGARD** (*gaining a level of Exhaustion of you have max haggard levels*) instead of spending mana to do so, & you may **NOT** overcharge it.

See page 173 of the SMTT core book for rules on how to counter & dispel magic.

FOCUSED BLAST

Prerequisite: Hedge Mage

You may fire your Elemental Blast through a staff/stave that you're wielding to increase the Elemental Blasts damage by +1D6 & may (through your wielded staff) use your Elemental Blast as a melee spell attack.

RAPID BLAST

Prerequisite: Hedge Mage

You can cast your Elemental Blast as a Standard Action.

Additionally, if you reduce the damage of your Elemental Blast by -1D6 (to a minimum of 0D6), you may cast one additional Elemental Blast (+1 blast for every -1D6 to all your blasts damage) per Standard Action.

FLOODING BLAST

Prerequisite: Hedge Mage

You can reduce the damage of your Elemental Blast by -1D6 (to a minimum of 0D6), and reduce the speed of a target hit by -10ft (to a minimum of 0).

PIERCING BLAST

Prerequisite: Hedge Mage

Your Elemental Blast (if you choose so) will deal piercing damage instead of force, & if dealing piercing damage, may be used to sneak attack.

Additionally, if you reduce the damage of your Elemental Blast by -1D6 (to a minimum of 0D6), you may deal damage to all creatures within a 20ft line AOE.

CONCUSSION BLAST

Prerequisite: Hedge Mage

You can reduce the damage of your Elemental Blast by -1D6 (to a minimum of 0D6), targets hit are knocked back 10ft.

ARCANE BLAST

Prerequisite: Hedge Mage

As a Bonus action, you may cast any known damage dealing spell (paying the spells cost & requiring all Spellcasting components to cast the spell), who's damage type is the same as your Elemental Blasts & whose duration is no longer than instantaneous (the spell is treated as being a secondary effect of your Elemental Blast).

The target already hit by your Elemental Blast is automatically effected by the chosen spell & if the

spell has an AOE (such as fireball), the target hit is the origin of the AOE (A cone or line AOE should continue in the same direction that the blast came from).

If you attack with multiple blasts in a round, you must pay twice the cost of the chosen spell, but it now effects each target hit with your Elemental Blast. Zero cost spells will still cost zero.

HUNGERING BLAST

Prerequisite: Hedge Mage

You can reduce the damage of your Elemental Blast by -1D6 (to a minimum of 0D6) & gain 1 mana if your blast hits its target.

Mana gained in this fashion can be used to refill your mana well if you have one. If you don't have a mana well, mana gained in this fashion is lost at the end of your next turn.

DIVINE BLAST

Prerequisite: Hedge Mage & Channel Divinity (ANY)

Your Elemental Blast (*if you choose so*) will instead, deal radiant damage.

If dealing radiant damage & successfully hitting a target, you may reduce your blasts damage to zero to regain an expanded use of channel divinity.

ELDER BLAST

Prerequisite: Hedge Mage

You may as a Full Round Action Gain 1 Haggard (*gaining a level of Exhaustion if you have max Haggard levels*) and cast your Elemental Blast. If

you do so, your Elemental Blast does not count as a spell, may not be countered or dispelled and can still be used within anti-magic areas.

** Any feat/ability that you can use with your Elemental Blast will also benefit from your elder blast. Meaning that you can combine arcane blast and elder blast to cast a spell that can't be stopped. **

GRAND BLAST

Prerequisite: Hedge Mage

You may as a Full Round Action Gain 1 Haggard (gaining a level of Exhaustion if you have max Haggard levels) and cast your Elemental Blast. If you do so, your Elemental Blast's damage dice are increased from D6's to D12's.

PHANTOM PLAGUE

Prerequisite: Hedge Mage & (at least one Geist – or- menagerie as a known spell –or- Night Host race)

You may as a Full round Action gain 1 level of Exhaustion to unleash a phantom plague. You may not reduce the dice of damage dealt by the phantom plague to utilize other Elemental Blast oriented feats, such as Rapid Blast, Concussion Blast, etcetera.

Phantom Plague;

You can attack with a number of Elemental Blasts equal to 1 + 1 for each Geist you have (*each Demon Geist counts count's as 3 Geist's*).

Alternatively you may consume specters from your menagerie or soul hunger feature, attacking with your Elemental Blast once for each specter consumed.

