

TABLE OF CONTENTS

- What is Magic
- Manna Rating
- Paradigms and Traditions
 - Examples
- Demographics of Spellcasting
- Magic and the Races
- Becoming a mage
- Caster Level
- Caster Rank
- Manna Points
 - Regaining Manna
- Number of Spells Available
- Component Energies of Spells
- Spell Categories
- Finding Spells
- Learning Spells
 - Tutors
 - Institutions
 - Self Taught
- Creating Spells
- Switching Familiarity
- Magical Writing
 - Alternate Spellbooks
 - Electronic
 - Crystals
 - Fetishes
- Casting Spells
 - Components
 - Verble
 - Somantic
 - Material
 - Spellcasting Skill
 - Spellcasting Rolls
 - Spellcasting Strain
- Modifiers
 - Sacrifice
 - Foci and Talismans
 - Places of Power
- Spellcasting in Armor
- Interruptions during Casting

WHAT IS MAGIC?

Just what magic is has been a subject of debate for untold ages. In it's simplest form magic is the ability to control the forces of the universe.

MANA LEVELS

The amount of mana available for mages to use in working spells is usually constant on a given world, but may not be uniform throughout the universe. In fact two worlds relatively close together can have radically different ratings.

The system uses the term Mana Rate to describe the amount of free magic on any given world, the magic that normal spellcasters use to create spells. They do not count creatures with innate abilities that duplicate spells, or outsiders who often pull their power from other planes. It also does not take into account powers granted by outsiders, though those often come with penalties all their own.

Also the level of the world should never be confused with the prevalence of those with the ability to work magic, or the training needed. Those two factors should always be viewed as separate.

There are five levels used to describe the available mana of a world: Negligible, Low, Moderate, High and Saturated.

Negligible: At this level magic is almost nonexistent in the world. This makes gathering the required energy incredibly difficult and often time consuming. Lengthy rituals, sacrifices or supernatural intervention, or any combination of the three, is often the only way to do so. Even then magic can only be used for the most minute effects.

These worlds are the most likely to develop science and technology as the dominant forces.

Strangely enough 'Call of Cthulhu' by H.P. Lovecraft is a good example of this rating. Most magic in this game requires lengthy ritual or sacrifices, to gather the needed energy and comes at such a terrible price that few would attempt it. Those who receive their power directly from worship of the Old Ones far only a little better, and the effects of magic are generally on the low side.

Low: Low magic worlds have a discernable and workable level of mystic energy, but it is still difficult to gather the power to cast. At this level higher-powered spells, and the ability to cast low complexity spells under stressful circumstances become a reality.

Most will still have to depend on ritual, but sacrifice isn't a required part of casting, though it can make it easier.

The world of 'Conan' by Robert E. Howard would be one example of this type of world. Magic exists, but is not common because of the difficulty in gathering the power.

Moderate: This is the default level of mystical energy in the universe. Mana is plentiful enough to

GM NOTE

These rules allow the GM the freedom to tailor the magic system to the needs of their particular campaign.

allow high-powered spells to be fueled consistently, and moderate range spells can be used under duress.

The 'Lord of the Rings' by J.R.R. Tolkien actually falls into this category. What magic was displayed in the books was of moderate effect.

High: Mana is very common, and easy to gather to fuel spells. Extremely powerful spells can be used with little time, and moderate to high complexity spells can be used under almost all circumstance.

Often these settings require little to no ritual practices for spellcasting. Simple acts of will are enough.

Worlds at this level often use magic in the place of technology, or at least heavily rely on it.

Robert Jordan's 'Wheel of Time' series is an example of a high mana setting.

Saturated: These worlds are supersaturated by free mana. It is such a prevalent force that it affects every facet of the world, consciously or not.

The Coldfire Trilogy by C.S. Friedman is an excellent example of this level of magic, and offers an example of the dangers that can be inherent to this level.

PARADIGMS AND TRADITIONS

Paradigm: *A term used to describe the set of experiences, beliefs and values that affect the way an individual perceives reality and responds to that perception.*

The word comes from the Greek Paradeigma which means, "pattern" or "example".

Wikipedia Definition

For purposes of this system the term paradigm refers to the overall way magic is perceived to work in a setting. The "laws" that govern what magic can or cannot do.

The companion theory to a paradigm is the traditions that mages use to manipulate mana within the paradigm to perform magic. These are often built around a school of thought on how magic works and what is needed to make the most use of the magic available.

Some traditions have learned to exploit the unwritten laws of a paradigm, but there is always a hidden cost, and it is usually a very high one.

Examples

Standard D&D: This paradigm states that magic is divided into two separate and distinct energies; Arcane and Divine.

There are also spells, and effects exclusive to each of the types, such as healing only being possible with divine energy.

Both types of mystics must have the gear of verbal, somatic and material to cast. These can only be circumvented by study and the expenditure of more power during the casting.

Its inherent traditions are divided along those two energy types as well. Wizards and a host of other arcane spellcasters all depend on long study to master their magic. Divine spellcasters are at the mercy of a

higher power that must be worshiped for their spells to work. Druids also fall into this category, though they pray to the principles of nature instead of a named power.

Alchemist: This paradigm, which is based loosely on the anime "Fullmetal Alchemist" states that it is impossible to create something for nothing. All magic is based on transmuting one thing to another. So to create a spell like 'fireball' the alchemist would first have to have a spark, and then transmute something to serve as fuel.

Alchemist must also use a physical geas in the form of an alchemical circle. Most are large and often complex, though in at least one instance an alchemist had the circle for manipulating fire sewn on the back of a pair of special gloves.

DEMOGRAPHICS OF SPELL-CASTING

In most normal situations though, not everyone who has the potential, gets to develop it.

In a standard setting, one where magic is still fairly common, only about one in a hundred will be born with the ability to use magic. Of those, only one or two will ever have the chance to fully explore their gifts. Another handful, say up to five will dabble in magic enough to be considered partial practitioners.

Other factors can also skew the number of spellcasters in a given area; society's view of magic, the race of the individual and where they were born. All three factors are interconnected, and apply towards making a mage.

A society that places a high emphasis on magic encourages those who can wield it to do so. It also encourages individuals from less tolerant societies to emigrate. The converse is also true. A society that holds magic in contempt, or regards it with fear will prevent many who could from seeking training, or to flee to a more benevolent climate.

Some races seem to have a higher predisposition to magic use than others. This natural tendency is often reflected in the high regard they give magic and those who can wield it, which encourages more with the gift to seek training.

