

CRIMSON STAR ENTERTAINMENT

The Emperor's Arcane

The Book of Ancient Magic

Emperor

8/19/2009

This document is designed for use with a D20 Role-Playing System that incorporates fantasy elements. It is designed as an alternative rule set for Arcane Spell Casting. All information in this book is Open Gaming Content, and is free for use or re-use in further products.

The Emperor's Arcane

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Introduction

Hello, and welcome to Emperor's Arcane. This booklet is designed to give you two alternative rule sets for Arcane Spellcasters, which can be used separately, but are also designed to be used in tandem. The first two sections will cover the operational details of both of these new rule sets.

The first rule-set is environmental casting. This rule-set could also be applied to divine casters, and supplemental information on that will be listed. Environmental casting is a point-based system, where by the casters regain their energies slowly, regaining a few points each hour. Different states of your character may affect how much regeneration happens, as well as different environments. This chapter will detail how all of these factors matter, and provide some background.

The second rule-set is arcane specific, and is called component casting. In this set, each spell requires a check to make sure that it can be correctly cast, and thus, fizzes are somewhat more common than in traditional D20 Fantasy settings. However, in this alternative spell-casting system, components take on a much more necessary role, and can even become valued commodities, or incredible expenses to spellcasting.

The second section outlines the full changes for both the Wizard and Sorcerer classes in accordance with the rules presented in this book. Also, a workup on the Bard and how these rules will affect it is included. Included will be some advice on how to modify divine magic in ways that will make it more competitive, and some suggestions on how supplemental spell casting classes, like the ranger or paladin, might act.

The third section, the last section, details a few magical items and materials which may be of some use in a campaign using these rules. This section also details how spell points affect crafting magical items.

Lastly, for this book, you may need the Crimson Star Alternative Ruleset Booklet. It's a PDF which can be found on our website, and is free. It describes a few house rules which are used commonly in most Crimson Star games, but aren't proprietary in any way shape or form.

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Section 1

The Sorcerer Kaideem stepped out from the brick building, scorch marks tearing at the ground from where the Demon had unleashed a hellish series of burning projectiles onto the city. There had been little warning, and much less time to prepare a defense against the new threat, and as a result, two of the city's best mages had been slaughtered in the air, while Kaideem had tried to save as many as he could by teleporting them, many more had been slain in the initial blast.

The Demonic came to rest on the top of a broken spire. Its wings flapping for a second or two longer, before it addressed the crowd. It was a hideous thing, truly twisted, with red and black skin reminiscent of brimstone, and glowing red eyes. Its hands seemed each to be bifurcated, with a smaller arm and three fingered claw pulling out at the joint, while its main, six-fingered hand, was much larger and sculpted with muscle. It had the horns, but not of any creature Kaideem had seen before, these twisted malevolent things sprouted from his head, curving around, and slightly back forward, as if searching for a victim. Then the thing spoke, "People of Radakhim, I am Shaerkaloun, I am your new master..." Its voice dripped of venom and slime, almost like its skin.

Kaideem smiled. Shaerkaloun, in his quest for power on the Material plane, hadn't done his research. A very powerful ley line ran through this town, which made it a great place for a mage to own a small study. However, in his killing of the two other mages, and many of the town's folk, he had temporarily infused it with essence. Kaideem looked at his dark brown arms, his veins pumped blood infused with mystic energy, and glowed a deep purple. Onlookers would later say that his eyes were glowing a pure white, and that his body gave off a blue aura from the tips of his toes to the top most dreadlock on his head.

With the new power of the infused ley line to fill him, Kaideem called up a spell. He drew it from his mind, one he knew was there, but he knew not how he got it, or where he came to get it from. He unleashed a blast of sound at the demon, rushing forward with a spear in hand, and a spell of scorching fire being raised next.

Part I

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As stated, this new rules set uses a system of spell points. In it, the basis for the system is that each spell has a spell point cost, and that casters have a pool of spell points from which to draw from, in order to cast. However, there are some further differences which need to be pointed out in order to fully understand this point system, as compared to others. Each one will be discussed below. These new points of interest include spells and spell points, casting checks, and how the environment affects the spell casting system.

Spell Points

Firstly, spell casters now have a spell pool from which to draw their spell energy from. This spell energy comes in the form of spell points which are consumed during the casting of a spell. However, a caster's level determines and the nature of his spellcasting determines what his maximum number of spell points are. In this, as in other things, we will divide all arcane casters into two divisions, spontaneous and preparatory casters. The sorcerer is the classic example of the spontaneous caster, while the wizard is the archetypal preparatory caster.

Spell Pool Maximums

Level	Spontaneous	Preparatory
1	8	5
2	10	6
3	14	9
4	20	13
5	28	19
6	38	26
7	50	35
8	64	45
9	80	57
10	100	68
11	122	83

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12	146	99
13	170	117
14	196	136
15	226	157

...Continued

Level	Spontaneous	Preparatory
16	258	179
17	292	203
18	328	228
19	364	255
20	402	283

The Spell point pools for Spontaneous and Preparatory Classes never mix, but the pools between one preparatory class and another do. Add together the pools, but unless the class states that it's a continuation of that spell casting class, don't continue as if by level progression.

Epic level spell pools are possible, in such a case, to figure out how much to add to the maximum spell pool, take the level gained, and multiply it by 1.5 in the case of preparatory casters, and by 2 in the case of spontaneous casters.

Recharge of your spell points, as a caster, happens hourly, rather than daily. And at high levels, it is very possible that you have to wait several days before your spell point pool is recharged fully. However, recharge happens at the same rate, at all times of the day, accept in a dead or anti-magic zone, in which case there is no recharge at all (see environment, below.)