CRIMSON LANCE

Prerequisite: Hedge Mage

Increase the damage of you Elemental Blast by +1D6.

Additionally you may increase the damage of your blast by +1D6 by spending a recovery (you may not spend more than one recovery per Elemental Blast per round).

PHANTOM LANCE

Prerequisite: Hedge Mage

Increase the damage of you Elemental Blast by +1D6.

Additionally you may choose to gain Disadvantage on your attack roll to deal +1D6 damage (you may not use this feature if you already have Disadvantage on your attack roll).

HEL LANCE

Prerequisite: Hedge Mage

While at or below your Beat Up threshold, you can increase the damage of your Elemental Blast by +1D6 for every level of Haggard, Exhaustion & Insanity you have.

WILD LANCE

Prerequisite: Hedge Mage & Anger rating

You Add your current amount of anger to the damage you deal with your Elemental Blast.

While Raging you may use your Elemental Blast (*despite it being a spell*) & even use it as a melee weapon attack (*benefiting from the extra attack feature & any other effect that may benefit a melee weapon attack*).

NEW BONDS

ASCENDANCY

Prerequisite: Hedge Mage

You begin to unravel the secrets to the Phantom Ascendancy, an Akashite order dedicated to the study and practice of awakening the power within one's own soul to fuel their magic.

- **lvl 6: Efficient Casting**
 - All spells that you cast can treated as being level **X** without incurring any additional cost (note that they are cast at that level, even if you would not normally be able to cast spells of that level). X = Your Spellcasting ability modifier.
 - **EXAMPLE:** You're a wizard with 16 intelligence (a +3 modifier), so you can cast a first level spell costing 1 mana as a 3rd level spell & overcharge it for only 2 mana.
- **lvl 11: Burgeoning Power**
 - Any first level spell you know has its cost reduced by 1 (to zero) & can be treated as a cantrip/Zero level spell (they still benefit from the "Efficient Casting" feature, gained at level 6).
- **lvl 16: Ascendant Power**

- At the beginning of your turn as long as your Hit Points are ABOVE your **BEAT UP** threshold, any ally within 10ft. of you gains **X** mana. If that ally doesn't have a mana well, they lose the mana gained from you at the end of their turn.
 - X = your Awesome Power (minimum 1)

CRYSTAL BLUE

Prerequisite: Spellcasting level 0+, proficiency with Arcane Foci & at least one eye

A myth, ancient and near forgotten, tells a tale of the truth of magic. How it is a force all unto itself, arising naturally in both mortals and gods alike. But, it's only a myth. Right?

Starting when you gain this Bond, you gain a bonus to your mana well equal to your heroic tier. If you do not have a mana well, this gives you a mana well equal to your Heroic Tier.

If you do not have CLASS BASED Spell Components (*that is, spell components required by your class to cast spells*), you gain the Somatic, Verbal & Arcane Focus spell components.

- **6th level:** One Blue Iris.
 - The iris in one of your eyes (*or only eye*), regardless of its original color (*& regardless of whatever form you take*), becomes a deep endless blue.
 - **Crystal Caretaker:** Instead of an eye, your crystal form becomes an opaque, near black blue.
 - You gain a Spellcasting level 1 if it was lower than 1 & may now overcharge level zero spells without increasing their cost.
 - **Wizard:** You learn a new spell school. The spell school you choose to learn may be any one chosen, ignoring the normal limitations.
- **11th level:** Eyes all a Blue
 - The blue of your iris expands to consume the entirety of your eye. Pupil, iris, Scylla, all a deep endless blue, with bright flecks of blue dancing about within.
 - **Crystal Caretaker:** As the eye of others, your crystal form gains flecks of dancing, bright blues.
 - You gain a Spellcasting level 3 if it was lower than 3 & may now overcharge level one spells without increasing their cost.
 - **Wizard:** You learn a new spell school. The spell school you choose to learn may be any one chosen, ignoring the normal limitations.
- **16th level:** Crystal Caster
 - Your deep blue eye bleeds away, becoming as a sky blue crystal.
 - **Crystal Caretaker:** Within your Crystal form, reflects an image of the endless heavens. Stars, comets, suns & even planets can be seen within you, upon close observation.