An area that is highly charged with mystical energies can also affect how large a percent of the population is born with the ability to use magic. Highly charged areas also seem to attract large numbers of practitioners as well, further skewing the numbers.

WHAT IT TAKES TO BE A MAGE

Many of the traditional preconceptions of magic are altered, starting with what it takes to be a mage. It is no longer tied to a specific class; anyone who takes the required feats, and is willing to pay the price, can cast magic.

There are, however, several classes for those who wish to do more than dabble in the art of magic. They allow the character to better their use of magic, but it is not required that any mage take them.

MAGECRAFT AND SPELLCASTING

The first thing that a character must possess to begin on the path of magic is the "Magecraft" feat. This single feat is the foundation that the character will build all of their mystical ability on.

Then comes the hard part, they must find someone to teach them or begin the long process of trying to teach themselves.

This allows them to take the Spellcasting feat that allows them access to spells of a certain school.

POWER SCORE

Caster levels works a bit differently in this system. Each mage has a Power Score that measures the amount of magic they can channel through experience (i.e. levels) and this score continues to improve regardless of the character's class, though certain ones do allow for accumulating power faster.

POWER SCORES FOR STANDARD CHARACTERS

Every character class has a power score, which

increases by level much like the base attack bonus, or saves. A multi-class character adds their character's power score from each class to find their total magic rating. For

example a 4th level smart hero, 4th level Sorcerer would have a rating of 6 and be counted as a 6th level magic user for all intents and purposes.

CASTER LEVELS BY CLASS

Each class is assigned a rating on the chart below. For classes where the magic rating is not listed use the following guidelines to select one.

Good Power Score: Use this column if the class grants:

+1 spellcaster level more than half the times a level is gained.

Spells of 6th level or higher.

Average Power Score: Use the average column if the class grants any of the following:

+1 spellcaster level at least once, but no more than half the times a level is gained.

Spells of up to 5th level:

Bonus spells

At least three supernatural or spell-like abilities.

Poor Power Score: For all other classes use this column.

POWER SCORE BY CLASS			
Class Level	Good	Average	Poor
1	1.00	0.65	0.25
2	2.00	1.30	0.50
3	3.00	1.95	0.75
4	4.00	2.60	1.00
5	5.00	3.25	1.25
6	6.00	3.90	1.50
7	7.00	4.55	1.75
8	8.00	5.20	2.00
9	9.00	5.85	2.25
10	10.00	6.50	2.50
11	11.00	7.15	2.75
12	12.00	7.80	3.00
13	13.00	8.45	3.25
14	14.00	9.10	3.50
15	15.00	9.75	3.75
16	16.00	10.40	4.00
17	17.00	11.05	4.25
18	18.00	11.70	4.50
19	19.00	12.35	4.75
20	20.00	13.00	5.00

POWER SCORES FOR MONSTERS

The same system is applied to the spellcasting ability of monsters. All creatures with an Intelligence score of at least 1 gain a power score based on type and Hit Die. The general rule is that if that a creature of a certain type will use a specific column to determine its magic rating. (The Hit Die are equivalent to class levels for this purpose.)

Good Magic Rating: Fey, outsider.

Average Magic Rating: Aberrations dragon, elemental, undead.

Poor Magic Rating: Animal, construct, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, vermin.

There are two notable exceptions to this rule. First if the creature has innate spellcasting abilities, or at least three supernatural or spell-like abilities, it uses either the column for its type or the average rating whichever would give it the most beneficial result.

Secondly, a creature with no Intelligence score cannot have a magic rating. If they somehow gain an Intelligence score, such as a template that does not change its type, then they would use the poor magic rating column.

Also should a creature have, or later gain class levels, the magic rating from its Hit Die would stack with its rating from the class, just like multiclassing.

None of this has any affect on the creatures level for its supernatural or extraordinary abilities. For spell like abilities, use the caster level given in its description for the starting point, not the rating derived for this system.

Creatures that have different caster levels for different abilities will use whichever gives them the most favorable result according to the above rules.

THE POWER SCORE IN SPELL CASTING

The actual power score of a mage is what determines the actual strength of a spellcaster and determines the power available for their spells or spell-like abilities. It replaces their caster level for all variables of the spell, such as; determining range, target, effect, area, duration, dispelling checks, difficulty numbers to dispel or resist, caster level checks vs. spell resistance, etc. It does not affect extraordinary or supernatural abilities which are figured normally.

meditation. Each hour of complete rest regains the mystic a number of manna points equal to their Caster Level and Casting Attribute.

Moderate activity cuts the number of manna regained in half and any strenuous activity will completely halt manna regeneration.

CASTER RANK

Caster rank is what is used to figure out how many spells a character knows, the relative power of mages in comparison to other spellcasters, and if the option is used, how much manna they can channel.

Power Score
+ Casting Attribute Modifier
+ Any miscellaneous bonuses
Caster Rank

It is figured by adding their caster level from their various classes, their casting

attribute modifier, and any other bonuses they have.

MANNA POINTS

The core system assumes that a mystic must gather outside energies to fuel their spells. This option requires a mage to expend their own power for their magic.

If used it means that all spells will have a manna cost equal to the spells SD divided by 20, rounded up.

The Manna cost is only the initial cost, and each additional round spent on casting the spell will require the mage to expend more manna to sustain the spell until it activates. This includes the round it actually takes effect as well. The sustaining cost is half of the initial manna cost of the spell rounded up.

In the spells description the Manna cost will be listed first with the sustaining cost next to it in parentheses.

For example a spell with a SD of 227 would look like this:

Spell Design: 227

Casting Target: 46

Manna Cost: 12 (6)

An example of spellcasting using this system would go something like this:

Round 1: The mystic rolls a total of 14 on their spellcasting check and pays the initial manna cost of 12.

Round 2: They roll a 19 for the second spellcasting check raising the total to 33. They also pay the first sustaining cost for their spell which is 6 extra manna points bringing that total to 18.

Round 3: The spellcasting check this round is a 16, which brings the total to 49, enough that the spell activates at the end of their turn. The sustaining cost still has to be paid though, so the final 6 manna points bring the spells total cost to 24 manna.