Recharge rates follow the same basic formula, $L+A+E+M = \text{Recharge Rate}$. The variable L in this equation is representative of your character level; use only the levels in the relevant spell casting class for this. Unlike spell pools, recharge rates do not mix, thus it is to your benefit to choose to use your highest. The variable A represents the ability modifier for your appropriate ability, for preparatory casters, this ability is intellect, while spontaneous casters use charisma.

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The E variable stands for environment. Your environment may make a huge difference in your spell casting ability. Lastly, the M variable stands for Modifier, which represents all other aspects that could affect your recharge rate. Usually these will be from other spells or from conditions put on your character.

A character that is fatigued has a -2 penalty to their recharge rate, while an exhausted character has a -4 penalty. A sickened character has a -2 penalty to their recharge rate as well. However, these status penalties do not stack with each other.

Given the nature of spell recharge and spell points, in this system, all spellcasting classes become spontaneous casters, able to cast any spell they know at any time. However, where there is a difference, is that preparatory casters may choose to prepare their spells ahead of time. There is only one benefit to advanced spell preparation, and that is that the caster isn't required to make a concentration check for his casting. (See Casting, Below)

Maximum spell levels are the same in this system, as they are in a game. However, a character may choose to ignore maximum spell level to try to cast a higher level spell, but this can only be done spontaneously, and is known as overcharging. Overcharging has its own special rule subset, and you may opt to leave it out.

Spell knowledge works the same for Sorcerers and Wizards here. However, if you would like to add a little bit of extra spice, you may choose to have Wizards gain no spells when they level up, but instead, have to do independent research, or even pay a fee for spell formulas. This idea is required if you allow overcharging, and could be a very fun way to institute a spell-based stock market into your campaign world.

Casting Checks & Casting

When a character decides that he is ready to cast a spell, he consumes all the necessary components, makes all of the vocal or somatic gestures required, consumes the Experience Points necessary, and finally consumes the Spell Points necessary. Then, that caster must make a concentration check.

This concentration check is called a casting check, and must be made regardless of condition or status. Of course, being in certain conditions could

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make things harder. The casting check for a spell of any level is the same, regardless of what type of arcane caster is attempting to cast it. The formula is $\text{Cast DC} = 13 + (A*2)$, where the variable A is the level of the spell to be cast.

Spell Level Casting DC

0 13

1 15

2 17

3 19

4 21

5 23

6 25

7 27

8 29

9 31

As you can tell, depending upon the complexity of the spell, it becomes harder to cast that spell, while it becomes much easier to cast lower level, much more practiced spells as your experience grows. However, certain conditions can make casting more impractical. However, these aren't just given the arbitrary titles like a combat modifier. Rather, there are two degrees of distraction that affect spellcasting, mild distraction, and major distraction. A mild distraction is trying to balance enough to cast the spell before you fall, or trying to cast a spell while climbing a rope. A major distraction would be trying to cast a spell while in the midst of combat, or a gust storm. A mild distraction increases the casting DC by 2, while a major distraction increases the same DC by 4.

Failing a casting check consumes all of the required components, but the spell fizzles, and thus fails to pass. Thus, it is to your advantage to try and beef up your concentration check as much as you can, to ensure success without a waste of resources.

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The cost in spell points for any given spell can be easily calculated. Firstly you must take the spell's level, which is the actual strength of the spell, and add it to the caster level which you are choosing to cast at. Spells of different levels have a minimum caster level, which must be observed, although, if you are high enough level, you may choose to cast up to any caster level which you have available, which increases the spells effects, while also increasing the cost in spell points.

Spell Point Cost: Spell Level + Caster Level

Spell Level	Min Caster Level	Min Spell Point Cost
0	1	1
1	1	2
2	3	5
3	5	8
4	7	11
5	9	14
6	11	17
7	13	20
8	15	23
9	17	26

*Any character who applies a metamagic feat to a spell increases that spell's cost by 5 spell points.

As mentioned above, Wizards can choose to prepare their spells ahead of time, within the safety of their studies. However, they require peace and a meditative mood for at least two hours to prepare spells. During this time however, they complete the spell casting completely, and require no casting checks to utilize the prepared spells. However, all associated resources, material components, spell points, and the like are consumed during the preparation.

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Any spell that a wizard casts without preparing it ahead of time requires an extra spell point per spell level of the spell to be cast.

Within this system, spell casting, unless noted in the spell's descriptor, retains its quality as a standard action. The casting check is a part of that action. A caster cannot choose to take 20 on any casting check, at any time, as there is a legitimate risk to resources when casting.

Lastly, as a benefit to the Wizard, your game master may choose to allow overcharging. In this, a Wizard will attempt to cast a spell over the level which he or she may normally be allowed to cast. However, the strain on a caster is great when this happens, affecting the wizard in a few ways.

Firstly the Wizard has to consume all requisite elements of the spell casting, including the experience points, and the Wizard cannot be exhausted or fatigued during the casting. These are used immediately, no matter the success or failure of the overcharging. Then the Wizard must make his overcharging casting check. The DC for this spell is increased by an additional 2, plus the original casting check requirement of the spell, plus whatever distraction modifier might be present.

If the Wizard succeeds, he rightly casts a spell above the power level that most would think him capable. However, after the casting he immediately becomes exhausted. However no other negative affects happen to him.

If the Wizard fails, the attempted spell fizzles. He becomes exhausted, and he loses double the amount of spell points for attempting to cast. He must make a will save against the DC of the casting check, or suffer backlash, taking an amount of damage equal to the amount of spell points he burned attempting to overcharge cast. Any overcharge automatically casts the spell at its minimum caster level if successful.

Sorcerers may seem to be underpowered, as compared to Wizards; however they have their own unique special abilities that make them stand out. Firstly, in this system, Sorcerers may pay an extra number of spell points equal to the Spell's Level during the casting of a spell to cast it without material components. This applies to all spells, no matter what the cost or nature of the material component.

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In addition, Sorcerers also have the ability to channel energy into their spells, artificially increasing the effective caster level of a spell, and thus increasing the power of a spell for that casting.