- Choose one of your Spell casting components, you may permanently remove that Spellcasting component.
 - *IE; if you have the components – Somatic, Verbal & Arcane focus, you can permanently remove the Verbal component. Meaning that your requisite Spellcasting components will be Somatic & Arcane Focus.*
 - You may now Overcharge up to second level spells without increasing their cost.
 - **Wizard:** You learn a new spell school. The spell school you choose to learn may be any one chosen, ignoring the normal limitations.

NEW ARCANTE TECHNIQUES

PIERCING ECHO

Weapon required: Bow (& ammunition)

Action: Full Round Action

Cost: 4

Reserve mana: 4

Effect: The target hit by this arrow will always be treated as “seen” by you for as long as the reserve mana is paid. The target will not benefit from any cover or concealment when targeted by any ranged weapon attacks made with a bow (until the end of your next round all arrows will go so far as to turn corners) as long as the target’s source of cover/concealment has a space big enough for the arrow to fit through.

ARCHAIS

Weapon required: Bow (& ammunition)

Action: Bonus Action

Cost: 3/Special (3 mana for every spelled arrow fired)

Reserve Mana: 3

Effect: As a bonus action & the cost of 3 mana you may enchant your bow to “**spell your arrows**”. You may maintain “**spelled arrows**” as a free action and & reserve mana of 3. When firing a bow enchanted in this way, you may as part of an attack & the cost of 3 mana, focus any damage dealing level zero spell you know, into the arrow. Upon a successful attack roll, the spell is triggered and the spells affects effect the target hit by the arrow. An arrow fired in this way is consumed instantly by the spell and the arrow itself doesn’t deal any damage, the spell that’s cast however, effects only the target hit. The range is of course that of the bow being fired from.

If you have the extra attack (2) feature, you could for the cost of 9 additional mana, fire 3 spell infused arrows.

ARCHANATRIS

Weapon required: Bow (& ammunition)

Action: Bonus Action

Cost: 6/Special (5 mana for every spelled arrow fired)

Reserve Mana: 3

Effect: As a bonus action & the cost of 6 mana you may enchant your bow to “**spell your arrows**”. You may maintain “**spelled arrows**” as a free action and & reserve mana of 3. When firing a bow enchanted in this way, you may as a **Standard Action** & the cost of 5 mana, focus any damage dealing first level spell you know, into the arrow. Upon a successful attack roll, the spell is triggered and the spells affects effect the target hit by the arrow. An arrow fired in this way is consumed instantly by the spell and the arrow itself doesn’t deal any damage, the spell that’s cast however, effects only the target hit. The range is of course that of the bow being fired from.

ARCHAISINATRIX

Weapon required: Bow (& ammunition)

Action: Bonus Action

Cost: 12/Special (8 mana for every spelled arrow fired)

Reserve Mana: 6

Effect: As a bonus action & the cost of 6 mana you may enchant your bow to “**spell your arrows**”. You may maintain “**spelled arrows**” as a free action and & reserve mana of 6. When firing a bow enchanted in this way, you may as a **Full Round Action** & the cost of 8 mana, focus any non-concentration duration spell you know of up to second level, into the arrow. Upon a successful attack roll, the spell is triggered and the spells affects effect the target hit by the arrow. An arrow fired in this way is consumed instantly by

the spell and the arrow itself doesn’t deal any damage, the spell that’s cast however, effects only the target hit. The range is of course that of the bow being fired from.

ZEPHYR’S FLASH

Weapon required: Bow (& ammunition)

Action: Standard Action

Cost: 6

Effect: you attack in an AOE line, the lines range is equal to your bows short range (ie: this attack with a long bow would attack in a 110ft line). Creatures within the attacks AOE must roll a Constitution save. On a failure the creature takes damage as if hit by your weapon attack(s) or half as much on a success. Example an arcane warrior with the extra attack(2) will deal damage to the target creature as if they hit with all 3 attacks. This attack adds **Necrotic** damage to the type of damage dealt.

NEEDLE’S BRILLIANCE

Weapon required: Bow (& ammunition)

Action: Bonus Action

Cost: 5/3 Reserve mana

Effect: on the round you activate this technique and any following round for which this techniques reserve mana is paid, any arrow you nock sheds a 10ft radius of bright light and 10ft dim light beyond that. This light is inherited by any target damaged by this arrow (*IE: the target damaged now sheds light for as long as this technique is maintained*). Additionally, your arrows will now add Radiant to the type of damage they deal.