REGAINING MANNA POINTS

Manna points are regained through rest or

CASTER RANK	MANNA POINTS BY WORLD RANKING				
	V. Low	Low	Normal	High	V. High
1	8	12	15	19	23
2	15	23	30	38	45
3	23	34	45	57	68
4	30	45	60	75	90
5	38	57	75	94	113
6	45	68	90	113	135
7	53	79	105	132	158
8	60	90	120	150	180
9	68	102	135	169	203
10	75	113	150	188	225
11	83	124	165	207	248
12	90	135	180	225	270
13	98	147	195	244	293
14	105	158	210	263	315
15	113	169	225	282	338
16	120	180	240	300	360
17	128	192	255	319	383
18	135	203	270	338	405
19	143	214	285	357	428
20	150	225	300	375	450
21	158	237	315	394	473
22	165	248	330	413	495
23	173	259	345	432	518
24	180	270	360	450	540
25	188	282	375	469	563
26	195	293	390	488	585
27	203	304	405	507	608
28	210	315	420	525	630
29	218	327	435	544	653
30	225	338	450	563	675
31	233	349	465	582	698
32	240	360	480	600	720
33	248	372	495	619	743
34	255	383	510	638	765
35	263	394	525	657	788
36	270	405	540	675	810
37	278	417	555	694	833
38	285	428	570	713	855
39	293	439	585	732	878
40	300	450	600	750	900
41	308	462	615	769	923
42	315	473	630	788	945
43	323	484	645	807	968
44	330	495	660	825	990
45	338	507	675	844	1013
46	345	518	690	863	1035
47	353	529	705	882	1058
48	360	540	720	900	1080
49	368	552	735	919	1103
50	375	563	750	938	1125

NUMBER OF SPELLS AVAILABLE

In order for a mystic to learn or cast spells they must have the SD available in one of the two main casting familiarity categories; Mastered and Known spells.

The chart describes the number of SD's they can have in each of these categories.

The third; Referenced spells has no limits except the medium the mystic uses to store the spell formulas.

MASTERED SPELLS

These are the spells the mystic knows intimately and do not need any outside aid to cast. They make the first casting roll in the same action they declare their intent to cast the spell.

The number of SD they can have as Mastered Spells is listed on the Mastered Spell table.

They receive a number of bonus SD for a high casting attribute modifier depending on their level as well.

KNOWN SPELLS

The mystic knows these spells fairly well but still needs to refer to their spellbooks in order to cast them.

The mystic must study these spells for a round before they can start making spellcasting rolls. Once done though the spell remains fresh in their memory for an hour and may be recast as if it were a Mastered Spell

The number of SD points a mystic can have in these spells is listed on the Known Spells table.

REFERENCE SPELLS

These spells are know to the mystic but are still too unfamiliar to cast without aid. They must be studied one round for every 25 SD of the spell before they can even begin casting the spell.

On the upside, the only limit to the number of spells they can have in this category is the size of the spellbook they have available.

GM OPTION: LESS SPELL CATEGORIES

If the GM doesn't wishes to have three categories of spell knowledge then they can rule that spells are either Reference or Mastered.

Using this option use the Known Spell table to determine the number of SD available.

Also add an additional 50% to the time it takes to learn a spell but it is immediately considered a mastered spell.

GM OPTION: UNLIMITED SPELLS

If the GM wishes to run a game where mystics have more spells available then they can discard the SD limits on spells altogether.

This gives mystics a spell list limited only by the time and effort put into learning spells.

They must still learn and improve their categories normally.

SCHOOLS OF MAGIC

Magic is broken down into eleven schools as follows: Abjuration, Conjunction (Basic and Summoning), Divination, Enchantment, Evocation (Elemental and Standard), Illusion, Necromancy, Transmutation, and Universal,

Abjurations: These are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

Conjunction: All spells bring a creature, effect or object into existence. They do this in one of several ways, calling an already existing item to you, or actually creating the desired object.

Since the school is so powerful it has been split into two categories.

Basic

Conjunction: This school includes all Conjunction spells other than those with the Calling or Summoning subtypes.

Summoning:

This school includes all Conjunction spells of the Calling or Summoning subtypes.

Divination:

Any spells that enable you to learn long forgotten secrets, foretell the future, find hidden things, or to find hidden things, and to thwart deceptive spells.

Enchantment:

These spells are any that affect the minds of others, either to influence or control their behavior.

Evocation:

This school covers any spells that manipulate energy or tap into unseen forces to power the desired effect.

As with

Conjunction this school was large enough that it had to be divided.

Standard

Evocation: This

school includes all Evocation spells with no descriptor,

CASTER RANK	SD for Spells	
	Mastered	Known
1	125	375
2	150	450
3	175	525
4	200	600
5	225	675
6	250	750
7	275	825
8	300	900
9	325	975
10	350	1050
11	375	1125
12	400	1200
13	425	1275
14	450	1350
15	475	1425
16	500	1500
17	525	1575
18	550	1650
19	575	1725
20	600	1800
21	625	1875
22	650	1950
23	675	2025
24	700	2100
25	725	2175
26	750	2250
27	775	2325
28	800	2400
29	825	2475
30	850	2550
31	875	2625
32	900	2700
33	925	2775
34	950	2850
35	975	2925
36	1000	3000
37	1025	3075
38	1050	3150
39	1075	3225
40	1100	3300
41	1125	3375
42	1150	3450
43	1175	3525
44	1200	3600
45	1225	3675
46	1250	3750
47	1275	3825
48	1300	3900
49	1325	3975
50	1350	4050

as well as those with the Darkness, Light, and Sonic descriptors.

Elemental Evocation: This school includes all Evocation spells with a descriptor not listed above.

Illusion: Any spell designed to deceive the senses or minds of others. These spells can cause phantom objects or noises to fool people into believing that something is there when its not, or to hide something from detection. The more powerful ones can even alter a subjects memory.

Necromancy: These are spells dedicated to manipulating the powers of life, death, and undeath. While spells involved with the undead make up the majority of the school, it also includes the spells that allow mages to heal.

Transmutation: Any spell that changes the properties and/or abilities of a creature, thing, or condition are covered by this school.

Universal: Not so much a separate school as it is a catchall term for any spell that cannot be placed in one of the other categories. A mage can cast spells from here as soon as they take the Magecraft feat.

SPELL CATEGORIES

The Second factor in learning a spell is its availability. This is determined by its type. The three varieties are; Trade, Dweomers, and Forbidden.

TRADE

These spells are so common that even non-mystics have heard of them. The vast majority of spells fall into this category and they are often the first spells tught to apprentices. In fact it would be hard to find a mystic without at least one or two in their books.

