



LOUIS PORTER JR.
DESIGN

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FREE
ARCANE
MAGIC
TIPS
AND
TRICKS



ARCANE DISCOVERIES

Those who practice magic, whether mystics wielding the primal forces of the universe, or technomancers dabbling in the union between magic and technology, often learn magic from an academy or a mentor. Over the centuries, mystics and technomancers have drawn upon the same pool of classic, well known spells.

When a spellcaster discovers a new spell or unearths a long-forgotten dweomer, such a find represents rare treasure—one to be guarded jealously and kept secret.

Here are eleven new spells, some for mystics and others for technomancers, to introduce into the campaign. The GM can decide how spellcasters acquire these new magics, such as locked within an ancient computer, scribbled in a tome in a ruined library, or granted as part of a dream as part of a greater purpose.

MYSTIC SPELL LIST

0-LEVEL

Artificial Personality. You give a device a temporary artificial personality of your choosing.

1ST-LEVEL

Disguise Radiation. Mask the presence of radiation in an area.

Psychic Feedback. Inflict 2d6 psychic damage against a creature using detect thoughts or telepathic message on you.

Quantum Flux. Subject suffers a -20 penalty on its next attack roll or skill or ability check.



Written by Mark A. Hart

2ND-LEVEL

Combat Precognition. Gain increasing attack and damage bonuses against a single enemy as you learn their combat style.

Mind Lock. Creature loses access to skill ranks, spells known, spells available, as well as extraordinary, supernatural, and spell-like abilities.

TECHNOMANCER SPELL LIST

0-LEVEL

Artificial Personality. You give a device a temporary artificial personality of your choosing.

1ST-LEVEL

Disguise Radiation. Mask the presence of radiation in an area.

Psychic Feedback. Inflict 2d6 psychic damage against a creature using detect thoughts or telepathic message on you.

Quantum Flux. Subject suffers a -20 penalty on its next attack roll or skill or ability check.

2ND-LEVEL

Conjure Gremlin. You conjure a gremlin to go on the rampage against nearby technological items.

Dendritic Weasel. Conjure a small creature able to deliver your touch spells for you.

Disassembled Device. You can disassemble and later reassemble a small, hand-held piece of equipment or technological device.

Transform Weapon Tech. You can temporarily add or remove the weapon property analog or archaic from one weapon in range.

3RD-LEVEL

Machine Warding. You inscribe a sigil of protection on a surface, preventing machines and constructs from entering the warded area.

SPELL DESCRIPTIONS

ARTIFICIAL PERSONALITY Mystic 0; Technomancer 0
School illusion (glamer)

Casting Time 1 standard action

Range touch

Target one object

Duration 1 day

Saving Throw Will negates (object); Spell Resistance yes (object)

This spell instills a tool, piece of equipment, or other object with an artificial personality of your design. The object can talk aloud in your choice of one language you can speak. It possesses whatever personality you give it, such as belligerent, condescending, kind, obsequious, etc. The object can hold conversations with anyone who talks with it, although its responses are generally vague and designed to fit a wide variety of social situations; often, it simply parrots back what someone says to it. For example, the personality might tell jokes or sing stories known to you, or it might offer small talk about the weather or the clothes someone wears. The personality possesses only a fraction of your knowledge, and thus it can't provide any deep or truly useful answers or information beyond the obvious. The artificial personality serves best as a diversion—something to keep someone engaged, or to provide simple reminders and basic entertainment. This spell doesn't grant the object any means of movement.

When you create the personality, you can include a number of simple triggers equal to your Intelligence modifier to which the personality responds in a programmed way. For example, when a creature enters the room, the personality can speak a set phrase. The personality can always identify you by sight or by voice. Otherwise, it can see and hear as if it possessed normal vision and hearing. It has no other senses or special abilities.

COMBAT PRECOGNITION Mystic 2

School divination

Casting Time 1 standard action

Range personal

Duration 1 round/level

Saving Throw none; Spell Resistance no

After casting this spell, you must spend a move action studying a single enemy you can see. Thereafter, you gain escalating bonuses for each consecutive round you target the selected creature with a melee or ranged attack. The cumulative bonuses per round are listed below. If you cease

attacking the target creature, you lose all bonuses and the spell ends.

Round	Cumulative Bonuses
1	+1 to attacks and damage
2	Reroll a missed attack roll
3	Reroll all damage dice results of 1
4	Treat opponent as flat-footed
5	Increase critical hit range by +1

CONJURE GREMLIN Technomancer 2

School conjuration (creation)

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned gremlin

Duration 1 minute/level (D)

Saving Throw none; Spell Resistance no

This spell creates a gremlin. It appears in your space and acts immediately, on your turn. The gremlin attacks any unattended computer, equipment or other technological object you point to. Each round, the gremlin receives either a move action during which it can move up to 30 feet, or a standard action, which it only uses to attack devices.

When the gremlin attacks an unattended object or piece of equipment as a standard action, the object gains the broken condition after 1 minute. The gremlin can only affect one system at a time; thus, it can't break an aircraft all at once; it must render one system broken at a time, such as the engines or the piloting controls.

If unleashed against a starship system, the gremlin can impose the glitching condition on that system with 5 minutes of effort.