NEW SPELLS

BARTLEBY'S SCHOOL OF ARCANE SHAPING

ASSOCIATED DAMAGE: FORCE

Level - 0	Level - 1	Level - 2	Level - 3	Level - 4	Level - 5
Staff of the Magi	Arcane Gauntlet	Mage of the Blade	Arcane Barding	Arcane Helm	Bartleby's Library
	Arcane Lens	Force Limb		Arcane Fortification	
		Force Lash		Bartleby's Ball of Awesome	

ARCANE BARDING

([Bartleby's arcane shaping, lvl-3](#))

Range: 10ft.

Casting time: Standard Action.

Duration: 1 minute.

You summon barding to protect a target creature made from pure magic. The target beast (with wounds) gains light barding.

Casting at higher levels: Increase the barding created to the next best step. medium barding as a fourth level spell & heavy barding as a fifth level spell.

Special – This spell automatically fails if target is already wearing armor or barding, or you cast this spell again while this spell is already active.

OVERCHARGE – you cast this as a bonus action instead.

ARCANE FORTIFICATION

([Bartleby's arcane shaping, lvl-4](#))

Range: Self.

Casting time: Full Round Action.

Duration: 1 minute.

You focus on fortifying any and all anatomic weak points by infusing yourself with magical power. For the duration of this spell you gain immunity to critical hits & sneak attacks.

ARCANE GAUNTLET

([Bartleby's arcane shaping, lvl-1](#))

Range: Touch.

Casting time: Bonus Action.

Duration: 1 minute.

A single gauntlet of pure magical force forms around you hand. For the duration of the spell, the spells target may add force damage to the

type of damage they deal with their unarmed strike damage.

Special – you can prematurely end the spells duration as part of a successful unarmed strike to instead knock the target back 20ft.

Overcharge – you can treat your Awesome Power for unarmed strike damage as +1 higher & the special affect, if used will knock the target back 40ft.

ARCANE HELM

([Bartleby's arcane shaping, lvl-4](#))

Range: Self

Casting time: Standard Action.

Duration: 1 minute.

Arcane helm – Duration 1 minute

Bartleby was a grand warwizard who feared nothing. Cast this spell, forms Bartleby's helm from pure magical force. For the duration of the spell you gain immunity to the blind, feared and charmed conditions.

Special – This spell automatically fails if target is already wearing something on their head or you cast this spell again while this spell is already active.

ARCANE LENS

([Bartleby's arcane shaping, lvl-1](#))

Range: 30ft.

Casting time: Standard Action.

Duration: Concentration up to 1 minute.

Choose a point that you can see within 30ft. a curved disk of magical force appears at that point. You may move the arcane lens up to 30 ft. as a

bonus action. If the arcane lens is ever more than 30 ft. away from you the spell ends. If you cast this spell again the previous casting of this spell ends. For the Duration of the spell, you can see through the arcane lens as if it was your own eyes.

Casting at higher levels:

Lvl 2 – Gain low **light vision** when viewing through the arcane lens

Lvl 3 – Gain **darkvision** when viewing through the arcane lens

Lvl 4 – Gain **True Sight** when viewing through the arcane lens.

Lvl 5 – For the duration of arcane lens you may, as Standard Action fire a freaking prismatic beam from it!

Prismatic Beam (120ft. range, single target) - The beam does 8D6 damage, Roll 1D6 to see type of damage it is

1-Radiant 2-Fire 3-Lightning

4-Lightning 5-Cold 6-Necrotic

BARTLEBY'S BALL OF AWESOME

([Bartleby's arcane shaping, lvl-4](#))

Range: Self

Casting time: Bonus Action *OR* Reaction.

Duration: 1 minute.

You surround yourself in a ball of force for the duration of the spell. You can end the spells duration prematurely as a bonus action. The Ball is a physical object with an Armor Class 10, 100 Hit Points & a fly speed of 20ft. The ball must be destroyed or dispelled before anything outside the ball can harm any creature inside the ball. The

Supplies all creatures inside it with air, for as long as the ball remains. No creature outside the ball may enter the ball & no creature within the ball may exit it.

If the ball takes 1 or more points of Awesome Damage, it's destroyed. At zero HP, it's destroyed.

