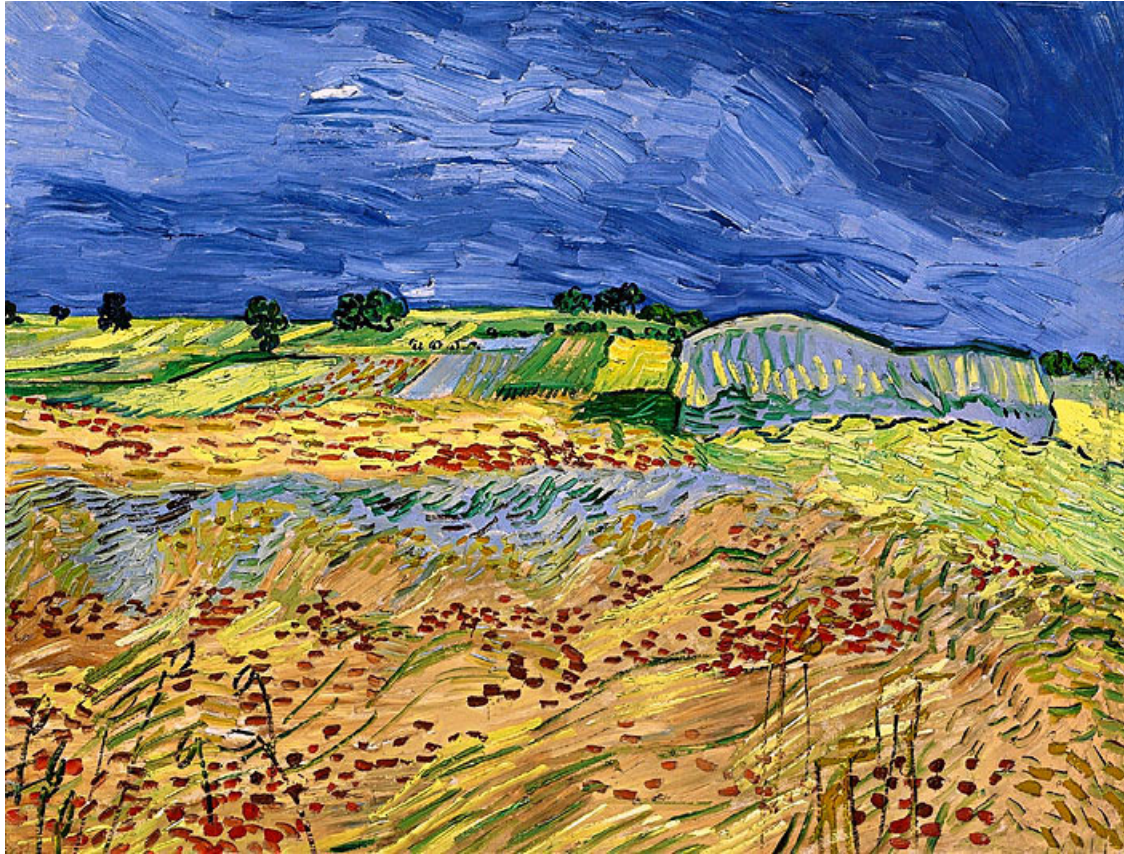


Rules Miscellany



With the exception of the magic system, I have attempted to keep my changes to the Pathfinder rules down to a bare minimum. Too much change interferes with the delicate balance of the rules – which are precarious enough in third edition as it is. This document lists all my miscellaneous rules changes. Some of these changes may result in alterations to character classes, but I'm not specifically dealing with classes in this document. For the most part, these are universal rules that can apply to any character in the game.

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Character Generation

There are various options in the Pathfinder game when it comes to character generation. In this section, I underline the method we're using, as well as a tiny tweak to the rules as they are written.

Ability Scores

Ability scores in the loun game are generated using the Point-Buy system listed on page 16 of the Pathfinder Core Rules. In this system all players receive a pool of ability score points. All six ability scores start at 10 and the player can spend points from his pool to increase his abilities. The player has the option to decrease an ability score below 10 to receive extra points to spend on his other attributes.

No ability score can be reduced below 7, or raised above 18 using these rules.

The cost in ability score points to raise (or lower) an attribute are listed in the table below. The costs are not cumulative:

Ability Score	Point Cost
7	-4
8	-2
9	-1
10	0
11	1
12	2
13	3
14	5
15	7
16	10
17	13
18	17

The number of ability score points available is dependent upon the style of campaign. In an epic campaign of high adventure, where the PCs are expected to be paragons of their kind, they will need higher ability scores. For most campaigns, that degree of excess isn't necessary. This is the guidance laid down in the Pathfinder game:

Campaign Type	Points Available
Low fantasy	10
Standard fantasy	15
High fantasy	20
Epic fantasy	25

New player characters entering the League of Light campaign and adventuring with the Chosen will have 25 points to spend on their attributes. It only seems fair given the company they would be keeping. Characters joining Lokan's group, or in the

Turtlefoot Trail may have less points available. However, I won't ask anyone to recalculate their ability scores based on these rules.

PCs in the new weekly game I'm planning will have 15 points to spend on their attributes. Anyone bringing a 1st level character into that game from another source will need to recalculate their ability scores accordingly.