Casting in the Environment

As mentioned above, recharge rates and casting are tied greatly to the environment. In one of three ways, certain areas, wild areas, or areas of great emotional happening, tend to have residual energy which affects how much energy a caster can draw in to cast new spells through the day. In addition, if your Game Master chooses to do so, he may include ley lines in his campaign, these areas and the Nexus they form at intersection, can greatly empower casting.

Of natural landscapes, below is a list. Each comes with a modifier to the recharge rate of a caster travelling through it.

Terrain Type	Recharge Modifier
Desert	+1
High Plains	+0
Lush Grassland	+0
Rocky Scrub	+0
Hills	+1
Temperate Forest	+1
Jungle	+2
Snow-Caps	+2
Rolling Mountains	+1
Coast	+0
Marsh	+1
Floodplains	+1
High Clouds	+1

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Sea Crevasse +2

Ocean +0

However, as far as nature goes, storms usually don't affect the recharge rate of casters. Though an incredibly powerful magically infused thunderstorm might add a small modifier to recharge rates, this is entirely up to your Game Master.

In addition though, specific areas of power might also affect the recharge rate of a caster. The area of an ancient and terrible battle might infuse casters with a minor increase in recharge, while the mummified remains of the hand of a god might give the whole area a huge increase in recharge.

Lastly, is the existence of Ley Lines, once again, an aspect determined by your Game Master. Ley Lines, on a planetary scale, might be fairly common, however within your region; it might be a few days travel on foot to get to one. Ley Lines come in four levels of strength being minor ley lines, lesser ley lines, moderate ley lines, and greater ley lines.

However, there are also areas where these ley lines intersect, that come together to create even more powerful areas. These are known as (in ascending order of magnitude/power), circles, converges, nexus, and spouts. The spouts of course, are not actual convergences of ley lines, but rather the origins of ley lines, energy often spouting from another plane of existence into the material plane.

Minor ley lines are the least powerful ley lines, and they can only be detected by a caster who is within 50 feet of one. They aren't visible except by the use of detect magic. The land won't bare marks of a minor line. They provide no bonus to recharge rate. However, they can be used as an anchor for magical communications, for any caster who touches a ley line can expend one spell point to send a single message for 50 miles in any direction on that ley line. Minor ley lines are the most common ley lines. These messages are instantaneously transmitted within the first 10 miles, then requiring 5 minutes for every 10 miles after that.

Lesser ley lines are less common than minors but more noticeable (out to 500 ft), often with a few minor ley lines spreading out from them in different directions. The areas around a lesser ley line often grow greener, and mushrooms and flowers are more common along their path. A lesser ley line

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might manifest itself as a slight shimmer in the air, but not much else. They provide a +1 bonus to the recharge rate of any caster who is aware of it and within 500 feet. This ley line allows for magical communication up to 500 miles in any direction at the expense of 1 spell point. These messages are instantaneously transmitted within the first 100 miles, then requiring 5 minutes for every 10 miles after that. A caster may choose to cast spells at 1 caster level higher than he normally would be able to.

Moderate ley lines are somewhat rare, but are incredibly prominent where they do exist. They can be sensed out to one mile away, and the land they pass over is lush and prolific. In some places, the lines glow as a light blue line with small sparkles of crimson and gold emanating, this is especially true in more remote, magic-prone terrains (see above). Random rain and thunderstorms appear over these lines, pouring out onto the ground, and then dying just as quickly. Flowers and fungus are common and larger than they would be normally, and some of the flowers even give off a soft glowing aura.

Communities near Moderate ley lines find themselves well provided for, usually with lush landscapes outside of the ley line, and truly verdant areas on the line itself. Small kingdoms and baronies that are based on the line become truly gifted in the arcane, and the economies of such societies grow and often use enhanced magical abilities to enhance their work.

Moderate ley lines provide a bonus of +2 to caster recharge rate within 1 mile. This ley line also provides, at the cost of one spell point, magical communication out to 5000 miles in any direction, including along tributary ley lines. These messages are transmitted within the first 1000 miles instantaneously, then 5 minutes per every 1000 miles beyond that. A caster may choose to cast spells at 2 caster levels higher than he normally would be able to. Any characters that are born on a ley line or within 100 feet of it have the natural ability to cast a single cantrip once a day, at no spell point cost.

Major ley lines are incredibly rare, but give off astounding amounts of power and can easily be sensed by even those without magical power. Those with magical powers can sense a Major Ley Line from five miles away, triple that if the caster uses a detect magic. Those without a spell pool or power can feel a sympathy affect emanating from the ley line if they are within 1000 feet. The ley line actually gives off a sympathy affect within 500 feet.

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The land around a major ley line is lush and verdant, with incredibly green grass, lots of flowers and large trees. The Trees themselves bloom out large, forming incredibly large trunks, and boughs large enough to hold buildings. In truth, a small community could live among these giant oaks. The flowers are large, easily coming up to the thighs of travelers, their petals give off a radiant shimmer, alternating between purple, green, and blue. Insects and animals are attracted to the place and its nutritional abundance, and giant animals are not uncommon. Quick storms happen, lasting for a few moments, with purple clouds that drop rain that gives off a slight blue aura. Small pools and lakes exist that teem with life, and seem to glow the same blue. The line itself manifests as a deep purple line that shimmers with small bits of gold aura. A smoky haze of purple and blue energy emanates from the line.

Civilizations that grow around major ley lines have an abundance of power and knowledge. Empires more often than not, could be built from the communities that draw origin from the ley lines. Often, those areas where rivers and other smaller ley lines intersect give way to massive cities that are the wonders of the world.

The economies of these civilizations usually come to dominate the economies of their home regions/continents, and bring massive influence to the economies of other nations and regions. They use enhanced magical power to fuel their economic expansion, and more often than not, can make a lucrative monopoly selling magical potions and minor items in the surrounding regions.

