

Tarot Magic

PP



Arcane Mysteries





ARCANE MYSTERIES: TAROT MAGIC

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Galvez walked warily through the Lower Quarters, his hand staid close to his longsword hilt. He had heard that a tarot mage had opened a shop somewhere within this dangerous quadrant of the city, and he sought guidance. Perhaps the advice of Tarl, the bouncer at the Lusty Mermaid, or maybe the spirits running through his veins had inspired him to seek out the mysterious mage. Nevertheless, he was troubled. Having lost his companions, he knew he needed to find a new adventuring group. The bill collectors had begun to circle like hungry vultures; if he did not find a way to pay off his loan from the usurer, Jacob, his weapons and armor might be forfeit. Without that precious equipment, he would have to slink back to his father and beg to work the family farm again. Hunting intrusive weeds or the occasional gopher did not compare to exploring lost mines and hidden dangers that he had faced. He would do anything to avoid the humiliation of returning to his father and his jeering brothers.

Just as he was about to return to the comfort of the tavern and the solace of drink, he saw a wooden sign with six cards spread to reveal their faces—the sign of the tarot mage, Lucretia. Kissing his fingers and touching his forehead, he prayed to his patron saint to protect him from harm as he opened the door and entered the small anteroom. The rich aroma of incense almost gagged him as he entered, his eyes adjusting to the gloom. Beyond a silky curtain, Galvez could see the dance of light cast from a flickering candle. With a deep breath, he parted the curtain and entered the main room.

A slender, dark woman looked up from a small table in the center of the room.

"Ah, Galvez, please enter. Pass within and know your fates. I have been waiting."

Galvez hesitated. How did the mage know his name or that he was seeking her?

Maybe Tarl had been right and the mage had true

power. Although he still had some doubts, he could feel them melting and draining away.

Almost as if he were in a dream, Galvez crossed the room and sat in the proffered chair. On the table lie a spread of cards, and the foremost was the Fool. Galvez smiled nervously and began to stutter, "T...t...t...Tarl told me that m...m...maybe you could help me get out of my troubles."



The dark woman's eyes blazed as she scooped up the cards and handed them to Galvez, "I am only the guide, young man. You are the actor and the writer of your life. Shuffle the cards and think about that which troubles you. Together we will walk through the past, the present and the future. Maybe then you will see more clearly the path ahead of you."

INTRODUCTION:

Tarot cards represent a fresh and original way to bring magic and spiritualism into a d20 campaign. In campaigns where there is little or no arcane magic, the tarot deck can mystify the general population. In campaigns where magic is more prevalent, the tarot can offer a new form of magic for the characters to explore, or for NPCs to use to surprise the players. In any event, the following are guidelines for including the wonders of the tarot into your game.

In this book you will find ways of including the mystifying readings into the game without having to purchase a tarot deck or memorize meanings of the cards. Although based on the history and legends regarding the tarot deck, this is entirely a gaming product that has no application to the real study of tarot. This book offers two methods of introducing tarot magic into your campaign. In the first, a new class is offered, complete with new spells that correspond to the most generally accepted meanings of the cards. The second system offers the tarot mage as a prestige class and utilizes conventional spells with the tarot cards.

It is the writers' hope that you will take what most intrigues you and mold it into your games. As with all endeavors, you have the power to shape your future and define your life. Go forward with what you learn from this humble effort and make your days more enjoyable and cherish all that may come across your path.



CHAPTER 1: TAROT READINGS IN THE GAME



In some campaigns tarot reading will be a hoax, a clever way of separating “customers” from their money. It may be a way to entertain and mystify the public. If this is the case, the tarot reader must be very careful to offer the client enough of what she wants to hear to keep his her interest. Any good tarot reader can attest that the subject provides the subtle clues and background information needed to present a captivating performance. This may be through a raised eyebrow, a wink at a companion, or a flush of the cheeks when a card is read. Once the tarot reader has gained the trust and attention of the subject, the “magic” of the cards unfolds and the mysterious power of the reading presents itself. Since the reader and the subject are exploring the life influences together, the subject builds a sense of camaraderie with the reader. The client should leave the reading feeling that the reader has delved into the secrets of his her life and provided clues to conquer any obstacle. If the subject is completely opposed to the reading, the tarot will not work as far as reading the past, present and future.

If the subject is willing to work with the tarot reader, the tarot reader should make a Sense Motive check with a DC equal to client’s Wisdom. If the tarot reader succeeds at this check, she must now make a Knowledge (tarot) check (DC depends on the complexity of the pattern). Simple readings that provide a “yes/no” answer such as a three-card spread are made at DC 12, whereas the more complicated Celtic Cross has DC 15, and the Complete Tree of Life is DC 20 or even greater. The more complicated the reading, the more detailed information the reader is able to provide to the subject. A list of traditional readings with DC and type of information they provide is presented later in this chapter. If the reader has the Perform skill (tarot reading), she receives a +2 synergy bonus to the Knowledge (tarot) check.

If the tarot reader is successful, the target may be convinced that the reading is authentic. A skeptic subject will be amused at the accuracy of the reading and may become less skeptical for future readings. In some cases, the client may act on the predictions and recommendations of the tarot reader. In this way a larcenous tarot reader can lead the target into danger or

poverty. The fear that the tarot reader is trying to take advantage and swindle the subject leads many to mistrust tarot readers and gives the tarot an undeserved reputation.

In a fantasy campaign, tarot reading may have the power to see into the past and pierce the veil of the future. The GM should set the degree to which she will allow tarot readers to see the future. Obviously, a player character could take advantage of a generous GM and spoil the surprises that have been so carefully prepared and set up. If a player does attempt such strategies to undermine the intent of the power, the GM can limit the number of readings per day. The most obvious would be to limit readings to once per person (including the tarot reader) per day or per week. Of course, the GM would not be obligated to divulge this fact, and readings could be completely false.

While the GM should have control over the direction of the game and the future of the characters, some may wish to let the tarot readings glimpse through the fog of the future. There are many ways that this can be accomplished. If the tarot reader (or tarot mage) is an NPC, the GM may shed some light on possible dangers and rewards to come. The prediction can be as vague or as clear as the GM desires; “I see that danger and adventure await you, but there is also the possibility of great rewards—go west, through the Dark Forest.” Since the GM knows the direction that she is hoping to take the PCs, readings by NPCs can actually predict future events.

If a PC reads the future of another character, the GM can have the tarot reader make a Knowledge (tarot) check (DC 20 to 25) in order to glimpse the future. If this is the case, the GM should make the Knowledge (tarot) check for the tarot reader so the players will be unsure if they should trust the reading. If successful, the GM can supply possible future developments, with more or less information depending on the success of the check. Of course, if the tarot reader fails the check, the GM can have fun by providing false or misleading information.

Another method the GM can employ is a random system that generates a reading (see descrip-

tion below). If using this method, the GM and the PCs may end up directing themselves towards this prediction. For example, the cards predict that the characters will gain great riches after a journey with a dark stranger—the party may begin to search for such an individual or the GM may include one to introduce some intrigue.

Traditional Readings:

There are many different readings or spreads. Many experienced readers favor one system over others depending on the ease of performing and the detail to which the reader wishes to explore the subject's life and influences. Presented below are summaries of a number of traditional spreads, their difficulty, and the type of information the reader can divine for the subject. All DCs should be taken as base values and can be altered by the GM depending on the situations and mood of the adventure. For example, it should be decidedly more difficult, if not impossible, to perform any of these spreads while on the run, or in combat conditions. It is equally difficult to perform the readings on a subject who is completely opposed to the reading. If the tarot reader successfully

makes a Knowledge (tarot) check, the GM can provide the details, or for more entertainment, have the subject make a number of rolls and interpret them. Of course, if the tarot reader fails the check (the GM should make the check so the reader and subject do not know if the reading is valid), the GM can either make up some misinformation, or have the subject make the appropriate rolls and then provide the misinformation.

For each spread, the GM can use the description of the spread and the type of information that can be gleaned from a successful reading to make up results for the PCs, or she can use the suggested rolls and their significance. The method for determining which cards are revealed immediately follows the summary of tarot spreads.

Three Card Spread (DC 12): This spread is most valuable for "yes/ no" questions such as *Should I follow the druid Ystala into the enchanted forest?* If the majority of the three cards are right-side up, the answer is yes. If all three are right-side up, the answer is a definite yes; however, if the majority are reversed, the answer is no, and if they are all reversed the answer is a definite no. For an experienced reader, the significance of the cards can yield clues as to why the subject should or should not follow through with the question. Also, it can be used for quick (but sometimes vague) readings.

First Card: (the past—that which has hap-

pened that influences the situation)

Second Card: (the present—the current influences that affect the situation)

Third Card: (the future—the likely outcome if all the external and internal forces align)

Six Card Spread (DC 14): This is one of the simplest spreads to read the different phases of the subject's life. While the reading does offer a peek into the subject's life, the tarot reader will often miss some details. The life of the subject is divided into three stages, the past, the present and the future.

First Card: (the present—the immediate concern)

Second Card: (the past—that with which the character can rely)

Third Card: (the present—goals and aspirations, but not yet achieved)

Forth Card: (the past—that which has influenced the current question)

Fifth Card: (the future—that which may come to pass soon that may affect the question)

Sixth Card: (the future—the likely outcome if all the external and internal forces align)



Eastern Cross (DC 13): This reading gives vague references to the past, present and future of the subject but does not provide much detail. Even major arcana cards are limited in their meaning to the reading. While there are 13 cards in this spread, the reader only focuses on four cards. This is one of the spreads that has a card focusing directly on the subject.

First Card: (the future—the immediate occurrences that may come to pass and may influence the outcome)

Second Card: (card of the consultant—the goals, aspirations and characteristic of the subject)

Third Card: (the past—that which has influenced the current question)

Fourth Card: (the future—the likely outcome if all the external and internal forces align)

Nine Card Spread (DC 13): This spread is similar to the 3-card spread but provides more detail. Each of the three phases of life—past, present and future—is represented by three cards. This provides greater insight into the area in question. For game terms use three rolls, but the GM should provide more pertinent information for each roll.

First Card: (the past—that which has happened that influences the situation)

Second Card: (the present—the current influ-

ences that affect the situation)

Third Card: (the future—the likely outcome if all the external and internal forces align)

Horseshoe Spread (DC 14): This spread produces a simple yet thorough reading. The spread supplies direct information about the subject as well as the attitudes of those who are involved in the subject's life. A successful check should supply fairly detailed information about the present but not as detailed in regards to the distant past or future.

First Card: (the past—this may be either the immediate past or further in the past)

Second Card: (the present—the immediate present that influences the subject)

Third Card: (immediate future—that which will come to pass soon in the subject's life)

Fourth Card: (the consultant—the question most on the subject's mind)

Fifth Card: (attitude of others—this is how others see and feel about the subject, also potential allies and enemies)

Sixth Card: (obstacle—that which opposes the subject. If positive, there are no foreseeable obstacles)

Seventh Card: (the future—the likely outcome if all the external and internal forces align)

Celtic Cross (DC 15): This is perhaps the most famous of the standard spreads. This spread provides information about the feelings and attitudes of those who surround the subject. It also looks into the subject's fears and aspirations. A successful reading should provide a fairly good view of the subject's life and future.

First Card: (covers—that which currently influences the question and the subject)

Second Card: (crosses—that which opposes the subject. This can be an obstacle or an unrealistic goal)

Third Card: (beneath—this represents past experiences on which the subject can draw)

Fourth Card: (behind—the past, this may be either the immediate past or further in the past)

Fifth Card: (crowns—something that might happen in the future)

Sixth Card: (before— immediate future, that which will come to pass soon in the subject's life)

Seventh Card: (fears—that which the subject fears to face about himself or about the situation at hand)

Eighth Card: (family opinion—the opinion of family and friends about the subject and the situation at hand)

Ninth Card: (hopes—that which the subject

hopes to achieve in the situation)

Tenth Card: (the future—the likely outcome if all the external and internal forces align)

Pyramid Spread (DC 18): This spread is particularly good at looking into the distant past and the distant future. At times the distant outcome will not be immediately obvious because of the length of time separating the future from the present. While this spread actually has 21 cards, there are really six principle readings. The GM can mimic the details involved in this reading by supplying more information for each reading.

First Card: (distant past—this can be the past of the subject's life or the distant past that influences the subject and the current situation)

Second Card: (recent past—this is the recent past in the subject's life)

Third Card: (present—the immediate present that influences the subject)

Fourth Card: (immediate future— that which will come to pass soon in the subject's life)

Fifth Card: (future—the likely outcome if all the external and internal forces align)

Sixth Card: (outcome—this is a distant outcome that may not be obvious to the subject or even the reader)

Tree of Life (DC 20): This spread is one of the most complicated of the readings because it involves all of the stimuli within and without the subject. This spread does not spell out an outcome as obviously as some of the other readings, but the reader and subject must use their intuition to understand the influences on the subject to project a probable future. This spread can involve as many as 70 cards, dealt in 10 piles. The remaining cards can be read if there are still questions regarding the reading.

First Card: (subject's highest ideals—this describes what most drives the subject, at times the subject is not even aware of these influences)

Second Card: (subject's creative power—that to which the subject aspires and the forces that the subject can bring to bare to achieve the desires)

Third Card: (subject's wisdom—the impulses and wisdom that influence the subject)

Fourth Card: (virtues—the subject's moral foundation that influences the current situation. Sometimes these are flaws rather than virtues)

Fifth Card: (force and destruction—the negative energies that surround the subject and the harm that the subject can do or suffer if action is not taken)

Sixth Card: (health, beauty and sacrifice—the

positive energies that surround the subject and the healing that the subject can do or receive if action is taken)

Seventh Card: (love and lust—the realm of desire and attraction for the subject. This may be spiritual or earthly love or even lust)

Eighth Card: (communication and craft—how the current situation influences the subject, or how an aspect of the subject's life is being influenced)

Ninth Card: (psychic senses and the unconscious—this card begins to marry the others into a single reading and may point to a possible outcome)

Tenth Card: (home and family—the subject's feelings and relationships are shown as well as a possible outcome from the path of the other influences)

Tables for Random Readings:

For those GMs who wish to use the tarot readings to their full advantage, the following tables will guide them through the meanings of the various suits and cards.

To determine which card is drawn, three dice will be rolled. The first 1d20 roll will determine the suit of the card and the typical reading of that suit. A pair of rolls, 1d20 with 1d6, will determine the nature of the card. The 1d20 yields the reading number, while the 1d6 determines whether you use the divinatory meaning (1-3), or the reverse meaning (4-6). Repeat this process with each card.

The Suits and Their Meanings

d20 Card

1-4 Wands: Adventure and Glory

d20 Results

1 Divination—Beginning an adventure that may lead to great riches.

Reverse—Road to ruin, false starts, adventure delayed.

2-4 Divination—Financial help from a successful merchant (roll on table A).

Reverse—Trouble and fear, possible enchanted and wondrous deeds are nigh.

5-7 Divination—A happy and successful household. This may include a favorable outcome with allies and associates.

Reverse—Happiness continues though any riches may slip away.

8-12 Divination—Trouble and fighting for one's beliefs against another (roll on table A). This fight can either be one of an intellectual or physical nature. Reverse—A life journey with many obstacles but leading eventually to victory.

13-16 Divination—Public success and increased fame. The subject may gain renown as a hero; however, the consequences of fame are not all good. Reverse—Suspicion of treachery, or the arrival of a successful and powerful foe (roll on table A).

17 Divination—Fortunes won but may be used unwisely. The subject's reputation may suffer on account of a miserly nature.

Reverse—Mysteries and intrigues. Obstacles and enemies (roll on table A) may prevent or delay your successes.

18 Divination—A red or fair-haired youth (roll on table A): The youth is a messenger of good tidings, a faithful lover, but one full of youthful emotions both positive and negative.

Reverse—News of misfortune or evil may cause indecision. The news is normally related to the subject's family or home.

19 Divination—A red or fair-haired woman. A kind woman has the best interests of the subject of the reading, possibly in a romantic way or in a maternal manner. Reverse—Opposing forces are present. Jealousy and deceit are possible from an unlikely source. Often, this indicates that those regarded as friends turn on the subject.

20 Divination—A red or fair-haired man. An honest and powerful man has an interest in the subject of the reading. There is the possibility of unsuspected lineage and power.

Reverse—A strict and unyielding authority's advice, while severe, should be followed.

5-8 Cups: Happiness and Love

d20 Results

1 Divination—Start of a romance (roll on table A) that may lead to a happy relationship.

Reverse—Instability or false love exists within a relationship. There may be emotional turmoil ahead. Normally, the subject is the victim of the false love, but he or she may be the actor.

2-4 Divination—A celebration due to abundance, a successful healing. The subject and her or his allies are likely to succeed in an endeavor.
Reverse—Violent passions and hedonism may lead the subject into folly.

5-7 Divination—Stagnation and discontent with the present environment cause re-evaluation of one's life.
Reverse—New paths open to the subject and changes in relationships are imminent.

8-12 Divination—The subject will experience a loss but not all is gone. There is an inheritance or a legacy involved. This normally refers to the loss of a family member or close friend.
Reverse—New alliances are formed (roll on table A), or an old ally (roll on table A or choose appropriately to campaign) returns unexpectedly.

13-16 Divination—Reflection on past deeds and memories of past failures leads to new insight.
Reverse—Something or someone from the past returns (roll on table A or choose to fit the campaign) with negative or positive consequences.

17 Divination—A brown or fair-haired youth (roll on table A), possibly a scholar or spellcaster. May offer some sort of aid or service to the subject.
Reverse—Beware of deception and seduction. A perceived love may turn out to be false.

18 Divination—A brown-haired youth (roll on table A), who may have romantic intentions to the subject, may lead to adventure. The adventure may be to save the youth from harm or to impress the youth if the subject also feels an attraction.
Reverse—Beware of new propositions because they may involve trickery or deception. Mercenary subjects should exercise extreme caution in accepting

contracts because they may lead to ruin.

19 Divination—A brown or fair-haired woman. She is probably a wife or mother who has insight into the future. She can assist the subject with her gift of insight. She is good and kind.
Reverse—A woman of stature and power has an interest in the subject. Although she has a good name within the community, she is given to perversions, depravity and vice. She is not to be trusted.

20 Divination—A brown or fair-haired man. He could be a merchant, a cleric or lawyer. He is well disposed toward the subject and can offer advice or aid if needed.
Reverse—A man whose passions have consumed him. His interest in the subject may lead to danger and scandal.

9-12 Swords: Strife and Adversity

d20 Results

1 Divination—Excessiveness, while the subject may triumph, care must be taken to not overact and become ruthless. The excessive nature can carry over into love and hate.
Reverse—The same excessiveness is indicated, but disaster can result from careless actions. Also, there is a chance that the subject will encounter tyranny (self-generated or otherwise).

2-4 Divination—A balance of forces. There is the chance that truces can be made between enemies. Care should be taken to safeguard one's security.
Reverse—Beware rogues, thieves and liars. Someone with false pretenses appears as a friend or compatriot.

5-7 Divination—A separation of friends and lovers is possible. This can lead to retreat, exile and solitude.
Reverse—Possible confusion and disorder. Within a kingdom, there is the chance that the subject will be affected by social unrest.

8-12 Divination—Triumph over foes through direct action. While success may transpire, there is danger to the

subject and care must be taken.
Reverse—Adversity and danger approach the subject. There may be no escape from the coming troubles.

13-16 Divination—Suffering and misfortune threaten the subject. While the subject may attempt to resist, there is a good possibility of utter ruin and desolation. Reverse—The threats that come into the life of the subject bring the possibility of great reward. The subject may have to appeal to a higher power (even divine) to overcome the danger ahead.

17 Divination—A dark-haired youth (roll on table A) bearing suspense. The subject may be involved in some sort of espionage or roguery. Diligence must be taken to avert disaster. Reverse—The subject may be the victim of roguery. Beware sickness and disease.

18 Divination—A dark-haired young man comes into the life of the subject. There is physical activity and danger near. While action is called for, care must be exercised to avoid reckless behavior. Reverse—The subject may act with extravagance and reckless abandon, causing troubles for the subject and her or his friends.

19 Divination—A woman, possibly a widow, is involved in the life of the subject. She is surrounded by sadness and hardships. She may seek the subject for help. Reverse—A woman of artifice and deceit affects the subject. This can lead to malice and bigotry.

20 Divination—A man of power and influence enters the life of the subject. With him, a possibility of authority, command, and social position arise. Reverse—A cruel and ruthless man (roll on table A or choose) enters the subject's life and spreads seeds of discord and violence. This may be overtly directed at the subject, or it may be an action that brings strife to the subject.

13-16 **Pentacles: Wealth and Welfare**

1 Divination—The subject may find happiness and wealth. Adventures may lead

to astonishing riches. Reverse—The evil of avarice and riches affects the life of the subject. Care must be taken that the subject does not fall under the power of greed.

2-4 Divination—An adventure will lead to adversity and danger; however, great wealth may be acquired through sacrifice. Reverse—A festival or party occurs without a true meaning, possibly a celebration of a sacrifice or a death.

5-7 Divination—Glory and nobility influence the subject. Care must be taken to avoid the greedy consequences of power and wealth. Reverse—Beware of poorly crafted items. There is a plot to steal the earthly possessions of the subject.

8-12 Divination—Philanthropy and charity should be given, but with care. Personal growth and wealth may come with seemingly little effort, but this may lead to troubles. Reverse—Loss of wealth and stature may cause the subject to become envious of others.

13-16 Divination—The subject may be hired by a wealthy patron for a risky adventure. While this may lead to personal gain in wealth, it may also lead to personal loss. The subject should take care of friends and allies, as they may be threatened because of the subject's actions. Reverse—The subject and her or his friends, family and allies experience are in danger from roguish elements. The danger may come in a threat to personal wealth, or it may come in direct, physical harm (kidnapping and ransom).

17 Divination—A dark-haired messenger (roll on table A) enters the life of the subject. This may lead to increase in knowledge or, at least, knowledge of a current difficulty. Reverse—The subject is prone to discordance with those around him or her. There may be a split within a group of allies.

18 Divination—A dark-haired youth (roll on

table A) brings a sensible reflection to the subject. Patience and care must be observed on future endeavors.

Reverse—The subject may encounter periods of inaction and stagnation. It is difficult to improve one's position or power.

- 19 Divination—A dark-skinned or dark haired woman (roll on table A) influences the subject. She is skilled in finances and political circles. If the subject favors the woman, she may increase the subject's wealth and prestige.

Reverse—The woman of power may act against the subject bringing fear of ruin and poverty.

- 20 Divination—A dark-skinned or dark-haired man (roll on table A) wields power and influence in the subject's sphere. The man can be a good resource for knowledge and understanding of current problems.

Reverse—A powerful but perverse man takes an interest in the subject.

Extreme care must be taken to avoid dangerous situations.

17-20 Major Arcana:

There are 22 major arcana cards in the traditional tarot deck. In order to simulate this and provide the meanings behind these very important cards, an extra 1d6 roll is necessary for a natural roll of 1 and 20 (reflected in the chart below).

d20	Result
1	Additional Roll d6;

The Fool (1-3):

Divination—The subject faces a decision about taking a new direction in life or a journey.

The result will vitally affect the subject so must be taken with extreme caution.

Reverse—Decisions recently made or soon to be made may lead the subject into ruin and danger.

The Magician (4-6):

Divination—The subject will be able to use skill and knowledge to overcome difficulties. Also, if the subject is a wizard or sorcerer, new paths to arcane

knowledge may present themselves.

Reverse—While the subject may have great power and skill, he is tempted to use them unfairly or destructively. This destruction may be unintentional but nevertheless ruinous.

2 The High Priestess:

Divination—There are secrets and mysteries yet to be solved. A current adventure may seem to be finished, but there are hidden issues yet to be resolved. A woman of mystery and wisdom takes interest in the subject, and this may lead to discovery of new knowledge and wisdom.

Reverse—The subject should beware not to accept events on a surface level. There are hidden agendas at play. Also, the subject may be enticed to earthly pleasures that lead to laziness and idleness.

3 The Empress:

Divination—Abundance and wealth is within the grasp of the subject. This may come in the form of, or lead to, marriage or lands. The subject should be wary not to allow this abundance to lead to dispassion.

Reverse—War and calamity may influence the subject. The effects of the disastrous event may lead to financial and personal loss.

4 The Emperor:

Divination—Reason should conquer passion in a coming dilemma. The subject may experience authority and power over others and should govern with intelligence and sound reasoning instead of emotional concerns.

Reverse—Out of kindness, the subject may be defrauded and experience a loss of real wealth or even a danger to his health.



5

The Hierophant:

Divination—The subject will be influenced by an accepted religious group. The group may pressure the subject to conform to the norms of the society. Also, the subject may feel the need to observe social etiquette in order to be socially approved.

Reverse—Unorthodox thinking and behavior may lead to insight and invention. Also, the subject may be associated with an outlaw group or heretical religion.

6

The Lovers:

Divination—The subject has a choice between an earthly or divine direction in life. Both may lead to a sense of love, although in different manners; however, with freedom of choice comes responsibility, because others may follow the lead of the subject.

Reverse—There is the potential for a conflict with loved ones. This may lead to difficulties beyond those merely emotional. Also, there is a distinct chance that the subject may experience a setback in an adventure or failures within the campaign.

7

The Chariot:

Divination—The subject can experience a great and monumental triumph in an adventure. Also, there is a chance that the subject will be able to take revenge upon those who have hurt the subject or her or his allies.

Reverse—The subject has a very good probability of experiencing a defeat in an adventure or in a quarrel. Also, the subject may gain a false and undeserved victory that can lead to over confidence and vainglory.

8

Strength:

Divination—This is a complicated card. It can mean a defeat of spiritual power over the physical. It can also mean that the subject will experience a new sense of strength and commitment to a cause. This sense can lead to a renewed confidence in the subject's purpose. Reverse—The subject will be tempted to abuse her or his strength and power. This can lead to danger and discord in the subject's life. Good-natured subjects may have a test of faith and morals.

9

The Hermit:

Divination—The subject may encounter an individual (roll on table A) who can lead to wisdom and insight. However, the road to wisdom may involve an extended journey and encounter with roguish individuals.

Reverse—The subject may act foolishly and with immaturity. Also, the subject, due to fear and unreasoned caution, may feel the need to disguise himself.

10

The Wheel of Fortune:

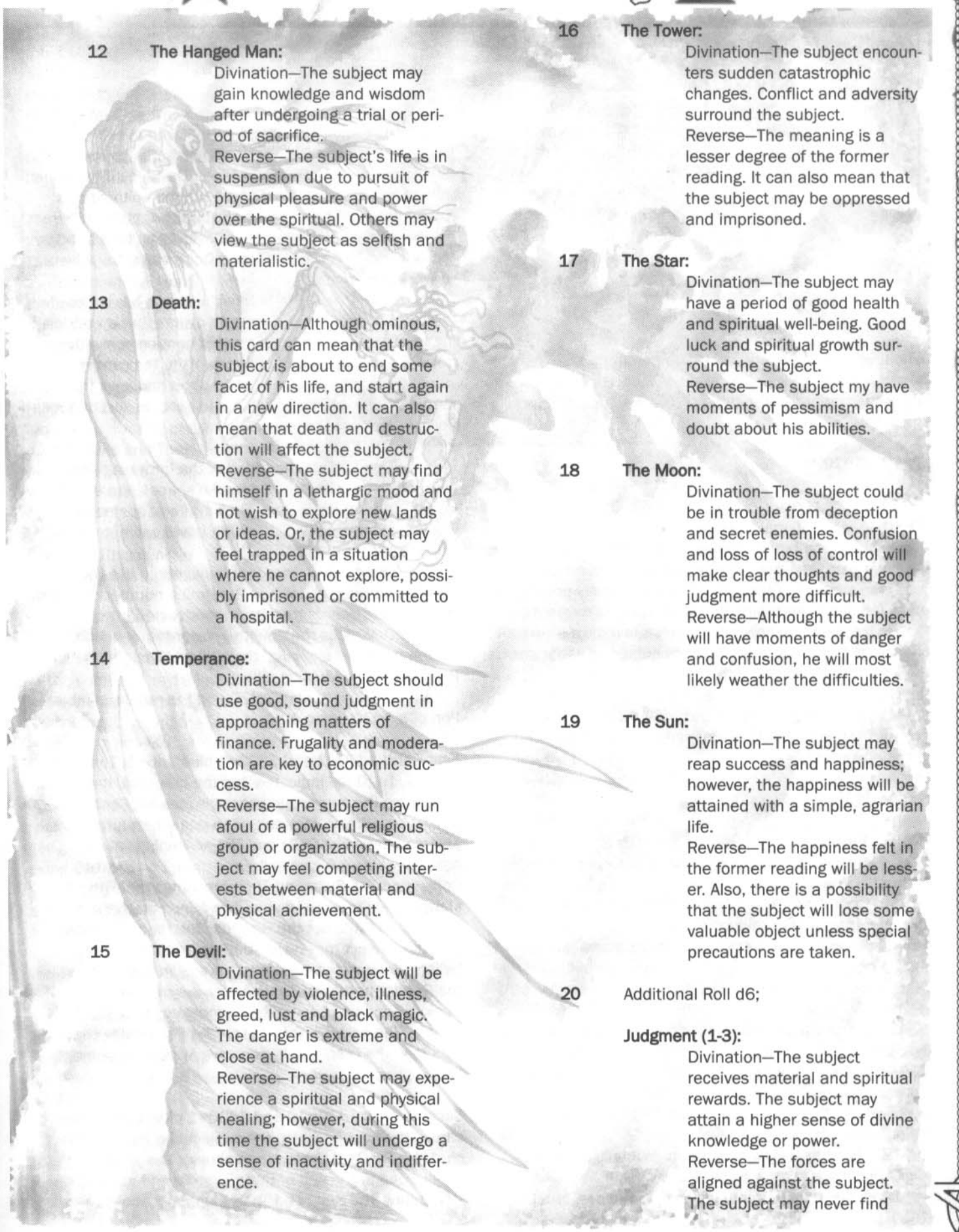
Divination—The subject encounters undue luck and good fortune. This luck may lead to great wealth but it also brings a destiny of intrigued and adventure.

Reverse—The subject will encounter periods of misfortune and horrible luck but may, in the end, reap some rewards.

11

Justice:

Divination—The subject must use wisdom and balance to overcome current dilemmas. Legal and political challenges are favorable for the subject. Reverse—Injustice and inequality may influence the subject's life. Someone in a position of power may act with excessive severity toward the subject.



12 The Hanged Man:

Divination—The subject may gain knowledge and wisdom after undergoing a trial or period of sacrifice.