Hit Points

The Pathfinder Game has altered the hit dice given to many character classes. However, for the most part these are alterations that I have already made to the game. Sorcerers and Wizards, for example, use a d6 for their hit points and not a d4. Well, we've been using the d6 since we converted to 3.5 anyway – not a problem there.

The only small issue is the ranger which has gone up from d8 on its hit dice to d10. So any rangers out there (you know who you are) need to have +1 hit point for each ranger level you have when converting your character to the new rules.

There has always been the option to fore-go rolling your hit points at each level before first and instead take the average result of the roll. So instead of rolling 1d8 hit points as a cleric, you could decide to have 4 hit points instead.

Few people every want to take that option because the 'average' result is not really average at all. The average result on a d8 is 4½ not 4. If you accept 4 hit points for every level, you're going to have progressively poorer hit points than you should. Therefore, I have a **new rule**. If you choose to take the average hit points instead of rolling the die when gaining a level we take the average rounded up:

Hit Die	Average Result
d6	4
d8	5
d10	6
d12	7

Statistically, this makes the average result more attractive than rolling dice over a 20-level character. I'm hoping this will encourage more players to opt for the average result when gaining levels. A low hit point total hinders you more than a high hit point total helps... and also makes life much easier for the GM.

Level Dependent Benefits

The following table replaces Table 3-1 on page 30 of the Pathfinder Core Rules. It provides a new experience point progression, as well as introducing the concept of Defence and Offence modifiers into the game:

Character Level	Experience Point Total			Feats	Ability Score	Defence Modifier	Offence Modifier
	Slow	Medium	Fast				
1	0	0	0	1st			
2	6000	3000	1500				
3	12,000	6000	3000	2nd			
4	18,000	9000	4500		1st	+1	
5	24,000	12,000	6000	3rd			
6	30,000	15,000	7500				
7	36,000	18,000	9000	4th			+1
8	42,000	21,000	10,500		2nd		
9	48,000	24,000	12,000	5th		+2	
10	54,000	27,000	13,500				
11	60,000	30,000	15,000	6th			
12	66,000	33,000	16,500		3rd		+2
13	72,000	36,000	18,000	7th			
14	78,000	39,000	19,500			+3	
15	84,000	42,000	21,000	8th			
16	90,000	45,000	22,500		4th		
17	96,000	48,000	24,000	9th			+3
18	102,000	51,000	25,500				
19	108,000	54,000	27,000	10th		+4	
20	114,000	57,000	28,500		5th		
21	120,000	60,000	30,000	11th			
22	126,000	63,000	31,500				+4
23	132,000	66,000	33,000	12th			
24	138,000	69,000	34,500		6th	+5	
25	144,000	72,000	36,000	13th			
26	150,000	75,000	37,500				
27	156,000	78,000	39,000	14th			+5
28	162,000	81,000	40,500		7th		
29	168,000	84,000	42,000	15th			
30	174,000	87,000	43,500				

Character Level: This is the total character level. If the character is multiclassed or has racial class levels (hit dice), add all these together to find the the Character Level.

Experience Point Total: In order to advance from one level to the next, every character has to earn a certain number of experience points. This entry summarises the total XP you need for each level, and gives the GM three options on the amount of experience to award. Players on the slow track will gain a level about once every ten sessions. A Fast experience award levels a character every 2-3 sessions. Most regular campaigns fall somewhere inbetween; medium awards level the character every five sessions. There's more on experience points below.

Feats: The character gains feats as he gains levels. One feat is gained at each odd numbered level. The character may choose any feat for which he qualifies.

Ability: As characters gain levels, so their ability scores increase. At 4th level the character gains a +1 modifier that he may apply to any of his six ability scores. This represents a permanent increase in that score. Every four levels thereafter, the character gains another +1 that may be applied to the same ability score or to a different one.

Defence Modifier: The defence modifier is an enhancement bonus to a character's Armour Class, and a resistance bonus to his saving throws. The modifiers listed in the table are not cumulative: a 14th level character has a +3 defence modifier. The Defence Modifier does not increase beyond level 24.

Offence Modifier: The offence modifier is an enhancement bonus that applies to a character's attack rolls and damage rolls. The modifiers listed in the table are not cumulative: a 12th level character has a +2 offence modifier. The Offence Modifier does not increase beyond level 27.

Calculating Experience Points

The number of experience points required to gain levels no longer increases exponentially. Instead, players require the same number of experience points to advance between any two levels on the progression. This means that the rules for calculating and handing out experience points can be consistent across all levels. There is no longer any need to give high level characters more experience points simply because they need more in order to advance.

Experience points are calculated by adding together awards in four categories: Roleplaying, Good Ideas, Class Abilities and Story Goals. These are explained as follows:

Roleplaying: The roleplaying award is given to players who put the needs and wants of their character and the story above such things metagame knowledge or mechanical advancement. It's not necessarily awarded to great actors, but to anyone who is playing their character well, helping to advance the story and move things along, or just generally making the session more fun than it otherwise would be. The baseline XP award for each session is 200 XP. I can revise that up or down depending on the player's contribution. Roleplaying XP is only awarded if the player turns up to the session.