Major ley lines provide a +4 bonus to caster recharge rate within 5 miles. A major ley line also provides, at the cost of one spell point, magical communication for up to 50,000 miles. The message travels instantaneously within the first 5000 miles, and takes 5 minutes for every 5000 miles beyond that. A caster may cast any spell that he knows at an effective caster level 4 higher than he would normally be allowed to. Any characters that are born on a ley line or within 500 feet of it have the ability to cast three cantrips per day at no spell point cost, and a single first level spell per day at no spell point cost.

A circle is created when two minor ley lines or a minor and a lesser ley line, intersect. Circles can be detected by any magic user within 250 feet. The area of a circle is not noticeable by the common person, except that small circles of mushrooms and flowers exist. The exact points of the intersection are bare, and often the centers of such mushrooms and flowers appear dead. A circle

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provides a +1 bonus to caster recharge rate to anyone within 250 feet. An Intersection, due to the flow of pure energy allows spell casters a +1 bonus to concentration and Spellcraft checks to anyone who is within 250 feet.

A convergence is created when two lesser ley lines, or a lesser and a moderate ley line, intersect. A convergence can be detected by any magic user within 2000 feet. The land around a convergence seems healthy and verdant. A dark blue aura emanates from the actual intersection of the two lines, and those land areas closest to the aura-orb appear barren of life. A convergence provides a +2 bonus to caster recharge rate to anyone within 2000 feet. As an Intersection, it provides a +2 bonus to Concentration and Spellcraft checks to anyone who is within 250 feet.

Large villages and small towns may grow up around a convergence, often centering on a mage's tower or villa where his gold flows through the town as he conducts research. People in the area of a convergence are usually gifted in magic, even if common people and their economies run efficiently because of it.

A Nexus is created when two moderate ley lines, or a moderate and a major ley line, intersect. A Nexus can be detected by any magic user within 2 miles. The land around a Nexus is incredibly healthy, verdant and green, until the last ten feet to the Nexus. There, anything that grows dies. The Nexus itself appears as a deep purple orb where the two glowing ley lines intersect. It is large, and arcane energy crackles inside it, causing a constant smoldering of a light blue aura-energy. A nexus provides a +4 bonus to caster recharge rate to anyone within 2 miles. As an intersection, it provides a +4 bonus to Concentration and Spellcraft checks to anyone who is within 2 miles.

Cities usually grow up around a Nexus very quickly, drawn by the power and the energy that is offered, these cities often make for the capitals of Kingdoms. Universities are often built on the very site of the Nexus, where students of the arcane arts can spend their time studying and preparing new spells and arcane devices.

The economies of these cities are developed and intricate, with incredibly sophisticated finance and arcane industries. Arcane energies and special tools are traded with as much ferocity as financial instruments. The opportunity that this city provides leads to an incredibly vibrant immigrant culture as many clamor to be near the source of such power.

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A Spout, or Major Nexus, is different. Ninety percent of the time, it is referred to as a Major Nexus, and is the meeting point of two major ley lines. However, 10% of the time it is referred to as a spout, and is an actual area where arcane energies flow into our world, via the ley lines, where they permeate out from there. The land around a Major Nexus/Spout is incredibly lush, vibrant, and verdant. Here almost every plant gives off a slight prismatic glow. All plant life here is bigger, and harvests are triple the size. The growing season here lasts all year round, as plants in this area will even burst through the snow. Rain and snow fall in the region glows a bright blue. The actual nexus itself glows a crimson-purple, and appears an orb with a smoldering purple aura. The ley lines that intersect or emerge from it are incredibly strong and powerful anyhow. The Major Nexus can be detected by anyone within 10 miles. A Major Nexus/Spout provides a +6 bonus to caster recharge levels, and a +6 bonus to Concentration and Spellcraft checks. A site that is specifically a spout also enhances magical research, providing a +4 bonus to Knowledge: Arcane checks.

Metropolises typically grow up around a Major Nexus. Even more so if a major river or coast is nearby. These cities become not only the Capitals of Empires, but often, the most prominent cities on an entire planet. They and their nations, if they don't dominate most everything, can send advanced magically enhanced navies with magically powered cannons, or battalions of flying draconic cavalry, or divisions of advanced arcane golems. Their spies have unique devices not seen outside their kingdom that allow them to control the minds of Kings and Emperors alike. They command spells so powerful that they can annihilate whole cities off the face of their planet.

In addition, their economies are strong. Often leading to mercantile houses based on magic. They command whole armies in their own right, setting forth merchant fleets with the movement of a pen. They can bring another country's standard of living to a precipice never before seen, or they can cause the economy to plummet to the point that everyone there seeks to escape.

As a last bit of note, typically in these environments, areas that have a high amount of Iron Ore will have a reduced amount of magical energy, even so much as to reduce recharge rates in an area by 2. The opposite of this would be veins of Arcanium ore, which significant deposits could increase recharge rates by as much as 1. Arcanium is a soft metal, and is used in arcane constructs as well as in a trade capacity.

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As you can see, the environment that you mage casts in can vastly affect how your character is perceived and how powerful they are. The affects of ley lines stack with terrain, so that a ley line in one terrain can be more powerful or prominent than the same line in another.

This is the new Spell Point system that is the Emperor's Arcane. However, it doesn't end here. Next I will discuss the Component system. The two systems are designed to be utilized together, in tandem, and without one or the other, the system may seem unbalanced.

Part 2

The second system to be discussed is a refined material component system. In this, one's casting ability, specifically of preparatory casters, becomes limited by the amount of money they have available to spend upon components. Essentially, all minor material components in a spell are eliminated, except those that cost 10 gold pieces, or more, in value.

These 10 gold piece components are hereby referred to as proprietary spell components, and are an essential part of a specific spell. As such, even though they are part of the spell components, they are fundamental components, usually used in the actual designation or other acts of the spell.