Reverse—The subject's life is in suspension due to pursuit of physical pleasure and power over the spiritual. Others may view the subject as selfish and materialistic.

13 Death:

Divination—Although ominous, this card can mean that the subject is about to end some facet of his life, and start again in a new direction. It can also mean that death and destruction will affect the subject.

Reverse—The subject may find himself in a lethargic mood and not wish to explore new lands or ideas. Or, the subject may feel trapped in a situation where he cannot explore, possibly imprisoned or committed to a hospital.

14 Temperance:

Divination—The subject should use good, sound judgment in approaching matters of finance. Frugality and moderation are key to economic success.

Reverse—The subject may run afoul of a powerful religious group or organization. The subject may feel competing interests between material and physical achievement.

15 The Devil:

Divination—The subject will be affected by violence, illness, greed, lust and black magic. The danger is extreme and close at hand.

Reverse—The subject may experience a spiritual and physical healing; however, during this time the subject will undergo a sense of inactivity and indifference.

16 The Tower:

Divination—The subject encounters sudden catastrophic changes. Conflict and adversity surround the subject.

Reverse—The meaning is a lesser degree of the former reading. It can also mean that the subject may be oppressed and imprisoned.

17 The Star:

Divination—The subject may have a period of good health and spiritual well-being. Good luck and spiritual growth surround the subject.

Reverse—The subject may have moments of pessimism and doubt about his abilities.

18 The Moon:

Divination—The subject could be in trouble from deception and secret enemies. Confusion and loss of control will make clear thoughts and good judgment more difficult.

Reverse—Although the subject will have moments of danger and confusion, he will most likely weather the difficulties.

19 The Sun:

Divination—The subject may reap success and happiness; however, the happiness will be attained with a simple, agrarian life.

Reverse—The happiness felt in the former reading will be lesser. Also, there is a possibility that the subject will lose some valuable object unless special precautions are taken.

20 Additional Roll d6;

Judgment (1-3):

Divination—The subject receives material and spiritual rewards. The subject may attain a higher sense of divine knowledge or power.

Reverse—The forces are aligned against the subject. The subject may never find

happiness or fulfillment in this life.

The World (4-6):

Divination—Success in all endeavors. The subject experiences triumphant journeys and great adventures.

Reverse—Success, while within reach, is not grasped. The subject is affected by a sense of stubbornness and sloth.

Table A:

Whenever the cards indicate that a person may be involved in the reading (i.e. "you will meet a stranger who will wish you harm"), the table below may help develop the individual.

Gender (1d20)*:

1-10	male
11-20	female

* The equal distribution of male and female may vary depending on the area where the tarot cards are being read. For example, if the area is almost entirely populated by females (Amazonia), it is more likely to run into a female than a male; however, there should always be a chance (remote as it may be) of encountering either sex.

After determining the gender of the individual, the GM may wish to indicate a personality type. The listed example of classes, skills and comportment, are general and can and should be changed to reflect the need of the adventure.

Personality:

d20	Result
1	Rugged (Outdoor skills, high Constitution, ranger or druid, independent)
2-3	Childlike (Innocent, skills in the area of art and craft, needing a parental type figure)
4-6	Honest (High Wisdom, cleric or paladin, strict, good-natured)
7-9	Deceitful (Rogue skills, high Charisma, rogue or assassin, very sly)
10-11	Extroverted (High Charisma, possibly a bard, braggart)
12-14	Hardworking (Professional skills, expert or commoner, attention to details)
15-17	Sensitive (Divine skills, high Wisdom, cleric or druid, patient and kind)
18	Mysterious (Arcane skills, high Intelligence or Charisma, wizard or sorcerer)
19	Dangerous (Combat skills, fighter types, cruel,

gruff, taciturn)

20 "Perfect" (Most appropriate to the situation, whether for good or ill)

An Example Reading:

Doug, our stalwart GM, is running a campaign for Russ's character, the paladin David Ames. David is a 5th-level paladin who, up until now, has been the epitome of a loyal crusader for a good and just deity. Russ has expressed that he wishes that David Ames be a stronger focus of future adventures, and Doug has a few adventure threads in mind.

The Arch-Priest of David's church has ordered the faithful paladin to investigate claims that a wandering tarot mage is a demonic agent bent on corrupting the populace of the parish. David travels to the carnival where the tarot mage has set up shop and asks for a reading, hoping to catch the mage in some sort of deception or arcane malfeasance.

The Encounter Begins:

Doug paints the mood of the tarot mage's tent as mysterious, with swirling-smoke shapes and an eerie quiet. The tarot mage gazes at David and seems to peer within his heart and soul, though David can detect no evil or treachery.

Doug determines that he wants to use the simple six-card reading. He has Russ roll a number of dice to determine the cards that David receives during the reading. The Doug tells the doubtful player that it is important to channel the energies of the subject through the dice. Russ shrugs and begins rolling.

The first roll is a 1d20 and the next, a combination of a 1d20 and a 1d6.

First Card: 1d20=2 and 1d20=9 plus 1d6=1. The 2 on the first 1d20 roll indicates that the first card, that which addresses the immediate concerns (see **Six-Card Spread** above), is a Wand. This suit often deals with adventure and glory (see **The Suits and Their Meanings** above). The next roll yields a 9 on the 1d20 with a 1 on the 1d6. Consulting **The Suits and Their Meanings** table, the 9 shows which reading to use. The 1 indicates to use the Divination result, not the Reverse. The reading indicates that the subject may have troubles fighting for one's beliefs and another person's. The reading takes Doug to the **Gender portion of Table A** that describes the other person. A roll of 11 (on a 1d20) indicates that she is female. The next 1d20 (a 16) on the **Personality** chart tells that she is spiritually sensitive (a cleric of some kind).

Second Card: 1d20=10 and 1d20=1 plus 1d6=4. This card is the past on which the subject can rely (second card in a **Six-Card Spread**, see above). The 1d20 (10) takes Doug to the suit of Swords, strife and adversity (consulting **The Suits and Their Meanings** above). The

1d20 (1) takes the GM to the first meaning for Swords, and the 1d6 (4) indicates to use the Reverse reading. Thus, the subject may not have completely conquered some danger or adversary.

Third Card: 1d20=14 and 1d20=12 plus 1d6=6.

This card, which represents immediate goals that push the subject (third card in a **Six-Card Spread**, see above), yields a Reverse reading (a 6 on the 1d6 roll) in the suit of Pentacles (determined by looking up a result of 12 on **The Suits and Their Meanings** above). Loss of wealth or stature may cause envy to creep into the heart of the subject. Obviously, this is not a goal, but perhaps avoiding it would be.

Fourth Card: 1d20=19 and 1d20=10 plus 1d6=1. This card (the fourth in a **Six-Card Spread**, see above) is the past that influences the current questions and concerns of the subject. The 19 indicates the Wheel of Fortune, while the 10 indicates which reading to use. The 1d6 indicates a Divination; the subject gains luck that can bring great wealth that can, in turn, bring intrigue and adventure.

Fifth Card: 1d20=4 and 1d20=5 plus 1d6=2. This card represents the near future (the fifth in a **Six-Card Spread**, see above). The suit is Wands (determined by the 4), using the reading for a result of 5. The 2 on the 1d6 indicates the Divination rather than Reverse result. The subject may have a happy association with family and allies.

Sixth Card: 1d20=5 and 1d20=15 plus 1d6=6. This card is the final outcome, that which may come to pass if the subject takes no action to prevent it, or lends strength of will and body to aid it (the final card in a **Six-Card Spread**, see above). The roll of 5 indicates Cups. The 15 roll determines which reading, using the Reverse (a 6 on a 1d6).

Looking over the results, Doug quickly determines the direction he wishes to take the reading. Since Russ has asked for more adventure, Doug obliges. Doug, the GM, knows that when David was 1st-level, he and his



traveling companions fought a corrupt cleric of a pestilence deity. Although the party destroyed his temple and saved a group of sacrifice victims, the cleric was never found. Doug decides it is time to bring back the priest to attempt to corrupt David.

The tarot reader looks up at the paladin and whispers,

"Beware David Ames for forces both good and ill surround you and your heart. There is a female who will, or has just, entered your life. You must be very careful with this one, for in her revolves many powerful energies that will greatly affect you. I see that she holds a gold balance that teeters to and fro. But alas! I cannot see what forces surround her as of yet."

"To continue, you have fought bravely and honorably for many long months. You have sent some of your foes to their just punishment, but I see one, foul and diseased, that escaped your sword. I also see that you have obtained some wealth from this foe, some bit of coin or object. It may even be an intangible thing, the foe's power or prestige. Ah yes, I see, I see. You will have a happy moment with your companions and even with your church. But it may not last, for I see that the foe from your past returns to reclaim that which you took. Beware! David, beware!"

The party looks at Doug and then at Russ and begin to discuss who they think is returning, and how this is going to impact their lives. Kesharick, the dwarf, exclaims "Aaagh! Bring 'em on, me axe been lonely of late!"

Doug now decides on the course of a future adventure and after his friends leave for the evening, he begins to plan. Indeed, Osseric, the Diseased Priest, will reappear in the campaign. Since David did not take any item from the cleric's temple, Doug decides that Osseric is here to take David's good name and power.

The female priestess, Laurianna, will play a pivotal role in the adventure. She is a powerful and influential cleric in this region. Osseric has managed to corrupt her heart and soul. Behind the scenes, she begins to plant seeds of doubt in the minds of the clerics of David's church. Outwardly, Laurianna begins to take notice of David and attempts to appeal to his might and sense of honor. She will try to corrupt David by making him act against the tenets of his church while believing he acts faithfully.

Simplified Readings for the GM:

Some GMs may be uncomfortable doing an extended reading in front of the party. In that case, she can use the following chart to determine a fast, but fun, reading for the character.

For this quick reading, the subject (the character seeking the fortune) should roll 2d20. The first roll determines the predominate suit of the reading. This suit, while not the only suit represented, dominates the spread and gives the reader (the GM) a direction to the reading. The second roll provides the flavor and details of the reading.

Quick Readings

1st d20 Suit

1-5 Wands (Endeavors and Glory)

2nd d20

Results

1

The subject should be very careful in the pursuit of glory and fame. Dark forces are coming together that may endanger the subject and those for whom he cares. The danger may appear in the form of a trusted ally or an old enemy.

2-3

An endeavor or adventure that the subject is planning may lead to extreme danger and hardship. An ally may have to come to the aid of the subject. The subject should beware of a stranger (use **Table A** above or choose) who may lead to disruptions in the subject's life.

4-6

Glory and fame are in the subject's future, but care must be taken to not allow the fame to blind the subject

to other important issues. The subject may lose a friend or potential ally due to conflicts of ego if care is not taken.

7-9

Someone from the subject's past (roll on **Table A** or pick from past adventures) will reenter the subject's life and bring with him, a new challenge. The challenge may be in the form of physical danger or a threat to the subject's fame and reputation in the area.

10-12

An important challenge is approaching the subject. The subject and his allies will be threatened but should prevail due to the aid of an unexpected source (roll on **Table A** above or choose). The newly discovered ally may prove to be a boon companion in future endeavors.

13-15

A woman (roll on **Table A** or choose) of power and status becomes interested in the life and career of the subject. Her motives are unseen at the moment, but adventure and a possible increase in fame follow the lady. Also, financial issues may cause the subject some concern.

16-17

The subject will receive high praise for an especially brave and selfless act; however, there may be trouble from those who are negatively affected by the subject's actions. Revenge or retribution is a real danger.

18-19

A group of poor but influential figures will approach the subject with a plea to help them battle a powerful foe. Following the needs of the group will lead to dire hardships and toil, but may eventually bring great glory and fame to the subject.

20

The subject will encounter great fame and glory in a coming endeavor. The populace will learn of the subject's deeds and honor him. A great and evil foe will be defeated, and the subject and his allies will know great wealth.

6-10 Cups (Love and Happiness)

2nd d20

Results

1

A love interest of the subject, or someone the subject respects, will betray and hurt him. Friends and allies are important at this moment, but care should be taken because one closest to the subject may be involved with the betraying party.

2-3

For the near future, happiness

seems to slip away from the subject. Plans fail and the subject's social realm turns against him. A stranger (roll on **Table A** or choose) enters the subject's life and is an instrument of change. This change may be for the better or worse, depending on how the subject deals with the stranger.

4-6 The subject will have a difficult choice between two loves, one emotional and one material. The subject may find temporary happiness with the choice, but true happiness will slip between the subject's fingers as the significance of the choice becomes fully realized.

7-9 The subject will be approached by a stranger (roll on **Table A** or choose) who will bring happiness. The happiness may either be from romance or from some sort of social or economic gains.

10-12 The subject will be tested as he will come to mistrust friends and family; however, if the subject can overcome the mistrust and continue to build the important relationships, happiness and loyalty will come.

13-15 A stranger (roll on **Table A** or choose) will attempt to seduce a friend or love interest of the subject. The stranger may be dangerous to the subject's safety and happiness, beyond just the seduction. It may be that the stranger is not acting alone and there is some sort of conspiracy against the subject. The subject must be very careful in challenging the stranger because he has position and power.

16-17 The subject will receive news from a long lost friend, lover or family member. This person is in need of help and appeals to the subject for the aid. If the subject is able to render the aid needed, he will encounter happiness and some glory in the eyes of those who know him.

18-19 The subject will find happiness in his pursuits, but some will grow jealous at his successes. A stranger will approach the subject after he has achieved some fame. The stranger's intentions are unknown and the subject should be cautious.

20 The subject will encounter great happiness, both in relationships as well as in a chosen profession or

trade. Friends and family will delight in his achievements, and even those who do not know the subject well will be happy for him.

11-15 Swords (Strife and Adventure)

2nd d20

Results

1

Great danger and strife are approaching the subject. The danger is one that the subject should attempt to avoid, as it is one that he cannot yet overcome. If the subject elects to face the danger, he may lose his life as well as the lives of friends and allies.

2-3

A tremendous, but dangerous, adventure soon approaches the subject. While fraught with hazards, the rewards of the adventure may lure the subject to attempt it. The subject should seek out allies and companions before attempting this endeavor. A stranger (roll on **Table A** or choose) may help directly or indirectly.

4-6

The subject needs to proceed with great caution for the next month or so because the cards show that death and despair are hovering near. A stranger, or perhaps someone from the subject's past (roll on **Table A** or choose), holds the key to the current dangers—he may not consciously intend to endanger the subject.

7-9

A great and heroic adventure will soon beckon the subject. A stranger (roll on **Table A** or choose) will approach the subject and offer great rewards for an upcoming adventure. The reward may not be what it seems at first glance, but it will benefit the subject. The subject's family and friends may, at first, resist the direction that the subject is taking his life.

10-12

Unless the subject takes a new course in his life, great difficulties and hardships will engulf him. Someone close (roll on **Table A** or choose) may die or face other dangers because of the actions of the subject. Family and friends will see the subject as responsible, and this may cause a rift in the relationships. To avoid this, the subject must carefully evaluate his life and the threat brought to others. The GM should choose an antagonist for the subject (an individual, group, nation,

etc. from the campaign) and project some clues for the subject to divine the source of danger.

13-15 A period of relative calm and time for healing and study approach the subject. The subject should use this time wisely, as it will pass all too soon. Many may enter the subject's life, appealing to his virtues for help or aid. If the subject has rested, healed and prepared, he should be able to face the new dangers brought on by helping others.

16-17 Strife and hardship approach the subject. While he may have the tools to fend off the troubles ahead, it will take a toll on friends and allies. Issues with wealth and social status will further plague the subject. The subject should take great care to protect his material and emotional treasures.

18-19 The subject is destined to experience a great adventure; however, the results of the adventure may bring hardship to him or his family and friends. A powerful figure (see **Table A** or choose) will take note of the subject because of the adventure. This notice may lead to extreme danger, as the powerful figure may attempt to take advantage of the subject.

20 A great adventure awaits the subject. While the subject and his allies will face some danger, success is virtually assured. The subject will win fame, wealth and glory with the news of his exploits. Also, the news of the events will spark further adventures. A stranger (roll on **Table A**, or choose) will enter the subject's life as a result of these adventures. The stranger's motives are unknown.

16-20 Pentacles (Wealth and Partnerships)

2nd d20

Results

1 Economic ruin may plague the subject and his allies. With the loss of wealth, the subject may lose contact with partners or allies who will abandon the subject. A new friend (roll on **Table A** or choose) will appear when the situation is darkest and aid the subject.

2-3 The material wealth of the subject will be threatened by a powerful figure (roll on **Table A** or choose). In order to avoid this development the subject may have to oppose the figure. The

opposition will bring great danger, and the subject should look to friends and allies during this trial.

4-6 The friends and allies of the subject may begin to doubt his truth and loyalty. The subject may have to perform some act of bravery or sacrifice to win back their trust. The subject should look to a stranger (roll on **Table A** or choose) to discover the reason that friends began to mistrust him.

7-9 A stranger or acquaintance from the distant past (roll on **Table A** or choose) will enter the subject's life. This individual brings a possibility of wealth but also brings danger or intrigue. The subject will receive bad news from a family member that may cause some consternation. Depending on how the subject pursues this news will lead to danger and adventure.

10-12 A challenge to the material wealth is approaching the subject. This may come in the form of a seeming friend or new love interest (roll on **Table A** or choose). An ally may be the first to notice the danger. If the subject is able to confront the threat, he may actually improve his wealth and social status. Avoiding the threat will not eliminate it, as it will return to plague the subject. Eventually the subject will have to face this problem.

13-15 A rich and powerful family will approach the subject with the intentions of marriage or some sort of partnership. While accepting the offer will bring wealth, it can also bring misery. Declining the offer, however, may be hazardous as the family will think it an insult.

16-17 The subject will begin to attract friends and allies. This attraction may be romantic or platonic. The subject can use this newfound relationship to further his political and economic power.

18-19 An acquaintance of the subject (roll on **Table A** or choose) will have financial troubles. This dilemma may involve the subject if he is willing to help the acquaintance. If the subject does not wish to help, there may be consequences of this decision as well. In addition, the subject has an opportunity to embark on an adventure that may lead to great riches, but there will be dangers involved in the endeavor.

The subject will soon acquire a great fortune. With the help of trusted allies, the subject will gain an incredible treasure. The notoriety of the wealth will cause the subject to become the center of attention within a large group. The power that the subject acquires may allow him to promote significant changes within the political structure of the area (defined by the GM depending on the experience and fame of the subject).

All the readings of the various cards are intended to give the GM a quick divinatory guideline to enhance the gaming experience of both the players and GM. Ignore any portion of a reading that would take the game in a direction the GM does not wish to go.



CHAPTER 2: TAROT MAGE CLASS AND PRESTIGE CLASS

TAROT MAGE

For centuries, practitioners of magic have used different foci to harness or augment their powers. Tarot magic is an extremely specialized school. Its spellcasters are wizards who for-sake normal spellbooks in favor of the magic of the tarot deck. With a complete deck of 76 arcane tarot cards, a tarot mage has the potential of casting any known spell.

There are two kinds of tarot decks; the mundane deck is a tool that the tarot mage can use to read fortunes and entertain the masses. The other deck is a special, arcane deck that allows the mage to cast certain spells. One goal of tarot mages is to find the magic cards or locate the materials necessary to create these magical devices. Tarot mages will protectively guard their special decks because without them, they lose much of the arcane power.

Tarot Mage Class

Many a skill has come across the card sharp, wily gypsy, or carnival fortuneteller who uses various means to divine the future and past of the subject. Because of the dubious reputation of the frauds who take advantage of the public's gullibility, tarot mages frequently must overcome the suspicious nature of others. While many a tarot mage has made money entertaining the curious, the mage shines when she

uses special tarot decks to focus magical energies needed to cast arcane spells.

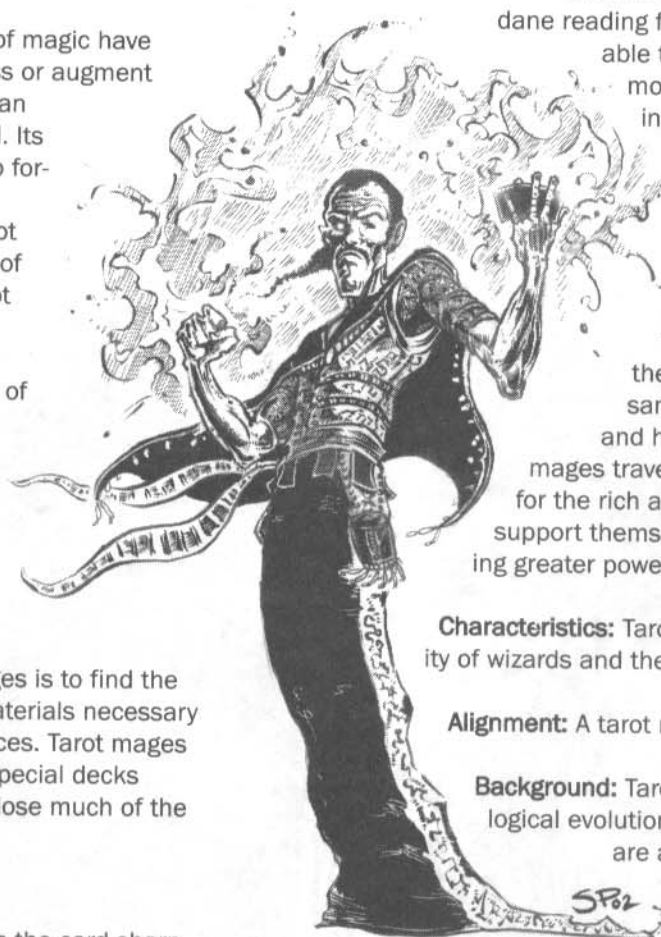
When the tarot mage wants to do a mundane reading for a subject, the tarot mage is able to use his/her skill at sensing the motives of others to aid in the readings. This helps the tarot mage predict what the subject wants to hear and can aid the "mystical" aspect of the tarot mage's presentation.

Adventurers: Tarot mages adventure in order to find and complete their magical tarot decks. At the same time, they are able to develop and hone their powers. Many tarot mages travel the realms providing readings for the rich and the curious. They are able to support themselves with this skill while pursuing greater power.

Characteristics: Tarot mages combine the magic ability of wizards and the storytelling gifts of bards.

Alignment: A tarot mage can be of any alignment.

Background: Tarot mages see themselves as the logical evolution of wizardry and sorcery. They are able to harness the arcane forces akin to sorcerers yet need the tarot cards as foci for their power. Long hours are spent studying the "true" meaning behind the mysterious and arcane symbols on the magical tarot decks. Each card contains a riddle of form, symbol and significance. Only through careful study of the cards can the tarot mage harness the power behind it. At times, tarot mages work together to further their understanding of the enigmas of the tarot



by sharing and copying the mystic cards.

Races: Open to any race; however, dwarves rarely choose this class.

Other Classes: Other classes normally get along well with the tarot mage. His Her spells often supplement those of the wizard and the cleric. Bards, in particular, enjoy the company of tarot mages because they share a passion to entertain and amaze the general population. In some societies, paladins and devout clerics may see tarot mages as occult practitioners and view them with suspicion.

Game Rule Information:

Abilities: Intelligence determines how powerful a spell a tarot mage can cast, how many spells the tarot mage can cast per day, and how hard those spells are to resist. To cast a spell, a tarot mage must have an Intelligence score of 10 + the spell's level. A tarot mage gets bonus spells based on Intelligence. The Difficulty Class of a saving throw against a tarot mage's spell is 10 + the spell's level + the tarot mage's Intelligence modifier.

Since tarot mages often strive to impress and entertain the crowd, high Charisma is a valued trait.

Alignment: Any.

Hit Dice: d4.

Class Skills:

The tarot mage's class skills are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (tarot) (Int), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int). See PHB for skill descriptions.

Skill Points at 1st Level (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features:

All of the following are class features of the tarot mage.

Weapon and Armor Proficiency: The tarot mage is proficient with all simple weapons but not with any type of armor or shield.

Non-metal armor does not affect the tarot mage's spellcasting because she does not need a full range of movement in order to cast the spell. The tarot mage channels his her powers through the tarot cards that act as foci for the magic; however, because of the nature of the magic being harnessed, metal armor does interfere. Arcane Spell Failure applies for all metal armor. Armor heavier than leather will cause armor check penalties to Balance, Climb, Escape Artist, Hide, Jump, Move

Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A tarot mage is a blend of wizard and sorcerer. Just as a wizard must have his her spellbook in order to prepare spells, the tarot mage must have a tarot deck through which to focus arcane power. The tarot mage does not need to specify individual spells per day. As long as a tarot mage has a certain tarot card and she is of the requisite level, the mage can cast any spell associated with the card. To cast a spell, a tarot mage must have an Intelligence score of 10 + the spell's level. A tarot mage gets bonus spells based on Intelligence. The Difficulty Class of a saving throw against a tarot mage's spell is 10 + the spell's level + the tarot mage's Intelligence modifier. Bonus spells for tarot mages are based on Intelligence.

The tarot mages can cast cantrips without the aid of the tarot cards. The number of cantrips known depends on the tarot mage's level.

Tarot Mage Level	Cantrips Known
1	4
2	5
3	5
4	6
5	6
6	7
7	7
8	8
9	8
10-20	9

The other spells come from tarot cards, and the number of spells known by a tarot mage will depend on the number and type of cards that she has crafted, found, or otherwise obtained.

At first level, a tarot mage should have 4 minor arcana and 2 major arcana cards. In addition, the mage should gain one minor arcana tarot card per level of experience. The card must allow the casting of a spell within the mage's capabilities (i.e. it cannot be for a spell higher level than she can cast). Beyond that, the character must adventure to locate new tarot cards or the materials to craft them. Until the tarot mage has acquired a new card, she is limited to casting the spells available from the cards already in his her possession.

If a tarot mage finds a tarot card, she must attune himself to the card before she can cast from it—a process that takes a full day of study. If the tarot mage crafts the card, it can be used immediately upon creation.

Bonus Feats: The tarot mage may choose any metamagic or item creation feat that which she qualifies for as a bonus feat.

TAROT MAGE PROGRESSION TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	Craft Minor Arcana
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	Bonus Feat
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Craft Major Arcana
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	Bonus Feat
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	Bonus Feat
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

New Uses for Skills:

Knowledge (tarot) (Int): This area of knowledge allows the character to learn the different meanings of the minor and major arcana. Some decks have slightly different interpretations for each card, and the character is aware of how the various decks work.

TAROT MAGE SPELL PROGRESSION TABLE

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	3	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

Perform (tarot reading) (Wis): This skill allows the individual to perform a tarot reading. Whether the reader is honest or a fraud, this skill allows the reader to interact with the subject. This skill is part stage magic and part psychologist as the reader works with the reactions of the subject to better explore his/her true desires.

Feats:

Craft Minor Arcana [Item Creation]

You can create minor arcana tarot cards.

Prerequisite: Tarot mage level 1st+

Benefit: This feat allows the tarot mage to craft the magic tarot cards needed to cast spells. Each minor arcana card requires 1,000 gp of inks and material to craft and takes at least 8 hours to complete. When the

tarot is completed, the tarot mage must make a Craft (tarot) check (DC 15). If successful, the card now carries the magic necessary for the tarot mage to cast certain spells. If unsuccessful, the mage must start over and the time and materials are lost.

Craft Major Arcana [Item Creation]

You can create major arcana tarot cards.

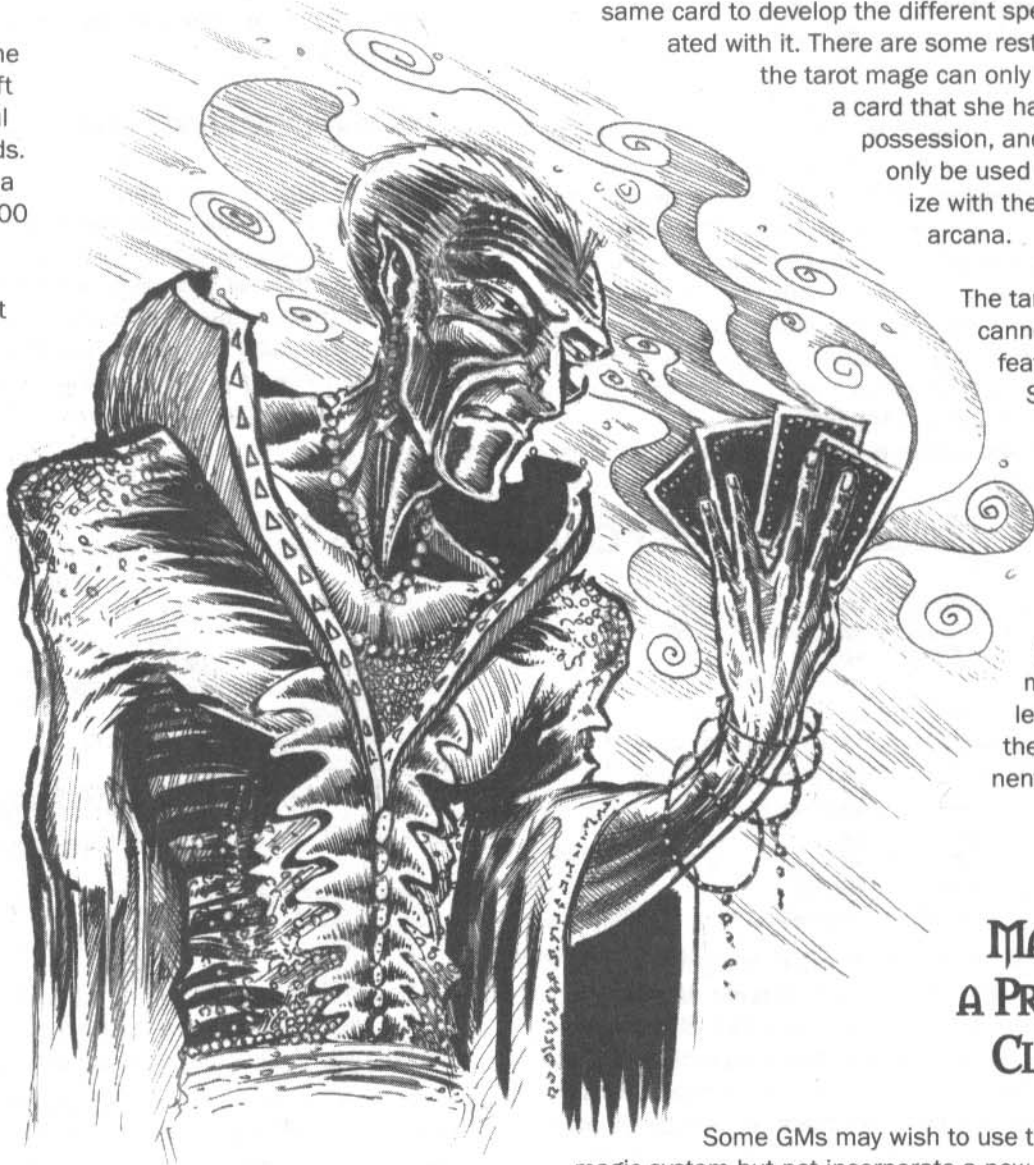
Prerequisite: Tarot mage

level 8th+

Benefit:

This feat allows the tarot mage to craft the more powerful magical tarot cards. Each major arcana card requires 2,000 gp of inks and material to craft and takes at least 16 hours to complete. When the tarot is completed, the tarot mage must make a Craft (Tarot) (DC 15). If successful, the card now carries the magic necessary for the tarot mage to cast certain spells. If unsuccessful the mage must start over and the time and materials are lost.