Good Ideas: If the player has a good or clever idea then it's worth 50 XP. Ideally this would be an idea that relies on the character's knowledge and not the player's, although I can be lax on that front if it's a very good idea. On average, I'd assume that players have about one good idea a session. This XP is only awarded to players who turn up to a session.

Class Abilities: You gain 50 XP if you use your character's class abilities in a useful and productive way during the session. If circumstances are exceptional I may award more than 50 XP, but 50 is the baseline. Again this is only awarded to players who turn up to the session.

Story Goals: On average I would look to award 300 XP of story-related XP to each player per session. However, the story goal XP needs to be pegged to a plot-related point in the adventure. The PCs have to do something or discover something in order to gain the award – and that isn't going to happen in a predictable manner. Therefore what I do is look at the adventure as a whole, and guess how many sessions I think it is going to take – e.g. four sessions. I know that over those four sessions I need to give away 1200 XP to each character. Now, I look at the goals of the adventure (decipher the scroll, recover the crown jewels, reveal that the queen's budgerigar is a disguised pit fiend) and divide the 1200 XP among those goals. If the PCs achieve all the goals then they get all the XP. If they miss something, then they don't get it. Story goal XP is awarded to all players (even the ones that don't turn up).

Adding those four awards together you can see that a PC should be averaging 600 XP per session. Comparing that to the experience point tables you can see that a character on fast advancement goes up a level every 2-3 session, for medium advancement it's every 5 sessions, and for slow advancement it's every 10 sessions.

In the League of Light campaign, the Chosen are on the slow advancement table as that is the way the game is unfolding. The PCs in the *Turtlefoot Trail* are on fast because we play them so infrequently.

In this system the GM controls the advancement of the characters by selecting the appropriate XP table – and there's no reason why characters need to stay on the same table for all of their careers. If fates conspired to let us play the Turtlefoot PCs more frequently, I might move them to the Medium XP table instead.

Saving Throws

The loun game introduces a new universal saving throw table that applies to both core classes and prestige classes. The progression of good saving throws and poor saving throws for non-epic levels are as follows:

Level	Good Save	Poor Save
1	+1	+0
2	+2	+0
3	+2	+1
4	+3	+1
5	+3	+1
6	+4	+2
7	+4	+2
8	+5	+2
9	+5	+3
10	+6	+3
11	+6	+3
12	+7	+4
13	+7	+4
14	+8	+4
15	+8	+5
16	+9	+5
17	+9	+5
18	+10	+6
19	+10	+6
20	+11	+6

The purpose behind the new table is simply to prevent a character's saving throws getting too high as a result of judicious multiclassing. By reducing the first level bump to good saving throws enjoyed by every class from +2 to +1, this problem is postponed to a level beyond that which most characters would expect to advance.

However, first level characters still need that +2 bump in their good saving throws at first level. If they don't get it, then they are actively underpowered. Rather than reflect this in the saving throw table, first level characters get a +1 bonus to their class's good saving throws at first level. Characters who multiclass into core classes at a level beyond first do not get this bonus.

For example, a first level fighter would get an extra +1 bonus to his Fortitude save at first level so his base saving throws would be Fortitude +2, Reflex +0, Will +0. A character multiclassing into Fighter after first level would not receive this extra bump, and would just use the saving throw table as presented above.

The bonus to core classes' base saving throws is listed with the description of each characer class.

The rules governing skills are largely unchanged from those presented in the Pathfinder Core Rules. The mechanics of rolling checks, the target DCs and how a character calculates his maximum ranks are exactly the same as in the published book. However, I have introduced a few new skills into the system, and removed some existing skills from the game.

The following skills have been deleted from the system:

- Knowledge (Dungeoneering)
- Knowledge (Local)
- Knowledge (The Planes)

The following skills have been added to the system:

- Alchemy
- Autohypnosis
- Athletics
- Control Shape
- Knowledge (Aberrant)
- Knowledge (Ancients)
- Knowledge (Draconic)
- Knowledge (Elemental)
- Knowledge (Fey)
- Knowledge (Undead)
- Lucid Dreaming
- Streetwise

Because of the additional skills added to the system, the base skill points of all character classes in the game has been increased by 2. A wizard, for example, gains 4 + his Intelligence Modifier of skill points per level, and not 2 + his Int Mod as stated in the rules. A full summary of these changes for many character classes are listed in the Appendix.

Skill Summaries

The following summarises the scope of the newly introduced skills, as well as highlighting changes to the existing skills in the system.

Acrobatics (Dex): The skill of dodging, tumbling and balancing – indeed, this replaces the Tumble and Balance skills from 3.5. According to the Pathfinder rules, it should

also replace Jump. However, I think that Jump is based more on Strength than Dexterity, so it is folded into the new Athletics skill instead.

Athletics (Str): New skill! Consider this skill the other side of the coin to Acrobatics. If the physical feat you are attempting is dependent on Dex then use Acrobatics. If it's dependent on Strength, then use Athletics. Athletics covers jumping, and general feats of strength such as bending bars, wrestling and so on. You can make an Athletics roll instead of a Constitution check when running and holding your breath - so it's jolly useful.