DWEOMERS

Dweomers are those rare spells that are normally known only to a serious practitioner of magic or perhaps those who deal closely with them. These tend to be the more difficult to cast and learn spells, so it is often harder to find a willing instructor than it would be for trade spells. Resource material concerning them is also harder to find.

The reason that they are so difficult is that they are often only taught to certain groups, including religious orders or the mystic who originally developed the spell. It could also mean that they are limited to a particular region, or are part of a culture's heritage.

Any of these factors would make a master reluctant to teach them to an outsider.

FORBIDDEN

Standards of culture define these spells more than any other. Most are ones that unleash terrible energies and are almost impossible to control. They are also often spells that cause terror, pain, suffering and death. The general populace may look on these spells with horror, mystics may view them differently.

While potentially dangerous, they still have their uses. Learning them must be done in secret, either as part of a secret group or finding them on their own.

FINDING SPELLS

TYPES OF RESOURCES

A mystic has several options when they want to learn or research a spell. The most common, is to learn the spell directly from another mystic who already knows it. This is the most advantageous method since it is the fastest, but it can be expensive.

Another option would be to join a magical institution, either a guild or collage. Often though, they will have to be initiated into the group and may find themselves performing services for their masters. Services which they may find cause them difficulty in their own pursuits.

If no one is available to teach them they can attempt to teach themselves. This often involves searching local libraries, bookstores or mystical merchants in hope of finding enough information on the desired spell. This is a long and tedious process, but some mystics find that the sense of accomplishment is a reward on its own.

If all other methods for learning the desired spell fail, then the mystic always has the option of developing a version themselves.

FINDING TEACHERS AND SPELL RESOURCES

The ease of finding tutors and resources depends on the region, population and the category of spell. It is typically easier to find tutors or materials for trade spells, followed in difficulty by dweomers. Forbidden spells are the most difficult, and at times nearly impossible. There may also be additional penalties for failed searches.

An aspiring mystic has better access to mystic texts, teachers, and organizations; like guilds or collages, in a large city. As a community's population decreases, so does the chance of finding the mystic resources needed.

SPELL SEARCH DIFFICULTIES			
Spell	City	Town	Rural
Trade	10	15	20
Dweomers	15	20	25
Forbidden	20	25	30

To find the necessary resources a Knowledge Occult check is needed against a DC that depends on the category of spell and what size community they are searching in.

Research done to develop independent spells is counted as either Dweomers or Forbidden depending on the nature of the finished spell.

If the check succeeds then they have found either someone to teach them the spell, or the materials to teach themselves, and may move on to actually learning the spell.

If they fail to locate the resources it does not mean that it does not exist, they simply haven't managed to locate it yet. The GM may allow for another roll after an additional week spent searching. In rural areas there is usually only enough population to support one weeks search and so only one roll can be made. Larger towns and cities can often be searched for several weeks without exhausting all the possibilities. A town's resources would be exhausted in 2 or 3 weeks, and a city might be searched for 6 or 7 before being exhausted.

Failure may also represent an unwillingness to part with the information by those who hold it. It could mean that the mystic or guild does not need an additional

student or that the merchant is reluctant to part with the materials. In these cases the mystic may have to resort to different methods to gain what they want. A die roll should never take precedence over the GM's desires or good role-playing.

LEARNING A SPELL

After the mystic has found either someone to teach them, or the materials to do it themselves they can actually get down to learning the spell.

Both the difficulty and time it takes depends on how they are learning and the compleity of the spell. All methods are figured in a similar manner.

TIME

How long a spell takes to learn is based on how complex the spell is to cast. The base modifier is determined

LEARNING TIME	
Base Time	
+ Spell Complexity Modifier	
+ Special Time Modifiers	
<hr/>	
Knowledge Occult DC	

by how it is learned and the other modifiers are determined by the spells SD. Taken together this number represents the time the spell must be studied before a Knowledge Occult skill check can be made to see if the spell can be added to the mystics spellbook.

KNOWLEDGE CHECK

After they have spent the required time studying the spell the mystic must make a Knowledge Occult check.

LEARNING CHECK DC	
Base DC	
+ Spell Complexity Modifier	
+ Special modifiers	
<hr/>	
Knowledge Occult DC	

The DC of this check is based on where and how the spell is learned, and also how difficult the spell would be to cast. The formula for determining the total is always calculated in the same way though.

If the check is successful then the mystic has learned enough about the spell to add it to his spellbook as a referenced spell. Failing the check means that the mystic cannot understand the complexity of the formula yet. They can retry learning the spell, but must start over at the beginning.

LEARNING FROM A TUTOR OR MENTOR

If a mystic can find another willing to either mentor them, or to take them on as an appertice then they will have the best all aournd method for learning new spells. They may even be able to pay them for private tutoring.

While the spell selection available is likely to be a bit more restrictive than what could be found at a larger institution, there are often a higher percentage of dweomers, or even a small selection of forbidden spells.

Access to libraries and laboratories also vary widely according to the mystic in question.

The individual attention they can be given to students speed up the learning process. The base time taken to learn a spell is only 2 weeks and additional time is added according to the chart below.

Private Tutors: TIME	
Base Time	2 Weeks
SD 50-74	+1 week

SD 75-99	+2 week
SD 100+	+3 week
Each additional 50 SD	+1 week

It is often harder to understand the complexity of the spells studied in these environments, and so the DC of the skill check is slightly higher.

Private Tutors: KNOWLEDGE ROLL	
Base DC	15
Complexity	+1 per 10 SD of spell

LEARNING FROM AN INSTITUTION

Any places where magic is regaurded highly or there is a significant portion of the population gifted with the talent, large insitutions dedecated to its study can be found.

Many of these institutions will have a set curriculum of spells, starting from the most basic and progressing in difficulty. The majority of spells will be Trade, but a small number of dweomers are also included. Forbidden spells are never openly taught in these schools. The classes will often be further divided along the same lines used to classify the spells.

Schools usually have emmense collection of texts and spells in their libraries, almost all of which can be accessed by the students.

Learning the spell in an institution often takes the most amount of time, though it is far easier than any other method. The base time is 4 weeks, and additional time is added according to the chart below.

INSTITUTIONS LEARNING: TIME	
Base Time	4 Weeks
SD 50-74	+1 week
SD 75-99	+2 week
SD 100+	+3 week
Each additional 50 SD	+1 week

Students are often walked through the process of learning spells in an institution, making the final roll the easiest of any method.