There is an exception to the crafting of major arcana and that is for the World Card (#21). This card is an extremely powerful card and is more difficult and costly to create. The creation process is 32 hours (minimum of 16 hours per day must be spent working on the card). At the end of the process the Craft check (DC 20) must be made to complete the magic. The cost in materials is 5,000 gp. If the check is unsuccessful, the mage must start over and the time and materials are lost.



Tarot Specialization [Special]

Diligent study allows you to master a tarot card and forgo its use as a focus.

Prerequisites: Tarot mage, Int 15+.

Benefit: The tarot mage has studied the images and significance of a particular card with such dedication that they are burned into his/her brain. The tarot mage can now cast one of the spells that requires the card without having to use it as a focus. This feat may be taken repeatedly to master the different cards, or for the same card to develop the different spells associated with it. There are some restrictions:

the tarot mage can only use this for a card that she has in his/her possession, and this can only be used to specialize with the minor arcana.

Special:

The tarot mage cannot use the feat Silent Spell in conjunction with this specialization. For a given spell, the tarot mage must use at least one of the components.

TAROT MAGE AS A PRESTIGE CLASS:

Some GMs may wish to use the tarot magic system but not incorporate a new class. In this case, the tarot mage can be used as a prestige class. We have decided to supply the GM with options. The first allows the tarot spells from System One to be incorporated into the tarot mage prestige class. The second is designed for those GMs who only want to use the core spells and not introduce a new magic system. While most of the descriptions of the tarot mage prestige class are the same for both options, when there is a difference in use, it will be noted.

Tarot Mage:

Tarot mages, those who learn to manipulate the mystic tarot cards, are a very specialized school. The tarot mage can use and create magical cards as spell foci from which she can cast spells. She combines the arcane methods of both the wizard and the sorcerer. As the wizard needs his her spellbook to memorize a spell, the tarot mage needs the special cards to focus the magical energies. However, as a sorcerer is free to cast any spell known without preparing it ahead of time, so too can the tarot mage cast any spell associated with the card or combination of cards, as long as she has the appropriate level.

The tarot mage is part performer and part spell-caster. The tarot mage often uses his her knowledge of the accepted meanings of the cards and a keen sense of psychology to perform readings for interested individuals. Many a tarot mage has become famous for being able to reach into a stranger's past and then predict future events. Because of this, many seek out the tarot mage, either to inquire into their destinies or to prevent the occult-using mage from infecting the general populace. Many cultures view the tarot mage and the mystic cards she uses with suspicion and disdain.

Wizards, sorcerers and bards are the most likely to become a tarot mage. The performance side of the tarot reading appeals to the bard, while the new and powerful path of magic lures many wizards and sorcerers. Rogues have been known to become tarot

mages after studying a bit of magic. Many rogues use the gifts of the tarot mage to turn a profit and con as many subjects out of their fortunes as possible. Clerics, druids and paladins rarely become tarot mages because of the occult nature of the magic and its history, and the idea of defining and controlling nature through an image.

Hit Die: d4

Requirements: To qualify to become a tarot mage, a character must fulfill all of the following criteria.
Ability to cast arcane spells of at least 3rd level.
Knowledge (tarot): 5 ranks
Perform (tarot reading): 3 ranks

Class Skills:

The tarot mage's class skills are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy

(Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (tarot) (Int), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features:

All of the following are class features of the tarot mage prestige class.

Weapon and Armor Proficiencies: Tarot mages gain no new proficiency.

Special Abilities and Feats:

Spells: For those GMs who wish to allow the prestige class to be able to cast tarot spells (see Chapter 3, System One) as well as the normal spells, the tarot mage can learn both spell lists. However, for those who wish to stay away from the tarot spells and only use the core spells (see Chapter 3, System Two), the tarot mage learns the patterns of the cards and how they can be used to harness the arcane power.

Tarot Spell: As the tarot mage advances within this prestige class, she begins to harness more and more power with the cards. The tarot spell ability allows the tarot mage to cast spells from the appropriate level (Tarot Spell 1

can cast 1st-level spells and Tarot Spell 5 can cast 5th-level spells). Of course the tarot mage must be of a high enough level to cast that level of spell. For example, a Wiz5/Tarot Mage4 would only be allowed to cast 3rd-level spells. The only exception to this rule is if the individual has spell bonuses because of a high Intelligence or Charisma. If the above tarot mage above had an Intelligence of 18 or higher, she would be able to cast 4th-level tarot spells (due to his her Tarot Spell 4 ability), although the number of 4th-level spells would depend on the number of bonuses.

One of the major advantages of pursuing the tarot mage prestige class, even for those who cannot use System One, is that the mage learns how to focus arcane power through the tarot card and no longer requires

TAROT MAGE PRESTIGE CLASS PROGRESSION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Craft Minor Arcana, Tarot Spell 1
2	+1	+0	+0	+3	Tarot Combination Specialization, Tarot Spell 2
3	+1	+1	+1	+3	Tarot Spell 3
4	+2	+1	+1	+4	Tarot Combination Specialization, Tarot Spell 4
5	+2	+1	+1	+4	Craft Major Arcana, Tarot Spell 5
6	+3	+2	+2	+5	Tarot Combination Specialization, Tarot Spell 6
7	+3	+2	+2	+5	Tarot Spell 7
8	+4	+2	+2	+6	Tarot Combination Specialization, Tarot Spell 8
9	+4	+3	+3	+6	Tarot Spell 9
10	+5	+3	+3	+7	Tarot Combination Specialization

other material spell components or somatics. Only the focus, the card, and a verbal directive are required. With practice and experience, the tarot mage can forgo the need for the card altogether (see Tarot Combination Specialization below).

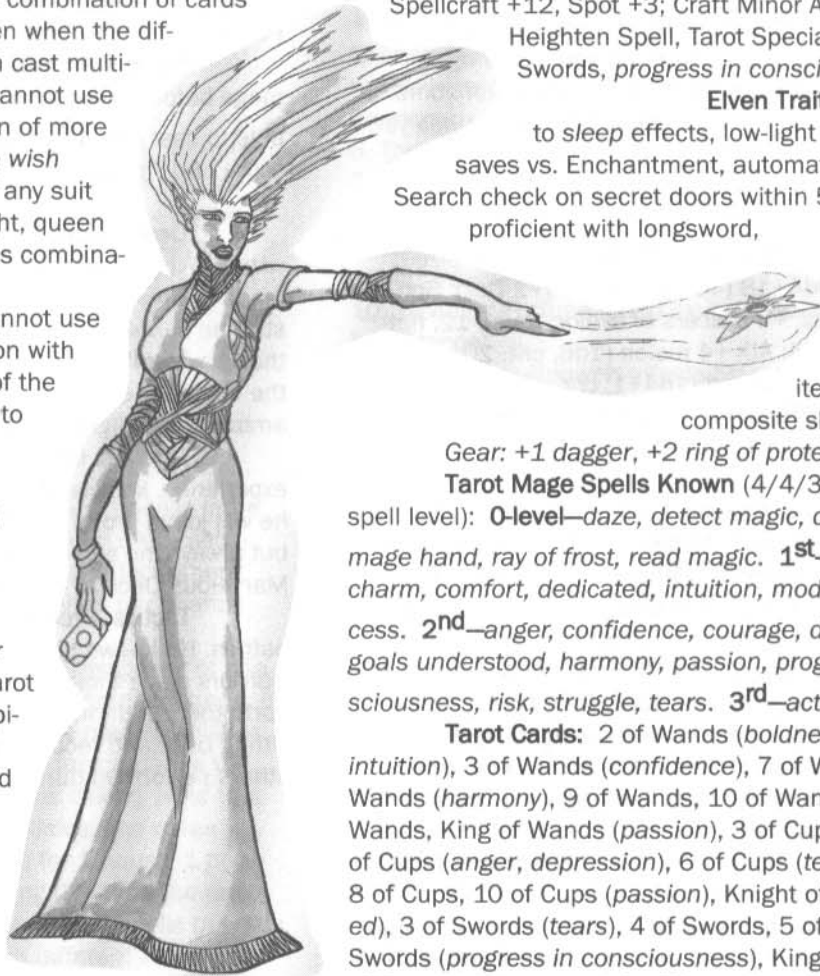
Tarot Combination Specialization: By taking this specialization the tarot mage has memorized a tarot card (System One), or a combination of tarot cards (System Two), so completely that she no longer needs the cards as a focus to cast a particular spell. If using System One, the tarot mage must designate which spell has been memorized for that particular card. For example, the Page of Swords has three spells associated with it: *secrets*, *diplomacy*, and *summon small air elemental*. A tarot mage, by selecting tarot combination specialization, can choose to memorize the patterns for *secrets*. If the mage wishes to memorize the patterns for *diplomacy*, she would have to take the specialization a second time.

If using System Two, the combination of cards is also restricted to one spell even when the different combinations of cards can cast multiple spells. Also, the tarot mage cannot use this to memorize the combination of more than two cards. For example, the *wish* spell requires five cards (a 10 of any suit and a combination of page, knight, queen and king from the four suits). This combination could not be memorized.

Note: The tarot mage cannot use the feat Silent Spell in conjunction with this specialization. At least one of the spell components must be used to cast a spell.

Examples of the Tarot Mage:

The first example shows a tarot mage class character. The player wanted to explore the world of tarot and decided to not mimic the typical battle wizard approach to spellcasting. Instead, she created Jarlanna, an elven tarot mage fascinated by the divinatory power of the mystical cards. During character creation and some solo adventures that followed, Jarlanna left the safety of the elven homeland and journeyed with a band of gypsy-like peoples. They taught her more of the tarot and told her tales of a powerful group, the Montalvo Society, that used the magical cards to predict the future and guide the world away from ultimate doom. Jarlanna discovered hints and rumors of the society's locale but has yet to find them. The society, however, has



found her and placed an agent (a seemingly rough and severe fighter) in her party. The society is testing Jarlanna to determine if she should be admitted to the society.

Jalanna Graydawn

Female elf Tarot Mage5: **CR** 5; Medium-size humanoid (elf); **HD** 5d4+10 (22 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 14 (+2 Dex, +2 *ring of protection*; touch 14, flat-footed 12); **BAB** +2; **Atk** +4 melee (1d4+2, crit. 19-20/x2, +1 *dagger*); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **SQ** Elven traits; **AL** NG; **SV** Fort +3, Ref +3, Will +5; Str 12, Dex 15, Con 14, Int 18, Wis 12, Cha 14.

Languages: Common, Draconic, Elven, Gnome, Goblin, Sylvan.

Skills and Feats: Bluff +8, Concentration +6, Diplomacy +4, Knowledge (arcana) +8, Knowledge (nature) +6, Knowledge (tarot) +12, Listen +3, Perform (tarot) +10, Scry +6, Search +6, Sense Motive +54, Spellcraft +12, Spot +3; Craft Minor Arcana, Heighten Spell, Tarot Specialization (6 of Swords, *progress in consciousness*).

Elven Traits (Ex): Immune to sleep effects, low-light vision, +2 saves vs. Enchantment, automatically attempt Search check on secret doors within 5 ft., proficient with longsword,

proficient with shortbow, longbow, composite longbow, and composite shortbow.

Gear: +1 *dagger*, +2 *ring of protection*.

Tarot Mage Spells Known (4/4/3/2; DC 14 + spell level): **0-level**—*daze*, *detect magic*, *disrupt undead*, *mage hand*, *ray of frost*, *read magic*. **1st**—*boldness*, *charm*, *comfort*, *dedicated*, *intuition*, *moderation*, *success*. **2nd**—*anger*, *confidence*, *courage*, *depression*, *goals understood*, *harmony*, *passion*, *progress in consciousness*, *risk*, *struggle*, *tears*. **3rd**—*action*.

Tarot Cards: 2 of Wands (*boldness*, *courage*, *intuition*), 3 of Wands (*confidence*), 7 of Wands, 8 of Wands (*harmony*), 9 of Wands, 10 of Wands, Page of Wands, King of Wands (*passion*), 3 of Cups (*comfort*), 5 of Cups (*anger*, *depression*), 6 of Cups (*tears*), 7 of Cups, 8 of Cups, 10 of Cups (*passion*), Knight of Cups (*dedicated*), 3 of Swords (*tears*), 4 of Swords, 5 of Swords, 6 of Swords (*progress in consciousness*), King of Swords, Ace of Pentacles (*success*), 2 of Pentacles (*moderation*, *struggle*), 7 of Pentacles (*action*, *success*), Page of Pentacles (*charm*), The Fool (*risk*), The Chariot (*success*), The Hermit (*goals understood*), Death.

Description: Jalana is a very thin elven female with long, black hair and silver eyes. She does

not smile often, holding a contemplative look on her face most of the time. When forced to travel with those she is not familiar, Jalana will keep very quiet and study the others until she knows whether to trust them or not.

Motives: Jalana seeks to improve her divinatory abilities through the use of the tarot. The rumors of the Montalvo Society have captured her interest, and she pursues the truth behind the stories.

Tactics: Jalana will attempt to use her powers to avoid conflict. If faced with hostility, she will use her enchantments to control the minds of those who wish her harm. If all else fails, she will use her few offensive spells such as tears and her dagger to counter the attack.

The second example is a tarot mage as a prestige class. Breetay's player wanted a tarot mage from the start, but in this campaign the tarot mage is a prestige class; Breetay needed experience to enter the world of the tarot mage. The player had Breetay take as many skills such as Knowledge (tarot) as possible to ready himself once he had the prerequisites. Traveling and exploring, Breetay unearthed clues to the whereabouts of some of the cards of the Marvelous Deck of Celeste but has yet to discover any.

Breetay

Male human Wiz6/Tarot Mage3: **CR** 9; Medium-size humanoid; **HD** 9d4+18 (40 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 16 (+2 Dex, +4 *bracers of armor*; touch 12, flat-footed 14); **BAB** +4; **Atk** +4 melee (1d6, crit. 20/x2, +1 *quarterstaff*) or +8 ranged (1d4+1, crit. 19-20/x2, 10 ft., +2 *dagger*); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **AL** CG; **SV** Fort +4, Ref +4, Will +5; Str 8, Dex 14, Con 15, Int 18, Wis 10, Cha 13.

Languages: Abyssal, Common, Dwarven, Elven.

Skills and Feats: Alchemy +11, Escape Artist +4, Hide +2, Intuit Direction +1, Knowledge (arcana) +9, Knowledge (nature) +10, Knowledge (tarot) +12, Listen +4, Move Silently +4, Perform (tarot) +12, Scry +13, Sense Motive +6, Spellcraft +10, Spot +4; Brew Potion, Craft Minor Arcana, Empower Spell, Run, Scribe Scroll, Spell Mastery (*charm person, levitate, lightning bolt*), Still Spell, Tarot Combination Specialization (4 of Swords-Page of Swords *lightning bolt*), Tarot Spells 1, Tarot Spells 2, Tarot Spells 3.

Gear: +4 *bracers of armor*, +2 *dagger*, +1 *quarterstaff*, spell component pouch.

Wizard Spells Prepared (4/4/4/3; DC 14 + spell level): **0-level**—*detect magic, detect poison, flare, read magic*. **1st**—*change self, charm person, sleep, undetectable aura*. **2nd**—*blur, invisibility, knock, darkvision*. **3rd**—*flare arrow, lightning bolt, slow*.

Spellbooks: **0-level**—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mend-*

ing, open/close, prestidigitation, ray of frost, read magic, resistance. **1st**—*burning hands, change self, charm person, detect undead, shield, sleep, undetectable aura*.

2nd—*blur, darkvision, invisibility, knock, levitate*. **3rd**—*flare arrow, haste, hold person, lightning bolt, slow*.

Tarot Spells Known (spells cast count against wizard spells per day; DC 14 + spell level): **0-level**—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*. **1st**—*burning hands, change self, charm person, shield, sleep, undetectable aura*.

2nd—*blur, invisibility, levitate*. **3rd**—*flare arrow, hold person, lightning bolt*.

Tarot Cards: Ace of Wands, Ace of Swords, Ace of Cups, Ace of Pentacles, 2 of Pentacles, King of Pentacles, 2 of Cups, Page of Cups, Knight of Cups, Queen of Cups, King of Cups, 2 of Wands, Page of Wands, 3 of Cups, 3 of Pentacles, 4 of cups, 4 of Pentacles, 4 of Swords, Page of Swords, 5 of Cups.

Note: If Breetay gains another level of tarot mage before he adds to his level of wizard, he will be able to cast one 4th-level spell due to his Intelligence score and Tarot Spell 4 ability.

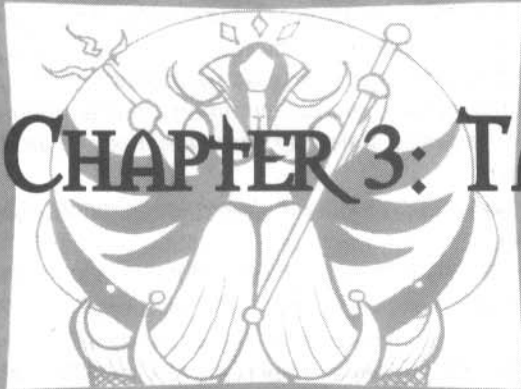
Description: Breetay does not look the part of a wizard. While not strong, he is lean and athletic. Breetay tends to dress in rough, outdoor garb. Even the quarterstaff he carries more closely resembles a walking stick than a wizard's staff. Breetay is easy going and enjoys the company of others. He performs tarot readings to amaze and delight an audience.

Motives: Breetay adventures to gather more experience, knowledge and ability with the tarot. At times he will join a group just to enjoy the company of others, but always, he seeks more information about the Marvelous Deck of Celeste.

Tactics: Breetay is not foolish when it comes to battles. He knows his physical limitations and lets the warriors place their bodies in harm's way while he supports them with offensive spells. Afterwards, he enjoys sitting back and recounting the heroic deeds he and the others performed during the fight.



CHAPTER 3: TAROT MAGE SPELLS



This book presents two systems using tarot cards. System One allows the PC to be more opened-ended with the magic system and may not be suitable to all GMs. The System Two converts the traditional sorcerer/wizard spells and associates them with the minor arcana.

System One:

Tarot cards have multiple meanings that the tarot mage can manipulate to react to different situations. As the tarot mage becomes more and more familiar with the powers of the cards (i.e. gains experience and levels), she is better able to manipulate the cards and develop multiple spells with them.

TAROT CARDS:

Major Arcana:

For game purposes, the major arcana are usually more powerful when dealing with magic cast on one's self. While there are a few major arcana that affect others, the majority of the cards are better suited to enhance the powers of the spellcaster.

A tarot mage can tap into the raw power of one major arcana card at a time. When the card is tapped, it bestows a bonus to one or more of the mage's abilities. The ability affected is determined by the card (see the **BOLD** ability score in the descriptions below). Note that the World card affects all of the abilities. The mage receives a +2 enhancement bonus for 1 hour + 1 hour/class level of the tarot mage. During this time the tarot mage may use other major arcana to cast spells but may not activate another card to gain a different ability increase. The tarot mage must wait for the duration of the tap to end before tapping another card.

0. The Fool (*journey, discovery, risk*; affects **Wisdom**)
1. The Magician: (*power, skill, trickery*; affects **Intelligence**)
2. The High Priestess (*compassion, emotional balance*;

affects **Wisdom**)

3. The Empress (*fertility and gain, preservation, protection*; affects **Constitution**)
4. The Emperor (*action, authority, discipline*; affects **Charisma**)
5. The Hierophant (*assuredness, divine magics*; affects **Charisma**)
6. The Lovers (*harmony, romance*; affects **Charisma**)
7. The Chariot (*success, travel*; affects **Constitution**)
8. Justice (*balance, responsibility*; affects **Wisdom**)
9. The Hermit (*goals understood, spiritual awakening*; affects **Wisdom**)
10. Wheel of Fortune (*good luck, prosperity*, affects **Intelligence**)
11. Strength (*willpower*; affects **Strength**)
12. The Hanged Man (*calm, patience*; affects **Wisdom**)
13. Death (*change, death*; affects **Intelligence**)
14. Temperance (*moderation, balance*; affects **Intelligence**)
15. The Devil (*disease, outsider*; affects **Intelligence**)
16. The Tower (*alter life*; affects **Strength**)
17. The Star (*health, regeneration, resurrection*; affects **Constitution**)
18. The Moon (*deceit, dream power*; affects **Dexterity**)
19. The Sun (*achieve goals, harmony*; affects **Constitution**)
20. Judgment (*emotional freedom, forgiveness*; affects **Charisma**)
21. The World (*completeness, success*; affects **Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma**)

Minor Arcana:

Pentacles: Earth (corresponds to the suit of Diamonds)

The suit of the pentacles is most powerful when dealing with the physical world and the senses. This suit corresponds to the arcane schools of Conjuration and Transformation.

Ace: (health, prosperity, success)
 Two: (duality, moderation, struggle)
 Three: (growth, material gain, strife)
 Four: (legacy, protection, starting over, strength of mind)
 Five: (control weather, failure, rebirth)
 Six: (cooperation, duplicate riches, energy unleashed)
 Seven: (action, resources, success)
 Eight: (affect environment, charm, pleasure,)
 Nine: (business gains, charm, projects realized)
 Ten: (monetary gains, physical reward, satisfaction)
 Page: (charm, feblemind, summon minor earth elemental)
 Knight: (clairaudience, enhance physical trait, summon medium earth elemental)
 Queen: (healing magic, summon huge earth elemental, vigor)
 King: (physical power, resources, summon elder earth elemental)

Cups: Water (corresponds to the suit of Hearts)

The seat of Cups power is emotional control. This suit corresponds to the arcane schools of Enchantment and Illusion.

Ace: (ecstasy, emotions, love spell)
 Two: (marriage, emotional balance, reconciliation)
 Three: (comfort, healing magic, shared love)
 Four: (anger, emotional rewards, illusory attack)
 Five: (anger, depression, suffer)
 Six: (emotional healing, gift, tears)
 Seven: (dread, greed, paranoia)
 Eight: (emotional stability, fatigue, rest)
 Nine: (enjoyment, fulfillment, satisfaction)
 Ten: (emotional maturity, desires satisfied, passion)
 Page: (courage, expression, summon small water elemental)
 Knight: (dedicated, motivated, summon medium water elemental)
 Queen: (rejoicing, summon huge water elemental, talented)
 King: (leader, persuasive, summon elder elemental)

Swords: Air (corresponds to the suit of Spades)

The most aggressive battle magic comes from the suit of Swords. At the same time, the Swords deal with intelligence and understanding. This suit corresponds to the arcane schools of Evocation and Necromancy.

Ace: (clarity, increase knowledge, insight)
 Two: (blast, clairvoyance, mental balance)
 Three: (tears, upheaval)
 Four: (banishment, logic, rest after war)
 Five: (confusion, conquest, mental speed)
 Six: (emotional aid of mental effort, journey for oth-

ers, progress in consciousness)
 Seven: (good advice, spying)
 Eight: (combine ideas, greater understanding, sickness)
 Nine: (death, deception, misery)
 Ten: (closed thought, disruption, success)
 Page: (diplomacy, secrets, summon small air elemental)
 Knight: (courage, defender, summon medium air elemental)
 Queen: (summon huge air elemental, teacher, widow maker)
 King: (military intelligence, protector, summon elder air elemental)

Wands: Fire (corresponds to the suit of Clubs)

Wands have great power of the spiritual energies. This suit corresponds to the arcane schools of Abjuration and Divination.

Ace: (good/evil energy I, outset, spiritual centering)
 Two: (boldness, courage, intuition)
 Three: (combining forces, confidence, hope)
 Four: (good/evil energy II, peace, rest after labor)
 Five: (personal doubt, rashness, spiritual doubt)
 Six: (good news, harness spiritual powers, victory)
 Seven: (adjust beliefs, certain success, spiritual strength)
 Eight: (harmony, good/evil energy III, purpose)
 Nine: (overcome, redemption, resources, spiritual strength)
 Ten: (spirit mastery, spiritual growth, test by fire)
 Page: (inquisitive, messenger, summon small fire elemental)
 Knight: (ardent investigator, spirit warrior, summon medium fire elemental)
 Queen: (metaphysics, success, summon huge fire elemental)
 King: (passion, spiritual advisor, summon elder fire elemental)

Spells Available with System One:

Level 0 (Cantrips)

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Level 1

Boldness (2 of Wands): Allies gain +2 to Will saves but suffer -2 penalty to AC. Allies can fight below 0 hit points.

Calm (The Hanged Man): Similar to *calm emotions*.

Charm (8 of Pentacles or 9 of Pentacles or Page of Pentacles): Similar to *charm person*.

Comfort (3 of Cups): Removes physical and mental pain but the target suffers a -4 penalty from being disconnected from his/her senses.

Dedicated (Knight of Cups): Target receives a +2 bonus to a Craft skill.

Diplomacy (Page of Swords): Target receives a +2 bonus to Diplomacy checks.

Emotional Rewards (4 of Cups): Target receives a +2 bonus to Wisdom score.

Enhance Physical Trait (Knight of Pentacles): Target receives a +2 bonus to either Strength, Dexterity or Constitution.

Enjoyment (9 of Cups): NPCs reaction rolls gain a +3 bonus and targets receive a +2 bonus to resist fear and despair.

Good Advice (7 of Swords): Caster can ask one yes/no question.

Good/evil energy I (Ace of Wands): Good or evil-aligned bolt does 1d6 damage per level to neutral targets and 1d6+2 damage per level targets with opposite alignments.

Good News (6 of Wands): Shows the best possible outcome of a particular action.

Insight (Ace of Swords): Detects the alignment of others.

Intuition (2 of Wands): Caster gains a +2 bonus to Sense Motive checks to detect lies.

Moderation (Temperance or 2 of Pentacles): Targets gain a +2 bonus to resist spells and situations that affect the emotions.

Personal Doubt (5 of Wands): Targets suffer -1 penalty to all rolls.

Physical Rewards (10 of Pentacles): Target gains a 1d3 bonus to Strength, Dexterity or Constitution.

Power (The Magician): Increases the caster's effective level by 1 for spell effects.

Protection (The Empress or 4 of Pentacles): Similar to *mage armor*.

Success (The Chariot or The World or 7 of Pentacles or 10 of Swords or Queen of Wands): Allies gain a +1 bonus to attacks and saving throws.

Level 2

Anger (4 of Cups or 5 of Cups): Targets suffer a -1 penalty to all actions. NPCs reactions become hostile.

Balance (Justice or Temperance): Up to 3 creatures gain a +2 bonus to Will saving throws.

Clarity (Ace of Swords): Caster's senses can penetrate fog and other obstacles, or the caster gains a +2 bonus to Listen and Spot checks.

Compassion (High Priestess): Targets can take no aggressive action toward others.

Confidence (3 of Wands): Targets gain a +2 bonus to all actions.

Cooperation (6 of Pentacles): Allows for sharing of thoughts and skills.

Courage (Page of Cups or Knight of Swords or 2 of Wands): Targets gain a +2 bonus against fear and +2 bonus to attacks and skill checks.

Deceit (The Moon): Targets will believe the caster.

Depression (5 of Cups): Similar to *emotion [despair]*.

Expression (Page of Cups): True emotions of targets are exposed.

Failure (5 of Pentacles): Targets suffer a -1 penalty to all rolls and may not be able to start a new action.

Goals Understood (The Hermit): Similar to *augury*.

Harmony (The Lovers or The Sun or 8 of Wands): Targets cannot initiate any hostilities.

Logic (4 of Swords): Target gains 1d4+1 points of Intelligence for 1 hour per level.

Overcome (9 of Wands): Adds +20 to next ability or skill check.

Passion (10 of Cups or King of Wands): Lesser form of the spell, *emotion*.

Patience (The Hanged Man): Target gains a +2 bonus to resist effects of anger, rage or impulsiveness.

Persuasive (King of Cups): Target gains 1d4+1 points of Charisma for 1 hour per level.

Progress in Consciousness (6 of Swords): Target gains a +4 bonus to Intelligence-based skill checks.

Rashness (5 of Wands): Targets gain a +2 bonus to Strength and Constitution, a +1 bonus to Will saves but a -1 penalty to AC.

Risk (The Fool): All targets within the area of effect gain a +1 to attack and damage.

Satisfaction (10 of Pentacles or 9 of Cups): Halts 2d6 HD of creatures from taking any actions.

Struggle (2 of Pentacles): Physical pain causes target to suffer -2 penalty to attacks, ability and skill checks.

Tears (6 of Cups or 3 of Swords): Tears blur the vision of 3HD per level of creatures. They suffer -2 to vision related skill checks and have a 20% chance to miss foes in combat.

Vigor (Queen of Pentacles): Removes the effects of fatigue and subdual damage.

Level 3

Action (The Emperor or 7 of Pentacles): Target gains +4 AC bonus and can take an extra partial action and

can move a one and a half times his her normal rate.

Affect Environment (8 of Pentacles): Caster is able to affect the weather within a 1-mile radius.

Blast (2 of Swords): Bolt of magical force does 1d6+1 damage per level.

Clairaudience (Knight of Pentacles): Allows the caster to hear what is happening in a certain locale.

Clairvoyance (2 of Swords): Allows the caster to see what is happening in a certain locale.

Combining Forces (3 of Wands): Unites the Strength of allies within a 10-ft. radius.

Combine Ideas (8 of Swords): Unites the Intelligence of allies within a 10-ft. radius.

Confusion (5 of Swords): Similar to *confusion*.

Discipline (The Emperor): Targets gain a +2 bonus to saves versus spells that affect emotions and skills such as Bluff and Intimidate.