Next, now that all non-proprietary spell components are removed from the game in such a manner, they are now replaced by new spell components. These components are key to the casting of a spell, but are very uniform across the board, each one helping focus and bring forth magical energies of a certain kind. As such, all spells from the same school will use the same spell components.

The first spell component is the basic component; this will be used in all spells, from first to ninth level. Each component type is listed below for each school, as well as a gold piece price for 50 units of this component type. Whenever a spell is cast, it uses a number of units of the component equal to its spell level.

Basic Spell Components

School	Component	Price
Abjuration	Iron Bead	5 GP (50 Units)

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Conjuration

(Calling)	Perfume	10 GP (50 Units)
(Healing)	Painted Wood Chip	5 GP (50 Units)
(Summoning)	Perfume	10 GP (50 Units)

Divination Mirror Piece 5 GP (50 Units)

Enchantment Flower 5 SP (50 Units)

Evocation

(Cold)	Coral	10 GP (50 Units)
(Electric)	Copper Wire	10 GP (50 Units)
(Fire)	Bat Dung	10 GP (50 Units)

(Sonic) Cloth 10 GP (50 Units)

Illusion Mirror Piece 5 GP (50 Units)

Necromancy Cloth 10 GP (50 Units)

Transmutation Flower 5 SP (50 Units)

These prices reflect not only the cost of production of these items, but also their relative rarity given a fantasy world with other client Spellcasters buying them in bulk. Also, these items come wrapped in leather-bags. And are significant, so in order to have them available for casting, without spending an action to retrieve them, one might have them ready in hand, or a belt that has easy access pockets.

A bit of complexity is added to casting. But, in essence, think of each component as ammunition for a certain school of spell. Below is a small chart that illustrates how much it costs to cast every level of spell, based upon the cost of the components of the school of the spell. This might help stream-line casting for a character. Indeed, a GM might just want to rule that a PC doesn't need to keep track of their spell components, rather just subtract the amount of money required for the spell, as given below.

Spells (5 SP per 50 Units)

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Level Cost

0 1 CP

1 1 CP

2 2 CP

3 3 CP

4 4 CP

5 5 CP

6 6 CP

7 7 CP

8 8 CP

9 9 CP

Spells (5 GP per 50 Units)

Level Cost

0 1 SP

1 1 SP

2 2 SP

3 3 SP

4 4 SP

5 5 SP

6 6 SP

7 7 SP

8 8 SP

9 9 SP

Spells (10 GP per 50 Units)

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Level Cost

0 2 SP

1 2 SP

2 4 SP

3 6 SP

4 8 SP

5 1 GP

6 12 SP

7 14 SP

8 16 SP

9 18 SP

When used in tandem with the spell points system, this adds for a slight bit more control. While it may seem insignificant, especially compared to the gains from killing a creature, remember that there were no costs to components before, and that over time, this shadow expense can add up.

In this current system, the average spell will cost 12.7 spell points and 9.2 silver pieces to cast. On average, whenever a caster burns a spell point, it should cost him about 7 copper to do so.

If you play in a game where a lot of monsters carry around treasure, sometimes unrealistically, then this will be a minor side accounting issue. However, if your Game Master runs a game where monetary resources are tracked very closely, which should be the case if you use these rules, then you will find that this can actually be a significant amount, especially over time.

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Section 2

Crafted in the ancient days, at the beginning of the world, the Cairn Sedimus was a site of extraordinary natural beauty and power. It was the site of the Black Wolf Circle. The Black Wolves were known throughout the land for their abilities with nature, and their penchant to be renegades.

The Black Wolves ran herbs and drugs from their various Cairns to the villages, but their true business was special Arcanum stone. At their Cairns, they took the stones, and charged them with energy, running the stones to mages and other Spellcasters through the region. The money made from all of their activities was enough that they, in all intensive purposes, controlled their region.

The following information details changes to both the Sorcerer and Wizard classes so that they are fully flushed with the new spell points system. However, there is no need to modify any class to use the spell component system. Truly, the price attached to components is so minimal as to require very little counterbalancing.

Really, with the component system, one of the most important effects of the component system is to put a necessary requirement on casting so that sustained long-term encounters and adventures. For instance, if a Wizard is involved in an adventure for the course of a week, he may run low on some components, which may affect what spells he chooses to cast.

Otherwise, the only affect that the component cost system will really have an effect on, is say a Wizard that is in the business of making or selling spells. However, this will be covered in section three.

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Wizard

There is no change in the nature of a Wizard in terms of base attack bonus, saving throws, skills, or skill points. As such, even though those parts may be illustrated below, they aren't discussed in any further detail, with the main focus of a wizard being on spell casting and a few special abilities. A wizard's spell recharge rate is dependent upon his intelligence.

Level	BAB	Fort	Ref	Will	Spell Pool	Special
1	0	0	0	2	5	Summon Familiar, Scribe Scroll, Preparatory Casting, Max Spell Level 1st
2	1	0	0	3	6	Overcharging
3	1	1	1	3	9	Max Spell Level 2nd
4	2	1	1	4	13	
5	2	1	1	4	19	Bonus Feat, Max Spell Level 3rd
6	3	2	2	5	26	
7	3	2	2	5	35	Max Spell Level 4th
8	4	2	2	6	45	
9	4	3	3	6	57	Max Spell Level 5th
10	5	3	3	7	68	Bonus Feat
11	5	3	3	7	83	Max Spell Level 6th
12	6	4	4	8	99	
13	6	4	4	8	117	Max Spell Level 7th
14	7	4	4	9	136	
15	7	5	5	9	157	Bonus Feat; Max Spell Level 8th
16	8	5	5	10	179	

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17	8	5	5	10	203	Max Spell Level 9 th
18	9	6	6	11	228	
19	9	6	6	11	255	
20	10	6	6	12	283	

Wizards are, just as in most other settings, very studious and incredibly withdrawn. More than any other rule sets, in this one a Wizard will have to be incredibly strategic, deciding how many spells they want to prepare ahead of time, losing versatility, but with the benefit of little chance of misfire. Or they could choose to keep some spell points open and available for use later on, however with the chance of a miscast, and the added cost that is attached to them for casting spontaneously.