INSTITUTIONS LEARNING: KNOWLEDGE ROLL	
Base DC	10
Complexity	+1 per 10 SD of spell

SELF TAUGHT

The third and perhapse hardest path for a mystic is to teach themselves. A great deal of the difficulty lies in trying to find the materials and texts they will need.

Many of the merchants that specilize in arcane materials are honest, but there is a significant number that try to take advantage of novice mystics.

Institutions and guilds are often reluctant to let non-members near their collection without charging hefty fees.

Then there is finding a place to preform the work and research.

If these obstacles can be overcome, then the mystic still have a long way to go before they can actually start to work on learning the spell.

Most mystics tend to use their own personal short hand when recording their spells, anyone attempting to learn them must first decipher this code.

After 24 hours of study the mystic makes a Spellcraft check vs. a DC of 20 + 1 for every 10 SD of the spell. This lets them know what the spell does and then decide if they want to learn it.

A spell can be copied in this manner without destroying its source, so it is useful for scribing a spell from a scroll or another spell book.

If the first check fails then they simply failed to decipher some small detail of the notation and may try again after another 24 hours of study.

When they finally succeed in deciphering the spell they are ready to move on to the next step and actually start to learn it. As they go they translate the spell into the notations that will let it work within their own system.

The time it takes to learn a spell like this varies the most of the three. To calculate the base time it takes, subtract 2 + Intelligence modifier from 8 weeks. That only gives the base time the mystic must spend on the spell, all the other modifiers apply as well.

SELF TAUGHT: TIME

Base Time	8 Weeks -(2+Int mod)
SD 50-74	+1 week
SD 75-99	+2 week
SD 100+	+3 week
Each additional 50 SD	+1 week

The difficulty of learning spells in this manner is the highest of any form save creating a spell from scratch.

SELF TAUGHT: KNOWLEDGE ROLL

Base DC	20
Complexity	+1 per 10 SD of spell

If a retry is necessary then the initial roll for time must be redone as well.

CREATING A SPELL

There are a number of reasons why a mystic would want to create a spell. The most common is that they need a spell for a very specific task and have found that nothing like it exists. Or it may simply be that they prefer to tailor each and every spell to their own preferences instead of using "generic" magic.

Researching a spell is neither a simple or cheap choice. They must have access to arcane texts, laboratories, equipment, materials and a hundred other minor expenditures. All of which will cost roughly \$750 a week.

The time needed is similar to learning a spell on one's own, but using 10 weeks instead of 8. From there all other modifiers are the same.

CREATING A SPELL: TIME

Base Time	10 Weeks -(2+Int mod)
SD 50-74	+1 week
SD 75-99	+2 week
SD 100+	+3 week
Each additional 50 SD	+1 week

Provided the expenses are paid, the mystic may make a Knowledge Occult check to see if the spell is viable. The DC for the check is 20 + 1 for every 10 SD of the new spell.

CREATING A SPELL: KNOWLEDGE ROLL

Base DC 20

Complexity +1 per 10 SD of spell

With a successful check the spell is added to their book as normal. If the check fails then the research has failed to produce a viable spell and the entire process must be started over. The cost remains the same because of equipment damystic and the use of materials.

SWITCHING SPELL FAMILIARITY

When a character gains a level in a mystic class they may rearrange their spell list. Any spell may be moved up or down by one level of familiarity, but all the limits on SD must still be obeyed.

Otherwise the character must spend time and effort to alter their spell list. Using a process similar to the one needed to learn spells.

The length of time is determined by subtracting their intelligence modifier from 4 weeks, and applying the modifiers based on the spells complexity.

This is the base time needed to move the spell.

ALTERING SPELL FAMILIARITY: TIME

Base Time	4 Weeks -Int mod
SD 50-74	+1 week
SD 75-99	+2 week
SD 100+	+3 week
Each additional 50 SD	+1 week

At the end of that time they may make a Knowledge Occult roll vs. a DC of 15 + 1 for each 10 SD of the spell. Success means that the spell has been moved one category either way. Failure means that they must begin the process again.

ALTERING SPELL FAMILIARITY: KNOWLEDGE ROLL

Base DC	15
Complexity	+1 per 10 SD of spell

MAGICAL WRITINGS

Mystics use a complex language of formulae and symbolization to explain the process of manipulating the forces of magic. These symbols and formulae vary from one mystic to another, but the process rarely changes. They will generally have no trouble deciphering their own writing and system, but other mystics attempting to use it must take time to study and make sure that they understand all of the systems nuances.

When a mystic wishes to decipher a magical text, such as a spell in another mystic's spellbook or one found on a scroll, then they must make a Knowledge Occult check vs. a DC of 20 + 1 per every 10 SD. A successful check means that the mage may begin learning or transcribing the spell. Failure indicates that they need to study the spell further and must spend another day studying before they can make another check. If the mystic who created the original text is available to help then success is automatic.

When they have successfully deciphered a particular text, the mystic will never have to repeat the process, and receive a +2 circumstance bonus to decipher any further works by that mystic.

Deciphering the text give the reader some idea of the spell and its effects (everything explained under the spell description). If the text is a scroll, then they can attempt to use it.

THE SPELLBOOK

All mystics begin play with a spellbook containing spells that the mage learned during the development of their gifts, either on their own or with some form of teacher. It contains spells worth a number of SD's equal to $1D20 + (\text{the mystic's Intelligence modifier} \times 10) + 100$. (The GM should decide which spells they wish to allow to a starting character and let the player choose from those). The starting mystic may choose which spells fit into what category as long as they have the available SD. Any spells that cannot be learned as Mastered or Know become Referenced spells.

Note: If a character becomes a mystic after the beginning of the game, then they must have some way of acquiring a spellbook and spells.

Spellbook Size: A spellbook can be a sizable object, and several volumes may be needed to house a mystic's entire list. Spells take up 1 page for every 10 points of SD, so a spell with a 62 SD requires 13 pages. A standard spellbook usually averages between 100 to 200 pages.

Writing a Spell: Writing a spell is a long and arduous process.

It takes 1 day plus 1 additional day for every 20 points of the spell's SD to transcribe a spell into a spellbook. No matter the SD it will always take at least 2 days to copy either from a book, or from the mystics own memory.

Materials and Costs: In cases where special materials are required for writing the spell, all the materials must be masterwork. This is usually 100 gp per page of spell.