Alchemy (Int): Under Pathfinder the skill is listed as Craft (Alchemy). However, I think that Alchemy is important enough that it merits a skill all of its own. I've not done much work with alchemy in the system so far, but I'm hoping that will change before the next weekly loun game. Alchemy is going to be bigged up.

Autohypnosis (Wis): This skill isn't in the third edition PHB or in the Pathfinder rules. It's in the Expanded Psionics Handbook and represents heightened mental discipline, and using the power of the mind to overcome the physical or emotional responses of the body. It's an underused skill, and I'm happy to keep it in the game.

Appraise (Int): Unchanged from the Pathfinder rules.

Bluff (Cha): Unchanged from the Pathfinder rules.

Climb (Str): Unchanged from the Pathfinder rules.

Control Shape (Wis): A specialist skill from the third edition Monster Manual that hasn't made it into Pathfinder. With this skill a character afflicted with lycanthropy can attempt to control his shape. I like this skill as it fits in very much with the way that lycanthropes work on loun. Those exposed to lycanthropy can be taught to control the affliction. I may get around the modifying the text of this skill at some point, but it's important to note that it exists in the world. You could also use it to resist spells such as Baleful Polymorph or the touch of a Chaos Beast.

Craft (Int): Largely unchanged, but it would be a shame to let the massive amount of work I did on Craft skills to go to waste. I'll integrate these into the final version of the rules, although it seems unlikely that many of them will see play.

Diplomacy (Cha): The third edition Gather Information skill is folded into Diplomacy in Pathfinder. However, I don't agree with that. Instead I have introduced the new skill Streetwise (see below).

Disable Device (Dex): In Pathfinder this skill merges the 3.5 skills Disable Device and Open Locks. This seems like a good move to me.

Disguise (Cha): Unchanged from the Pathfinder rules.

Escape Artist (Dex): Unchanged from the Pathfinder rules.

Fly (Dex): A new skill for Pathfinder. It doesn't let you fly, but it does allow you to expertly control your movement if you can fly.

Handle Animal (Cha): Unchanged from the Pathfinder rules.

Heal (Wis): Unchanged from the Pathfinder rules, although I should mention that the Heal skill is more potent now and can actually restore hit points.

Intimidate (Cha): Unchanged from the Pathfinder rules.

Knowledge [Aberrant] (Int): New skill for the lourn game. This is the knowledge of Aberrations, as well as the environments that aberrations tend to live in. It also tells you information about the Far Realm on a high enough roll.

Knowledge [Ancients] (Int): In the lourn setting the Ancient races are the first races that came into existence after the dragons. Angels, devils, demons, guardinals, eladrin (proper second edition eladrin), genies, rakshasha, geherleths, yugoloths and the slaad are examples of Ancients. If they were classified as an Outsider in third edition then they are probably Ancients on lourn. This skill tells you all about those Ancients, as well as the planes on which they dwell and the Astral Plane.

Knowledge [Arcana] (Int): This is broadly the same as Pathfinder. Knowledge of the Weave, magical traditions in general, artefact, constructs and other magical beasties. Arcana is also the study of obscure supernatural sources of power than are unrelated to the Weave, such the priciples of pact magic and the way soul magic (ki) functions.

Knowledge [Engineering] (Int): Titled Knowledge (Architecture and Engineering) in third edition, but the change is only to the name. I haven't made any further changes to the Pathfinder rules.

Knowledge [Draconic] (Int): Knowledge of all dragon races, dragon myths and dragon beliefs – as well as the planes closely associated with them such as the Maw of Io.

Knowledge [Elemental] (Int): Knowledge of the elemental realms, and the creatures that dwell there. Knowledge of Elementals also gives you an understanding of the nature and the power of the Moon Gods (from a non-dogmatic perspective), as well as the role the elements play in the six humours that make up all life.

Knowledge [Fey] (Int): Knowledge of fey creatures (pixies, nixies, sprites, nymphs, elves) and their planes of existence such as the Feywild.

Knowledge [Geography] (Int): Unchanged from the Pathfinder rules.

Knowledge [History] (Int): Unchanged from the Pathfinder rules.

Knowledge [Nature] (Int): This is the knowledge of natural (Animals, Plants, Vermin) creatures and the natural environments in which they live. As there is no Dungeoneering skill in the game any more, Knowledge Nature encompasses subterranean realms as well – as long as those realms are not completely alien.

Knowledge [Nobility] (Int): Unchanged from the Pathfinder rules.

Knowledge [Religion] (Int): Pretty much unchanged from Pathfinder except that a knowledge of religion no longer gives you any understanding of the Undead. Knowledge Religion is designed to grant an understanding of the dogma and beliefs of specific churches as well as gods in general.

Knowledge [Undead] (Int): This is the skill for knowing all there is to know about the undead. It also covers lands such as the Land of the Dead and the Shadowfell.

Linguistics (Int): This is the skill of languages, and folds together the third edition skills of Forgery and Decipher Script. In the Pathfinder rules, one rank in the Linguistics skill gives you knowledge of one new language. Those rules still apply, but I'm keeping the distinction between languages and scripts (see below).

Lucid Dreaming (Wis): The ability to be aware of your own dreams, master your own dreamscape and enter the dreams of others. An uncommon ability to be sure, but a skill that has been available in the campaign for a long time, I'm not going to change it now.