Discovery (The Fool): Target gains a +4 bonus to Search, Listen and Spot checks but a more vulnerable to spells that affect the senses.

Emotional Maturity (10 of Cups): Target gains a +4 bonus to Wisdom score.

Energy Unleashed (6 of Pentacles): Caster takes a number of d4 points of damage and deals an equal number of d12 to creatures within a 25-ft. radius.

Fatigue (8 of Cups): Weakens the target to the point of exhaustion.

Good/Evil Energy II (4 of Wands): Good or evil-aligned bolt does 1d6 damage per level to neutral targets and 1d6+2 damage per level targets with opposite alignments.

Good Luck (Wheel of Fortune): Allows the target to roll twice to perform an action.

Greed (7 of Cups): Targets become exceptionally greedy.

Healing Magic (Queen of Pentacles or 3 of Cups): Allows the caster to cast *cure moderate wounds*.

Health (The Star or Ace of Pentacles): Similar to *remove disease*.

Increase Knowledge (Ace of Swords): Target gains a +4 bonus to a specified skill.

Messenger (Page of Wands): Allows a message of 20 +5 per level characters to be sent to another individual on the same plane.

Motivated (Knight of Cups): Targets gain a +2 bonus to attacks, damage, saving throws, ability and skill checks.

Pleasure (8 of Pentacles): Intense pleasure stuns the targets.

Purpose (8 of Wands): Targets gain a +3 bonus to Fortitude and Will checks and a +2 bonus to attack rolls.

Rest (8 of Cups): Targets need only half the time to fully rest.

Rest after Labor (4 of Wands): Removes the effects of exhaustion and fatigue.

Rest after War (4 of Swords): Removes the effects exhaustion and fatigue and heals subdual damage.

Shared Love (3 of Cups): Increases the targets' passion for a specified love interest.

Summon Small Air Elemental (Page of Swords): Summons a small air elemental.

Summon Small Earth Elemental (Page of Pentacles): Summons a small earth elemental.

Summon Small Fire Elemental (Page of Wands): Summons a small fire elemental.

Summon Small Water Elemental (Page of Cups): Summons a small water elemental.

Talented (Queen of Cups): Target gains a +2 bonus to all skill checks.

Trickery (The Magician): Target gains a +2 bonus to skills used to dupe others.

Willpower (Strength): Target gains a +2 to Will saves and may attempt to save again if under the effects of a spell.

Level 4

Assuredness (The Hierophant): Targets gain a +2 bonus to attacks and saving throws against fear and +2 to Bluff and Diplomacy checks.

Change (Death): Similar to *polymorph other*.

Deception (9 of Swords): Allows the caster to lie with impunity.

Disease (The Devil): Similar to *contagion*.

Ecstasy (Ace of Cups): Targets' sense of euphoria prevents them from taking aggressive action.

Emotion (Ace of Cups): Similar to *emotion*.

Emotional Aid for Mental Trial (6 of Swords): After suffering a mental attack the target gains a +6 bonus to Will saves.

Emotional Balance (The High Priestess or 2 of Cups): Target gains a +4 bonus to save versus Compulsion spells.

Emotional Stability (8 of Cups): Creates a moveable shield that provides a +2 bonus against Compulsion spells.

Hope (3 of Wands): A more powerful version of *emotion [hope]*.

Illusory Attack (4 of Cups): Creates an illusory weapon that attacks with the caster's initiative and BAB.

Inquisitive (Page of Wands): Target gains a +4 bonus to all sensory checks.

Journey (The Fool): Allows the caster to travel at twice the normal overland rate.

Mental Balance (2 of Swords): Targets gain a +4 bonus to Will saves.

Paranoia (7 of Cups): Targets become paranoid of all others.

Prosperity (Wheel of Fortune or Ace of Pentacles): Increases the treasure and income of the target by 15%.

Responsibility (Justice): Grants the target an air of dignity but also instills a sense of responsibility.

Romance (The Lovers): Target falls in love with the caster.

Secrets (Page of Swords): Caster can send a secret message to a specified target.

Spiritual Centering (Ace of Wands): Negates the effects

of many enchantment spells and can restore lost divine spellcasting ability.

Spiritual Doubt (5 of Wands): Targets suffer a -2 penalty to all actions and divine spellcasters may lose their ability to cast spells for duration of the spell.

Spiritual Strength (7 of Wands or 9 of Wands): Target gains protection against the undead and necromantic magic.

Spying (7 of Swords): Similar to *scrying*.

Strength of Mind (4 of Pentacles): Target gains a +3 bonus to Will saves versus Compulsion and Illusion spells.

Strife (3 of Pentacles): Targets suffer damage, 1d4 per level, and suffer a -2 penalty to all physical actions.

Teacher (Queen of Swords): Target can learn skills without finding a teacher.

Level 5

Defender (Knight of Swords): Summons a guardian spirit that defends the caster.

Disruption (10 of Swords): Creates a bolt of force that does 1d6 points of damage, 12d6 maximum.

Duality (2 of Pentacles): Creates a material simulacrum of the target.

Duplicate Riches (6 of Pentacles): Duplicates up to 2,000 gp of coin or gems.

Feeblemind (Page of Pentacles): Similar to *feeblemind*.

Growth (3 of Pentacles): Similar but more powerful than *enlarge*.

Journey for Others (6 of Swords): Same effect as *journey* but applies to the caster's allies as well.

Mental Speed (5 of Swords): Similar to *haste* but affects Intelligence-based skills and spellcasting.

Misery (9 of Swords): Targets suffer a -4 penalty to all rolls and be stunned.

Peace (4 of Wands): Targets cannot initiate violence.

Physical Power (King of Pentacles): Adds 1d4+1 to two of the physical abilities, Strength, Dexterity and Constitution.

Projects Realized (9 of Pentacles): Reduces the amount of time necessary to craft an item and grant the target a +4 bonus to the Craft skill being used.

Rejoicing (Queen of Cups): Targets are overcome by the need to celebrate and will take no aggressive action.

Resources (9 of Wands or 7 of Pentacles or King or Pentacles): Caster is made aware of the nearest treasure.

Spirit Warrior (9 of Wands): Summons a spirit that will fight the caster's enemies.

Spiritual Advisor (King of Wands): Caster contacts a spirit that will answer the caster's questions to the best of its ability.

Suffer (5 of Cups): Targets experience an emotional pain that causes physical pain, -2 penalty to all rolls and a -1 penalty for 5 rounds after the spell dissipates.

Summon Medium Air Elemental (Knight of Swords):

Summons a Medium-size air elemental.

Summon Medium Earth Elemental (Knight of Pentacles):

Summons a Medium-size earth elemental.

Summon Medium Fire Elemental (Knight of Wands):

Summons a Medium-size fire elemental.

Summon Medium Water Elemental (Knight of Cups):

Summons a Medium-size water elemental.

Travel (The Chariot): Caster and allies can travel overland as if there were a road.

Victory (6 of Wands): Creates a circle of protection that moves with the caster and grants allies a +2 bonus to saving throws, AC and attack rolls.

Level 6

Ardent Investigator (Knight of Wands): Creates a more powerful yet more limited version of *scrying*.

Authority (The Emperor): Target gains a +6 bonus to Leadership.

Business Gains (9 of Pentacles): Target gains a +5 bonus to Profession skills when attempting to earn money.

Certain Success (7 of Wands): Target gains a +20 bonus to his her next action.

Control Weather (5 of Pentacles): Similar to *control weather*.

Emotional Healing (6 of Cups): Negates the effects of 6th-level or lower Compulsion spells.

Fertility and Gain (The Empress): Similar to *plant growth*.

Love Spell (Ace of Cups): The spell forges a bond of love between two targets.

Outset (Ace of Wands): Similar to *geas/quest*.

Outsider (The Devil): Summons up to 8 CRs of outsiders.

Protector (King of Swords): Summons a powerful guardian spirit that defends the caster.

Rebirth (5 of Pentacles): Similar to *reincarnate*.

Spiritual Awakening (The Hermit): Target is able to cast certain domain spells.

Spiritual Growth (10 of Wands): Target gains 1d6+1 points of Wisdom. Clerics and paladins are better able to turn the undead.

Test by Fire (10 of Wands): After surviving a saving throw against fire, the target is immune to fire.

Upheaval (3 of Swords): All living things within the spell's area take 1d8+1 per level.

Level 7

Banishment (4 of Swords): Similar to *banishment*.

Desires Satisfied (10 of Cups): Similar to *limited wish*.

Dream Power (The Moon): Caster's dream image can travel around the caster's sleeping body.

Emotional Freedom (Judgment): Target is immune to the effects of Compulsion spells and certain skills.

Fulfillment (9 of Pentacles): Grants the target a +1 bonus to all rolls to achieve a tangible goal.

Gift (6 of Cups): Creates a shadow illusion of an object. Can be used both offensively and defensively.

Good/Evil Energy III (8 of Wands): Good or evil-aligned bolt does 1d6 damage per level to neutral targets and 1d6+2 damage per level targets with opposite alignments.

Greater Understanding (8 of Swords): Grants the target a temporary use of any one skill.

Harness Spiritual Energies (6 of Wands): Harnesses the power from spirits to fuel extra spells.

Military Intelligence (King of Swords): Allies gain a +4 bonus to initiative, attacks and AC during combat situations.

Preservation (The Empress): This spell preserves the corpse of a dead creature perfectly.

Reconciliation (2 of Cups): This spell forges a friendship between enemies. Targets cannot take violent actions against one another.

Redemption (9 of wands): This spell removes the effects of curses, restores alignments and renews the link between a cleric and deity.

Regeneration (The Star): Similar to *regenerate*.

Summon Huge Air Elemental (Queen of Swords): Summons a huge air elemental.

Summon Huge Earth Elemental (Queen of Pentacles): Summons a huge earth elemental.

Summon Huge Fire Elemental (Queen of Wands): Summons a huge fire elemental.

Summon Huge Water Elemental (Queen of Cups): Summons a huge water elemental.

Level 8

Achieve Goals (The Sun): Grants the target a +3 bonus to all rolls to achieve a tangible goal.

Adjust Beliefs (7 of Wands): Caster can alter the alignment of a target.

Closed Thought (10 of Swords): Similar to *mind blank*.

Conquest (5 of Swords): Creates a cone of energy that does 8d6 points of damage.

Divine Magics The Hierophant): The caster is able to cast a divine spell of 6th level or lower.

Dread (7 of Cups): Targets suffer an overwhelming sense of fear.

Legacy (4 of Pentacles): Summons a powerful magic weapon or armor.

Marriage (2 of Cups): Two targets share the better mundane qualities that they possess.

Metaphysics (Queen of Wands): Allows the caster to cast a level 6 or lower spell from any magic list.

Level 9

Alter Life (The Tower): Allows the caster to warp any living thing somewhat.

Completeness (The World): Similar but not as varied as *wish*.

Death (Death or 9 of Swords): Similar to *slay living*.

Leader (King of Cups): Summons a number of fight-

ers who will serve a specified leader.

Resurrection (The Star): Similar to *raise dead*.

Spirit Mastery (10 of Wands): Target is immune to any mind-affecting or illusory spell.

Summon Elder Air Elemental (King of Swords): Summons an elder air elemental.

Summon Elder Earth Elemental (King of Pentacles): Summons an elder earth elemental.

Summon Elder Fire Elemental (King of Wands): Summons an elder fire elemental.

Summon Elder Water Elemental (King of Cups): Summons an elder water elemental.

Widow Maker (Queen of Swords): Creates a bolt of pure hatred and pain that does 1d6 points of damage per level. The bolt will follow the target until it hits or the duration is spent.



SPELL DESCRIPTIONS:

Achieve Goals

Universal

Tarot - The Sun

Level: 8

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

With this powerful incantation, the tarot mage is able to set himself or herself, or one living creature, on a course of achieving a specified goal. The goal must be tangible and within the realm of reason. For example, to locate a valuable weapon or a priceless jewel would suffice, but greeting every orc or counting every blade of grass in the known world would not. In the end, the GM must approve of the goal before the mage can attempt to cast the card.

Once cast, the target of the spell receives a +3 luck bonus to all attack rolls, ability checks, saving throws, and skill rolls that further the achievement of the goal. If the target of the spell does not actively pursue the goal for a full day, the spell wears off. If the target is imprisoned and attempts to escape, this counts as pursuing the goal; however, if imprisoned and no attempt to escape is made, it negates the spell. Side adventures and idle wandering also disrupt the spell.

In any event, the effects of the spell will wear off after 1 month per level of the caster.

Action

Transmutation

Tarot - The Emperor or 7 of Pentacles

Level: 3

Components: V, F

Casting Time: 1 action



THE SUN

Range: 50 ft.

Effect: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell grants the target increased speed of actions. The target of the spell gains an extra partial action each round and has an AC bonus of +4. In addition, the speed of the target is one and a half times his or her normal rate.

Adjust Beliefs

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 7 of Wands

Level: 8

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Effect: 2 HD/level

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster is able to alter the alignments of those within the area of effect. Once the caster has seized control of the targets, she is able to change the target's alignment to any that she wishes.

The change of alignment can radically alter abilities, such as a paladin's *detect evil*. Because for one an evil person may have *adjust beliefs* cast and will actually not show the evil aura to the detection. Also, a paladin who becomes evil as a result of this spell may lose his or her special abilities until the original alignment is restored.

Clerics and paladins are the most vulnerable to the effects of the spell because of their vows and connections to the divine. While most gods understand that the temporary loss of faith is unintentional, some severe deities hold their followers to higher standards and may require some sort of quest or other proof of the fallen one's faith.

Affect Environment

Transmutation

Tarot - 8 of Pentacles

Level: 3

Components: V, F

Casting Time: 10 minutes

Range: 1 mile
Area: 1-mile-radius centered on the caster
Duration: 1d6 hours
Saving Throw: None
Spell Resistance: No

This spell is not as powerful as *control weather*, but it does allow the caster to alter the environment somewhat. The caster can raise or lower the ambient temperature by as much as 15 degrees Fahrenheit. In addition, while the caster cannot create weather conditions, he or she is able to affect their intensity. For example, if it drizzling, the caster can make it stop or increase it to a steady rain. If there are severe winds, the caster can reduce their power by half of their intensity. If there is a light fog, the caster could dissipate the fog or make it denser. If it is a perfectly clear day, the caster may only be able to affect the ambient temperature as described above.

As a general rule, for any existing weather condition, the caster is able to reduce its intensity by half, or double the intensity, depending on how she wants to affect the environment.

Alter Life

Transmutation

Tarot - The Tower

Level: 9

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: One type of living creature or plant within a 50-ft. radius of the spell center (see text)

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows the caster to warp natural, living things to his her desire. The spell has no effect against monstrous creatures, aberrations or outsiders. When the spell is cast, the spellcaster begins altering the life form of a creature or plant type within the area of effect. The caster can affect 2 HD/level of sentient creatures and unlimited number of a non-sentient life form, such as a type of plant, within the area of effect. Unlike the more specific *polymorph other*, which targets a single creature and allows for very exacting and radical changes, the

alter life spell groups types of living things and alters them somewhat. For example, where *polymorph other* could change a person into a fish, the *alter*

life, while unable to accomplish such a radical change, could alter the physical makeup of a group of humans to give them gills. The different types that can be effected are: grasses, vines, trees, bushes, fish, birds, mammals, reptiles, insects, goblinoids, halflings, humans, elves, dwarves, half orcs, etc. The spellcaster must specify which type of creature or plant is to be altered and what kind of change is to be affected at the beginning of the casting. A maximum of two (2) types of change, of those listed below, can be achieved with a single casting of the spell.

The changes possible depend on the type of life form affected.

Plant

Tactile movement: The plant can now move tendrils or its body to grab a creature within its reach (equivalent to *entangle*); **thorn growth:** the plant develops sharp thorns that can do 1d2 points of damage/5 ft. to creatures moving through the thorn area; **remove thorn:** plants that normally have thorns lose them; **natural armor:** increase or decrease natural armor by 1d6 points of armor (the spell cannot reduce natural armor below 0); **movement:** the plants develop the ability to move 1d3 x 10 ft./round.

Bird

Wings: increase the size of wings, increases speed, decrease wing size, decrease or remove the ability to fly; **talons:** increase natural weapon damage +1d6 points of damage; **natural armor:** increase or decrease natural armor by 1d6 points of armor (the spell cannot reduce natural armor below 0).

Mammal

Appendages: Increase the number of appendages, 1d4 appendages added (arms or legs), she can also increase the number of possible attacks; decrease the number of appendages, this can decrease the number of attacks; **natural armor:** increase or decrease natural armor by 1d6 points of armor (the spell cannot reduce natural armor below 0); **gills:** the mammal can now breath while underwater; **wings:** grants the ability to fly (creatures not used to flying have poor flying ability).

Fish

Lungs: the fish can now breath air; **appendages:** 1d4 appendages added (arms or legs), the increased appendages can allow land movement or increase num-



THE TOWER

ber of attacks; natural armor: increase or decrease natural armor by 1d6 points of armor (the spell cannot reduce natural armor below 0); wings: grants the ability to fly (creatures not used to flying have poor flying ability).

Reptile

Warm blooded: the reptile generates its own body warmth and can live in cold climates; natural armor: increase or decrease natural armor by 1d6 points of armor (the spell cannot reduce natural armor below 0); gills: the reptile can now breath while underwater; wings: grants the ability to fly (creatures not used to flying have poor flying ability).

Anger

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 4 of Cups or 5 of Cups

Level: 2

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All living creatures within a 25 ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

The targets of the spell feel a sudden consuming, unfocused anger. For the duration of the spell, the targets suffer a morale penalty of -1 to all actions because of the rage. In addition, the targets are more likely to begin to fight with one another or with anyone else; the targets' attitude becomes Hostile to all creatures, even allies. While they spell lasts, it would only take a very slight stimulus to cause the affected to fight.

Ardent Investigator

Divination

Tarot - Knight of Wands

Level: 6

Components: V, F

Casting Time: 10 minutes

Range: Unlimited

Effect: Invisible eye

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This is a specialized form *scrying* and has some advantages and disadvantages over that spell.

First, the *ardent investigator* can penetrate any plane with ease. Also, those who are protected from scrying with spells such as *sequester* may be found by the *ardent investigator*. In addition, the eye of the investigator is invisible and silent. Those creatures that have an Intelligence of 12 or higher and can detect invisible objects must make Scry check or Intelligence check (DC 20) to notice the *investigator*. Unlike the normal *scrying* spell, the mage may only cast *comprehend languages* or *tongues* through the spell.

If the target of the spell is magically shielded from scrying, the mage may attempt to overcome the defenses by making a check of $1d20 + \text{caster level}$ (maximum of +10) against 11+ defensive spell's caster level. If successful, the *ardent investigator* bypasses the defenses, but the target may notice (Intelligence check, DC 15). If the check succeeds by 5 or more, the *ardent investigator* bypasses the defenses and the target is oblivious to the intrusion, except if she is able to detect the invisible orb.

Assuredness

Enchantment (Compulsion) [Mind-Affecting]

Tarot - The Hierophant

Level: 4

Components: V, F

Casting Time: 1 full round

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: See text

This spell increases the morale of the caster's allies and dispels any doubts or reservations they had about the present situation. In this case, the caster and allies receive a +2 morale bonus to attack rolls and saving throws against fear for the duration of the spell. It can be used to negate the effects of *bane*. There is no save against this form of the spell, and, while the spell is harmless, Spell Resistance is allowed.

It can also be used to sway allies and neutral parties if needed. In this case the caster receives a +2 circumstance bonus to Bluff and Diplomacy skill checks. When used in this manner, those in the area of the spell are allowed a saving throw. This spell does not charm or in anyway compel behavior, it merely makes the words of the caster sweeter and more pleasing.



THE HIEROPHANT

This cannot be used on anyone with an attitude below Neutral.

Authority

Enchantment (Compulsion) [Mind-Affecting]

Tarot - The Emperor

Level: 6

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day/level (10 day maximum)

Saving Throw: See text

Spell Resistance: Yes (harmless)

This spell grants the target a bearing of leadership and authority. For the duration of the spell the target has a bonus of +6 to Leadership. Even if the target does not have the feat, the spell grants a temporary ability to attract followers.

If the target of the spell attempts to lead his her followers into perilous situations or into an adventure that is contrary to the followers' beliefs, the potential followers receive a Will save to resist.

Balance

Universal

Tarot - Justice or Temperance

Level: 2

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to three creatures within range

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell instills a sense of balance and perspective to the targets. They gain a +2 moral bonus on all Will saving throws for the duration of the spell.

This does not stack with other spells that increase Will saves such as *bless* or *assuredness*.

Banishment

Abjuration

Tarot - 4 of Swords

Level: 7

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Except as noted above, this spell is identical to *banishment*.

Blast

Evocation [Force]

Tarot - 2 of Swords

Level: 3

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell creates a bolt of magical force that leaps from the tarot card and travels directly to the target of the spell. No attack roll is necessary, but the target must be in a line of sight. The spell will work against invisible targets if their exact position is known. When the blast strikes the target, it detonates with tremendous arcane power, focused on the one target, causing 1d6+1 points of damage per caster level (maximum 10d6+10).

Boldness

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 2 of Wands

Level: 1

Components: V, F

Casting Time: 1 action

Range: 50 feet

Area: All allies within 50 ft.

Duration: 1 minute /level

Saving Throw: None

Spell Resistance: Yes (harmless)

For the duration of the spell, the affected targets receive a +2 morale bonus to Will saves. However, during this time the targets act without regard to their personal safety. This corresponds to a -2 AC penalty and losing any bonuses from a shield. In addition, if the targets drop to 0 or less hit points, they do not fall unconscious until -10 hit points, at which point they die.

Business Gains

Conjuration

Tarot - 9 of Pentacles

Level: 6

Components: V, F

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 1 day/2 levels

Saving Throw: None

Spell Resistance: No

This is a very specialized spell that enables the target to meet with advantages in business dealings. Any Profession skill that the target has receives a +5 circumstance bonus when attempting to use the skill to earn money. The spell has no effect on any creature that does not have a Profession skill.

Calm

Enchantment (Compulsion) [Mind-Affecting]

Tarot - The Hanged Man

Level: 1

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: 1d6 creatures/level, all of whom must be within 30 ft. of each other

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Except as noted above, this spell is identical to *calm emotions*.

Certain Success

Divination

Tarot - 7 of Wands

Level: 6

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell grants a bonus to perform the next action successfully; however, whereas *true strike* granted a bonus only to the caster and only for the next attack, *certain success* can be cast on another and it does not have to involve combat.

The spell grants a temporary insight into the immediate future. This gives the recipient a +20 luck bonus on the next single attack roll or skill check.

Change

Transmutation

Tarot - Death

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Except as noted above, this spell is identical to *polymorph other*.

Charm

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 8 of Pentacles or 9 of Pentacles or Page of Pentacles

Level: 1

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One person

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Except as noted above, this spell is identical to *charm person*.

Clairaudience

Divination

Tarot - Knight of Pentacles

Level: 3

Components: V, F

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to hear what is happening in a certain locale.

The caster must be familiar with the location, but the distance does not matter.

As with *clairaudience/clairvoyance* the spell does not bestow any magically enhanced qualities to the caster's hearing. If the room is magically protected, shielded by lead or subject to *silence*, the spell will not function.

The spell creates a magical sensor that can be detected Spot check (DC 15) and dispelled.

Clairvoyance

Divination

Tarot - 2 of Swords

Level: 3

Components: V, F

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to see what is happening

in a certain locale. It can be cast along with *clairaudience* to allow the caster to see and hear.

The caster must be familiar with the location, but the distance does not matter.

As with *clairaudience/clairvoyance* the spell does not bestow any magically enhanced qualities to the caster's sight. If the room is magically protected, shielded by lead or subject to darkness, the spell will not function. Or, if it does function, the spell caster cannot see anything, even if the spell caster has low-light vision or other natural gifts of sight.

The spell creates a magical sensor that can be detected Spot check (DC 15) and dispelled.

Clarity

Divination

Tarot - Ace of Swords

Level: 2

Components: V, F

Casting Time: 1 action

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to temporarily penetrate the effects of darkness, fog and other conditions that interfere with sight and sound. While the spell is in effect, the caster has clear vision and hearing regardless of the current conditions. If cast when there is no darkness, fog, or other obstruction, the caster receives a +2 circumstance bonus to Listen and Spot skill checks.

This spell does not counteract the effects of *blindness/deafness*.

Closed Thought

Abjuration

Tarot - 10 of Swords

Level: 8

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Except as noted above, this spell is identical to *mind blank*.

Combining Forces

Transmutation

Tarot - 3 of Wands

Level: 3

Components: V, F

Casting Time: 1 action

Range: 10 feet

Area: Allies within a 10-foot radius

Duration: See text

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell unites the strengths of allies into a mighty force. When cast, the Strength of the all those within the radius are added together and bestowed to the specified individual. The strengthened individual can then make one single action such as an attack, moving a heavy object, etc. While the spell is in effect, the other participants have an equivalent Strength of 1 and suffer the effects (-5 to rolls) for the reduced ability. The Strength is immediately restored after the action is taken.

If an individual does not wish to participate with the *combine forces*, she may attempt to resist. If successful, that individual's Strength is not added to the pool.

Combine Ideas

Transmutation

Tarot - 8 of Swords

Level: 3

Components: V, F

Casting Time: 1 action

Range: 10 feet

Area: Allies within a 10-ft. radius

Duration: See text

Saving Throw: Will negates (harmless)

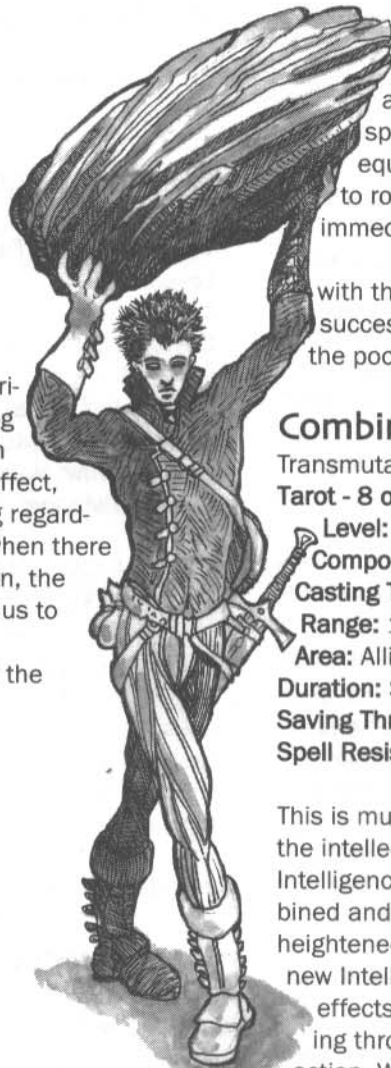
Spell Resistance: Yes (harmless)

This is much like *combine forces*, but this spell combines the intellect of the allies within the area. When cast, the Intelligence scores of the willing participants are combined and a specified member of the group is granted heightened Intelligence. The individual may then use the new Intelligence score to perform any skill or boost the effects of a spell (such as increasing the DC for saving throws to resist); the character can make a single action. While the spell is in effect, the other partici-

pants have an equivalent Intelligence of 1 and suffer the effects (-5 to attacks) for the reduced ability. The Intelligence is immediately restored after the action

is taken.

If an individual does not wish to participate with the *combine ideas*, she may attempt to resist. If successful, that individual's Intelligence is not added to the pool.



COMBINING FORCE

Comfort

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 3 of Cups

Level: 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

When this spell is cast, the caster can remove pain from the creature touched. While this spell does not heal the creature, it does block the sensation of pain and allow the creature to rest comfortably. The spell also works to alleviate the effects of mental anguish. For the duration of the spell, the affected creature receives a penalty of -4 to all actions due to the disconnection between the mind and the senses.

Compassion

Enchantment (Compulsion)
[Mind-Affecting]

Tarot - High Priestess

Level: 2

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All living creatures up to 2 HD/level

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

When cast, the affected creatures develop a strong sense of compassion for others. This compassion will not allow the affected individuals to attack or mistreat others, but they can still be vigilant. For example, if a cast on a guard who is standing watch at a gate, the guard will not attack those seeking to enter but will still attempt to prevent unauthorized entry. She could call an alarm to warn others.

Also, if the affected individual sees another suffering, she will attempt to help end the suffering through nonviolent means.

Completeness

Universal

Tarot - The World

Level: 9

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

This is the rarest and most powerful spell that a tarot mage can learn. Just as the tarot reading for the *World* indicates assured success and joy, so too does this spell grant the caster incredible fortune. This spell has some

similarities to *wish*, but it is not as varied in scope. The spell can only be used to affect the creature touched and cannot be used to harm another.

The *completeness* can do any one of the following per casting:

Completely heal all damage and afflictions on one creature. This includes restoring ability damage (both temporary and permanent).

Grant a permanent +2 inherent bonus to one ability score. As inherent bonuses do not stack, it cannot be used to raise the same ability score on any one creature more than once. Costs experience to cast.

Revive the dead. This duplicates the effects of the *true resurrection* spell. Costs experi-

ence to cast.

Undo the harmful effects of spells, such as *geas/quest* or *insanity*.

Grant a creature maximum hit points for its Hit Dice and Constitution modifier. This effect can only be used once per creature and does not guarantee future rolls for hit points. Costs experience to cast.

XP Cost: *Completeness* requires the caster to expend 4,000 experience points for the indicated effects. The other effects have no experience point cost.

Confidence

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 3 of Wands

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10ft./level)



HIGH PRIESTESS

Area: All living creatures within a 15-ft. radius
Duration: Concentration
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell instills a sense of confidence and determination in the affected creatures. For the duration of the spell, the affected creatures receive a +2 morale bonus to all attacks, saving throws and skill checks.

Confusion

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 5 of Swords

Level: 3

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Except as noted above, this spell is identical to *confusion*.

Conquest

Evocation [see text]

Tarot - 5 of Swords

Level: 8

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cone

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A cone of energy (see below for type) leaps from the palm of the caster and affects all those within its area. The following effects may strike a target:

1d4	Effect
1	Force Blow: 8d6 points of damage (Fortitude half)
2	Electrical Blast: 8d6 electrical damage (Reflex half)
3	Fire Bolt: 8d6 fire damage (Reflex half)
4	Roll twice, ignoring any "4" results

Control Weather

Transmutation

Tarot - 5 of Pentacles

Level: 6

Components: V, F

Casting Time: 10 minutes (see text)

Range: Two miles

Area: Two-mile-radius circle, centered on the character (see text)

Duration: 4d12 hours (see text)

Saving Throw: None

Spell Resistance: No

Except as noted above, this spell is identical to *control weather*.