Note: If the GM prefers they can forgo the cost entirely.

Losing a Spellbook: Losing their spellbook is one of the worst things that could happen to a mystic, it means that they can no longer access any of their Known and Referenced spells. Unless they can recover the spellbook, or have a copy of those spells, then they must relearn all of those spells as normal, except that the time needed is halved since they already knew them. Mastered spells may simply be written down in a new spellbook as normal.

ALTERNATE SPELLBOOKS

Depending on where a mystic is from they may not use a standard book to store their spells.

ELECTRONIC MEDIA

The advent of computers has altered the way mystics store their texts. Instead of needing massive tomes they can now simply carry a portable computer and a few storage chips.

Spells can either be scanned in from the mystics hardcopy library, or entered directly onto the computer using specialized software. Either way the time is figured the same. In the first case the mage still has to

create the original copy, in the second they have to actually spend the time on the computer.

File size is really the only limit to how much can be stored, as they mystic be scanned, or drawn at an extremely high resolution. A single page of a spell will take approximately 500K, and the total number of pages is figured normally.

CRYSTALMANCERS

Some mystics use crystals or other gems to store their spell matrixes. By later meditating on these stones they can access and study their spells.

Infusing a spell into a flawless stone requires the same amount of time meditating with the crystal as it would to actually scribe a spell into a book. Each crystal can hold a number of SD equal to half of its value, and a number of spells equal to one hundredth its value. So a 300 gp valued stone could hold 150 SD, and 3 spells. The mystic can change the spells in a crystal by simply meditating on it. The new spell being added will replace the one they wished to erase.

Unlike normal spellbooks, a crystalmancers gems require the mystic to reach a meditative state to access the stored spells. They need to make a concentration check before they can use their referenced spells.

FETISHES

Fetishes are similar in use to crystals, but are made of more mundane items. They require the mystic to have ranks in a craft skill, usually some form of art, or Craft Fetish.

The mystic must gather the materials used to make the fetish and spend the time it takes to create the spell's matrix carefully building it. Each can hold a number of spells, but the more SD the fetish holds the higher the target number for creating it. The creation target for the craft check is equal to 50 plus 1/2 of the total SD of the spells.

Once set the mystic cannot change the spells placed into a single fetish. If they wish to alter its components they must make a new fetish, either breaking down the old one for its parts, or gathering new ones. If they break down the old fetish, then the target number is figured at half the time for the old spells, and full for the new.

Like crystals, fetishes require the mystic to enter a light meditative state to use.

CASTING SPELLS

A mage may cast any spell they know, or have access to, as long as they are still conscious and able to perform the actions needed by the spell.

MANA RATE AND SPELLCASTING CT

The mana rating of a world determines how difficult it is to cast spells there. The spells SC points are used to determine the spells CT in a setting as follows.

Mana Rate	Conversion*
Negligible	SC=CT
Low	SCx.75=CT
Moderate	SCx.50=CT
High	SCx.25=CT
Saturated	SCx.125=CT
* Round up.	

So using a spell with a SC of 127 would have a CT as follows.

Mana Rate	SC	CT
Negligible	127=	127
Low	127x.75=	96
Moderate	127x.50=	64
High	127x.25=	32
Saturated	127x.125=	16

SPELLCASTING SKILLS

Mystics find Spellcasting, Spellcraft, Knowledge Occult (or occasionally religion) and Concentration are the four skills needed for magic.

The first skill, Spellcasting is used to actually cast magic, while Spellcraft is used to identify and create spells. Knowledge occult provides useful information about the supernatural and can aid in creating spells.

Concentration is not absolutely necessary, but many find it useful to help ignore the penalties during distracting situations.

DETERMINING SPELLCASTING DC

Normally the Spells Casting DC is equal to its CT, if the GM wishes to add an additional level of difficulty then they may either add a flat +10 to the DC or scale it using the mana rate of the world then they can apply the following modifiers

Mana Rate	DC**
Negligible	CT+20=DC
Low	CT+15=DC
Moderate	CT+15=DC
High	CT+10=DC
Saturated	CT+10=DC

SPELLCASTING ROLL

To cast a spell the mage makes a Spellcasting roll each 1/2 action. The total is applied towards the total DC of the spell. When the total meets or exceeds

Spell-casting Roll
1D20
+ Spellcasting
+ Special Modifiers
Total that action

the total than the spell activates.

The spellcasting roll is equal to 1D20 + Spellcraft + any special modifiers.

GM Option

An optional method that does not require a new skill is to either use Spellcraft, or caster level in place of Spellcasting.

CRITICAL ERROR

When a mage rolls an error on the die during the casting of the spell means that they need to make a roll to see if they can save the spell.

They must make a Concentration skill check vs. a DC of 15 + the number of checks made.

A successful check allows the mage to apply the casting roll towards the total and continue with casting the spell. If it was the last check needed for the spell a successful save means that the spell takes effect as normal.

Failing the Concentration check means the spell fails and the mage must start all over again.

Any error, regardless of the Concentration check's result, means that the Fortitude save vs. spellcasting strain is automatically failed.

CRITICAL SUCCESS

If a critical threat is rolled during the casting of the spell then they may make a check to confirm a critical success. The DC is 15 + the number of checks made.

If successful they add double the result of the casting roll towards the total needed to activate the spell and the Fortitude save vs. spellcasting strain is automatically passed.

SPELL-CASTING STRAIN

Performing magic is a difficult and dangerous profession, and in the short term prolonged exposure to manna can prove debilitating. For each round a mage spends casting a spell they must make a Fortitude save vs a base DC of 10. Every roll after the first increases the DC by +1.

Failing a roll means that the mystic takes 1D4 points of subdual damage. Failing the roll by more than 5, or a critical error makes it real hitpoint damage.

Damage taken from spell-casting stain will never interrupt the casting unless it is enough to cause unconsciousness. If it does then the spell simply collapses and is left unfinished.

OTHER MODIFIERS TO SPELLCASTING

There is a number of other, outside factors that can influence spellcasting. A few of the more common ones are detailed below.

SACRIFICE

It is possible to speed the casting of spells by sacrificing hit points. Normally these are the mages own, but some unscrupulous individuals are willing to harm or kill others for the power. This is considered by most to be an abhorrent practice used only by the most evil of creatures.

SELF SACRIFICE

The damage inflicted is equal to the difference between the spells DC and the current casting total. Entire spells can even be cast in this manner. The spell activates in the same round the hit points are spent just as if the final casting roll had been passed.