Perception (Wis): A combination of third editions Spot and Listen skills. Unchanged from the Pathfinder rules.

Perform (Cha): Pathfinder returns to the version 3.0 description of Perform. It is a number of separate skills (they list act, comedy, dance, keyboard, oratory, percussion, strings, wind instruments and singing). The character has to put ranks into each one separately. This seems to be a tax on the bard, but it does make logical sense.

Profession (Wis): Unchanged from the Pathfinder rules, but as with Craft all the HD&D work on the Profession skill will not be in vain.

Ride (Dex): Unchanged from the Pathfinder rules.

Sense Motive (Wis): Unchanged from the Pathfinder rules but I might wind up taking a leaf from 4e and calling it Insight, as that's a much cooler name.

Sleight of Hand (Dex): Unchanged from the Pathfinder rules.

Spellcraft (Int): Largely unchanged from the Pathfinder rules, although the rules for learning spells have changed.

Stealth (Dex): The Move Silently and Hide skills combined into one package. And very sensible too.

Streetwise (Cha): New skill that folds together the third edition skills of Knowledge [Local] and Gather Information. This sits better with me than shoe-horning these skills into Diplomacy. Urban Tracking (first detailed in *Unearthed Arcana*) now functions as part of this skill – in the same way that Tracking functions as part of the Survival skill.

Survival (Wis): As Pathfinder. It's worth mentioning that there is no Track feat in Pathfinder. Instead everyone with this skill can use it to track. However, Rangers get a stonking bonus to tracking rolls – so Brack may be even better than Arvan under Pathfinder.

Swim (Str): Unchanged from the Pathfinder rules.

Use Magic Device (Cha): I was on the verge of dropping this skill from the game, as I can't remember when I have ever used it. However, in the end I decided that it fills a niche that no other skill does – and there might be occasions when a rogue wants to cast a spell, or a sorcerer activate a holy relic of an alien faith.

A full list of revised class skills for each of the core classes (and many prestige classes) and each class's new skill point total is found in the description of each character class.

Weapon and Armour Proficiencies

The game continues to use the rules for weapon group feats presented in *Unearthed Arcana*. Basically, all classes grant the player a number of weapon group feats, armour proficiency feats and shield proficiency feats at first level. The list of feats is as follows:

Weapon Group Feats

- Axes
- Basic Weapons
- Bows
- Claw Weapons
- Crossbows
- Druid Weapons
- Exotic Weapons
- Exotic Double-Weapons
- Flails and Chains
- Heavy Blades
- Light Blades
- Maces and Clubs
- Mariner Weapons
- Monk Weapons
- Picks and Hammers
- Polearms
- Slings and Thrown Weapons
- Spears and Lances

Armour Proficiency Feats

- Armour Proficiency (Light)
- Armour Proficiency (Medium)
- Armour Proficiency (Heavy)

Shield Proficiency Feats

- Shield Proficiency
- Tower Shield Proficiency

Full details of Weapon Group Feats can be found online at the d20 srd:

<http://www.d20srd.org/srd/variant/buildingCharacters/weaponGroupFeats.htm>

Basically if you have a Weapon Group Feat then you can use any weapon in the group without penalty. If you don't have the feat then you can still use the weapon, but you suffer a -4 penalty to hit with it. If you have the Exotic Weapon feat then you

can use (without penalty) any exotic weapon associated with any of the Weapon Group feat that you know.

Armour and Shield proficiency feats work exactly the same way as they do in the Pathfinder rules except in respect to spellcasting. There is no arcane spell failure chance in the game any more. Instead, we rule that if you have the feat you can cast spells normally while in armour, if you do not have the feat then you cannot cast spells at all while wearing armour.

Full details of which feats are granted to which classes are given in the description of each character class. However, there is one small change that needs to be highlighted:

New Rule

Following the same logic as the new rules for Saving Throws the free weapon, armour and shield feats are only granted by the first core class your character takes. If you multiclass into a class that grants these feats for free at a level other than first then you still get some free feats – but nowhere near as many as you would have got as a first level character.

These rules are designed to stop a Fighter 1/Wizard 1 having more weapon group feats than a Fighter 2. It also discourages a spellcaster from multiclassing purely to gain the ability to cast spells in armour.

For example: at first level a Fighter gets access to Basic Weapons and four additional weapon group feats, all three armour proficiency feats and both shield proficiency feats. A mighty package. Characters who multiclass into fighter after first level do not gain all these feats. Instead they gain one weapon group feat, and either an armour proficiency feat or a shield proficiency feat of their choice.

Again, full details of which feats are granted upon multiclassing after first level are also found in the character class descriptions.