Casting at higher level: The ball now has AC:20, 200 HP & fly speed of 40ft. It can also take up to 4 points of Awesome damage before being destroyed.

OVERCHARGE: You make the sphere, however it now encompasses a 20ft. radius around you, trapping you and everything/one else within that AOE. However, you are still the only one that can command the ball.

BARTLEBY'S LIBRARY

([Bartleby's arcane shaping, lvl-5](#))

Range: Self.

Casting time: Full Round Action.

Duration: 24 hours.

A spell originally created to house and protect knowledge, it has become a fortress of defending all who reside in its walls. The library is formed from whatever materials are available within the spells radius, but regardless of its make, it will be nigh indestructible.

As a full round action you build a magical tower out to a 40ft. radius around you, that stands 100ft. tall. The Walls of this tower have 10 + you Awesome Power in Structure points. It's interior can comfortably feed and accommodate up to 6 creatures of up to large size. Or, uncomfortably accommodate twice that amount. The interior walls of the tower are lined with well organized tomes. Tomes of which hold all the accumulated

knowledge, experiences and thoughts of the caster. With tomes on tables being actively scribed with all the current thoughts of the caster as they happen.

OVERCHARGE – The duration becomes 10 days and the tower becomes a fortress. Forming in an 80ft. radius around the caster, 200 ft. tall and a defensive wall surrounding the fortress with as much structure as the fortress walls themselves. Additionally, the tomes that represent the casters mind now, may not be removed from their shelves without the casters permission.

FORCE LASH

([Bartleby's arcane shaping, lvl-2](#))

Range: Self

Casting time: Bonus Action.

Duration: 5 minutes.

As a Bonus action, you summon a Whip made from arcane force. The whip is a physical weapon & attacks made with the whip are treated as melee weapon attacks. It deals 2D6 force & slashing damage. You may apply your Strength, Dexterity **OR** your Spellcasting ability modifier to the attack and damage rolls.

FORCE LIMB

([Bartleby's arcane shaping, lvl-2](#))

Range: Touch

Casting time: Action.

Duration: 5 minutes.

As an action you can create a replacement limb made of pure magical force. This limb is as indestructible as a wall of force and performs exactly the same, as the limb it replaces.

Casting at higher levels: Double the duration of the previous level for each level above second this spell is cast. *IE; 5 minutes, 10 minutes, 20 minutes.*

OVERCHARGE: Change the duration of minutes, into hours.

MAGE OF THE BLADE

([Bartleby's arcane shaping, lvl-2](#))

Range: Self

Casting time: Bonus Action.

Duration: Instantaneous.

As a bonus action you can make an immediate attack with a wielded weapon.

OVERCHARGE: As a bonus action you can make an immediate **ATTACK ACTION** instead.

STAFF OF THE MAGI

([Bartleby's arcane shaping, lvl-0](#))

Range: Self

Casting time: Bonus Action.

Duration: 5 minutes.

You summon a staff made from arcane force. The staff is a physical weapon & attacks made with the staff are treated as melee weapon attacks. It deals 1D8 force & bludgeoning damage. You may apply your Strength **OR** your Spellcasting ability modifier to the attack and damage rolls.

NEW GEAR

NEW CONSUMABLE

CASTER SHELLS

Caster shells are special pieces of ammunition that must be fired by a black powder gun that uses ammunition. Each individual caster shell, is a piece of ammo, requires a Bonus Action to load and a Standard Action to Fire. Meaning that when firing a caster shell, you may not benefit from the extra attack feature if you have it.

Caster shells do **NOT** deal the weapons listed damage, as they are instead casting a spell. Any spell "cast" via the Caster Shell, has its range changed to that of the weapon firing the it & if the spell requires a spell attack, has a range of self or touch, you must succeed a weapon attack instead.

Spells "cast" via the caster shell that require a spell save, have its spell save DC = to the attack roll of the character who fired the shot.

If the spell being cast by the Caster Shell has a duration of Concentration, it is instead changed to be a number of rounds equal to that of the spells level.

IE: A second level spell whose duration is Concentration up to a minute, instead becomes a duration of 2 rounds.

Unlike Spell Scrolls, you need not have any ability to cast spells to use Caster shells, but should be proficient in the use of black powder guns.