The process is an all or nothing affair, the total difference must be paid at once, finishing the spell in that round. It cannot be spaced out to simply give the spell a nudge here and there.

If the sacrifice causes the mage to fall unconscious then the spell is ruined.

SACRIFICING OTHERS

Sacrificing others follows a slightly different set of rules. Unless it is specifically stated otherwise the mage must kill his victim and apply the victims' total hit points toward the spells DC. If the total is greater than the DC of the spell it activates that round, if not the mage must have another victim ready and kill them at the beginning of the next round, repeating the process until the spell activates.

If for some reason the spell fails, such as botching or being disrupted, then the caster will take 10% of the casting total as damage to their hit points.

FOCI AND TALISMANS

Foci and Talismans are both items that are used by mystics to aid in the casting of spells. They are found with a power rank between 1 and 10, higher level ones are rumored to exist, but would be incredibly rare artifacts.

GM Note

This set of rules has the potential to quickly upset the balance of power within a game. The GM is free to apply any limits they need to maintain control of their campaign.

Foci: These are the lesser of the items, they can only aid with the casting of a certain spell. These are relatively cheap, and may be used by any mystic without

preparation.

Talisman: The more powerful of the two talisman's can be used to effect entire schools of magic, but must be bonded to their wielder if they are not the mage who created them. It costs a mystic the same amount of XP to bond an item as it would to create it.

USING FOCI AND TALISMANS

To use either type of item it must be in contact with the mystic, either held or worn. For that fact alone many are made into jewelry or other small decorative items.

They give a bonus equal to twice their rank to rolls made to cast either their spell or school. Their rank also adds to their Fortitude save for Spellcasting strain.

Also in certain cases they can also be used in place of a spell's material component. A Foci may replace material components up to its listed value, and a Talisman can substituted for materials up to 1/2 its value.

STACKING EFFECTS

The effects of the items cannot be stacked with another of its own kind but the effects of a foci and talisman do. So a mage could not use two fireball foci, or two evocation talisman, but they could combine a fireball foci and an evocation talisman.

CREATING FOCI AND TALISMAN

To make one the mage must be able to create a permanent magic item, as well as having access to either the spell or school it will be used with. After that the process is exactly the same as making any other magic item.

One note about foci and talismans, a side effect of the process used to make them renders them almost

indestructible. The materials hardness increases, as do the amount of hit points it has. These new values are figured as follows: New Hardness = (item rank x 5) x (its original hardness +10). New Hit Points = (item rank x 5) x original hit points.

Foci and Talisman can be purchased from artificers, but are most commonly made by the mystic who wishes to use them.

Rank	Bonus		Cost	
	Casting	Save	Foci	Talisman
1	+2	+1	200	2,000
2	+4	+2	800	8,000
3	+6	+3	1,800	18,000
4	+8	+4	3,200	32,000
5	+10	+5	5,000	50,000
6	+12	+6	7,200	72,000
7	+14	+7	9,800	98,000
8	+16	+8	12,800	128,000
9	+18	+9	16,200	162,000
10	+20	+10	20,000	200,000

PLACES OF POWER

Mana is the lifeblood of the world, and it flows across the planet in an intricate web. The invisible, intangible currents of magical energy forming that web are most often referred to as leylines, and the points at which they intersect are places of power called nexus.

Both are places of incredible power and can offer a multitude of benefits to the mystic that can find and tap them.

Except where noted the rules for leylines and nexuses are the same. For convenience sake only leyelines will be mentioned.

OCCURRENCES AND APPEARANCES PLACES OF POWER

Leylines and nexuses are both invisible and intangible to mundane methods of detection. But to those who can see magic they are often quite visible. Leylines appear as corridors roughly 5ft in diameter for each rank of power they possess. A nexus is a sphere with a diameter of 5ft for each rank of its power. Both give off a glow, which may relate to its power level, the more brilliant it is the more powerful, the line.

Nexuses are a bit easier to identify, as they are often marked with some permanent feature denoting their special, sacred nature. Standing stones, alters, churches, fairy rings, crossroads, watchtowers, all have been used to mark nexus locations.

To the magical eye, most will appear to glow with a brilliant light, either blue-white or green-white. These two colors may not be the only possibilities, but what factors determine the colors remain a mystery.

Leylines seem to run close to the ground, hugging the physical terrain of the area. Most tend to be relatively weak, and are rather short, anywhere between a few dozen yards to a few miles. More powerful ones, can stretch for miles and those at the upper limits, may even span continents. Only the most powerful, could link two continents.

There are occurrences of stellar leylines, but these are extremely rare. Most worlds are not part of this network, and those that are have highly fluctuating levels of mana.

There are no known instances where a leyline managed to bridge the gap between the planes, though many mages make use of the available mana to create their own portals.

DETECTING PLACES OF POWER

While invisible and intangible to normal sense some psychics and mystics can occasionally detect their presence. Most often is a faint buzzing feel like a low electrical current, or a mild pressure in their heads.

D20 Roll	Leyline Strength
01-04	1
05-07	2
08-10	3
11-12	4
13-14	5
15-16	6
17-18	7
19	8
20	9
*	10

* Leylines of this strength never appear randomly.

The most reliable method for detecting them though is by using either a spell or special ability that allows them to detect magic. Then the mystic makes a spot or search check with a DC of 25 – the rank of the leyline. The roll is modified by size of the line, and their distance from it.

STRENGTHS OF PLACES OF POWER

Leylines are ranked on a scale of 1-10. Most will fall between 1-3, a slightly smaller percentage will fall in the 4-6 range. The next range, 7-9 are

about equally split, with the highest ranking ones being incredibly rare. e range of 1-3. They also tend to be rather short, anywhere between a few dozen yards to a few miles. More powerful ones, rank 4-6 can stretch for miles and those at the upper limits, 7-8 may even span continents. Only the most powerful, rank 9 and 10 could link continents.

Figuring out the power of a nexus, depends on the strength of the leylines feeding it. The highest ranking leyline serves as the base number, then 1/2 of the next highest (minimum of 1) is added, then 1/4 of the third (minimum of 1) and 1 for each additional one after that.