Cooperation

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 6 of Pentacles

Level: 2

Components: V, F

Casting Time: 1 action

Range: Touch

Targets: Up to two creatures touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell creates a link between two creatures. When cast, the caster can create the link between himself/herself, or between two other creatures. In that case, both creatures must be touched at the same time. After the spell has been cast, the two creatures must stay within 100 feet of each other for the effects to function.

While the spell lasts, the two creatures have an empathic link and can share thoughts. In addition, the two can share skill ranks (but at a -2 penalty). For example, if one has the skill Open Lock rank 6, the other can

use that skill at rank 4 (this does not include modifiers for abilities, tools, synergy, etc.).

Skills regarding magic can only be shared if both creatures are able to cast spells.

Courage

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Page of Cups or Knight of Swords or 2 of Wands

Level: 2

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: All allies within 20 feet

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)



DEATH

This spell grants the targets a +2 morale bonus against the effects of fear. If the targets are suffering from the effects of fear before the spell is cast, an additional save at +2 is allowed.

In addition, the +2 morale bonus applies to attack rolls and to any skill check where the target is facing some opposition, both from live and inanimate sources, such as Intimidation, Pick Pocket, Open Locks, etc. Even when there is no need for courage, the spell removes any doubt from the target and gives him her an advantage to perform the task.

Death

Conjuration (Creation) [Death]

Tarot - Death or 9 of Swords

Level: 9

Components: V, F

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Except as noted above, the spell is identical to *slay living*.

Deceit

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Tarot - The Moon

Level: 2

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All living creature within a 15-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell affects those who hear the words of the caster. If the saving throw fails, the creatures will believe anything the caster says. This does not mean that the creatures will act on the words, such as with *charm person*, only that they do not think that the caster is lying.

Those creatures that have a special ability to detect lies receive a +2 bonus to save against the spell.

In addition, this spell grants a +4 circumstance bonus to Bluff checks.

Deception

Enchantment

Tarot - 9 of Swords

Level: 4

Components: V, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell affects the caster and allows him her to lie without any possibility of detection. Even those creatures that can detect lies are unable to penetrate the obfuscation. If a *discern lies* spell is cast on the caster while the *deception* spell lasts, the *discern lies* must overcome the power of *deception* in order to discover the lies. To overcome the *deception* the caster must succeed in a check, d20+level of caster versus 10 + level of the caster who cast the *deception*. If successful the lie will be discovered, but if the check is not successful, the spellcaster who used the *discern lies* will be convinced that the caster is telling the truth.

Dedicated

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Knight of Cups

Level: 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell grants a +2 morale bonus to all Craft checks to construct a single item. The spell lasts until the object is completed. While the target is working on the object, she cannot begin to craft any other item or the effects of the spell are broken. Also, this spell does not stack with any other morale bonuses.

Defender

Conjuration

Tarot - Knight of Swords

Level: 5

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 level)

Effect: One summoned protector

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This is a lesser form of *protector*.

This spell conjures a guardian spirit that takes the form of an armored warrior. For the duration of the spell, the guardian will physically defend the caster, or one individual designated by the caster, from harm. The protected individual is known as the charge. If any seek to engage the charge, the guardian will appear between the combatants. If a ranged weapon is used

against the charge, the guardian will attempt deflect or absorb the damage.

The protector has a defense value of +6 that is used to protect its charge. The protector will try to block any attack that will hit the charge, rolling a 1d20+6 check (DC equal to the total attack roll against the target). If successful, the attack has no effect on the charge; however, if the check fails, the charge takes normal damage.

Spells such as *banishment* and *dispel magic* can send the guardian spirit back to its home plane.

Depression

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 5 of Cups

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

Except as noted above, *depression* acts as the *despair* casting of *emotion*.

Depression dispels *emotion* (hope).

Desires Satisfied

Universal

Tarot - 10 of Cups

Level: 7

Components: V, F

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Except as noted above, this spell is identical to *limited wish*.

Diplomacy

Enchantment

Tarot - Page of Swords

Level: 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The target of this spell becomes more skilled in the art of diplomacy and negotiations. This spell grants the target a +2 morale bonus to Diplomacy checks.

Discipline

Enchantment (Compulsion) [Mind-Affecting]

Tarot - The Emperor

Level: 3

Components: V, F

Casting Time: 1 action

Range: 50 feet

Area: All allies within 50-ft. radius

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell creates a sense of discipline and dedication in the targets. For the duration of the spell, the targets receive a +2 morale bonus to save versus spells that affect the morale and emotions of others, such as *fear* and *emotion*. It also gives the targets a +2 bonus when opposing skills such as Bluff, Intimidation, and any other skill that would dissuade the target from doing his/her duty.



THE DEVIL

Discovery

Divination

Tarot - The Fool

Level: 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

When this spell is cast, the target receives a +4 circumstance bonus to Search, Listen and Spot checks. The spell does not increase the range of sight or hearing, it only augments the attention to sensory stimuli.

For the duration of the spell, the target is exceptionally vulnerable to the effects of spells such as *color spray* and *sound burst*. With spells such as these, the targets receive a -2 circumstance penalty to saving throws.

Disease

Necromancy

Tarot - The Devil

Level: 4

Components: V, F

Casting Time: 1 action

Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Except as noted above, this spell is identical to *contagion*.

Disruption

Conjuration (Creation) [Force]
Tarot - 10 of Swords
Level: 5
Components: V, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

The spell creates a bolt of force that disrupts the synaptic junctions in living creatures. The pain of the disruption corresponds deal 1d6 points of damage/level (12d6 maximum).

Divine Magics

Universal
Tarot - The Hierophant
Level: 8
Components: V, F
Casting Time: 10 minutes
Range: Personal
Target: Caster
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell grants the caster the ability to cast a single divine magic spell. While *divine magics* endures, the caster can cast one divine spell of 6th level or lower. The spell cannot be of a diametrically opposed alignment (good vs. evil) to the caster. After the divine spell is cast or the duration of the spell passes, the *divine magics* expires.

Dread

Enchantment (Compulsion) [Mind-Affecting]
Tarot - 7 of Cups
Level: 8
Components: V, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Targets: Living creatures up to 2 HD/level

Duration: Concentration
Saving Throw: Will partial
Spell Resistance: Yes

The spell creates an overwhelming sense of fear and dread in the targets. The targets must make a saving throw or fall into a catatonic state that lasts for a number of days equal to the caster's level minus the Constitution bonus (if any) of the target. While in the catatonic state, the targets are helpless.

If the targets make the saving throw they still suffer from the effects of being frightened.

A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee, if possible. Panicked is a more extreme condition of fear.



THE MOON

Dream Power

Universal
Tarot - The Moon
Level: 7
Components: V, F
Casting Time: 5 minutes
Range: See text
Effect: Dream Visage
Duration: 4 hours or until awakened
Saving Throw: None
Spell Resistance: No

The caster must cast this spell immediately before sleeping.

The spell allows the caster to create a dream visage while she sleeps. The spell begins to take effect after the caster has been asleep for 2 hours. After

that, the spell last for four hours, or until the sleeper is awakened. If the caster is awakened before the spell takes effect, she loses the spell and must cast it again.

While the spell lasts, the caster can travel away from his her body at a 30-ft. walking rate (30 ft./round, 300 ft./minute, 3 miles/hour).

Creatures that encounter the visage can detect it if they make an Intelligence check (DC 20); otherwise the visage passes without notice.

The visage can penetrate walls and other barriers except for magical barriers such as *antimagic field* or *wall of force*. The visage is able to observe but cannot interact with the environment.

The caster is vulnerable to mind influencing spells if cast at the visage.

Duality

Transmutation

Tarot - 2 of Pentacles

Level: 5

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a material simulacrum of the target. The body is a perfect copy of the target, but does not have any of the abilities or memories of the original, except those that come as natural condition of the creature (exoskeleton or flight from wings, etc.). The simulacrum cannot speak any language, though it can grunt and make other animal-like noises.

The caster must control the actions of the simulacrum. It will continue to obey the last instruction until it is given a new instruction by the caster. If instructed to attack, it fights as an animated object of the same size as the target of the spell.

Those that meet the duplicate may make an Intelligence check (DC 20) to detect that something is not natural. If the duplicate is encountered by someone who knows the original, an Intelligence check (DC 10) will reveal that there is some sort of deception.

Duplicate Riches

Conjuration (Creation)

Tarot - 6 of Pentacles

Level: 5

Components: V, F

Casting Time: 1 hour ritual

Range: 10 feet

Area: One treasure type within area a 10-ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell will duplicate one type of treasure (one type of gem or coin). It will not duplicate any magical treasure, weapon, armor, special item or anything that has more than one component, only money or gems. The total value to be duplicated cannot be worth more than 2,000 gp.

The caster cannot cast this more than once per week and cannot cast the spell on the same treasure more than once, ever. Each time the spell is cast there is a 30% chance that the spell will backfire and the original treasure will disappear.

GMs must be very cautious with this spell because it can easily be abused. If a player uses this

spell too much, the GM should increase the chance of spell failure.

Ecstasy

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Ace of Cups

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a sense of euphoria in its targets. Once the target fails its saving throw, it falls under the effects of the spell. This euphoria causes the targets to want to avoid any aggressive or complex actions. The effective AC of the target is reduced, and the target is considered flat-footed.

If attacked, the target gets another saving throw with a bonus equal to the damage taken from the attack. If the attack misses, and the target is aware of the attack, she still receives an additional saving throw, but there is no modification.

Emotion

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Ace of Cups

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

Except as noted above, this spell is identical to *emotion*.

Emotional Aid for Mental Trial

Transmutation

Tarot - 6 of Swords

Level: 4

Components: V, F

Casting Time: 5 minutes

Range: Touch

Effect: Creature touched

Duration: 1 day

Saving Throw: See text

Spell Resistance: Yes

This unusual spell, while beneficial, is potentially dangerous. The first portion of the spell mentally attacks the target. A Will save is necessary to avoid losing 1d6 tem-

porary points of Intelligence. The loss of Intelligence may have extremely dangerous results.

Regardless of the results of the saving throw, the target receives a + 6 circumstance bonus to any Will save for 1 day.

Emotional Balance

Enchantment (Compulsion) [Mind-affecting]

Tarot - The High Priestess or 2 of Cups

Level: 4

Components: V, F

Casting Time: 1 action

Range: Touch

Effect: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

For the duration of the spell the target receives a +4 morale bonus against the effects of spells such as *emotion*, *dread* or any other Compulsion spells. In addition, the bonus also applies to resist skills such as Intimidate.

Emotional Freedom

Enchantment (Compulsion)

[Mind-Affecting]

Tarot - Judgement

Level: 7

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature within range

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

For the duration of the spell, the target is immune to the effects of Compulsion spells, fear abilities, and skills such as Intimidate.

The spell also negates the effects of any enchantment (Compulsion) spell that is currently affecting the target.

Emotional Healing

Conjuration (Healing)

Tarot - 6 of Cups

Level: 6

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (harmless)

This spell removes the effects of any Compulsion spell of 6th level or less. If the target does not wish to have the spell dismissed, she may attempt to resist. In that case, a Will save negates the effects of the spell. If used against a higher-level spell, the caster must roll 1d20 + caster level (maximum +10 bonus) against a Difficulty Class of 11 + the opposed spell caster's level. If successful, the *emotional healing* negates the higher-level spell.

Emotional Maturity

Enchantment (Compulsion) [Mind-affecting]

Tarot - 10 of Cups

Level: 3

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell grants a temporary +4 enhancement bonus to the Wisdom score of the target. This does not stack with any other enhancement to Wisdom.

Emotional Rewards

Enchantment (Compulsion) [Mind-

Affecting]

Tarot - 4 of Cups

Level: 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

This is a lesser version of *emotional maturity*.

This spell grants a temporary +2 enhancement bonus to the Wisdom score. This cannot take the Wisdom score beyond 18 and does not stack with any other enhancement to Wisdom.

Emotional Stability

Abjuration

Tarot - 8 of Cups

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)



JUDGEMENT

Area: All allies within a 15-ft. radius

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell creates an invisible shield that surrounds the targets. One creature is the focus of the spell. Once cast, the shield moves with the focus, and any who wish to benefit from the shield must stay within 15 ft.

Within the shield, the targets receive a +2 morale bonus against any Compulsion spell or skill such as Intimidate.

Energy Unleashed

Evocation

Tarot - 6 of Pentacles

Level: 3

Components: V, F

Casting Time: 1 action

Range: Personal

Area: All creatures, living and undead, within a 25-ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell allows the caster to sacrifice his her life energies to damage others. The caster first determines how many dice of damage she is willing to take (maximum number is HD of the caster). For each die that the caster chooses, she takes 1d4 points of damage; however, all those around the caster take 1d12 points of damage per die. The caster cannot resist the effects of the spell.

Enhance Physical Trait

Transmutation

Tarot - Knight of Pentacles

Level: 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

For the duration of the spell, the target receives a +2 enhancement bonus to one of the physical abilities: Strength, Dexterity or Constitution. The caster selects which of the traits she will augment before the spell is cast. For the duration of the spell, no other ability can be augmented. This does stack with any of the other ability enhancing spells such as *bull strength* or *cat's grace*.

Enjoyment

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 9 of Cups

Level: 1

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a sense of pleasure in the minds of the targets. While the spell is in effect, the target feels a sense of enjoyment and pleasure. First, NPC reaction rolls while the spell is in effect receive a +3 bonus. This will affect hostile NPCs unless they are actively antagonistic toward the character. In addition, the targets receive a +2 bonus to resist the effects of spells that induce fear and despair for the duration.

Expression

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Page of Cups

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 20-ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell will show the feelings of all living creatures within the spell's radius through facial expressions. Even if a creature tries to hide his her feelings, the true inner feelings will be revealed through facial expressions.

Failure

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 5 of Pentacles

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a sense of utter despair in the target creatures. If the targets fail their saving throws, they receive a -1 morale penalty to saving throws, initiative rolls, attack rolls, skill checks, ability checks and damage rolls.

In addition, the affected creature must make a

Wisdom check (DC equals 10 + caster's level) in order to begin a new course of action. For example, an affected target can continue to fight without needing to roll, but if she chooses to flee, she must make a Wisdom check. If she fails the check, she deems the action too prone to failure and will continue fighting instead.

Failure negates success.

Fatigue

Necromancy

Tarot - 8 of Cups

Level: 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates a powerful surge of negative energy that weakens the affected creature to the point of exhaustion (half movement and an effective penalty of -6 to Strength and Dexterity). The creature must rest for at least one hour, after which the creature is fully recovered.

Feeblemind

Enchantment (Compulsion)

[Mind-Affecting]

Tarot - Page of Pentacles

Level: 5

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Except as noted above, this is identical to *feeblemind*.

Fertility and Gain

Universal

Tarot - Empress

Level: 6

Components: V, F

Casting Time: 10 minutes

Range: See text

Target or Area: See text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Except as noted above, this spell is identical to *plant growth*.

Fertility and Gain negates *diminish plants*.

Fulfillment

Universal

Tarot - 9 of Pentacles

Level: 7

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell is similar to *achieve goals* in that it aids the target in completing a specified, tangible goal.

Once cast, the target receives a +1 circumstance bonus to all actions and skill rolls that further the achievement of the goal. If the target does not actively pursue the goal for a full day, the spell expires. If the target is imprisoned and attempts to escape, this counts as pursuing the goal; however, if imprisoned and no attempt to escape is made, it negates the spell. Side adventures and idle wandering also disrupt the spell.

In any event, the effects of the spell will wear off after 1 week per level of caster that enspelled the target.

Gift

Illusion (Shadow)

Tarot - 6 of Cups

Level: 7

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Creates a shadow object

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates a shadow illusion of an object which cannot be larger than 10 cubic feet. The most common application of the spell is to create a weapon of some sort. Only one weapon can be created with a single casting even if the weapon is less than the maximum volume.

The caster could create a wall to protect him-



THE EMPRESS

selfherself, or block a hallway, or could create a bridge to span a crevice or pit. The shadow object is quasi-real, and even if a disbelieved, it still exists but only has half the durability for that object.

Shadow weapons do not grant the wielder an enhancement bonus, but act as a +1 magic weapon in regards to damage reduction. If shadow weapons are disbelieved, they only deal half damage. For example, if an opponent disbelieves a shadow longsword, it will still take damage, but only half of the 1d8 (any Strength bonuses or other damage modifiers still apply).

Goals Understood

Divination

Tarot - The Hermit

Level: 2

Components: V, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Instantaneous

Except as noted above, this spell is identical to *augury*.

Good Advice

Divination

Tarot - Seven of Swords

Level: 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows the tarot mage to focus his/her divination powers to peek into the future. The mage can ask one "yes/no" question. The GM then rolls a d100, and if the results are 75 or lower, the spell will answer the question truthfully. However, if the result is 76-100, the spell will mislead the caster. Since the GM is making the roll, the caster will know if the information is truthful or not.

If a question conjures a potential for a complex answer, the spell will fail. For example, the characters meet Count Renee who, unbeknownst to the party, is an evil tyrant. The GM knows that the characters

need to obtain a letter that is in the count's private chambers to further their adventure. If a character uses *good advice* and asks "can we trust the count?" the answer would be "no"; however, if the same character asks "can we safely travel with the count?" the spell would not work because it is not known if the characters would suffer because of it or not. But if the character asks "do we need to travel with the count?" the would be "yes" because of the need to obtain the letter.

Good/Evil Energy I

Evocation [Force]

Tarot - Ace of Wands

Level: 1

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

When a spellcaster learns this spell, she learns to cast energy bolts that are either good or evil. A spellcaster cannot learn to cast the version of the opposite alignment. For example, a good-aligned character cannot cast an evil bolt; however, a neutral-aligned character can cast

either version of the spell. Before casting, the neutral spellcaster must announce which version of the spell she will cast.

Once cast, the energy bolt (a cobalt blue beam if good, or a sickly green bolt if evil) streaks towards the target. A ranged touch attack is necessary to hit. The damage differs depending on the alignment of the target and the alignment of the spell.

Alignment of Target: Damage:

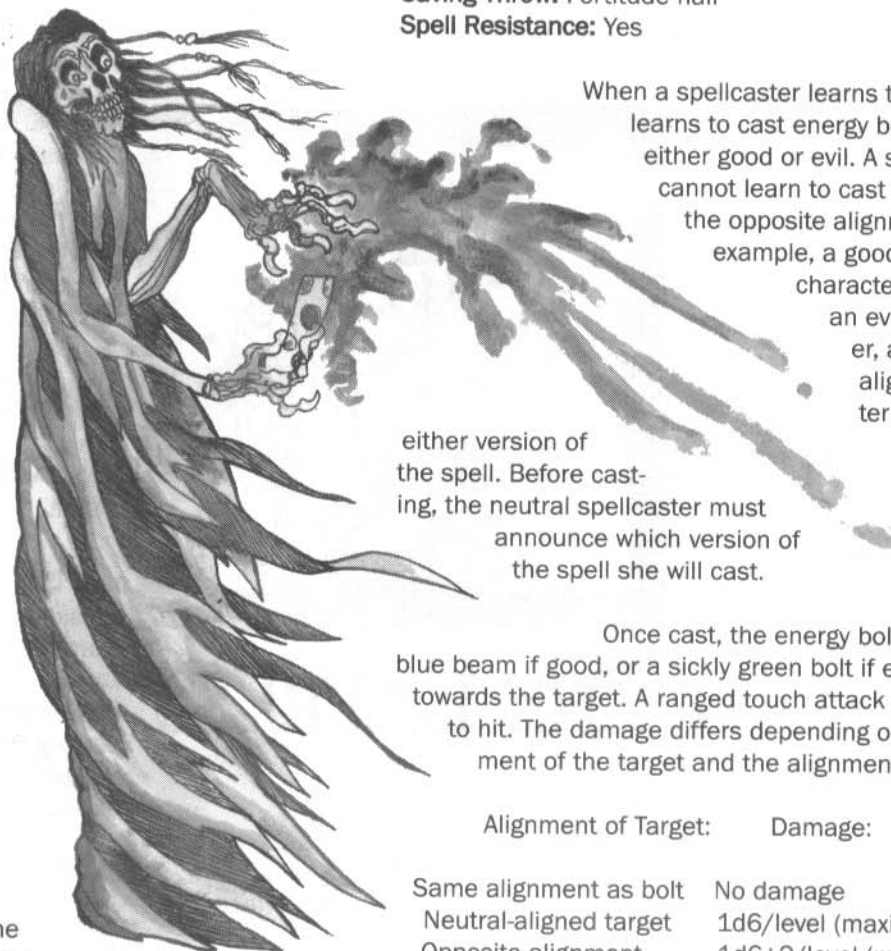
Same alignment as bolt	No damage
Neutral-aligned target	1d6/level (maximum 5d6)
Opposite alignment	1d6+2/level (max. 5d6+10)

Good/Evil Energy II

Evocation [Force]

Tarot - 4 of Wands

Level: 3



Components: V, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Same as *good/evil energy I* except damage (listed below).

Alignment of Target: **Damage:**

Same alignment as bolt	No damage
Neutral-aligned target	1d6/level (maximum 10d6)
Opposite alignment	1d6+3/level (max. 10d6+30)

Good/Evil Energy III

Evocation (Force)

Tarot - 8 of Wands

Level: 7

Components: V, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

Same as *good/evil energy I* except damage (listed below).

Alignment of Target:	Damage:
Same alignment as bolt	No damage
Neutral-aligned target	1d6/level (maximum 20d6)
Opposite alignment	1d6+4/level (max. 20d6+80)

Good Luck

Universal

Tarot - Wheel of Fortune

Level: 3

Components: V, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell grants one creature a gift of good fortune.

The spell lasts until used by the target or up to a maximum of 1 hour per level of the caster. The effect of the spell works to provide the target the best chance possible to complete a certain action. When the target chooses to employ the *good luck*, the character may roll twice to complete an action, taking the better result of

the two rolls. The character must announce ahead of time that she is employing the luck. Once used, the spell expires, even if both rolls failed.

Good News

Divination

Tarot - 6 of Wands

Level: 1

Components: V, F
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell provides the target with an inkling of best outcome from a specific action. Before the spell is cast the target must specify what action she is contemplating. The spell will show a vague image of the results of the action. This spell can be misleading and some tarot mages use this spell instead of other divination spells to convince a target to take certain actions. Even if there is danger or great risk, the spell will only show the positive outcomes of the action. A fighter, asking whether she should kick open the locked door, may see himself herself standing in front of a great treasure—she may not see the great and powerful serpent guarding it!

If the GM deems that there is absolutely no positive results for a specific action, the image will be murky and the target must make a Will saving throw (DC 15) or suffer from the effects of being frightened.

Greater Understanding

Divination

Tarot - 8 of Swords

Level: 7

Components: V, F
Casting Time: 1 full round
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

This powerful spell grants the target the temporary use of any one skill. If the skill is a class skill for the target, she receives the maximum rank allowable (character level +3) ranks. If the skill is a cross-class skill, the rank that is bestowed equals the character level +2. Even if the skill is exclusive to another class, the target receives it but the rank equals character level -4 (minimum 1 rank).

Greed

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 7 of Cups

Level: 3

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All living creatures within a 15-ft. radius

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell requires role-playing on the part of the GM and any target of the spell. For the duration of the spell, those who do not save against its effects are overcome with greed. The affected targets will try to get the upper hand on any party member or any other character to keep as much gain as possible. This may lead to confrontation.

The GM may allow an affected target an additional saving throw before a physical confrontation begins.

Growth

Transmutation

Tarot - 3 of Pentacles

Level: 5

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Target: One living creature

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Similar to, but more powerful than *enlarge*, the *growth* spell can double the height of the target. Weight increases by approximately the size increase cubed, as follows:

Height Increase	Weight Increase
+10% (x 1.1)	+30% (x 1.3)
+20% (x 1.2)	+70% (x 1.7)
+30% (x 1.3)	+120% (x 2.2)
+40% (x 1.4)	+170% (x 2.7)
+50% (x 1.5)	+240% (x 3.4)
+60% (x 1.6)	+ 410% (x 4.1)
+70% (x 1.7)	+ 490% (x 4.9)
+80% (x 1.8)	+ 580% (x 5.8)
+90% (x 1.9)	+ 680% (x 6.8)
+100% (x 2)	+ 800% (x 8.0)

All equipment worn or carried by the target is enlarged by the spell. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process. It is constrained without harm by stronger materi-

als—the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell. Weight, mass, and Strength are affected, though. A creature's hit points, Armor Class, and base attack bonus do not change, but Strength increases along with size. For every 20% of enlargement, the creature gains a +1 enlargement bonus to Strength.

Multiple magical effects that increase size do not stack.

Growth counters and dispels *reduce*.

Harmony

Enchantment (Compulsion) [Mind-Affecting]

Tarot - The Lovers or The Sun or 8 of Wands

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a sense of peace within the minds of the targets. Any creature that fails its saving throw will not be able to initiate any attack; however, if the target or his/her allies are attacked, the spell is broken.

Harness Spiritual Energies

Conjuration

Tarot - 6 of Wands

Level: 7

Components: V, F

Casting Time: 1 full round

Range: Touch

Target: Creature touched

Duration: 10 minute/level

Saving Throw: See text

Spell Resistance: No

This spell summons the natural spirits of an area and converts them to magical energies. Depending on the campaign, this spell may upset shamans, druids and other classes in harmony with nature. When the spell is invoked, the area spirits can attempt to flee the effects. The caster must make a successful Wisdom check (DC 15 or set by GM depending on the strength of the spirits caught in the spell). If successful, the caster gains the ability to cast extra spells. The caster must choose:

Three 1-3 level spells
Two 4-7 level spells
or
One 8-9 level spell.

If the caster prepares spells as a wizard, the spells must be ones that she has already prepared at least once that day. If she casts spells like a sorcerer, the caster can choose from any she knows.

The caster cannot choose *harness spiritual energies* as one of the extra spells.

Healing Magic

Conjuration (Healing)

Tarot - Queen of Pentacles or 3 of Cups

Level: 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature Touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

This spell allows the caster to cast *cure moderate wounds* as if she were a cleric of equal level. Because of the arcane origin of the spell, it does not affect undead in any way.

Health

Conjuration (Healing)

Tarot - The Star or Ace of Pentacles

Level: 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Except as noted above, this spell is identical to *remove disease*.

Hope

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 3 of Wands

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration (D)

Saving Throw: Will negates

Spell Resistance: Yes

This is a more powerful version of *emotion* (hope).

The enchanted creatures gain a +3 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Hope dispels *emotion* (despair).

Illusory Attack

Illusion (Phantasm)

Tarot - 4 of Cups

Level: 4

Components: V, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

This spell creates an illusory flying weapon of the caster's choosing that moves and attacks a target using the caster's initiative and base attack bonus. Many casters choose a ranged weapon to mask the initial attack. Once the target is attacked by the weapon, she can attempt to disbelieve it. If the saving throw is successful, the illusory weapon disappears and becomes harmless; however, if the target does not make the save, the weapon will hit and do 1d6 points of damage (critical threat 20/x2). The caster need not concentrate to keep this spell in effect, but changing targets requires a standard action.

After each attack the target gets another saving throw.



THE STAR

Increase Knowledge

Transmutation

Tarot - Ace of Swords

Level: 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell temporarily boosts the Knowledge skill in a specific field. The caster must announce before the spell is cast which area of Knowledge is going to be affected (such as *arcana* or *religion*). Upon casting, the target receives a +4 enhancement bonus to the Knowledge

skill specified. This temporary bonus can take the target beyond his her normal maximum rank in a particular knowledge.

Inquisitive

Transmutation

Tarot - Page of Wands

Level: 4

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell artificially boosts the senses of the target. For the duration of the spell the target receives a +4 enhancement bonus to all sensory checks (Spot, Search, and Listen). This spell stacks with the feat Alertness as well as other non-magical bonuses.

Insight

Divination

Tarot - Ace of Swords

Level: 1

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All living creatures within the spell's range

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to detect the alignment of any living creature within the spell's range. The caster can concentrate on one target per round.

If a target has some sort of magic that obfuscates his her alignment, the spell may attempt to penetrate the disguise (DC 15 + opposing spell's level). If unsuccessful, the caster will not know that she has been deceived.

Intuition

Divination

Tarot - 2 of Wands

Level: 1

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 45 ft./2 levels)

Area: All living creatures within the spell's range

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell increases the caster's ability to detect lies

and other abnormalities of a character's behavior. For the duration, the caster adds a +2 enhancement bonus to Sense Motive checks. If the caster does not have the skill, she temporarily gains the skill at rank 2 + Wisdom modifier.

The caster can only concentrate on one target within the spell's range per round.

This spell may penetrate spells that allow lying if the spellcaster overcomes the original spell (d20 + level of caster versus 10 + level of original caster).

Journey

Universal

Tarot - The Fool

Level: 4

Components: V, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 day

Saving Throw: None

Spell Resistance: No

This spell allows the caster to travel at twice the normal distance for overland traveling.

This works as long as the caster is the only person traveling. For example, if the caster is traveling alone on horseback the spell will function, but not if there are others riding with himher.

Journey for Others

Universal

Tarot - 6 of Swords

Level: 5

Components: V, F

Casting Time: 1 action

Range: Personal

Area: All allies within 50-ft.-radius

Duration: 1 day

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This has the same effect as *journey* but it applies to all allies within the spell's area of effect. The caster is affected by the spell as well.

Leader

Conjuration

Tarot - King of Cups

Level: 9

Components: V, F

Casting Time: 5 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more summoned creatures

Duration: See text

Saving Throw: None

Spell Resistance: No

This spell allows the caster to summon a number of fighters to serve the leader named at the end of the spell. The person named must be within the range of the spell.

The spell will conjure one of the following types:

- 1 fighter (same race as leader) 2d6+2 levels
- 1d4 fighters (same race as leader) 1d8+2 levels
- 1d6 fighters (same race as leader) 1d6 levels
- 1d10 fighters (same race as leader) 1d4 levels.

The fighters are normal NPCs, but they will sacrifice their lives to protect their leader. The fighters have the same alignment and morals as the leader.

The fighters will remain for 1 day/leader's character level or until killed. As summoned creatures, they are not slain, merely dismissed back from whence they came. The fighters are affected by spells and items that affect summoned creatures.

Legacy

Conjuration

Tarot - 4 of Pentacles

Level: 8

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Summoned magic item

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell summons a powerful magic weapon or armor that is attuned to the target named during the casting of the spell. The general type of magic item can be specified, but the specific qualities are randomly generated.