Preparatory Casting (Ex): Allows a wizard to prepare spells in the advance, without the need for making casting checks. Any spells that a wizard chooses to cast without preparation, due to his studious, serious nature, require one spell point per spell level more than normal.

Overcharging (Su): Allows a wizard to attempt overcasting. See Page 9 for more information.

Sorcerer

Once again, not much change has happened to the Sorcerer. He still has the same spell knowledge as the Sorcerer as given elsewhere, but rather, his abilities still extend to being able to cast more spells per day, and usually a tad bit more powerfully. His recharge rate is dependent upon charisma.

Level	BAB	Fort	Ref	Will	Spell Pool	Special
1	0	0	0	2	8	Material Free Casting, OverChannel, Summon Familiar, Magic in the Blood
2	1	0	0	3	10	
3	1	1	1	3	14	
4	2	1	1	4	20	

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5	2	1	1	4	28
6	3	2	2	5	38
7	3	2	2	5	50
8	4	2	2	6	64
9	4	3	3	6	80
10	5	3	3	7	100
11	5	3	3	7	122
12	6	4	4	8	146
13	6	4	4	8	170
14	7	4	4	9	196
15	7	5	5	9	226
16	8	5	5	10	258
17	8	5	5	10	292
18	9	6	6	11	328
19	9	6	6	11	364
20	10	6	6	12	402

Material Free Casting (Su): When casting a spell, for the expense of 1 extra spell point per spell level, the Sorcerer might cast the spell with no material components.

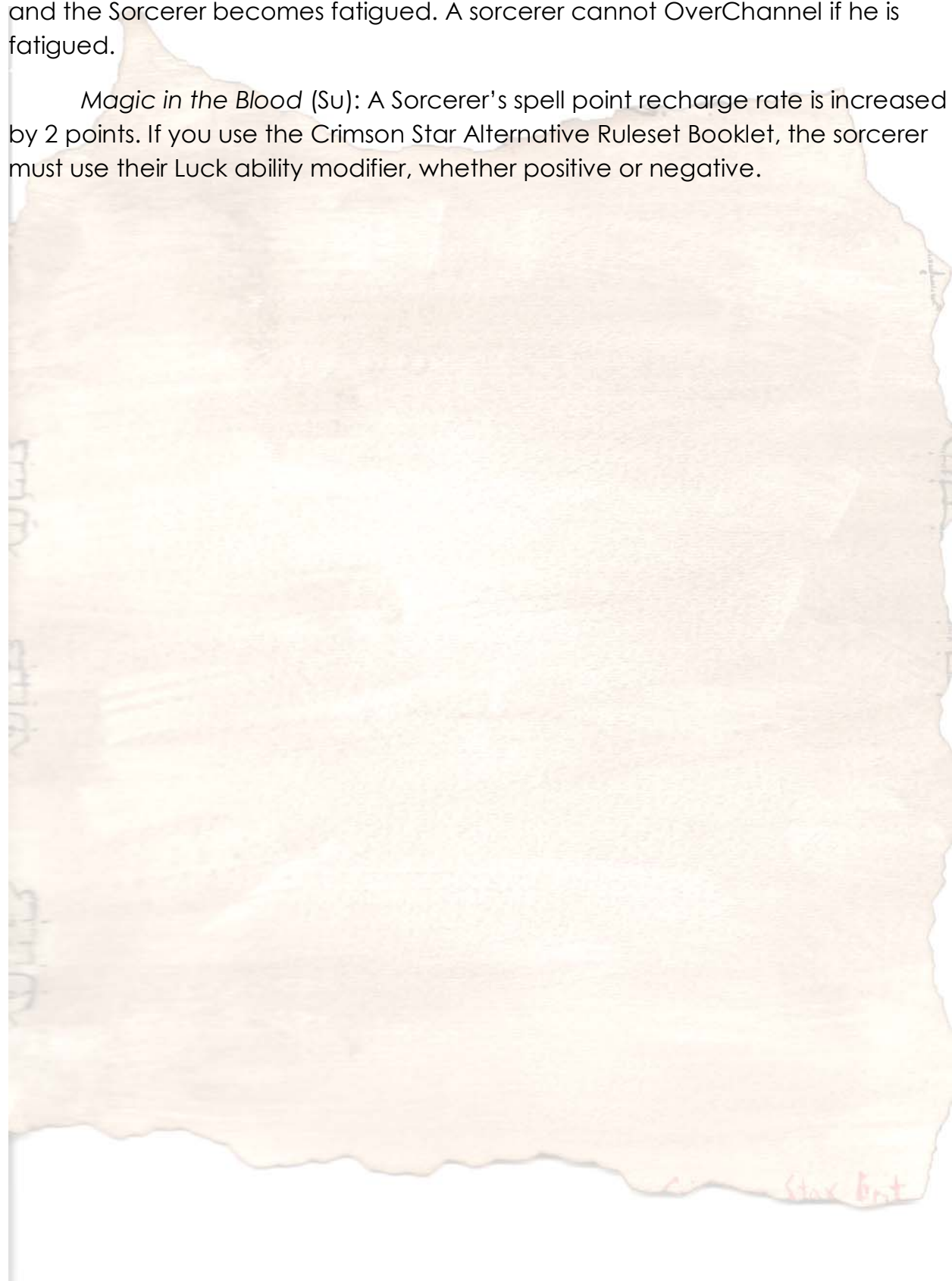
OverChannel (Su): When casting a spell, a sorcerer can choose to cast it at a higher caster level than he would normally be able to. In order to do so, he must pay 5 spell points plus 1 spell point per caster level he is hoping to increase by. Thus, to OverChannel by 5 caster levels, the sorcerer must spend 10 spell points.