The gremlin cannot attack or directly harm creatures or constructs; it never gains an attack roll. The gremlin cannot be directly attacked, but if it takes 10 or more points of damage from an area of effect, it dissipates. (It receives no saving throw against such attacks.) If the gremlin moves beyond the spell's range, it immediately dissipates. If left without specific commands, the gremlin attacks the nearest unattended technological device or system.

DENDRITIC WEASEL Technomancer 2

School conjuration (creation)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned dendritic weasel

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

You create a weasel-like construct, bristling with wispy tendrils. The creature appears at a point you indicate within

range. It can act immediately on your turn and obeys your verbal or mental commands. During your turn, the weasel can take either a move action or a standard action. It has the statistics of a normal weasel (see Pathfinder Bestiary), except it is a construct with the technological subtype. If the weasel moves beyond the spell's range, it dissipates. If it takes sufficient damage to reduce it to 0 hit points, it dissipates.

When you cast a spell with a range of touch, you can transfer the spell to the weasel. It can then deliver the spell as its standard action. If the spell requires an attack roll, the weasel uses your combat bonuses and appropriate ability modifier. If you are unable to communicate mentally or verbally with the weasel, it remains motionless, awaiting further orders.

In addition, you can interact with a computer via its user interface through the weasel. In this case, you see the interface through the weasel's eyes. This counts as you having physical contact with the computer for hacking purposes. You can transmit commands and enter input into the computer through the weasel.

DISGUISE RADIATION Mystic 1; Technomancer 1

School illusion

Casting Time 1 standard action

Range 100 ft. + 10 ft./caster level

Area 120-ft. spherical emanation from target point

Duration 1 hour/level

Saving Throw Will disbelief; Spell Resistance no

You hide the existence of radiation, regardless of strength, within the area of effect from all forms of detection. Thus, a radiation field masked by this spell cannot be detected by detect radiation or mundane detection equipment. This spell doesn't hide the damage or effects caused by existing radiation. A creature with reason to suspect the presence of radiation receives a saving throw to disbelieve the illusion while using devices or magic capable of detecting its existence.

DISSASSEMBLED DEVICE Technomancer 2

School transmutation

Casting Time 1 round

Range touch

Target 1 bulk of nonmagical equipment or technological device

Duration 1 day/level or until triggered

Saving Throw none; Spell Resistance no

When you cast this spell, you touch a nonmagical handheld tool, weapon, or other device of no more than 1 bulk. The item disassembles into a cloud of microscopic particles that enter the pores of your skin, essentially undetectable. When the spell

expires or at any time prior, the device reassembles. At the end of your turn, it appears in your hand, completely functional and intact as it was when you first cast the spell. If the item was damaged or inoperative when disassembled, it remains in that state once reassembled.

MACHINE WARDING Technomancer 3

School abjuration

Casting Time 1 standard action

Range touch

Area 10-ft.-radius emanation from touched surface

Duration 1 minute/level

Saving Throw Will negates; Spell Resistance yes

You inscribe a warding sigil onto a flat surface. The sigil emits a 10-foot radius warding field that prevents technological constructs from entering. Any such construct with the technological subtype attempting to enter the area of effect must succeed at a Will save. If it fails, it cannot attempt to enter the area for another minute, and it cannot make a melee attack against any creature inside the area. Creatures within the warded area have concealment from ranged attacks made by technological constructs inside or outside the warded area.

MIND LOCK Mystic 2

School enchantment [mind-affecting]

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; Spell Resistance yes

You construct a psychic wall within the target creature's brain or central computer. This wall blocks off access to many of its skills, experiences, and memories. As a result, the creature temporarily loses all skill ranks, spells known, and spells prepared. In addition, it cannot access any extraordinary, spell-like, or supernatural abilities. The target receives a Will save at the end of each of its turns to end the effect.

PSYCHIC FEEDBACK Mystic 1; Technomancer 1

School divination (mind-affecting)

Casting Time 1 standard action

Range personal

Duration 1 hour/level

Saving Throw none; Spell Resistance yes

With this spell protecting you, any creature attempting to use detect thoughts against you, or contact you via telepathic message, suffers 2d6 points psychic damage. Their attempt to read your thoughts or impart the message automatically fails. In addition, if the creature suffers damage from this spell, the spell it was using immediately ends without further effect.

QUANTUM FLUX Mystic 1; Technomancer 1

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature of CR 4 or lower

Duration concentration + 2 rounds or until triggered

Saving Throw Will negates; Spell Resistance yes

You manipulate quantum reality for a fraction of a second. The subject of this spell suffers a -20 penalty on its next attack roll, or skill or ability check requiring a d20 roll. The spell has no effect on creatures higher than CR 4.

TRANSFORM WEAPON TECH Technomancer 2

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 25 ft./2 levels)

Target 1 weapon

Duration 1 round/level

Saving Throw Will negates (object); Spell Resistance yes (object)

This spell allows you to add or remove the weapon property of analog or archaic from one weapon in range. If the weapon is unattended, it receives no saving throw. If an unwilling creature holds or carries the weapon, then it receives a Will save to ignore the effect. You can either grant one of these properties to a weapon that doesn't possess it, or you can remove one of these properties from a weapon that has them. Thus, an archaic weapon loses that property and no longer suffers from reduced damage, but if a weapon gains the archaic property, it does 5 fewer points of damage for the spell's duration.

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