Weapon: (Type specified by caster)

1d10	Bonus	1d10	Power
1 +2		1	Flaming
2 +2		2	Icy burst
3 +2		3	Shock
4 +3		4	Dancing
5 +3		5	Vorpal
6 +3		6	Bane
7 +4		7	Speed
8 +4		8	Wounding
9 +4		9	Thundering
10 +5		10	Disruption

Armor: (Type specified by caster)

1d6	Bonus	1d6	Power
1 +2		1	Ghost touch
2 +2		2	Cold resistance
3 +3		3	Silent moves
4 +3		4	Fortification, heavy
5 +4		5	Spell resistance (SR 10+1d10)
6 +5		6	Etherealness

The item is only attuned to the person named and will disappear if anyone else attempts to use it.

Logic

Transmutation

Tarot - 4 of Swords

Level: 2

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants an enhancement bonus to Intelligence of 1d4+1 points. This bonus may change certain skill checks for the duration of the spell.

Love Spell

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Ace of Cups

Level: 6

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Two living creatures within the spell's range

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, the tarot mage forges a bond of love between two creatures. Each must make a Will saving throw to avoid the effect. Those who fail develop feelings of love for the other target. This will require role-playing on the part of the characters and the GM. In game terms, the affected creatures are automatically very helpful in their reactions and will do what they can to spend time together. It is possible for one target to make the saving throw and the other fail.

The duration of the spell depends on the amount by which the target fails the saving throw.

Amount Missed:	Duration:
1-5	1 hour/level of caster
6-10	1 day/level of caster
11-15	1 month/level of caster
16+	Permanent

The effects of the spell can be removed with a *limited wish* or a *remove curse*.

Marriage

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 2 of Cups

Level: 8

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Two allies within range of spell

Duration: 1 round/2 levels

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When cast, the spell joins the better qualities of two allies. Each target mirrors the advantages of the other. Each shares the higher of their two scores for hit points, initiative modifiers, ability scores, skill ranks, saving throws and base attack bonus as well as sharing feats. Spellcasting, extraordinary, supernatural, and spell-like abilities are not shared.

For the duration of the spell, any damage dealt to one is also dealt to the other. If one is killed (through ability damage, death magic, or otherwise), the other must make a Fortitude save (DC 20) or die as well.

Mental Balance

Transmutation

Tarot - 2 of Swords

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All allies within a 25-ft. radius

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell provides an enhancement bonus of + 4 to all Will saves for the duration of the spell.

In addition, any target that is under the effect of an enchantment spell is given a new opportunity to resist the effects.

Mental Speed

Transmutation

Tarot - 5 of Swords

Level: 5

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One ally/level, no two of which can be further than 15-ft. apart.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is similar to *haste*, but it works to speed mental processes more than physical. For the duration of the spell, a spellcaster can take an extra partial action to cast single action spells, and full round spells can be cast in one action.

In addition, any Intelligence-based skill check receives a +2 enhancement bonus and can be performed in half the normal time required.

The effects of this spell do not stack with *haste*; the spells are mutually exclusive, and the last one cast on a given target is the only one that remains in effect.

Messenger

Conjuration

Tarot - Page of Wands

Level: 3

Components: V, F

Casting Time: 1 action

Range: See text

Effect: Silvery globe

Duration: Until read

Saving Throw: None

Spell Resistance: No

This spell allows the caster to contact another individual and deliver a message. The message is one way and cannot exceed 20 characters +5 characters/level. Spaces are not considered characters. The message cannot contain any other spell or curse, it is a mundane missive.

The message can only be delivered to someone on the same plane. The individual must be known by the caster, though even casual familiarity is sufficient. When delivered, the message appears in a language that the target can understand. It can either be read by the target, or it will read itself (in the caster's voice) for those who are illiterate.

Metaphysics

Universal

Tarot - Queen of Wands

Level: 8

Components: V, F

Casting Time: 1 full round

Range: Personal

Target: Caster

Duration: See text

Saving Throw: None

Spell Resistance: No

This spell allows the tarot mage to break the bonds of magic and borrow a single spell from another school of magic, either arcane or divine. The tarot mage can select any spell that is 6th level or lower from any other magic list (cleric, druid, ranger, bard, etc.). The spell selected cannot be of an opposite alignment as that of the spell-caster (a good tarot mage cannot cast Evil magic such as *create undead*).

The *metaphysics* lasts until the spell is cast or until the duration of the spell is spent (1 round/level).

Military Intelligence

Divination

Tarot - King of Swords

Level: 7

Components: V, F

Casting Time: 1 action

Range: 50 ft.

Area: All allies within a 50-ft. radius

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell grants the caster and his/her allies a gift of tactical knowledge that allows them better insight into combat situations. For the duration of the spell, each ally receives a +4 insight bonus to initiative rolls, attack rolls and AC.

Note that these are insight bonuses and can stack with other spells that provide combat bonuses (such as *prayer*).

Misery

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 9 of Swords

Level: 5

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This spell is a more powerful version of *emotion* (despair) and creates such an overwhelming sensation of despair and loss that the targets have a -4 morale penalty to saving throws, attack rolls, ability checks, skill checks and weapon damage rolls. In addition, if the saving throw against *misery* is failed by more than 5, the tar-

get is stunned for 1d4 rounds. The stunned target loses Dexterity bonus to AC and can take no actions. Foes received a +2 bonus to attack a stunned character.

Moderation

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Temperance or 2 of Pentacles

Level: 1

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: 10 minutes/level

Saving Throw: Will negates (harmless) see text

Spell Resistance: Yes (harmless) see text

This spell grants the target an even temper and a sense of moderation. For the duration of the spell, the target receives an enhancement bonus of +2 against spells and situations that affect the emotions, such as a fear, *love spell*, rage.

Although this is normally a protection from unwanted interference, it also protects the target from desired spells and situations.

Motivated

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Knight of Cups

Level: 3

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All allies within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This is a fairly specific spell that increases the targets' determination to succeed at their present endeavor. For the duration of the spell, the targets receive a morale bonus of +2 to attack rolls, ability checks, skill checks and weapon damage rolls.

In addition, the targets receive a +2 to saving throws if the spell may deter them from reaching their next goal.

Motivated dispels *emotion* (despair).



TEMPERANCE

Outset

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Tarot - Ace of Wands

Level: 6

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 day/level or until discharged (D)

Saving Throw: None

Spell Resistance: Yes

Except as noted above, this spell is identical to *geas/quest*.

Outsider

Conjuration (Summoning) [see text]

Tarot - The Devil

Level: 6

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned outsiders

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to summon up to 8 CRs of outsiders. These can be different types of outsiders. For example, a demon with a CR of 2 and a devil with a CR of 6 could be summoned at the same time. However, the caster cannot summon more than 8 individual creatures even if their CR is lower than 1.

The summoned creatures will fight the caster's enemies for the duration of the spell. At the end of the spell's duration, the caster must make a Will saving throw (DC equals highest Wisdom score of the summoned creatures). If the check is successful, the summoned creatures return to their plane of existence; however, if the caster fails the saving throw, or is dead, the creatures remain and act naturally, possibly attacking the caster and his/her allies. Each round thereafter the caster can attempt to return the creatures with a Will save.

The spell's type matches the subtype of outsider summoned. Thus, if evil outsiders are summoned, this is an evil spell. Outsiders with the fire subtype make this a fire spell.

Overcome

Divination

Tarot - 9 of Wands

Level: 2

Components: V, F

Casting Time: 1 action

Range: Personal

Target: Caster

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This spell is similar to *true strike* but instead of a combat action, this spell adds a +20 insight bonus to the next ability or skill check. The caster must perform the action the round after casting the spell or else lose its effects.

Unlike *certain success*, the bonus is only good for one skill check for actions that can be resolved in 1 round.

Paranoia

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 7 of Cups

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This spell instills a powerful paranoia in the targets. Those failing the saving throw are convinced that others are out to get them. For everyone affected, reduce her attitude for every other creature (even allies) by two stages (i.e. helpful becomes indifferent, indifferent becomes hostile, etc.).

Passion

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 10 of Cups or King of Wands

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates

Spell Resistance: Yes

This is a lesser form of *emotion*.

The spell affects the same emotions (despair, fear, friendship, hate, hope, and rage), but the bonuses and penalties are +/- 1 instead of +/- 2. In addition, for those emotions that do not have bonuses or penalties tied to them (friendship and hate), the effects are similar to *emotion* but should be role-played to a lesser degree.

Patience

Enchantment (Compulsion) [Mind-Affecting]

Tarot - The Hanged Man

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 15-ft. radius

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With this spell the caster grants the targets a sense of patience and calm. The targets gain a +2 morale bonus to saving throws involving rage, anger or impulsiveness.

Also, it bestows a +2 morale bonus for skill checks that involve waiting or careful attention to details (GM's discretion).

This spell has a chance to dispel the effects of *emotion* and *rashness*.

Peace

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 4 of Wands

Level: 5

Components: V, F

Casting Time: 1 action

Range: 50 radius around caster

Area: All living creatures within area of effect

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a zone where the very thought of violence is anathema. Any creature that fails the saving throw cannot initiate any violence, although she can take defensive actions. This prohibition on violence includes melee, ranged and magical attacks. Creatures outside of the spell's area of effect are free to attack.

If the caster initiates any violence during the duration of the spell, the spell is broken and all affected creatures can act normally.

If a creature is attacked while under the influence of the spell, she can immediately attempt a new Will saving throw to break the spell's effects.

Personal Doubt

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 5 of Wands

Level: 1

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All living creatures within a 15-ft. radius

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills the targets with doubt and hesitation. They suffer a -1 morale penalty on their attack rolls, saving throws, skill checks, ability checks and weapon damage rolls.

This spell dispels the effects of *passion*.

Persuasive

Transformation

Tarot - King of Cups

Level: 2

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This target becomes more charismatic. The spell grants an enhancement bonus to Charisma of 1d4+1. This increase may affect the bonus for skill checks and ability checks.

Physical Power

Transmutation

Tarot - King of Pentacles

Level: 5

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This is a more potent form of *physical rewards*. The spell grants the target an enhancement bonus of 1d4+1 to two of the physical abilities (Strength, Dexterity and Constitution). The caster must announce which of the two abilities will be enhanced before casting the spell. Roll one time, and add the same bonus to both abilities.

The bonuses may affect AC, Reflex saves, Fortitude saves, damage bonuses and other modifiers based on these abilities.



THE HANGED MAN

Physical Rewards

Transmutation

Tarot - 10 of Pentacles

Level: 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target a temporary enhancement bonus of +1d3 to Strength, Dexterity or Constitution. The caster specifies which ability will be augmented during the casting.

Pleasure

Enhancement (Compulsion)

[Mind-Affecting]

Tarot - 8 of Pentacles

Level: 3

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 20-radius.

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a sense of pleasure and pure delight in the target. The target will not attempt any action other than enjoying the sensation of happiness. The target acts as if stunned, losing Dexterity bonuses to AC and being unable to take any actions.

If the target is attacked or confronted in a hostile manner, she is permitted an additional saving throw to shake off the effects of the spell each round.

Power

Universal

Tarot - The Magician

Level: 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: No

This spell increases the effective level of the caster by 1 level. This does not allow the caster to cast spells above his/her level ability, but it does increase the caster's level in terms of duration, range, effects and saving throws.

Preservation

Universal

Tarot - The Empress

Level: 7

Components: V, F

Casting Time: 1 full round

Range: Touch

Target: Dead creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This spell preserves the corpse of a dead creature perfectly. While it is better to preserve the body as soon as possible after death, the spell will halt the decay process in whatever condition the body is in when the spell is cast.

There are two main uses for this spell. The first is a magical taxidermy that preserves specimens for museums and trophy collections. The second use is to preserve a body in order to cast some sort of *raise dead* or *resurrection*. These types of spells normally have a time limit that the target can be dead in order for the spell to function. With *preservation* the time limit is not counted after the spell is cast on the body, only time elapsed before the application of *preservation* is counted.



MAGICIAN

Progress in Consciousness

Divination (Insight)

Tarot - 6 of Swords

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target an insight bonus of +4 to all Intelligence-based skill checks for the duration of the spell.

Projects Realized

Universal

Tarot - 9 of Pentacles

Level: 5

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: No

This spell reduces the amount of necessary time to Craft an item and increases the quality of the craftsmanship. The spell lasts until a single item is crafted.

Determine the time required as normal based on the Craft skill and then divide that time by two.

All Craft skills that go toward the completion of the item receive a circumstance bonus of +4 for the duration of the spell.

Prosperity

Universal

Tarot - Wheel of Fortune or Ace of Pentacles

Level: 4

Components: V, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell in some ways alters the very fabric of the universe in that it grants the target a special favor for acquiring wealth. Any treasure that the target encounters or any transaction that the target makes with others is increased in value by 15%. For example, if the target of the spell encountered a treasure chest with 100 sp, she would actually find 115 sp. Or if the target is attempting to sell an item that would normally be valued at 100 gp, she will receive 115 gp for the item.

Casting this spell costs 100 XP.

Protection

Conjuration (Creation) [Force]

Tarot - The Empress or 4 of Pentacles

Level: 1

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Except as noted above, this spell is identical to *mage armor*.

Protector

Conjuration

Tarot - King of Swords

Level: 6

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 level)

Effect: One summoned protector

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No



WHEEL OF FORTUNE

This spell conjures a guardian spirit that takes the form of an armored warrior. For the duration of the spell, the guardian will physically defend the caster, or one individual designated by the caster, from harm. The protected individual is known as the charge. If any seek to engage the charge, the guardian will appear between the combatants. If a ranged weapon is used against the charge, the guardian will attempt to deflect or absorb the damage.

The protector has a defense value of +8 that is used to protect its charge. The protector will try to block any attack that will hit the charge, rolling a 1d20+8 check (DC equal to the total attack roll against the target). If successful, the attack has no effect on the charge; however, if the check fails, the charge takes normal damage.

Spells such as *banishment* and *dispel magic* can send the guardian spirit back to its home plane.

Purpose

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 8 of Wands

Level: 3

Components: V, F

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: Yes (harmless)

This spell bestows a sense of determination to the caster and his her allies. For the duration of the spell, those affected receive a +3 morale bonus to Fortitude and Will saves and a +2 morale bonus to all attack rolls.

When the spell ends, those affected must make a Will save (DC 15) to avoid the demoralizing aftereffects of losing a sense of purpose. A successful save negates any effect, but those who fail to make their saving throw suffer a -2 morale penalty to all saving throws, attacks rolls, ability and skill checks and weapon damage rolls for 1 round for each minute the original *purpose* lasted.

Rashness

Enchantment (Compulsion) [Mind-Affecting]
Tarot - 5 of Wands
Level: 2
Components: V, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: All living creatures within 15-ft. radius
Duration: Concentration
Saving Throw: Will negates
Spell Resistance: Yes

The targets of this spell are compelled to rash action and disregard for their personal safety. They gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus to Will saves and a -1 penalty to AC during combat situations. The effects of this spell do not stack with barbarian rage or the rage aspect of the spell *emotion*.

When not in a combat situation, the target suffers a -2 penalty to Will saves or Wisdom checks involving avoiding dangerous situations.

Rebirth

Transmutation
Tarot - 5 of Pentacles
Level: 6
Components: V, F
Casting Time: 10 minutes
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None negates
Spell Resistance: Yes

Except as noted above, this spell is identical to *reincarnate*.

Reconciliation

Enchantment (Compulsion) [Mind-Affecting]
Tarot - 2 of Cups
Level: 7
Components: V, F
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Targets: Enemies within range of the spell
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell forges a friendship between enemies. The caster must identify the targets of the spell before casting and at least two enemies must be within the spell's range for it to work. If, while the caster is performing the spell, one of the enemies moves out of the spell's range, the spell will fail.

Those who fail their saving throws immediately forgive past misdeeds and become friendly toward those specified in the spell. This spell will even stop hostilities between combatants. If one of the targets succeeds his her saving throw and attacks the other target, all enchantments are lost and both enemies are free to continue fighting.

Redemption

Abjuration
Tarot - 9 of Wands
Level: 7
Components: V, F
Casting Time: 1 hour
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes (harmless)

This powerful spell redeems the target in his her own eyes as well as in the eyes of his her deity. This spell will remove the effects of a curse. To do so the caster needs to overpower the original curse (d20 + level of caster versus 10 + level of cursing caster).

Also, the spell will restore a person's original alignment, if it has been altered by means other than willful (not coerced) force. In this case, the target makes a Will saving throw to avoid the effects.

Last, the spell can restore the faith of the target as well as a deity's faith in the individual. The deity's acceptance should be based on his her past misdeeds as well as any acts of repentance that she has made. The GM may allow this acceptance outright, or may a quest of some kind.

Regeneration

Conjuration (Healing)

Tarot - The Star

Level: 7

Components: V, F

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Except as noted above, this spell is identical to *regenerate*.

Rejoicing

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Queen of Cups

Level: 5

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 50-ft. radius

Duration: Concentration (D)

Saving Throw: Will negates

Spell Resistance: Yes

All creatures within the area of effect that fail to make the saving throw are affected by an overwhelming desire to rejoice and celebrate. The affected creatures will relax and take no aggressive action unless attacked. While under the influence of the spell, the targets will see the caster and his/her allies as friends and fellow celebrants. While they will not attack the group, the targets may wish to celebrate with the caster and allies. The GM should role-play this and determine whether the targets delay the caster.



JUSTICE

Resources

Divination

Tarot - 9 of Wands or 7 of Pentacles or King of Pentacles

Level: 5

Components: V, F

Casting Time: 10 minutes

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With the casting of this spell, the caster is made aware of the nearest treasure. While the exact location may not be revealed, the rough value, general direction and distance will become clear to the caster. If two treasures are equal distance from the caster, the greater treasure will be revealed to the caster (or one at random, if equal value).

The spell gives no indication of safeguards or guardians protecting the treasure.

Responsibility

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Tarot - Justice

Level: 4

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: See text

Duration: 1 hour/2 levels

Saving Throw: Will negates (See text)

Spell Resistance: Yes

This spell is two-fold. The first is an enchantment on the target focus (who must be within range). The individual is allowed a Will saving throw to avoid the effects. If the saving throw is successful, the spell dissipates. The subject of the spell can voluntarily accept the spell and does not need to make a saving throw, if so desired.

If the spell succeeds, the target is granted an air of authority and dignity. Anyone within a 50 ft. radius of the target at the time of the casting will be enthralled by the target unless they make a Will saving throw (DC 15 + Charisma bonus of the target). Those who are enthralled view the target as a respected leader and will follow instructions that are not contrary to their nature (i.e. a paladin will not assassinate an innocent person). In addition, for the duration of the spell, the target focus receives a bonus of +5 to Leadership and NPC reaction rolls.

However, with the benefits comes responsibility. If any of the thralls are hurt because of the action or inaction of the target, the target must make a Fortitude save (DC 20) or suffer a temporary loss of 1d6 points of Charisma. This occurs each time one of the enthralled is affected.

Rest

Conjuration (Healing)

Tarot - 8 of Cups

Level: 3

Components: V, F
Casting Time: 10 minutes
Range: 25-ft. radius
Area: All allies within a 25-ft. radius
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (Harmless)

When this spell is cast, it halves the need for rest. If a character would normally need 8 hours of rest to recover from some condition or renew spells, she will only need 4 hours. For example, if a character suffers from the condition exhausted and the spell is cast, that character will need 30 minutes to move to fatigued and then 4 hours to recover from being fatigued.

Rest after Labor

Conjuration (Healing)
Tarot - 4 of Wands
Level: 3
Components: V, F
Casting Time: 10 minutes
Range: 50 ft.
Area: All allies within 50 ft.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell removes all effects of exhaustion and fatigue that arose because of strenuous labor or movement.

Rest after War

Conjuration (Healing)
Tarot - 4 of Swords
Level: 3
Components: V, F
Casting Time: 10 minutes
Range: 50 ft.
Area: All allies within 50 ft.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell removes all effects of exhaustion and fatigue that arose because of martial conflicts.

In addition, this spell will heal all subdual damage upon completion of the casting.

Resurrection

Conjuration (Healing)
Tarot - The Star
Level: 9
Components: V, F

Casting Time: 10 minutes
Range: Touch
Effect: Dead creature touched
Duration: Instantaneous
Saving Throw: None (See text)
Spell Resistance: Yes (harmless)

Except as noted above, this spell is identical to *raise dead*.

Risk

Universal
Tarot - The Fool
Level: 2
Components: V, F
Casting Time: 10 minutes
Range: Long (400 ft. + 40 ft./level)

Effect: All creatures within a 50-ft. radius of the spell's epicenter
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

This unusual spell was created by a thrill-seeker or a sadist. When the spell is cast, it creates an area of higher risk and danger. For the duration of the spell, all within the area receive a +1 circumstance bonus to attack and damage rolls. The bonuses are applied to all attacks, whether from allies or enemies.

The bonus bestowed allows all attacks to overcome damage reduction as a +1 weapon.



THE FOOL

Romance

Enchantment
Tarot - The Lovers
Level: 4

Components: V, F
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell is similar to *charm person*, but instead of making the target believe the caster is a friend, it creates a fantasy in the mind of the target that she is romantically smitten with the caster. If the target fails the saving throw, she will protect and actively support the love interest. If the caster asks the target to act completely contrary to his/her nature, the target will not complete the

action and is allowed new saving throw.

Depending on the sexual orientation and mores of the society, the GM can give a bonus to the saving throw. For example, if a male tarot mage attempts to cast *romance* on a devout and homophobic paladin, the GM may give the paladin a bonus to resist. This is at the GM's discretion.

Satisfaction

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 10 of Pentacles or 9 of Cups

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 2d6 HD of living creatures within a 15-ft. radius

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a powerful, but fleeting suggestion in the mind of those affected that they have acquired all that they need and want. This feeling of satisfaction lasts a maximum of 4 rounds, but the caster must concentrate during this time. Otherwise, the spell dissipates as soon as the caster stops concentrating. In addition, any attack on a creature that is suffering the influence of *satisfaction* breaks the spell.

While the spell lasts, those affected will stop any action they were taking and contemplate their ecstasy at being completely satisfied with life. The targets will not take any aggressive action unless attacked.

The spell can affect as many as 2d6 Hit Die of living creatures. The creatures with the lowest Hit Die are affected first and then the next lowest until the spell's power runs out. If the spell does not have enough power to affect a creature, the spell will fail for that creature.

Secrets

Evocation

Tarot - Page of Swords

Level: 4

Components: V, F

Casting Time: 1 full round

Range: See text

Target: One creature

Duration: 2 rounds (see text)

Saving Throw: None

Spell Resistance: No

This spell allows the caster to contact a known individual and have conversation that none may detect. The two must be on the same plane, but otherwise, distance does not affect the spell. The conversation is limited to one statement by the sender with a maximum of 25 words (one round). The response is also limited to a one-

round time limit, or 25 words.

At present, no known spell has been able to penetrate the web of secrecy that *secrets* creates. Even after the conversation, any attempts to discover the secrets (*detect thoughts*, *hypnosis*, *charm*, etc.) will fail to penetrate the secret. Only the truly voluntary disclosure of the secret by one of the parties will break the spell.

Shared Love

Enchantment (Charm) [Mind-Affecting]

Tarot - 3 of Cups

Level: 3

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One or more people in a 15 ft. radius

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This unusual spell affects the people within the spell's area of effect. When the mage casts the spell, she specifies the love interest that the targets will share. This can range from abstract ideas (art, music, literature, volunteerism, etc.), or it can be a more earthy love (a specific person, one another, the caster, etc.).

Those who fail to make their saving throws will have a passion for the love interest. They will actively promote and support this interest. This should not be confused with lust.

The targets of the spell will not act contrary to their nature. The spell merely intensifies the passion they feel towards the love interest.

This spell has no effect against monsters or animals, only humanoids.

Spirit Mastery

Abjuration

Tarot - 10 of Wands

Level: 9

Components: V, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell endows the target with a perfect sense of his/her inner-self. Because of this, the target is immune to any mind-affecting or Illusion school spell for the duration. This immunity applies even to harmless spells (i.e. the caster cannot be willfully affected by such spells, including *invisibility*). A *dispel magic* spell can remove this effect normally.

Spirit Warrior

Conjuration

Tarot - Knight of Wands

Level: 5

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned warrior

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell brings forth a spirit warrior that will attack the enemies of the caster. The spirit warrior appears as a shimmering, armored fighter wielding a glowing weapon (sword, spear or whatever cultural weapon is appropriate). Once summoned, the spirit warrior will remain with the caster and either fight any enemies present, or accompany the caster and defend him/her.

The spirit warrior has the following statistics:

Medium-Size Outsider

HD: 5d8+15 (37 hp)

Init: +7 (+3 Dex, +4 Improved Initiative)

Spd: 30 ft.

AC: 20 (+3 Dex, +7 breastplate)

Atk: +10 melee

Dam: By weapon type +5

Face/Reach: 5 ft. by 5 ft./ 5 ft.

Special Qualities: Outsider

Saves: Fort +7, Ref +7, Will +4

Abilities: Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 16

Skills: Listen +8, Move Silently +10, Spot +8

Feats: Improved Initiative, Iron Will, Weapon Focus (whichever weapon is carried)

The spirit warrior carries the equivalent of +2 breastplate and a +2 weapon of the caster's choice.

Spiritual Advisor

Divination

Tarot - King of Wands

Level: 5

Components: V, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell establishes a special link to the spirit world. This link allows the target to immediately ask 5 questions. Unlike the *contact other plane* spell, the spirits contacted are not hostile in any way toward the caster. The spirit will answer any question to the best of its ability, but the GM can determine the width and breadth of the spirit's knowledge. The caster may attempt to call a specific spirit, but she must know the spirit's true name and then succeed at a contact roll, d20 + level of caster (DC 20). A specific spirit may have very detailed knowl-

edge. For example, Joshua, the tarot mage is trying to gain access to Shadowmire castle. He knows that the architect of the castle was the famed engineer Kithian. Joshua calls the spirit of Kithian and learns that there are secret passages into the castle.

Spiritual Awakening

Universal

Tarot - The Hermit

Level: 6

Components: V, F

Casting Time: 5 minutes

Range: Touch

Target: Creature touched

Duration: 1 day

Saving Throw: None

Spell Resistance: Yes (harmless)

With this spell, the caster is able to attract the attention of the gods. For one day, the caster, or the target of the spell is especially blessed by a deity and receives an appropriate alignment domain spell (Chaos, Evil, Good and Law) for the caster's level. A character cannot receive a domain that is different from his/her alignment, for example, a lawful good character cannot receive Chaos or Evil domains. Characters who are true neutral cannot receive any domain spells, unless the campaign that the GM is using has a Neutral domain. This domain spell may be cast once by the recipient during the day.

Only one domain may be received or given from this spell per day. If the caster attempts to cast this spell



more than once per day, it will fail and the initial domain spell will be lost. Also, if an individual is already under the effects of *spiritual awakening* and another caster casts this spell on him/her, the two cancel each other and both domain spells are lost.

Spiritual Centering

Enchantment (Compulsion) [Mind-Affecting]

Tarot - Ace of Wands

Level: 4

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell restores the target's self-confidence (whether high or low) and reawakens the faith in an individual. Because of this, it reverses the effects of spells that affect the morale of an individual, such as *emotion*, *bane*, *spiritual doubt* and even harmless spells such as *bless*.

The spell can restore divine spell use to an individual who lost the ability if the loss was involuntary, such as the victim of a *spiritual doubt* spell or an *adjust beliefs*. To restore divine spellcasting to a target, the caster must overcome the initial caster's spell (DC 10 + spell level + ability bonus). If the roll is higher, the centering overcomes the initial spell and the target is able to cast spells again. Of course, if the target's alignment is still opposed to his/her god, the god may still hold spells away from the individual.

Spiritual Doubt

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 5 of Wands

Level: 4

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 15 ft. radius

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates seeds of doubt in the target's mind. This doubt has two effects. The first is a personal doubt in one's abilities and motives. The target suffers a -2 morale penalty to all skill checks, attack rolls, and saving throws.

The second effects those who have faith in the divine (clerics, paladins, druids, etc.). Those who have strong beliefs in the divine receive a +2 bonus to save against the doubt; however, if they fail the save, they lose their faith for as long as the spell is in effect. This translates to a loss of any special ability (lay on hands, detect evil) that the target has due to his/her faith. In addition, the target loses the ability to cast divine spells for the duration.



THE HERMIT

Spiritual Growth

Enchantment (Compulsion) [Mind-Affecting]

Tarot - 10 of Wands

Level: 6

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The target is endowed with a renewed resolve and faith. This corresponds to a 1d6+1 enhancement bonus to Wisdom. This spell cannot stack with other enhancement bonuses.

In addition, if cast on a cleric or paladin, the target's level is considered to be one greater in terms of turning undead and spell duration and effects.

Spiritual Strength

Abjuration

Tarot - 7 of Wands or 9 of Wands

Level: 4

Components: V, F

Casting Time: 1 action

Range: Touch

Target: A living creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell creates a slight, glowing aura around the target as beneficial spirits shelve him/her. This grants protection against the forces of the undead and necro-

mantic spells. For the duration of the spell, the targets receives a +2 bonus to AC when fighting against the undead and +2 on all saving throws against any spell either cast by an undead creature or of the necromancy school.

Spying

Necromancy

Tarot - 7 of Swords

Level: 4

Components: V, F

Casting Time: 1 hour

Range: See text

Effect: Smoky ball

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell opens a channel to the spirit world that allows the mage to see through the eyes and hear through the ears of the dead. Otherwise, the spell operates as *scrying*.

Strength of Mind

Transformation

Tarot - 4 of Pentacles

Level: 4

Components: V, F

Casting Time: 1 action

Range: Touch

Effect: One living creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell, while mimicking an enchantment spell, is actually a transformation of the brain and synapses so that the target becomes more resilient to the effects of mind-affecting spells and abilities. For the duration of the spell, the target gains a bonus of +3 to all Will saves against any compulsion or illusion school spell or effect.

Strife

Transformation

Tarot - 3 of Pentacles

Level: 4

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All living creatures with a 15-ft. radius

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This is a more powerful version of the *struggle* spell. It can affect multiple targets and the effects are more severe. If the saving throw is not made, the muscles and sinews of the target contract and twist to the point of physical pain. The first effect is physical damage of 1d4/level (10d4 maximum). This is an immediate effect. In addition, the target receives a -2 circumstance penalty to all physical actions, including attacks and somatic actions, for 1 minute/level of the caster.