CASTER SHELLS			
NAME	GOLD COST	AP REQ	SPELL CAST WHEN FIRED
Type 2	800	0	Slow, level 2
Type 3	3,000	0(1)	Ball lightning, level 3
Type 4	3,000	0(1)	Sleep, level 3
Type 5	10,000	0(2)	Tendrils of living Dark, level 2, Overcharged
Type 6	400	0	Ice Slick, Overcharged
Type 7	800	0	Fireball, level 2
Type 9	3,000	0(1)	Acidic Web, Level 3

NEW WEAPONS

SIMPLE WEAPONS (MELEE)

WEAPON CATEGORY: MARTIAL (MELEE)					
WEAPON GROUP: STAVE					
Weapon Name	Gold Cost	Damage	AP req.	Size	Properties
Staff of Mirrors	2,472	1D8 bludgeoning	1(4)	Medium	Special
Tentacle Staff	18	1D8 bludgeoning	1(2)	Medium	Special
Frost Fang	9	1D8 bludgeoning	1(3)	Medium	Special
Kuh'Lulu	-	1D8 bludgeoning	1(2)	Medium	Special

FROST FANG

The origins of this staff are mired in mystery and song. It's tale constantly changing & power, constantly overlooked . . . it is a frozen sickle of un-melting ice, with the power to slow and freeze.

Special: If the wielder of this staff is proficient with arcane foci, they may cast the **Ray of Frost** spell from this staff as a **Standard Action**. The spell cast from this item is magical and may be countered, dispelled etc. in the same way as any other spell.

The spell cast uses the wielder's Spellcasting modifier, if the wielder has no Spellcasting modifier, then the spell is cast as if the wielder had a Spellcasting modifier of 10.

TENTACLE STAFF

At the head of this uncanny stave is a writhing nest of pulsating tendrils. When one holds this staff, one or more of the tendrils unravel from the

nest (1 tendril, plus one additional tendril for every Heroic Tier beyond second the wielder is).

Special: While wielded in both hands anyone who wields this staff may will its tentacles to attack as a **Full Round Action**. Cast the **Dragon Lash** spell. The spell cast from this item is magical and may be countered, dispelled etc. in the same way as any other spell. The spell cast uses the wielders Spellcasting modifier, if the wielder has no Spellcasting modifier, than the spell is cast as if the wielder had a Spellcasting modifier of 10.

KUH'LULU

This staff is in almost every way identical in appearance and function to the Tentacle staff. In Fact, Kuh'Lulu shares even a near identical special ability.

Special: While wielded in both hands anyone who wields this staff may will its tentacles to attack as a **Full Round Action**. Cast the **Dragon Lash** spell. The spell cast from this item is magical and may be countered, dispelled etc. in the same way as any other spell. The tentacles attack will always hit, not requiring an attack roll.

CURSE: Anyone who touched this staff is driven down the path of madness, plagued by waking nightmares & restless sleep. Once held, the staff requires a successful Wisdom save DC: 25 to . . . no longer hold it. If when attempting to rid yourself of this staff, you fail the save, you gain a level of insanity. Additionally for as long as this staff is held, you can **NEVER** gain the Benefits of a long rest. However you could always rid yourself of the staff by also ridding yourself of the

appendage in which the staff is being held. IE; lopping off that limb.

STAFF OF MIRRORS

This masterfully crafted, ornate stave it topped with a small oval mirror. The staves mirror mockingly reflects a version of the world where every color is the inverse.

Special: While a spellcaster wields this staff (a character with a Spellcasting level of zero or higher), they are treated as knowing every spell from the Ikol's mirror spell school of a level no higher than their Spellcasting level.

When wielded by a character that has a Spellcasting level zero or higher, the staffs wielder may cast a spell (*of a level no higher than their Spellcasting level*) from the "**Ikol's Mirror**" spell school by paying twice its cost. A spell cast in this way appears to originate from the staffs mirror. Zero level spells cast from the staff cost one mana. Spells that originate from the staff require no Spellcasting components (other than the staff itself) and despite the spells costing twice as much, may still be overcharged. Additionally, the spells cast from the staff may not have their cost reduced in any way.

Magical: The power of this staff is magical in nature & this staff losses its special feature whenever it is within the AOE of a null magic zone. Additionally, if the staffs magic is dispelled, it loses its special feature for 8 hours.