Languages

The rules for languages are basically the same as those presented in the Pathfinder rules. There are one or two slight tweaks that we will get to in a moment. First of all, this is the current list of Iourn languages. Not all of these will be available in all campaigns:

Language	Typical speakers	Script
Abyssal	Demons	Infernal
Aquan	Entities of Plane of Water	Celestial
Auld Dwarvish	Dwarven scholars	Thorass
Auran	Entities of Plane of Air	Celesital
Calclafan	Calclafique denizens	Hadradan
Celestial	Angels, archons	Celestial
Dameneth	Elves of Lareth	Larethian
Draconic	Dragons, wizards	Draconic
Easterling	Cradlelands common	Hadradan
Eldagairé	Eldagaire denizens	Hadradan
Gebblin	Gnomes of Five Colour	Thorass
Gobbley	Goblinkind	Thorass
Gorebash	Orcs	Thorass
Hobbit	Very few hobbit scholars	Larethian
Ignan	Entities of Plane of Fire	Celestial
Infernal	Devils	Infernal
Jeppnan	Gnomes of Stonebark	Thorass
Jotun	Giants	Thorass
Junos	Junos denizens	Hadradan
Kassanor	Kassini nomads	Hadradan
Kerikite	Kerikal denizens	Hadradan
Klardish	Gunstadtan Hills	Thorass
Larethian	Elves of the Greymere	Larethian
Loroth	Drow	Larethian
Maldomori	Maldomoor denizens	U'Garrad
Mannenite	The Mannenites	Larethian
Mantlar	Gnomes of Walhoon	Mantlar
Merkenmeer	Sea Kin	Finbarren
Morkoth	Dark speech of Karatath	U'Garrad
Morranish	Auld Kingdom dwarves	Thorass
Norandon	Denizens of Norandor	Hadradan
Salmayan	Salmaynak denizens	Hadradan
Siznvizz	Wild halflings of Cradlelands	None
Suspirian	Illithids	Infernal
Sylvan	Fey and faerie creatures	Larethian
Terran	Entities of Plane of Earth	Celestial
Thari	Druidic order	None
True Hadradan	Hadradan empire	Hadradan
Vargomesh	Varrashtar	U'Garrad
Vikallian	Vikallia denizens	U'Garrad
Yeenogkish	Gnolls	Hadradan

The game makes a distinction from being about to speak a language, and being able to read and write it. If you learn how to speak a language, then all you can do is speak that language. If you can read/write a script then you are able to understand one written alphabet. Once you know how to understand an alphabet you can read and write any language you can speak that uses that alphabet.

All characters gain a number of language slots equal to $2 + \text{Int Modifier}$ at character generation. They can use these slots to choose either languages or scripts.

Additionally, for each rank in the Linguistics skill you learn one additional language or script. You choose as you advance through the levels. If you want more languages than the rules permit, then you can gain more languages by selecting the **Polyglot** feat which grants you 4 additional languages/scripts of your choice.

Polyglot [General]

Through study or extensive travel you have mastered a number of additional languages.

Prerequisites: Int 13

Benefit: Choose up to four languages and/or scripts. Add these to the number of languages and scripts that you know. You may take this feat multiple times. Each time apply it to a different four languages/scripts.

As a note, the above feat replaces the epic level feat of the same name. There's no longer an equivalent of the epic Polyglot feat in the system.

Creating Magic Items

Characters have had the ability to create magic items in all editions of D&D. It's not a common ability, but I don't want to remove the option from player characters. However, the rules for creating items have gone through something of a transformation. Instead of being based on feats, as stated in the Pathfinder rules, they are now based on spells.

Brew Potion and Scribe Spell

New rules for these options have already been presented in the Feats document. I won't repeat them here. Scribe Spell is the new name for Scribe Scroll, it offers slightly more choice for spellcasters of different tradition who wish to make 'scrolls' on items that are not long pieces of parchment.

Feats are out

With the exception of Brew Potion and Scribe Spell (above) you no longer need to select Item Creation feats. In fact, there are no item creation feats so Craft Magic Arms and Armour, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item and Forge Ring no longer exist in the system.

Spells are in

Replacing the feats is a 3rd level spell called *Enchant an Item*. This is available to all classes and traditions (it's in the All domain for clerics). The spell *Permanency* (which is now a 5th level spell for everyone) has to be used at the end of the magic item creation process to seal the magic within an item. If *Permanency* is not cast then the magic leaks out over time. There is also a third level spell called *Disenchant an Item*. This removes the magic from an item, destroying the item and leaving fundamental magical particles called residuum that can be used in the enchanting of other items.

The Magic Item Creation Process

Right. It would probably be helpful to set out the process of magical item creation step-by-step. Things always get complicated when you try and create an item that is not in the rulebook, so I'm going to look at the steps involved in creating a *Ring of Djinni Calling* - because everyone loves a genie. It's on page 479 of the Pathfinder Core Rules.

1) Check your level. The Ring of Djinni Calling can only be made by someone with a caster level of 17th or higher. If your caster level is not that high, then you cannot create the item.

2) Check your funds. All magic items have a gold piece cost to create. That can be very steep. It costs 62,500 gp to create a Ring of Djinni Calling. However, you can pay for some or all of that cost with residuum. Casting the spell *Disenchant an Item* destroys it and leaves residuum equal to half its market value (the original cost of creating that item). Often the only way characters can afford to pay for item creation is to melt down other magic items to do it. NPCs or allies might offer the use of their magical laboratory, they might give you free help and resources but PCs will still need to find this cost of item creation from their own pockets. If you don't have a patron offering free access to these things then you have to pay for them in addition to this 62,500 cost (see below). That's a change from the published rules.