So a nexus fed by 5 lines of 6, 4, 3, 3, 3 is an 11. ($6 + (1/2 \times 4 = 2) + (1/4 \times 3 = .75 \text{ or } 1) + 1 + 1 = 11$)

USING PLACES OF POWER

To actually use the power available in the line the mystic must first form a tap. This only works if they are directly on the line or within the nexus. The mystic must make a spellcraft check of 20 + the rank of the line to form the anchor. Failure means that the mystic could not tap the leyline and they take 1d4 points of subdual damage. It also requires them to make a fortitude save

Dedicated Nexuses

The focuses of some nexuses have been enchanted so that anyone who knows the proper rituals can automatically tap them. These are rare, and the groups that first created the enchantment often jealously guard their secrets.

vs. 15 + the power level of the line or be stunned for 1d4 rounds. A roll of a 1 is always considered a botch. The damage is real, and they are considered to have automatically failed their stun save.

During their next action they may begin using the tap. It functions as a talisman that can be used for any type of magic. The mystic receives a bonus to their casting rolls equal to twice its rank, and a bonus to resisting spellcasting strain equal to the rank.

Maintaining the tap is automatic as long as the mystic does nothing but cast spells. Any action other than a free action requires the mystic to roll to maintain the tap. The target DC is the same as what was needed for the initial tap, but is considered a free action.

Leylines have additional benefits. They allow a mystic to add metamagic feats to their spells, even if they do not possess them. One level of metamagic can be added for every 2 ranks of the line. They must still be able to pay the power cost, or make the casting roll. If the mage already possesses the metamagic feat then they may use it at half cost.

A line can maintain a number of taps equal to its power rank squared. Any taps after that limit is reached automatically fail, and the use of the line must be contested.

POWER CONTESTS

Use of a leyline can be contested, either to prevent another mystic from forming a tap, or to sever one already in existence, the system for both is the same.

Both mystics make an opposed spellcraft roll, with a minimum target of whatever is required to tap the line, and compare the results. The highest total wins, either allowing the connected mage to block the other, or severing the mystic's connection. In the case of a tie the result is figured in the favor of the mystic that had the established tap. Failure results in the same penalties found under establishing a regular tap, and a roll of 1 is always a botch, with the same results as above.

If the established maye rolls are under what would normally be needed to maintain the tap, then they lose their connection.

Contesting the line takes a half action, and may only be done once a round.

SPELL-CASTING IN ARMOR

Wearing armor makes it harder to perform the somatic movements required of spell-casting while visors can make it difficult to speak clearly and concisely. These factors incur the mages penalties for casting spells each round.

Light armor causes a penalty of -2, medium armor a -4, and heavy armor is a -6.

Possession, and use, of either of the feats; still spell or silent spell, will halve the penalty while using both will negate it entirely.

INTERRUPTIONS DURING CASTING

Mages can be interrupted during the casting of a spell. These interruptions can be minor, like an attack, or major like a large-scale natural disaster.

They would only be effective if the mage is in the middle of casting a spell. Interruptions before or after are not a problem.

If the mage is distracted then they risk losing the spell, but are allowed a concentration check to save it. The DC of this check depends on the distractions severity. If they fail this roll then the spell is lost and ends immediately without taking effect. If it is passed then they continue casting like normal the next round.

ATTACK

Attacking the mage is probably the easiest way to distract them. If they take physical damage they are in danger of losing the spell. They must make a concentration check vs. a DC of 10 + the damage taken + the number of rounds they have been casting the spell.

SPELLS

Being affected by magic also has a chance of disrupting spell-casting.

For spells that deal damage to the mage a check needs to be made in the exact same manner as if it were a physical attack.

If the spell distracts or otherwise interferes but does not do damage then the DC is the spells saving throw DC + the number of rounds the mage has been casting the spell.

Spells that do not allow saving throws have a concentration check DC of 10 + Spell Rank + the number of spell-casting.

Spells that cause continuous damage or other lingering effects require a separate check to be made each round. For the damaging spells only the damage done in that round would be used, not the total of the damage it has done since it took effect.

GRAPPLING OR PINNED

The somatic components required for casting magic make it next to impossible to cast while being grappled or pinned. A mage is allowed a concentration check vs. a DC of 20 + the number of rounds they have been casting the spell. If it succeeds then the mage is allowed one more round of casting, the spell must be completed and activated, that round or it is lost.

The feat still spell allows a mage to cast when grappled or pinned. The feat may be initiated at any time during casting by applying the extra DC and mana costs. They must still pass the concentration check each round but the DC drops to 10 + the number of rounds they have been casting.

VIGOROUS AND VIOLENT MOTION

Movement can also make spell-casting difficult, just how difficult depends on how intense the movement is. The concentration check to maintain the spell must be made each round the mage is attempting to work magic under those conditions.

Vigorous motion, such as being in a small boat on choppy water, mild earth tremors or in a speeding vehicle incurs a minor penalty. The concentration check is vs. a DC of 10 + the number of rounds they have been casting.

Violent motion is an earthquake, or a small boat on white water. Its DC is equal to 15 + the number of rounds the mage has been casting the spell.

WEATHER

Violent weather is another factor that can prove distracting for a mage. Strong winds with rain, sleet, dust or snow require the mage to make a concentration check with a DC of 5 + the number of rounds that they had been casting the spell.

If they are attempting to cast the spell in gale force winds or blizzard conditions then the DC increases to 10 + the number of rounds that they had been casting the spell. The check needs to be made each round while the adverse conditions last.

When subjected to spells that alter the weather the mage would use these rules instead of those listed under magic.

CASTING DEFENSIVELY

Casting a spell provokes an attack of opportunity during the first round when casting is initiated. If the mage wishes to avoid this they can attempt to cast defensively. To do so they must keep an eye on enemies in order to avoid a confrontation. That requires them to make a concentration check vs. a DC of 15.

ENTANGLED

Entanglement such as being caught in a net, chained to a wall, bound with rope or similarly constrained requires a concentration check to cast spells. The DC is 15 + the number of rounds they have previously spent casting the spell. This must be made each round until the spell is completed or they escape the entanglement. If the roll fails at any time so does the spell.

Still spell can also be used to negate this penalty.

SILENCED

Due to the necessity of verbal components silence, whether from spell or something as simple as being gagged, is devastating to spell-casting. If for any reason they lose their ability to clearly and concisely speak during casting the mage is allowed a concentration check vs. a DC of 20 + the number of rounds they have been casting the spell. If it succeeds then the mage is allowed one more round of casting, the spell must be completed and activated, that round or it is lost.

Silent spell can negate the problem and be initiated at any time during the casting by applying the extra DC.