A sorcerer must make a casting check in order to cast this spell, the casting check is increased by one for every caster level that the Sorcerer OverChannels by. A failed casting check will result in the loss of all spell points,

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and the Sorcerer becomes fatigued. A sorcerer cannot OverChannel if he is fatigued.

Magic in the Blood (Su): A Sorcerer's spell point recharge rate is increased by 2 points. If you use the Crimson Star Alternative Ruleset Booklet, the sorcerer must use their Luck ability modifier, whether positive or negative.



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Bard

The bard's special brand of music-magic is arcane in nature, and very similar to the Sorcerer's, being a natural spontaneous phenomenon that even the Bard doesn't sometimes fully understand. Like the sorcerer, the bard casts her spells spontaneously, but she doesn't have any unique capabilities in attempting to manifest her magic, nor the high capacity and recharge rates of the Sorcerer. Like the sorcerer though, she depends upon her charisma for recharge rate.

Below is given a workup for the Bard, listing out her spell pool limits. Since the bard has no other changes to character other than that, this will be all that's given for the Bard, and she retains all her other class abilities.

Bard Level	Spell Pool	Max Spell Level
1	2	1 st
2	3	1 st
3	4	1 st
4	6	2 nd
5	8	2 nd
6	11	2 nd
7	14	3 rd
8	18	3 rd
9	22	3 rd
10	27	4 th
11	32	4 th
12	38	4 th
13	44	5 th
14	51	5 th

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15	58	5 th
16	66	6 th
17	74	6 th
18	83	6 th
19	92	6 th
20	102	6 th

The bard's new capabilities new extent of spell reservoir does reduce their casting power, but this is made up with by their recharge rate. And the bard still retains its signature abilities which make the class stand out.

Divine Spellcasters

I would recommend that all spell casting classes use the spell points system, if the arcane classes are allowed to use it. All divine Spellcasters who are primarily divine Spellcasters should use the Wizard Spell Pool progression. However, neither the Cleric nor Druid class gets major class rewordings to account for this. This expands their spell power, but really doesn't do too much too increase it in a single encounter. Both classes should use wisdom to determine their recharge rates.

One thing that I would put is perhaps, that the bonus for recharge rates due to environment is doubled for Druids, possibly reflecting their connection to nature. However, this effect is minimal to say the least, and even then, could be disregarded. In the end, like all things in this booklet, is a matter of opinion for your Game Master.

I would also recommend that all divine spell casting classes receive the preparatory casting ability, the same as the Wizard, to include the extra spell point cost for casting spontaneously.

Supplemental Spellcasters

Supplemental Spellcasters within the game have limited, almost no grasp, of the magic that they wield. However, it is still magic, and could be handled one of two ways. A game master might incorporate them into the system, giving them a spell pool and recharge rate, or the game master may leave them unmodified, allowing them to cast as is normal for their respective classes.

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If they are given a spell pool, all other necessities of the classes are left intact, to include basic attack bonuses, abilities, and so forth. This includes their adjusted effective caster levels for their classes. However, they gain a recharge rate using their wisdom modifier, albeit this is modified by the fact that they have, in effect, negative caster levels.

About the only thing that changes is they get a small spell pool, with which to store energy, to be used. However, as the author, I would recommend that you treat supplemental casters as spontaneous casters.

Below is the spell pool given for the supplemental casters. As you will notice, it goes with the class level of the supplemental casting class, not the effective caster level.

Supplemental Caster Spell Pool

Level Spell Pool

1 0

2 0

3 0

4 0

5 0

6 2

7 2

8 2

9 3

10 4

11 6

12 8

13 12

14 16

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15 21

16 31

17 37

18 43

19 50

20 57

As you can see, much the same as other casting classes, the progression tracks very closely, but overall there is a net loss of spell casting power, due to the versatility inherent in the system. This is especially a factor given that they have recharge rates.

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Section 3

This section details the material, and unique items resulting from, Arcanium. Arcanium is a metallic mineral that can be found in the earth, and is mined as such. It is a soft metal, but can be mixed with copper to form a simple alloy that is both strong, and retains its magical properties that set it apart.

But truly, its magical properties are the things that set it apart and make it valuable to casters. And that's why it's featured in this section and gets its own part of the section. The second part to this section will discuss item crafting, and how spell points play a role in that.

Part 1

Arcanium appears as a metal with great luster, with a purple tinge. In low-light conditions though, it appears very similar to silver. It has an unusually high melting point though, and can be somewhat hard to work with, making it somewhat more expensive to use in item creation.

As a given rule, it doesn't take any more effort to craft using Arcanium, but rather, requires more wood per hour to heat the furnace up to levels where the metal becomes workable. As such, as a general guideline, it requires one extra silver worth of wood for a furnace, for each day that a magic item involving Arcanium is worked. Higher end, more expensive items become unaffected by this, but other items, of less value and higher production queue, can generally cost more.

The greatest quality of Arcanium is its ability to keep a magical charge. An amount of Arcanium that would make up an object of 'fine' size can typically store four spell points. An Arcanium object that is 'diminutive' can store up to sixteen spell points. An object of tiny size can hold up to sixty-four spell points, and so on, with each size category causing a four-fold increase in the amount of spell points that can be held.

Charging Arcanium is a process that requires some concentration, with an Arcanium requiring five minutes for each Spell Point to be charged onto the metal. However, pulling the energy from the metal is effortless, and can be used in place of one's own spell pool, or used to replenish one's spell pool.

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The typical stone found at market will be either 'fine' or 'diminutive' in size, and usually will come pre-charged fully with spell points. Due to the rarity and the labor involved a stone of 'fine' size costs 10 gold pieces, one of 'diminutive' size costs 40, and so forth. The charging involved will typically add a gold piece per spell point to the price of the object.