3) Check your resources. You will need access to a quiet magical laboratory (a travelling lab in a big suitcase will do at a pinch). If you can use an existing magical or non-magical ring as the base for your new enchantment (we'll assume non-magical as it's easier that way), then you will only require the lab. However, if you want to forge a ring from scratch then you need a forge, and a capable smith to work it. As it's likely that the spellcaster doesn't have these skills himself, he would have to hire or employ such a craftsperson. The cost of hiring a forge, paying for the raw materials to create an item and hiring the right help are in addition to the cost of creating the item. And this cost must be met in gold. You can't pay for this part of the process with residuum. As I mentioned above, NPCs may be able to help you with these resources, but the PC still needs to bring his own funds to the table.

4) How long does it take? The process of enchanting an item is dependent on the gold piece cost of the item. It takes eight hours of work per 500 gp in the base price - that's the 62,500 cost to create, not the market value. Therefore a Ring of Djinni Calling takes 1000 hours to create. The caster can spend a maximum of 8 hours or a minimum of 4 hours working on the magic item each day. The days of work do not need to be consecutive, so the caster could decide he only wants to work on the item on Sunday afternoons.

5) The process. As soon as the resources and the funds have been acquired, the work of creating the magic item begins. The first step is to cast *Enchant an Item*. This opens the ring to magic. The process of casting this spell uses up half the component cost of the item (31,250 gp in this case). The caster then works hard on the item for the duration, engaging in esoteric rituals, burning the right incense and making the correct incantations. The remaining cost is used proportionally during the rest of the creation process. Finally, at the end of the process the magic item creator must cast any additional spells required by the item creation. These are listed in the description of the item. For a *Ring of Djinni Calling* you need to cast the *Gate* spell. Unlike the normal Pathfinder rules this step is not optional. You must cast this spell, or the magic item will not function. If the caster doesn't know the *Gate* spell then he can employ a wizard to cast it for him. The wizard may charge for this service (if he

does then the PC must pay him the going rate in either gold or residuum - the NPC decides). If the spell requires a special component - which is unlikely but may happen - then the PC must provide it. Once this spell is cast the caster makes a Spellcraft check against DC 5 + the caster level for the item. If successful the enchantment worked and the ring can be used, if unsuccessful then all the time and materials are wasted. Bummer. However, the magic will still leak out of the ring in time (about 1 day per caster level of the creator) unless a *Permanency* spell is cast to seal the magic. Casting *Permanency* is usually the last thing to be done.

There are complications of course.

Adding further enchantments onto existing items, repairing or recharging magic items use slightly different versions of these rules. But the principles laid down in the Pathfinder Core Rules apply and these are easily extrapolated.

If the individual creating an item has an apprentice or a number of apprentices then he can get them to do much of the donkey work in creating a magic item. For example, the wizard could cast *Enchant an Item* to open the above ring to magic and then hand it over to his apprentices. The apprentices could be the ones spending 1000 hours in creation of the item. More than one apprentice could work on the item reducing the time proportionately. The master would then return at the end of the process to cast *Permanency*.

Apprentices employed in this fashion do not need to meet the caster level requirements to create the item. The *ring of djinni calling* requires a 17th level caster. The master must be 17th level, but he could hand the process over to a bunch of 1st level apprentices if he wanted. All they have to do is follow instructions, right? However, at the end of the process every wizard (master and apprentice) must make the Spellcraft check at DC 5 + the caster level of the item. If only one of those checks fails then the enchantment is unsuccessful.

Therefore masters would be unwise to entrust the expensive business of magic item creation to talentless magical hacks, or to a very large number of people. "Too many wizards spoil the enchantment" as they say in Sorostrae.

Enchanting Foci

Spellcasters have an easier time enchanting their own magical focus than other items. A spellcaster enchanting his own focus uses all the rules above with the exception that he only costs half as much, and takes half as long. So if your focus was a ring, and you wanted to turn your focus into a Ring of Djinni Calling then you would follow all the steps above except you would only need to find 31,250 gp and it would only take you 500 hours. The cost to maintain your lab, hire the right people and acquire the raw materials would still be the same. If you use these rules for enchanting your focus, you cannot have anyone else help you during the process. It is, after all, an intensely personal process.

Layering Magical Effects

The Pathfinder Core Rules state that layering different enchantments onto an item increases the gp cost of the item, but doesn't increase the Caster Level. I think it should be more difficult to layer magical effects, and it would be wrong to allow a character to layer 900 abilities onto a single magic item just because they found a plane of existence where it rains residuum.

Therefore if you want to create an item that includes two distinct abilities - e.g. its's a Ring of Dijinni Summoning and a Ring of Invisibility then the caster level must also increase with the price. The extra costs are in the "Adding New Abilities" section on p553 of the Core Rules. If you're adding something wholly unrelated then the required caster level should be the highest CL for any one part of the item, plus half the required caster level of all the others.

Therefore to create a Ring of Dijinni Summoning / Ring of Invisibility as one unit, you would need to be Caster Level 19.

In order to make this work, we'll also need to revise the caster level required for magic items that increase sequentially. For example, at the moment you need to be a 5th level caster to create any Ring of Protection, all the way up to +5. This needs to be updated so that you need to be a higher caster level to create a +2 ring than +1, higher again to cast +3 than +2 and so on.