Struggle

Transformation

Tarot - 2 of Pentacles

Level: 2

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell is thought by many to be an enchantment, but it is, indeed, a transformation spell. The spell warps the muscles and sinews of the target, interfering with physical actions. While the spell remains in effect, the target receives a -2 circumstance penalty to all attack rolls, skill checks, and ability checks.

Success

Universal

Tarot - The Chariot or The World or Ace of Pentacles or 7 of Pentacles or 10 of Swords or Queen of Wands

Level: 1

Components: V, F

Casting Time: 1 action

Range: 50 ft

Area: All allies within a 50 ft. radius

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell, much like the divine *bless* spell, increases the morale of the caster's allies. While the spell is in effect, the targets receive a +1 morale bonus to attack rolls and saving throws.

Success negates failure.



EMPEROR

Suffer

Enchantment (Compulsion) [Mind -Affecting]

Tarot - 5 of Cups

Level: 5

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All living creatures within a 20 ft. radius

Duration: Concentration +5 rounds; see text

Saving Throw: Will negates

Spell Resistance: Yes

This enchantment acts very much like the *emotion* spell, but it has subtle and powerful differences. The emotional suffering that the target feels causes an actual physical manifestation of pain. The overall effect is a -2 morale penalty to all rolls for each round that the mage concentrates, plus a penalty of -1 for 5 rounds after the mage stopped concentrating. The penalty represents the lingering effect that the suffering has on the target.

Summon Elder Elemental

Conjuration (Summoning)

Tarot - King of Cups Water

King of Wands Fire

King of Swords Air

King of Pentacles Earth

Level: 9

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned elemental

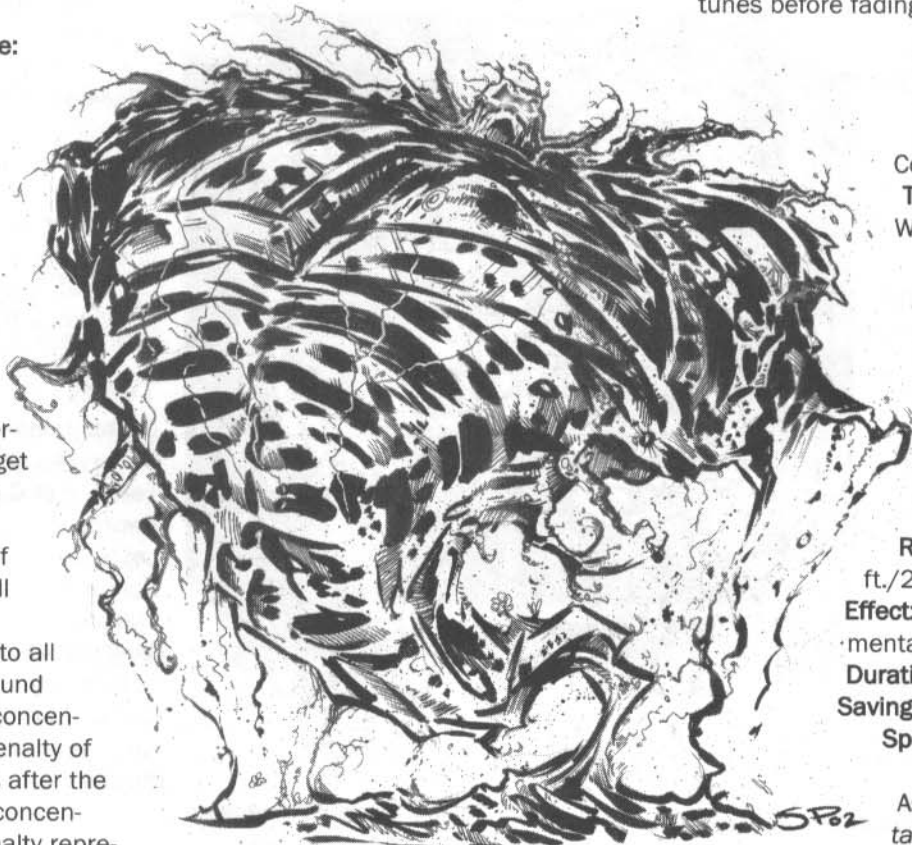
Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: No

This is a specialized version of *summon monster*. With this spell the tarot mage can summon an elder elemental. This elemental will remain on the mage's plane longer than a normal summoned creature, and it will be more willing to aid the mage than most creatures. The elemental will fight for the mage and will act in any way possible for the mage, including supplying any information to which it is privy.

When the spell ends, the elemental, if alive, will bid the mage good-bye and good fortunes before fading into the other plane.



Summon Huge Elemental

Conjuration

Tarot - Queen of Cups

Water

Queen of Wands Fire

Queen of Swords Air

Queen of Pentacles

Earth

Level: 7

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned elemental

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: No

As *summon elder elemental*, except the elemental summoned is Huge.

Summon Medium Elemental

Conjuration

Tarot - Knight of Cups Water

Knight of Wands Fire

Knight of Swords Air

Knight of Pentacles Earth

Level: 5

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned elemental

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: No

As *summon elder elemental*, except the elemental summoned is Medium-size.

Summon Small Elemental

Conjuration

Tarot - Page of Cups Water

Page of Wands Fire

Page of Swords Air

Page of Pentacles Earth

Level: 3

Components: V, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned elemental

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: No

As *summon elder elemental*, except the elemental summoned is Small.

Talented

Enchantment/ Transmutation

Tarot - Queen of Cups

Level: 3

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

With this spell, the caster is able to increase the skill of the target. The target gains a +2 circumstance bonus to skill checks.

Some arcane researchers claim that this spell taps the arcane forces to artificially enhance the characteristics of the target, while others claim that the spell convinces the target of unbeknownst abilities, and that this is what allows for the increase in skill levels.

Teacher

Necromancy

Tarot - Queen of Swords

Level: 4

Components: V, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell summons the spirit of a teacher of the skill the caster names during casting. The spirit is able to teach the target of the spell any new skill or increase a known skill.

This spell can be used in two ways. The first allows the target to immediately learn a new skill or increase a known skill after increasing a level without having to seek out a regular teacher (the target must have unused skill ranks). The second grants the target of the spell any skill, even those not normally available to the target, for a 1 hour duration.

If used for knowledge-based skills, this spell will not grant specific information (who is the duke of Jared), but it will give the target the generic knowledge of the area (politics) that may allow the target to know the information.

Tears

Enchantment (Compulsion)
[Mind-affecting]

Tarot - 6 of Cups or **3 of Swords**

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to 3HD/level of living creatures

Duration: 1 round/level

Saving Throw: Will negates
Spell Resistance: Yes

This spell causes an intense burst of emotions that causes the tear ducts to suddenly and uncontrollably activate. The effects of the tears cause the target to have a -2 circumstance penalty to all skill checks in which sight is used. If an attack is made while the spell is in effect, the foe is considered to have one-half concealment (20% miss chance) due to blurred vision.

Test by Fire

Abjuration

Tarot - 10 of Wands

Level: 6

Components: V, F

Casting Time: 1 action

Range: Touch

Effect: Creature touched

Duration: 10 minutes/level



THE WORLD

Saving Throw: See below
Spell Resistance: Yes

This is perhaps one of the strangest spells that a tarot mage can cast. It has a 2-part effect. The first calls for the target to make a Reflex save versus the spell. If successful, the target takes no damage. If unsuccessful, the target takes 1d6 points of fire damage/caster level (10d6 maximum).

Afterwards, the target is immune to the effects of fire for the duration of the spell.

Travel

Universal

Tarot - The Chariot

Level: 5

Components: V, F

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 day/level

Saving Throw: None

Spell Resistance: Yes (harmless)

For the duration of the spell, the targets of the spell are able to traverse any terrain as if it were a roadway on the plains (x1 movement), or, if the targets are moving on a roadway (x1.5 movement).

Even if the targets go through mountains or swamps, the effect applies; however, there is no bonus for tactical or local movement, only overland.

Trickery

Universal

Tarot - The Magician

Level: 3

Components: V, F

Casting Time: 1 action

Range: Touch

Effect: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell aids those who deceive and dupe others. While the spell's duration lasts, the target receives a +2 morale bonus skill checks with the following skills: Bluff, Diplomacy, Disguise, Forgery, Innuendo, Perform and Sense Motive.

Upheaval

Necromancy

Tarot - 3 of Swords

Level: 6

Components: V, F

Casting Time: 1 action

Range: 50 ft.

Area: All living and undead creatures with a 50-ft.-radius of the caster

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes



THE CHARIOT

This spell creates a wall of negative energy that flows outward in a circle up to 50 ft. away from the caster. All living things within the area, both enemy and ally, must make a saving throw or take 1d8 +2 points of negative energy damage/level (maximum 15d8 +30).

Even plants are affected by this wave of negative energy, often leaving a circle of dead and dying vegetation.

Like *inflict* spells, *upheaval* heals undead rather than harming them.

Victory

Abjuration

Tarot - 6 of Wands

Level: 5

Components: V, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: All allies with area of effect

Duration: Concentration (1 minute/level max.)

Saving Throw: None

Spell Resistance: Yes (harmless)

This is a complex pattern that serves to both protect the allies and inspire them to great deeds. It radiates from the caster and moves with him/her. For the duration of the spell, the targets receive a +2 morale bonus to all saving throws against spells, Will saving throws, attack rolls and AC.

If an ally moves out of the circle of protection, all bonuses are immediately lost and can only be regained if an additional *victory* spell is cast or if she moves back within the circle.

Only allies that are originally within the area of effect are granted the bonuses. If a new ally enters the circle of protection after the spell is cast, no bonuses will apply unless the mage casts a new spell.

Vigor

Transmutation

Tarot - Queen of Pentacles

Level: 2

Components: V, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: All allies within 15-ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell removes any effects of fatigue or subdual damage, unless the target is already unconscious.

Widow Maker

Evocation [Hatred and Pain]

Tarot - Queen of Swords

Level: 9

Components: V, F

Casting Time: 1 action

Range: Long (400 ft. +40 ft/level)

Target: One creature

Duration: Concentration (see text)

Saving Throw: See text

Spell Resistance: Yes

This powerful and deadly spell unleashes a bolt of pure hatred and pain. The target may attempt to dodge the bolt (Reflex save) but the energy bolt will follow for 1 round/level of caster. Each round, as long as the target is within the range of spell, she must make another Reflex save to avoid the spidery line. If the target manages to evade the magic for the maximum duration of the spell, the black magical tendrils fade and become harmless.

The line of energy cannot be cut, or in any way interrupted by outside forces. However, while still seeking the target, counterspells may affect it. Also, the caster must maintain concentration to maintain the spell, but may act defensively.

If the bolt touches the target, she is dealt 1d6/level points of damage (Will save, half).

Creatures normally immune to emotion-

based spells are not immune to this, as the bolt of energy is an arcane manifestation of the caster's hatred and pain.

The name of this spell is misleading; it can affect both males and females. Some researchers say that the name came not from the target of the spell, but from the first tarot mage who plumbed the depths of the deck and managed to divine its power. The tarot mage was a wife of a larcenous and lecherous man. She

became the first widow of the *widow maker*. Others say that the name comes from the black, spider web-like bolt of energy that travels from the caster to the target.

Willpower

Universal

Tarot - Strength

Level: 3

Components: V, F

Casting Time: 1 action

Range: touch

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

With this spell, the caster is able to tap into the depths of resolve and determination. The target of the spell is fortified with new will. The immediate effect is the recipient gains a +2 morale bonus to all Will

saves for the duration.

In addition, if the target of the spell is under any condition that was due to a missed Will save, the target may make a new saving throw (use the original DC for the effect) to shake off the effects. With this new save, the target can apply the bonus granted by this spell.



STRENGTH

System Two:

If the open-ended, freewheeling tarot mage does not fit within the campaign, or if the GM decides that it is too complicated to use and control, the tarot cards can also be tied to the traditional spells of wizards and sorcerers. Using this system, the minor arcana become very important. Each suit of the tarot deck corresponds to two of the arcane schools. In order to cast a spell, the tarot mage must have the appropriate combination of cards. Except for cantrips, spells need at least two cards; the first corresponds to the level of the arcane school and the second corresponds to the particular effect. For example, in order to cast *magic missile*, the tarot mage must have the Two of Swords and the Page of Swords. The Two of Swords allows the mage to cast a first level Evocation spell and the Page of Swords defines the evocation as *magic missile*.

The major arcana can be used in two ways—the major arcana can be used to augment the ability scores as outlined previously, or they can be used to cast the spells associated with them in the descriptions above. This will allow some variation in the magic system and introduce a few tarot-specific spells into the campaign. Of course, the GM may decide that the major arcana are too powerful and not allow them into the game at all. The final decision is always with the GM.



THE LOVERS

Level 0 (Cantrips):

Abjur: **Resistance** (Ace of Wands)
Conj: **Ray of Frost** (Ace of Pentacles)
Div: **Detect** (Ace of Wands)
Detect Poison (Ace of Wands)
Ench: **Daze** (Ace of Cups)
Evoc: **Flare** (Ace of Swords)
Light (Ace of Swords)
Illus: **Dancing Lights** (Ace of Cups)
Ghost Sounds (Ace of Cups)
Necro: **Disrupt Undead** (Ace of Swords)
Trans: **Mage Hand** (Ace of Pentacles)
Mending (Ace of Pentacles)
Open/Close (Ace of Pentacles)
Univ: **Arcane Mark** (any Ace)
Detect Magic (any Ace)
Prestidigitation (any Ace)
Read Magic (any Ace)

Level 1:

Abjur: **Alarm** (Two of Wands, Page of Wands)
Endure Elements (Two of Wands, Knight of Wands)
Hold Portal (Two of Wands, Queen of Wands)
Protection from Chaos/Evil/Good/Law (Two of Wands, King of Wands)
Shield (Two of Wands, Page of Wands)
Conj: **Grease** (Two of Pentacles, Page of Pentacles)
Magic Armor (Two of Pentacles, Knight of Pentacles)
Mount (Two of Pentacles, Queen of Pentacles)
Obscuring Mist (Two of Pentacles, King of Pentacles)
Summon Monster I (Two of Pentacles, Page of Pentacles)
Unseen Servant (Two of Pentacles, Knight of Pentacles)
Div: **Comprehend Languages** (Two of Wands, Knight of Wands)
Detect Secret Doors (Two of Wands, Queen of Wands)
Detect Undead (Two of Wands, King of Wands)
Identify (Two of Wands, Page of Wands)
True Strike (Two of Wands, Knight of Wands)
Ench: **Charm Person** (Two of Cups, Page of Cups)
Hypnotism (Two of Cups, Knight of Cups)
Sleep (Two of Cups, Knight of Cups)
Evoc: **Magic Missile** (Two of Swords, Page of Swords)
Floating Disk (Two of Swords, Knight of Swords)
Illus: **Change Self** (Two of Cups, Queen of Cups)
Color Spray (Two of Cups, King of Cups)
Magical Aura (Two of Cups, Page of Cups)
Undetectable Aura (Two of Cups, Knight of Cups)
Silent Image (Two of Cups, Queen of Cups)
Ventriloquism (Two of Cups, King of Cups)
Necro: **Cause Fear** (Two of Swords, Queen of Swords)

Chill Touch (Two of Swords, King of Swords)
Ray of Enfeeblement (Two of Swords, Page of Swords)

Trans: **Animate Rope** (Two of Pentacles, Queen of Pentacles)
Burning Hands (Two of Pentacles, King of Pentacles)
Enlarge (Two of Pentacles, Page of Pentacles)
Erase (Two of Pentacles, Knight of Pentacles)
Expeditious Retreat (Two of Pentacles, Queen of Pentacles)
Feather Fall (Two of Pentacles, King of Pentacles)
Jump (Two of Pentacles, Page of Pentacles)
Magic Weapon (Two of Pentacles, Knight of Pentacles)
Message (Two of Pentacles, Queen of Pentacles)
Reduce (Two of Pentacles, King of Pentacles)
Shocking Grasp (Two of Pentacles, Page of Pentacles)
Spider Climb (Two of Pentacles, Knight of Pentacles)

Level 2:

Abjur: **Arcane Lock** (Three of Wands, Queen of Wands)
Obscure Object (Three of Wands, King of Wands)
Protection from Arrows (Three of Wands, Page of Wands)
Resist Elements (Three of Wands, Knight of Wands)
Conj: **Fog Cloud** (Three of Pentacles, Queen of Pentacles)
Glitterdust (Three of Pentacles, King of Pentacles)
Acid Arrow (Three of Pentacles, Page of Pentacles)
Summon Monster II (Three of Pentacles, Knight of Pentacles)
Summon Swarm (Three of Pentacles, Queen of Pentacles)
Web (Three of Pentacles, King of Pentacles)
Div: **Augury** (Three of Wands, Queen of Wands)
Detect Thoughts (Three of Wands, King of Wands)
Locate Object (Three of Wands, Page of Wands)
See Invisibility (Three of Wands, Knight of Wands)
Ench: **Hideous Laughter** (Three of Cups, Page of Cups)
Evoc: **Darkness** (Three of Swords, Knight of Swords)
Daylight (Three of Swords, Queen of Swords)
Flaming Sphere (Three of Swords, King of Swords)
Illus: **Shatter** (Three of Swords, Page of Swords)
Blur (Three of Cups, Knight of Cups)
Continual Flame (Three of Cups, Queen of Cups)
Hypnotic Pattern (Three of Cups, King of Cups)
Invisibility (Three of Cups, Page of Cups)
Trap (Three of Cups, Knight of Cups)
Magic Mouth (Three of Cups, Queen of Cups)
Minor Image (Three of Cups, King of Cups)

Mirror Image (Three of Cups, Page of Cups)

Misdirection (Three of Cups, Queen of Cups)

Necro: **Ghoul Touch** (Three of Swords, Knight of Swords)

Scare (Three of Swords, Queen of Swords)

Spectral Hand (Three of Swords, King of Swords)

Trans: **Alter Self** (Three of Pentacles, Page of Pentacles)

Blindness (Three of Pentacles, Knight of Pentacles)

Bull's Strength (Three of Pentacles, Queen of Pentacles)

Cat's Grace (Three of Pentacles, King of Pentacles)

Darkvision (Three of Pentacles, Page of Pentacles)

Endurance (Three of Pentacles, Knight of Pentacles)

Knock (Three of Pentacles, Queen of Pentacles)

Levitate (Three of Pentacles, King of Pentacles)

Pyrotechnics (Three of Pentacles, Page of Pentacles)

Rope Trick (Three of Pentacles, Knight of Pentacles)

Whispering Wind (Three of Pentacles, Queen of Pentacles)

Level 3:

Abjur: **Dispel Magic** (Four of Wands, Queen of Wands)

Explosive Runes (Four of Wands, King of Wands)

Magic Circle against Chaos/Evil/Good/Law (Four of Wands, Page of Wands)

Nondetection (Four of Wands, Knight of Wands)

Protection from Elements (Four of Wands, Queen of Wands)

Conj: **Flame Arrow** (Four of Pentacles, King of Pentacles)

Phantom Steed (Four of Pentacles, Page of Pentacles)

Sepia Snake Sigil (Four of Pentacles, Knight of Pentacles)

Sleet Storm (Four of Pentacles, Queen of Pentacles)

Stinking Cloud (Four of Pentacles, King of Pentacles)

Summon Monster III (Four of Pentacles, Page of Pentacles)

Div: **Clairaudience/ Clairvoyance** (Four of Wands, King of Wands)

Tongues (Four of Wands, Page of Wands)

Ench: **Hold Person** (Four of Cups, King of Cups)

Suggestion (Four of Cups, Page of Cups)

Evoc: **Fireball** (Four of Swords, Page of Swords)

Gust of Wind (Four of Swords, Queen of Swords)

Tiny Hut (Four of Swords, King of Swords)

Lightning Bolt (Four of Swords, Page of Swords)

Wind Wall (Four of Swords, Queen of Swords)

Illus: **Displacement** (Four of Cups, Knight of Cups)

Illusory Script (Four of Cups, Queen of Cups)

Invisibility Sphere (Four of Cups, King of Cups)

Major Image (Four of Cups, Page of Cups)

Necro: **Gentle Repose** (Four of Swords, King of Swords)

Halt Undead (Four of Swords, Page of Swords)

Vampiric Touch (Four of Swords, Queen of Swords)

Trans: **Blink** (Four of Pentacles, Knight of Pentacles)

Fly (Four of Pentacles, Queen of Pentacles)

Gaseous Form (Four of Pentacles, King of Pentacles)

Greater Magic Weapon (Four of Pentacles, Page of Pentacles)

Haste (Four of Pentacles, Knight of Pentacles)

Keen Edge (Four of Pentacles, Queen of Pentacles)

Secret Page (Four of Pentacles, King of Pentacles)

Shrink Item (Four of Pentacles, Page of Pentacles)

Slow (Four of Pentacles, Knight of Pentacles)

Water Breathing (Four of Pentacles, Queen of Pentacles)

Level 4:

Abjur: **Dimensional Anchor** (Five of Wands, Knight of Wands)

Fire Trap (Five of Wands, Queen of Wands)

Minor Globe of Invulnerability (Five of Wands, King of Wands)

Remove Curse (Five of Wands, Page of Wands)

Stoneskin (Five of Wands, Knight of Wands)

Conj: **Black Tentacles** (Five of Pentacles, King of Pentacles)

Secure Shelter (Five of Pentacles, Page of Pentacles)

Minor Creation (Five of Pentacles, Knight of Pentacles)

Solid Fog (Five of Pentacles, Queen of Pentacles)

Summon Monster IV (Five of Pentacles, King of Pentacles)

Div: **Arcane Eye** (Five of Wands, Queen of Wands)

Detect Scrying (Five of Wands, King of Wands)

Divination (Five of Wands, Page of Wands)

Locate Creature (Five of Wands, Knight of Wands)

Scrying (Five of Wands, Queen of Wands)

Ench: **Charm Monster** (Five of Cups, Knight of Cups)

Confusion (Five of Cups, Queen of Cups)

Emotion (Five of Cups, King of Cups)

Lesser Geas (Five of Cups, Page of Cups)

Evoc: **Fire Shield** (Five of Swords, King of Swords)

Ice Storm (Five of Swords, Page of Swords)

Resilient Sphere (Five of Swords, Knight of Swords)

Shout (Five of Swords, Queen of Swords)

Wall of Fire (Five of Swords, King of Swords)

Wall of Ice (Five of Swords, Page of Swords)

Illus: **Hallucinatory Terrain** (Five of Cups, Knight of

Cups)

Illusory Wall (Five of Cups, Queen of Cups)

Improved Invisibility (Five of Cups, King of Cups)

Phantasmal Killer (Five of Cups, Page of Cups)

Rainbow Pattern (Five of Cups, Knight of Cups)

Shadow Conjunction (Five of Cups, Queen of Cups)

Necro: Contagion (Five of Swords, Knight of Swords)

Enervation (Five of Swords, Queen of Swords)

Fear (Five of Swords, King of Swords)

Trans: Bestow Curse (Five of Pentacles, Page of Pentacles)

Dimension Door (Five of Pentacles, Knight of Pentacles)

Polymorph Other (Five of Pentacles, Queen of Pentacles)

Polymorph Self (Five of Pentacles, King of Pentacles)

Mnemonic Enhancer (Five of Pentacles, Page of Pentacles)

Level 5:

Abjur: Dismissal (Six of Wands, King of Wands)

Conj: Cloudkill (Six of Pentacles, Knight of Pentacles)

Secret Chest (Six of Pentacles, Queen of Pentacles)

Lesser Planar Binding (Six of Pentacles, King of Pentacles)

Major Creation (Six of Pentacles, Page of Pentacles)

Faithful Hound (Six of Pentacles, Knight of Pentacles)

Summon Monster V (Six of Pentacles, Queen of Pentacles)

Wall of Iron (Six of Pentacles, King of Pentacles)

Wall of Stone (Six of Pentacles, Page of Pentacles)

Div: Contact Other Plane (Six of Wands, Page of Wands)

Prying Eyes (Six of Wands, Knight of Wands)

Telepathic Bond (Six of Wands, Queen of Wands)

Ench: Dominate Person (Six of Cups, King of Cups)

Feeblemind (Six of Cups, Page of Cups)

Hold Monster (Six of Cups, Knight of Cups)

Mind Fog (Six of Cups, Queen of Cups)

Evoc: Interposing Hand (Six of Swords, Page of Swords)

Cone of Cold (Six of Swords, Knight of Swords)

Sending (Six of Swords, Queen of Swords)

Wall of Force (Six of Swords, King of Swords)

Illus: Dream (Six of Cups, King of Cups)

False Vision (Six of Cups, Page of Cups)

Greater Shadow Conjunction (Six of Cups, Knight of Cups)

Mirage Arcana (Six of Cups, Queen of Cups)

Nightmare (Six of Cups, King of Cups)

Persistent Image (Six of Cups, Page of Cups)

Seeming (Six of Cups, Knight of Cups)

Shadow Evocation (Six of Cups, Queen of Cups)

Necro: Animate Dead (Six of Swords, Page of Swords)

Magic Jar (Six of Swords, Knight of Swords)

Trans: Animal Growth (Six of Pentacles, Knight of Pentacles)

Fabricate (Six of Pentacles, Queen of Pentacles)

Passwall (Six of Pentacles, King of Pentacles)

Stone Shape (Six of Pentacles, Page of Pentacles)

Telekinesis (Six of Pentacles, Knight of Pentacles)

Teleport (Six of Pentacles, Queen of Pentacles)

Transmute Mud to Rock (Six of Pentacles, King of Pentacles)

Transmute Rock to Mud (Six of Pentacles, Page of Pentacles)

Univ: Permanency (Any Six and a combination of face cards of the four suits)

Level 6:

Abjur: Antimagic Field (Seven of Wands, King of Wands)
Globe of Invulnerability (Seven of Wands, Page of Wands)

Greater Dispelling (Seven of Wands, Queen of Wands)

Guards and Wards (Seven of Wands, King of Wands)

Repulsion (Seven of Wands, Page of Wands)

Conj: Acid Fog (Seven of Pentacles, Knight of Pentacles)

Planar Binding (Seven of Pentacles, Queen of Pentacles)

Summon Monster VI (Seven of Pentacles, King of Pentacles)

Div: Analyze Dweomer (Seven of Wands, Knight of Wands)

Legend Lore (Seven of Wands, Queen of Wands)

True Seeing (Seven of Wands, King of Wands)

Ench: Geas/ Quest (Seven of Cups, King of Cups)

Mass Suggestion (Seven of Cups, Page of Cups)

Evoc: Forceful Hand (Seven of Swords, Queen of Swords)

Chain Lightning (Seven of Swords, King of Swords)

Contingency (Seven of Swords, Page of Swords)

Freezing Sphere (Seven of Swords, Knight of Swords)

Illus: Greater Shadow Evocation (Seven of Cups, Page of Cups)

Mislead (Seven of Cups, Knight of Cups)

Permanent Image (Seven of Cups, Queen of Cups)

Programmed Image (Seven of Cups, King of Cups)

Project Image (Seven of Cups, Page of Cups)

Shades (Seven of Cups, Knight of Cups)

Veil (Seven of Cups, Queen of Cups)

Necro: Circle of Death (Seven of Swords, Queen of Swords)

Trans: **Control Water** (Seven of Pentacles, Page of Pentacles)
Control Weather (Seven of Pentacles, Knight of Pentacles)
Disintegrate (Seven of Pentacles, Queen of Pentacles)
Eyebite (Seven of Pentacles, King of Pentacles)
Flesh to Stone (Seven of Pentacles, Page of Pentacles)
Mass Haste (Seven of Pentacles, Knight of Pentacles)
Lucubration (Seven of Pentacles, Queen of Pentacles)
Move Earth (Seven of Pentacles, King of Pentacles)
Stone to Flesh (Seven of Pentacles, Page of Pentacles)
Transformation (Seven of Pentacles, Knight of Pentacles)

Level 7:

Abjur: **Banishment** (Eight of Wands, Page of Wands)
Sequester (Eight of Wands, Knight of Wands)
Spell turning (Eight of Wands, Queen of Wands)

Conj: **Instant Summons** (Eight of Pentacles, Queen of Pentacles)
Magnificent Mansion (Eight of Pentacles, King of Pentacles)
Phase Door (Eight of Pentacles, Page of Pentacles)
Power Word, Stun (Eight of Pentacles, Knight of Pentacles)
Summon Monster VII (Eight of Pentacles, Queen of Pentacles)

Div: **Greater Scrying** (Eight of Wands, King of Wands)
Vision (Eight of Wands, Page of Wands)

Ench: **Insanity** (Eight of Cups, King of Cups)

Evoc: **Grasping Hand** (Eight of Swords, King of Swords)
Delayed Blast Fireball (Eight of Swords, Page of Swords)
Forcecage (Eight of Swords, Knight of Swords)
Sword (Eight of Swords, Queen of Swords)
Prismatic Spray (Eight of Swords, King of Swords)

Illus: **Mass Invisibility** (Eight of Cups, Page of Cups)
Shadow Walk (Eight of Cups, Knight of Cups)
Simulacrum (Eight of Cups, Queen of Cups)

Necro: **Control Undead** (Eight of Swords, Page of Swords)
Finger of Death (Eight of Swords, Knight of Swords)

Trans: **Ethereal Jaunt** (Eight of Pentacles, King of Pentacles)
Plane Shift (Eight of Pentacles, Page of Pentacles)
Reverse Gravity (Eight of Pentacles, Knight of Pentacles)
Statue (Eight of Pentacles, Queen of Pentacles)
Teleport without Error (Eight of Pentacles, King of

Pentacles)
Vanish (Eight of Pentacles, Page of Pentacles)

Univ: **Limited Wish** (Any Eight and a combination of face cards of the four suits)

Level 8:

Abjur: **Mind Blank** (Nine of Wands, Knight of Wands)
Prismatic Wall (Nine of Wands, Queen of Wands)
Protection from Spells (Nine of Wands, King of Wands)

Conj: **Greater Planar Binding** (Nine of Pentacles, Knight of Pentacles)
Incendiary Cloud (Nine of Pentacles, Queen of Pentacles)
Maze (Nine of Pentacles, King of Pentacles)
Power Word, Blind (Nine of Pentacles, Page of Pentacles)
Summon Monster VIII (Nine of Pentacles, Knight of Pentacles)
Trap the Soul (Nine of Pentacles, Queen of Pentacles)

Div: **Discern Location** (Nine of Wands, Page of Wands)

Ench: **Antipathy** (Nine of Cups, King of Cups)
Binding (Nine of Cups, Page of Cups)
Demand (Nine of Cups, Knight of Cups)
Mass Charm (Nine of Cups, Queen of Cups)
Irresistible Dance (Nine of Cups, King of Cups)
Sympathy (Nine of Cups, Page of Cups)

Evoc: **Clenched Fist** (Nine of Swords, Queen of Swords)
Telekinetic Sphere (Nine of Swords, King of Swords)
Sunburst (Nine of Swords, Page of Swords)

Illus: **Screen** (Nine of Cups, Knight of Cups)

Necro: **Clone** (Nine of Swords, Knight of Swords)
Horrid Wilting (Nine of Swords, Queen of Swords)

Trans: **Etherealness** (Nine of Pentacles, King of Pentacles)
Iron Body (Nine of Pentacles, Page of Pentacles)
Polymorph Any Object (Nine of Pentacles, Knight of Pentacles)

Univ: **Symbol** (Any Nine and a combination of face cards of the four suits)

Level 9:

Abjur: **Freedom** (Ten of Wands, Knight of Wands)
Imprisonment (Ten of Wands, Queen of Wands)
Disjunction (Ten of Wands, King of Wands)
Prismatic Sphere (Ten of Wands, Page of Wands)

Conj: **Gate** (Ten of Pentacles, Queen of Pentacles)
Power Word, Kill (Ten of Pentacles, King of Pentacles)
Summon Monster IX (Ten of Pentacles, Page of Pentacles)

Div: **Foresight** (Ten of Wands, Knight of Wands)

Ench: **Dominate Monster** (Ten of Cups, Queen of Cups)

Evoc: **Crushing Hand** (Ten of Swords, King of

Swords)

Meteor Storm (Ten of Swords, Page of Swords)

Illus: **Weird** (Ten of Cups, King of Cups)

Necro: **Astral Projection** (Ten of Swords, Knight of Swords)

Energy Drain (Ten of Swords, Queen of Swords)

Soul Bind (Ten of Swords, King of Swords)

Wail of the Banshee (Ten of Swords, Page of Swords)

Trans: **Refuge** (Ten of Pentacles, Knight of Pentacles)

Shapechange (Ten of Pentacles, Queen of Pentacles)

Teleportation Circle (Ten of Pentacles, King of Pentacles)

Temporal Stasis (Ten of Pentacles, Page of Pentacles)

Time Stop (Ten of Pentacles, Queen of Pentacles)

Univ: **Wish** (Any Ten and a combination of page, knight, queen and king from the four suits)





CHAPTER 4: MAGIC ITEMS



Inks and Quills:

Kraken Ink: (2,000 gp per ounce) Ink from the monstrous kraken, if harvested correctly, can carry certain magical properties for the tarot mage. To harvest the ink, the kraken must have recently died and the ink glands must be carefully removed (Dexterity check, DC 18) and preserved (Alchemy check, DC 15 or Knowledge (chemistry) check, DC 18). One kraken will yield 16 ounces of the concentrated ink. Afterwards, the tarot mage can use the ink while crafting the magical arcana. In order to take advantage of the magical benefits, a full ounce must be used to craft a single card.