In addition, some societies may have built what is called a charging engine, or just *Chargine*, as colloquially referred. This charging engine appears as no more than brass, and a few focus crystals. A weak, typical charging engine can hold a bit of Arcanium metal, and can charge the metal, at a rate of 1 spell point per hour. A large engine is able to charge up to 2 spell points per hour. While a typical generator charges 4 spell points per hour. All of these rates though, are modified by environmental factors, so that an engine near a nexus could charge up to 12 spell points in a single hour.

Part II

When making a magical item, given this system, in addition to all other materials and resources that you would expend making the item, you must also utilize spell points. These spell points are consumed as soon as they are used, and cannot be had back, only the item used or consumed, and spell effects utilized.

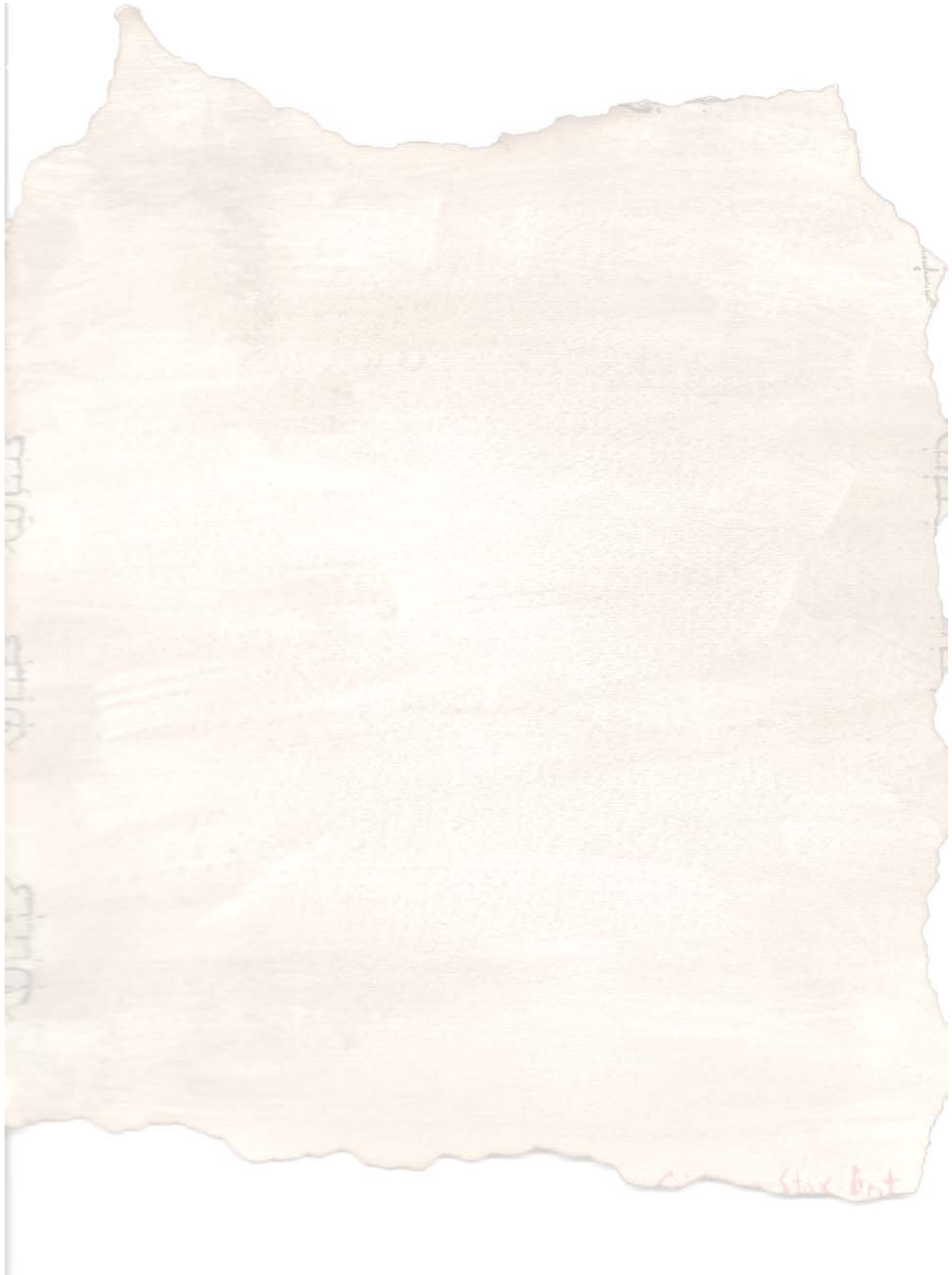
However, as compared to a regular spell, it costs a tiny bit more to make an item. You must expend five spell points, plus the spell point cost of any spells involved. Don't forget to modify those costs by the caster level that you are casting the spell at.

Arcanium is also special, in that it takes to magic so easily, that it doesn't require that extra five spell point expenditure to become enchanted. However, the act of containing a spell negates Arcanium's natural ability to contain spell points, as it is technically already charged with spell energy.

Costs for items, finished or not, might fluctuate, depending upon the economy of a region, or perhaps even the number of mages in a region.

All of these different items make to allow for a unique setting, and you can definitely imagine a fantasy economy based upon Arcanium. Or, even more impressive, a fantasy energy grid built from charging engines, and Arcanium wires. No doubt, this should spawn some unique ideas for both players and game masters.

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Conclusion

Well, I can hope that you appreciate the ideas I've put forward here. As one advances away from Vancian spell systems, as they are referred, it becomes easier to quantify levels of power, and indeed, easier to imagine how a magical fantasy society might function.

I hope you, as players and game masters, come to appreciate what I've built here, and at least recognize a few good aspects in it. Anyhow, good gaming!

-Emperor