We can use the fourth edition rules as a guide here. Simply look at the caster level required in those results and convert it from a 30 level system to a 20 level system (divide by 3 and multiply by 2). That will give us a baseline to work from. There's more work to be done on magical item creation, but it's not a priority at the moment.

Epic Rules

The rules for characters who have reached a character level of 21 or more is complex in every edition of Dungeons and Dragons. No official rules have been published for Epic Pathfinder play, in fact the Pathfinder game advises GMs to end their campaigns at twentieth level and not go beyond.

My version of the epic rules takes a little of the advice from the Pathfinder Core Rules and some of the rules that were published in the version 3.0 *Epic Level Handbook*. These rules will let us take the existing characters into the epic levels with very little hassle.

The guiding principles of Epic Levels on Iourn are as follows:

Maximum Class Levels

The maximum level of your class presented in the core rulebooks is a hard level that cannot be exceeded. For example, a fighter has a progression from level 1 to 20. Level 20 is therefore the top level of fighter. It doesn't matter how many experience points you earn, you can never become a 21st level fighter.

Obviously, you can still advance beyond level 20, but you would have to multiclass to do it. A Fighter 20 who earns enough experience for 21st level would need to select either a prestige class, or a second core class in order to continue advancing in levels. Equally, a character who reaches the maximum level in a prestige class (normally 10, but sometimes 3, 5, 7 or even 13) cannot go any higher without multiclassing.

This actually makes a lot of sense. The 20th level of most core classes is designed as grant a character the ultimate crowning ability of his profession. Where is there to go after that?

If you advance all the way to 20th level in a core class that is your favoured class, then you can choose another core class as a favoured class.

Epic Advancement

As stated in the *Epic Level Handbook* a character's saving throws and base attack bonus ceases to increase at the same rate once the character hits a character level of 21. Instead a universal base attack bonus and saving throw modifier applies to all classes as follows:

Level	Base Attack	Saving Throws
21	+1	+0
22	+1	+1
23	+2	+1
24	+2	+2
25	+3	+2
26	+3	+3
27	+4	+3
28	+4	+4
29	+5	+4
30	+5	+5

Once your character hits level 21 ignore your base attack bonus progression and saving throw progression and use this table instead. By this level, the difference between your good and bad save is already quite marked. These rules keep the difference between the two constant.

A character does not gain additional attacks per round for having a high base attack bonus after 20th level. So however many attacks you had at 20th is the number of attacks you will have for the rest of your career.

These rules also apply to any monsters of more than 20 HD. Such a rule was never implemented in third edition, but I am going to make sure that high level adversaries make use of it in the loun game. However, due to offence and defence modifiers (see character generation) this won't make a great deal of difference unless the monster is 30 HD or more.

The standard advancement rules for feats and ability score increases continue to apply into epic levels. You continue to gain +1 to add to one ability score every four levels, and one additional feat at every odd numbered level. As already noted, Defence and Offence modifiers do not increase indefinitely. They are capped at +5 and reach the end of their progression at levels 24 and 27 respectively.

Spellcasting and Caster Level

A character's caster level continues to accrue normally – simply add together all the classes that count to find the character's caster level in a particular discipline and you have the character's caster level.

A spellcaster's ability to cast spells of progressively higher levels only increases if the character adds a class that increases their caster level. So a wizard 20/bloodmage 9 is a 29th level character, and a 29th level arcane spellcaster. The bloodmage spellcasting progression adds to the wizard progression which offers the possibility of casting 15th level spells at level 29. There are still no spells of higher than ninth level, but the application of multiple metamagic feats can raise the effective spell level much higher than that.

Obviously, this rule replaces the suite of rules laid down in the *Epic Level Handbook* (many of which were revised for 3.5) that compels spellcasters to improve their caster level by selecting specific feats. This seems generally fairer to spellcasters at extremely high levels.

The notion of epic spellcasting (as laid down in the *Epic Level Handbook*) is a concept I'm willing to play with. The epic spellcasting mechanic of making up spell effects on the fly from various seeds was the original spellcasting that Lolth taught to the eladrin long ago. However, the mechanics of the system are a might clunky. The third edition rules are converted from the rules for true dweomers published in the second edition *High Level Campaign Guide* after all.

Epic Magic Items

In the Pathfinder rules the maximum bonus that can be applied to a magic weapon is +10. Of that +10, only +5 can manifest as a bonus to hit and to damage. The rest is used to buy magical effects such as flaming, wounding and so on. The *Epic Level Handbook* said that there was no limit to bonus applied to an epic magic weapon (those created by spellcasters of 21st level or higher), although only +10 could manifest as the bonus to hit and damage.

I'm walking the middle road here. I think that spellcasters of 21st level or higher should be able to layer numerous abilities on to weapons that transcend the limit of +10. However, I do not think that magic items should ever grant a character more than a +5 bonus to hit and damage. Any more than that the game could break down.

Therefore, regardless of the level of the magic item or its creators we won't be seeing any swords, rings, suits or armour or shields with a greater than +5 bounus on them.

As far as creating magic items are concerned, as I've removed all item creation feats from the game there is certainly no room for epic item creation feats. The same rules for item creation apply regardless of level.