When used, the kraken ink adds a +2 circumstance bonus to the Craft Minor or Major Arcana feat. Any card that has been crafted using this special ink is more powerful than normal, granting +1 effective caster level for spells cast using these cards.

These effects do not stack with the dragon scale ink, but can stack with the special quills described below.

Dragon Scale Ink: (Price per ounce: see chart below) Alchemists have discovered how to process some of the scales of a dragon into fine ink. There is only a small portion of the scales at the base of the neck that is useful for this. Dragons younger than Adult are too immature to have the necessary scales. The age of the dragon determines the amount and potency of the ink that can be harvested.

Tarot mages and other artists have found that the special inks synthesized by the alchemists radiate beautiful colors and seem to give off a sense of the power and stature of the dragon from which they come. The tarot mages have incorporated the fine, magical inks into their crafting of the arcane tarot cards. Depending on the color and the age of the dragon, the effects are different. The potency described below adds effective levels to spells cast using cards that are produced using the dragon scale ink. Minor arcana cards need one full ounce of the ink to create the effect and major arcana need two ounces.

Black: Bonuses to Fear-type spells and those that negatively affect the emotions. Also, any spell that involves acid (i.e. *acid fog*, *acid arrow*) receives the bonuses to cast based on the age of the dragon.

Blue: Bonuses to Illusion school spells. Also, any spell that involves electricity (i.e. *shocking grasp*, *lightning*) receives the bonuses to cast based on the age of the dragon.

Green: Bonuses to domination-type spells such as *suggestion*, *domination* and *control* spells. Also, any spell that involves acid (i.e. *acid fog*, *acid arrow*) receives the bonuses to cast based on the age of the dragon.

Red: Bonuses to divination spells. Also, any spell that involves fire (i.e. *burning hands*, *fireball*) receives the bonuses to cast based on the age of the dragon.

White: Bonuses to any spell that involves cold (i.e. *cone of cold*, *wall of ice*) receives the bonuses to cast based on the age of the dragon.

Brass: Bonuses to sleep spells. Also, any spell that involves fire (i.e. *burning hands*, *fireball*) receives the bonuses to cast based on the age of the dragon.

Bronze: Bonuses to nature-type spells such as *control weather*, *control plant*, and *control animal*. Also, any spell that involves electricity (i.e. *shocking grasp*, *lightning*) receives the bonuses to cast based on the age of the dragon.

Copper: Bonuses to stealth related spells. Also, any spell that involves acid (i.e. *acid fog*, *acid arrow*) receives the bonuses to cast based on the age of the dragon.

Gold: Bonuses to spells such as *discern lies* and other spells that detect the emotions and intentions of others. Also, any spell that involves fire (i.e. *burning hands*, *fireball*) receives the bonuses to cast based

on the age of the dragon.

Silver: Bonuses to polymorph spells. Also, any spell that involves cold (i.e. *cone of cold*, *wall of ice*) receives the bonuses to cast based on the age of the dragon.

Dragon Type	Ounces per dragon	Price per Ounce	Potency: Effective Level Increase
Age			
Adult-Mature Adult	10	1,000 gp	+1
Old-Very Old	12	1,250 gp	+2
Ancient-Wyrm	16	1,750 gp	+3
Great Wyrm	20	2,500 gp	+4

Roc Quill: The feather of this monstrous bird is useful to tarot mages in the crafting of some of the tarot cards. If using a roc quill, the tarot mage receives a +2 circumstance bonus to Craft Minor Arcana. There is no bonus for the crafting of the major arcana.

The Great Swan Quill: This strange and wondrous creature may not even exist. Legends persist about sightings of this magnificent bird. If legends are true, the great swan is a highly intelligent and cunning animal. It is said that the great swan can transform into any avian, thus hiding from those who would wish to kill or capture it. Years ago, a king was so bent on hunting a great swan that he ordered all birds found to be killed so that the great swan would have no way to hide. The after proclaiming this savage edict, the king died mysteriously in his bed. The great swan hunt was canceled.

If a tarot mage uses a quill from the feather of a great swan, he receives a +4 circumstance bonus to the Craft Arcana roll, both minor and major.

Mystical Cards:

While any tarot card can be very special and carry magical powers, the major arcana cards most commonly possess special properties.

Simon's Magician: Some question whether there ever was a tarot mage named Simon, or if he was a creation of the hopes and desires of where the mystical art could go. When scholars of tarot magery speak of the great and powerful, Simon's name will soon surface, usually sparking a heated debate. Nevertheless, if he existed, Simon had an incredible knack with the arcana.

Unfortunately all but one of his cards has been lost or destroyed. The only surviving card is the Magician. When a tarot mage activates this major arcana, he receives a +3 enhancement bonus to Intelligence,

and if the mage casts the spell, *power*, the effective caster level is raised by two.

Tyrel's Strength: Tyrel was a barbarian who became fascinated with the tarot after saving the life of a beautiful tarot mage who instructed him on the mysterious ways of the cards. While he quickly learned the power behind all of the cards, he was especially interested in the card of Strength. Tyrel poured his heart and soul into this major arcana. He created an

entire deck, but only this one carries any special abilities beyond the normal use of the cards. When a tarot mage activates this card, he receives a +2 enhancement bonus to Strength and Constitution. In addition, the spell *willpower* can be cast with an effective caster level of 2 levels higher than the caster's normal level.

Kayla's Lovers: Kayla is a powerful white witch who pursued the power of the tarot to enhance her abilities to read the future and control the emotions of others. She created the major arcana card, the Lovers, to be able to cast spells that control the passions of others. When a tarot mage activates the card, he gains +3 enhancement bonus to Charisma, and the spells *romance* and *shared love* can be cast as if he were two levels higher.

Rettick's Death: Rettick was a feared and hated necromancer who used the mystical qualities of the tarot to watch the region surrounding his basalt tower and learn when and where death would come to the poor inhabitants. The Death card that he created became infused with necromantic powers and developed more influence than normal major arcana. When a tarot mage activates this card, he receives a +3 enhancement bonus

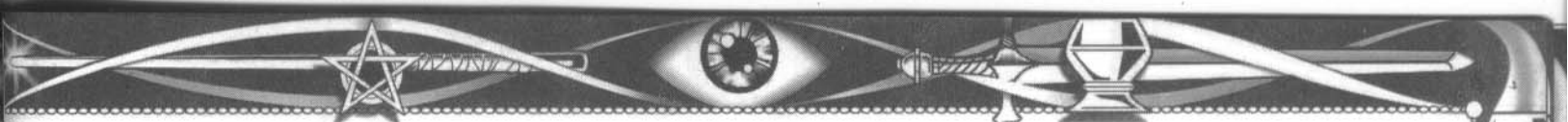
to Intelligence and spells like *slay living*, *death* and other necromantic spells can be cast as if the caster were one level higher.

Tarot Decks

The GM can create virtually limitless magical tarot cards and decks and is encouraged to do so to personalize the system to his her game. Below are a few magic items that can enhance the game and provide some models for creating others.

Throughout the ages, practitioners of tarot magic have striven to produce the finest and most pow-





erful tarot decks imaginable. Some have come closer than others. While many of these powerful decks have been lost, tarot mages and adventurers seek their locations to rediscover their lost powers.

Deck of Tamarelle:

This deck was created by Tamarelle, a powerful and wicked tarot mage. He depicted the most vile and disturbing images to further tap into the fears, taboos and phobias of mankind. Tamarelle was reputed to be a hedonist who knew no limitations in his search for pleasure. It was said that he used many of his own exploits as inspiration for the artwork on the cards. Histories attest that his evil and cruel nature infected the cards to such a degree that the cards themselves became evil. Over the centuries the deck was lost and the cards became separated. It is unknown whether all of the cards still exist.

Special Qualities:

Each card in this deck drips with evil and no good can come from its power. The cards can only be used by an evil-aligned tarot mage. When an evil tarot mage casts a spell through the card, the effective level of the caster is increased by 1 level for the purposes of duration, effect and damage. This does not allow a tarot mage to cast spells beyond his normal level.

If the cards are used to read a fortune, the evil nature of the cards will influence the reading toward an evil end. This does not mean that every reading will seem evil, but the cards will attempt to direct the subject to evil actions. For example, the subject may be led to believe that friends or allies are conspiring against him, or may be led to think that a particular good individual is cruel and deserves to be killed or punished. The power of the cards is so great that even if only one is present in a deck, it corrupts the entire deck.

Complete Deck:

GMs may want to use the search for Tamarelle's deck as a campaign starter. If so, the cards should be spread out so that only a few can be found in any one location. Also, the cards have managed to find particularly evil locations where their master and creator would be at home (slave pits, drug emporiums, houses of ill repute, etc). If the deck is made whole once again, the wielder would receive great and evil power. All Enchantment (Compulsion) [Mind-Affecting] spells are cast as if the caster were 3 levels higher in terms of duration, effects and damage; however, each month the complete deck is carried, the owner must make a Will saving throw (DC 20) or lose a bit of himself to the spirit of Tamarelle. If the owner fails three times, the spirit of Tamarelle will possess him. This should be role-played or the character may become a NPC.

Deck of the Warrior:

This deck was created by Jal Torgenson, a warrior-mage

who desired great, heroic power. The images on the cards depict heroic battles and great struggles. Even the cards that are normally peaceful have the battle motif, such as The Lovers that shows a knight and maiden embracing, standing before a battlefield. Jal's spirit infused with the cards and they have become almost totemic in their power for warrior-mages. The cards are rumored to have an uncanny ability to guide those who use them toward conflict and strife.

Special Qualities:

The cards in this deck grant the wielder extra power when casting battle magic. A spell is considered battle magic when it directly harms an opponent or shields the caster from harm. As always, the GM has the final decision as to what qualifies as battle magic. When casting battle magic, the caster receives a bonus of +2 effective levels for spell duration, effects and damage.

Complete Deck:

The cards of this deck have been scattered throughout the world; many are in the possession of warrior schools and others have been lost to history. Once in a great while, an enterprising and ambitious tarot mage or collector attempts to locate all of the cards from this deck. Each time the search has led to great adventure and horrifying dangers. Some theorize that the deck itself has created this hazardous game as a test for any who would wield it. If the deck is made whole, the possessor would receive a +2 circumstance bonus to all attack rolls and damage rolls with battle magic in addition to the bonus to effective spell levels, as noted above.

The Marvelous Deck of Celeste:

Celeste was a great wizard-cleric who, above all else, wanted to heal the world. She created a beautiful deck of gilt-edged cards. Each card in the deck has a motif of flowing water that symbolizes the spiritual forces that flow through the universe. Celeste suddenly and unexpectedly disappeared many years ago. Some claim that Celeste was a demigod or perhaps a full deity and that she rejoined the celestial body. Others say that she was killed by worshipers of a demonic cult. Still others think that she disappeared on her own to research an even more powerful healing magic.

Special Qualities:

When a tarot mage cast divine or healing magic through the cards (*divine magics, harmony, emotional aid, healing magic, etc.*) he receives a bonus of +2 to the effective level for duration, effects and healing ability. This does not allow the tarot mage to cast any spells that are beyond their normal level ability. A cleric who holds any of the cards from the Cup suit heals the maximum amount for his level.



Complete Deck:

The cards of this deck have drifted to different parts of the world. Some are in the possession of healing orders who will not want to part with the powerful magic. This can provide interesting role-playing for a good-aligned party that wants to unify the deck. If a cleric or tarot mage possesses the complete deck, he can cast any healing spell that he knows, even if it is not a tarot spell, with a bonus of +2 levels and will always heal the maximum amount allowable for the spell.

The Deck of the Seer:

This deck was crafted by Akiem Montalvo, a seer and sage that honed his deck to better his divination skills. It is said that Akiem saw his own death in the cards and decided to separate the deck and scatter the cards throughout the known world. After hiding the last card, Akiem was slain by a roving band of orcs—his divination held true.

Special Qualities:

When using any of the cards that directly relates to divination spells, the possessor can cast these spells with a bonus of +2 levels in terms of duration and effects.

Complete Deck:

Seers and sages have long sought the elusive tarot from Akiem's deck. The cards are somehow shielded from detection or location spells, making their discovery that much more challenging. Currently, the largest concentration of the cards from this deck is in the possession of the Montalvo Society, a brotherhood of seers who wish to emulate Akiem. The brotherhood makes use of the cards but is otherwise secretive about the tarot's importance. If an individual possesses the complete deck, he receives a +2 circumstance bonus the Scry skill checks and +2 effective levels to any divination spell, even those that are not directly related to the cards.

Weapon Special Abilities

Pleasurable: A pleasurable weapon is an insidious device that forces those struck with the weapon to make a Will saving throw (DC 14) or perceive the injury as intensely pleasurable. A creature so affected is, in effect, stunned for one round. An individual may suffer the effects of the weapon (i.e. fail the saving throw) only once per day; subsequent strikes do not invoke the overwhelming pleasure.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *pleasure*; *Market Price:* +2 bonus.

Potions

Potion	Market Price
Logic	300 gp
Overcome	300 gp
Persuasive	300 gp
Action	750 gp
Discovery	750 gp
Emotional Maturity	750 gp
Good Luck	750 gp
Healing Magic	750 gp
Increase Knowledge	750 gp
Talented	750 gp
Trickery	750 gp
Willpower	750 gp

Rings

Ring	Market Price
Charlatan	1,600 gp
Power	2,000 gp
Tarot Bane	5,000 gp
Love	132,000 gp

Charlatan

Plain and unadorned, this simple ring is a great boon to those who make their livelihood deceiving others. While worn, the ring grants a +4 competence bonus to Bluff, Diplomacy, and Sense Motive skill checks.

Caster Level: 12th; *Prerequisites:* Forge Ring, 5+ ranks in Bluff, Diplomacy, and Sense Motive; *Market Price:* 1,600 gp; *Cost to Create:* 800 gp + 64 XP.

Love

Always found in pairs, these intricate gold rings are studded with rubies. They only have an affect when placed on the fingers of two different creatures of opposite gender (but not necessarily the same race). Both wearers must immediately make a Will save (DC 19) or fall in love with the other ring wearer. The effect lasts until the ring is removed, but a person who failed the saving throw will not willingly remove the ring.

It is possible for one wearer to fail the saving throw and the other not. If the person who made the saving throw removes the ring, another may put it on. She must make a saving throw or fall in love with the person still wearing the other ring (who is already in love with the first wearer). Such a triangle of magically-

imposed emotion rarely has positive outcomes.

Caster Level: 12th; **Prerequisites:** Forge Ring, love spell; **Market Price:** 132,000 gp; **Cost to Create:** 66,000 gp + 5,280 XP.

Power

Comprised of a silver band without ornamentation, this ring grants any spellcaster wearing it the effects of a power spell. The effect lasts as long as the ring is worn.

Caster Level: 12th; **Prerequisites:** Forge Ring, power; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP.

Tarot Bane

This platinum ring has an ornate design depicting the four suits of the tarot deck. When worn, the wearer gains a +5 competence bonus to Sense Motive skill checks and a +4 resistance bonus to Will saves against spells cast with the tarot.

Caster Level: 12th; **Prerequisites:** Forge Ring, 5+ ranks in Sense Motive, caster cannot utilize tarot magic; **Market Price:** 5,000 gp; **Cost to Create:** 2,500 gp + 200 XP.

Staves

Staff	Market Price
Disruptor	22,500 gp
Authority	3,330,750 gp
Elemental Summoning	43,875 gp
Good and Evil	56,000 gp
Enhancing	61,875 gp
Warlord	105,975 gp

Authority

This staff is made of redwood and topped with a gold cap studded with rubies. When the staff is in use, the rubies glow faintly. It allows the use of the following spells:

authority (2 charges)
charm (1 charge)

Caster Level: 11th12th; **Prerequisites:** Craft Staff, *authority*, *charm*; **Market Price:** 3133,000 750 gp; **Cost to Create:** 1516,500 875 gp + 1,24350 XP.

Disruptor

A light oaken staff shod with steel, this staff glows an

eerie green while in use. It allows the use of the following spells:

disruption (12th-level caster) (2 charges)

Caster Level: 12th; **Prerequisites:** Craft Staff, *disruption*; **Market Price:** 22,500 gp; **Cost to Create:** 11,250 gp + 900 XP.

Elemental Summoning

This long, slender staff appears to be made of gray stone and is warm to the touch. Sparks fly from the tips as its powers are used. It allows the use of the following spells:

summon small elemental (1 charge)
summon medium elemental (2 charges)

Caster Level: 12th; **Prerequisites:** Craft Staff, *summon medium elemental*, *summon small elemental*; **Market Price:** 43,875 gp; **Cost to Create:** 21,937 gp + 1755 XP.

Enhancing

A rough hardwood staff, this appears more like a freshly cut limb than a formal weapon. It is knotted but lacks any bark. It allows the use of the following spells:

growth (1 charge)
physical power (2 charges)

Caster Level: 12th; **Prerequisites:** Craft Staff, *disruption*; **Market Price:** 61,875 gp; **Cost to Create:** 30,937 gp + 2,475 XP.

Good and Evil

This staff is made of hardwood but is painted white on one end and black on the other. The two colors meet at a diagonal in the center of the shaft. The wielder's alignment determines the staff's effects. It allows the use of the following spells:

good/evil II (1 charge)
good/evil III (2 charges)

Caster Level: 13th; **Prerequisites:** Craft Staff, *good/evil II*, *good/evil III*; **Market Price:** 56,000 gp; **Cost to Create:** 28,000 gp + 2,240 XP.

Warlord

This hardwood staff is steel shod and balanced for combat. It functions as a +2/+2 *quarterstaff* and grants the wielder a +2 deflection bonus to AC. It

allows the use of the following spells:

leader (2 charges)

Caster Level: 17th; **Prerequisites:** Craft Staff, *leader*;
Market Price: 105,975 gp; **Cost to Create:** 53,287 gp + 4,215 XP.

Wands

Wand	Market Price
<i>Charm</i>	750 gp
<i>Enhance physical trait</i>	750 gp
<i>Good/evil energy I</i> (1 st -level caster)	750 gp
<i>Physical rewards</i>	750 gp
<i>Good/evil energy I</i> (5 th -level caster)	3,750 gp
<i>Action</i>	11,250 gp
<i>Blast</i> (5 th -level caster)	11,250 gp
<i>Disease</i>	11,250 gp
<i>Fatigue</i>	11,250 gp
<i>Summon small elemental</i>	11,250 gp
<i>Good/evil energy II</i> (5 th -level caster)	11,250 gp
<i>Blast</i> (6 th -level caster)	13,500 gp
<i>Good/evil energy II</i> (6 th -level caster)	13,500 gp
<i>Blast</i> (8 th -level caster)	18,000 gp
<i>Good/evil energy II</i> (8 th -level caster)	18,000 gp
<i>Change</i>	21,000 gp
<i>Blast</i> (10 th -level caster)	22,500 gp
<i>Good/evil energy II</i> (10 th -level caster)	22,500 gp
<i>Disruption</i> (9 th -level caster)	33,750 gp
<i>Growth</i>	33,750 gp
<i>Physical power</i>	33,750 gp
<i>Summon medium elemental</i>	33,750 gp
<i>Disruption</i> (12 th -level caster)	45,000 gp

Wondrous Items

Wondrous Item	Market Price
Die of Random Enhancement	150 gp
Die of Mixed Blessings	300 gp
Chime of Peace	6,000 gp
Lucky Charm	6,000 gp
Scarf of Reading	6,000 gp
Tambourine of Tears	8,000 gp
War Trumpet	91,000 gp

Chime of Peace

This brass instrument can be struck once per round, and its resonance duplicates the effects of a *harmony* spell in a 15-ft. radius. The spell is as if cast by a 3rd-level caster and has a Will save to negate at DC 13. When first created, the *chime of peace* has 50 charges.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *harmony*; **Market Price:** 6,000 gp; **Cost to Create:** 3,000 gp + 240 XP; **Weight:** 1 lb.

Die of Mixed Blessings

Carved from the bone of a fey creature, this small six-sided die offers its possessor a chance to tempt fate. When rolled, the die grants a *bless* spell on an even result (2, 4, or 6) or a *bane* spell on an odd result (1, 3, or 5), and the die's magic is expended after one use. The effect is centered on where the die lands and can only affect the roller and her allies. The spells take effect as if cast by a 3rd-level cleric.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *bless*, *bane*; **Market Price:** 300 gp; **Cost to Create:** 150 gp + 12 XP; **Weight:** n/a.

Die of Random Enhancement

This small white six-sided die is imbued with a single use of *enhance physical trait* as a 3rd-level caster. When rolled, the die grants the roller a +2 enhancement bonus to one physical ability, as follows:

Die Result	Ability Enhanced
1,2	Strength
3,4	Dexterity
5,6	Constitution

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *enhance physical trait*; **Market Price:** 150 gp; **Cost to Create:** 75 gp + 6 XP; **Weight:** n/a.

Lucky Charm

This small white rabbit's foot hangs from a slender silver chain and may be carried anywhere on the body (but it must be held to be activated). The foot allows the wielder to use *good luck* on a single action once per day.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *good luck*; **Market Price:** 6,000 gp; **Cost to Create:** 3,000 gp + 240 XP; **Weight:** n/a.

Scarf of Reading

Made of the finest red silk, this scarf is worn about the head (taking a hat or helmet slot on the body). The scarf grants a +10 competence bonus to Knowledge (tarot) and Perform (tarot reading) skill checks.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, 5+ ranks in Knowledge (tarot) and Perform (tarot reading); *Market Price:* 6,000 gp; *Cost to Create:* 3,000 gp + 240 XP; *Weight:* n/a.

Tambourine of Tears

Once per day, this instrument can be played to create a tears effect as a 10th-level caster (affecting up to 30 HD of creatures, Will save DC 15) for as long as the tambourine is played. Although the caster is immune to the effects, both enemies and allies in the area are subject to the magic.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, tears; *Market Price:* 8,000 gp; *Cost to Create:* 4,000 gp + 320 XP; *Weight:* 1 lb.

War Trumpet

Made of fine polished brass, this small trumpet can invoke a *military intelligence* spell as from a 13th-level caster when played for a full round. The spell centers on the trumpeter and lasts 13 rounds. A newly created *war trumpet* can be used 50 times before becoming a normal musical instrument.

Caster Level: 13th; *Prerequisites:* Craft Wondrous Item, *military intelligence*; *Market Price:* 91,000 gp; *Cost to Create:* 45,500 gp + 3,640 XP; *Weight:* 1 lb.

BONUS CHAPTER 5: FOUL LOCALES

Provided in this chapter is an example of tarot magic that can be placed into your campaign. The following area is a ready-to-use locale that includes description of the place, maps, and full write-ups of NPCs. It can be added to an ongoing adventure or used to lead into adventures

itself. The presentation is based on the standards used in the *Foul Locales* series of sourcebooks (such as *Foul Locales: Urban Blight* and *Foul Locales: Beyond the Walls*).

HOOODOO

Symbols:

EL 11, Warm, F

Brief Description:

This locale is set at the Lafime family farm, a place with a sordid history and mysterious happenings. For years, the farm was run (at a small profit) by Luciana Lafime, a woman rumored to practice necromancy and the black

arts. Years ago, driven by fear, the townsfolk formed a mob and dragged Luciana from her home and burnt her at the stake as a witch. Relieved to be free of the evil woman's influence, the townsfolk attempted to go about their lives.

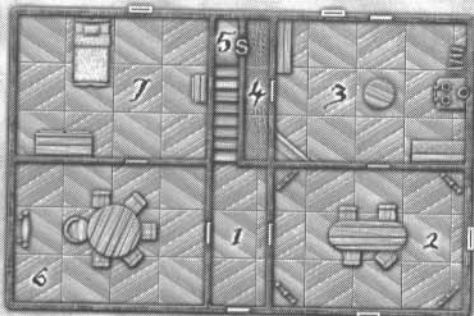
Unfortunately, Luciana Lafime did not pass on so easily; her ghost still haunts her farm and family. Soon after her death, Luciana began possessing her 14-year-old daughter, Emelina. Her revenge was swift and brutal, and now the town is cowed into submission. No one discusses Luciana (and none know she is a ghost), but all fear Emelina and her family. The farm still operates (undead servants work the fields at night), but most of the family's profits come from Emelina's divinations and tarot readings. Assisted by the spirit of her mother, she is known for her accurate (and often damning) knowledge of activities. People have traveled far and wide for an audience with Emelina, and the young woman will assist anyone for a price.

For lower-level parties, the Lafime family provides a ready source of divination magic and knowledge (Luciana makes a great spy). Higher-level PCs



Lafime Farm

ground floor



second floor



1 square = 5 feet

are likely to possess their own divinations, and the GM may need to adjust the abilities of the "witches" accordingly. If the GM desires to use this locale as a series of encounters for the PCs to combat or overcome, it is designed for a party of four characters averaging level 11.

Location Details:

The Lafime farm rests on 25 acres of land and grows two main crops, corn and cotton. A small garden near the farmhouse also provides food for the family, such as tomatoes, potatoes, beets, peppers and onions. The farm is located close to a small town but is avoided by the locals. The farm always has a good crop, but no one ever sees workers in the fields. Those who snoop around at night generally disappear. The fact is, the Lafime farm is worked at night by a small cadre of ghouls led by Santiago Lafime, the eldest child of the family. He has been running the farm since his father mother died 10 years ago.

The most common visitors to the farm are those seeking knowledge or divination from Emelina. As she spooks most of the locals, the most common visitors are travelers who are passing through or seeking her council. Emelina prefers daytime visitors and makes

sure all in town know this. She will see visitors after dark, but at a 20% increase in rates. As people are more likely to discover the ghoulish workers at night, more folk disappear when visiting the Lafimes at night than during the day.

The farmhouse is made of sturdy wood and painted tan. It has two-stories, but the upper floor only extends half the length of the first. The front door is centrally located and always a locked. A small rope hangs by the door—pulling the rope rings a bell inside the house. The backdoor is similar, but it lacks the pull rope.

Inside Doors (7): 1 ½ in. thick; Break DC 16; AC 5; Hardness 5; 15 hp; Open Lock DC 18.

Outside Doors (2): 2 in. thick; Break DC 23; AC 5; Hardness 5; 20 hp; Open Lock DC 25.

Wooden Walls: 6 in. thick; Break DC 20; AC 5; Hardness 5; 60 hp; Climb DC 21.

1. Foyer

The entrance to the house has hardwood floors, with a door on either side of the room and a flight of stairs at the far end (opposite the front door). The room is 6 ft. by 15 ft. Visitors are always ushered through the door on the left (area 6). The right-hand door remains closed. There is no light illuminating the stairs, and visitors are never allowed on the second floor. The walls here are painted a deep blue, and tapestries embroidered with mystical symbols hang from the ceiling.

2. Dining Room

This 20 ft. by 15 ft. room is where Santiago and Emelina eat their meals. Like the foyer, it has hardwood floors and deep blue walls. Several candelabras sit in the corners of the room, and the two windows are covered with thick blue curtains. The dining table is hardwood stained a deep brown and has four seats. It could accommodate more, but only four chairs are present. The chairs are simple, stained wood (matching the table) without padding.

3. Kitchen

The kitchen is 20 ft. by 15 ft. Although modest, it is well-stocked. It has a wood burning stove for cooking, several countertops, and numerous shelves. Also, a door leads into the pantry. The floor of the kitchen is hardwood and dirty. A lot of muddy footprints mar the surface, trails left by the ghouls as they come and go. A character with the Track feat can determine the number of tracks (five) with a successful Wilderness Lore check (DC 20). Although jumbled, a successful Track check (DC 25) can determine that the most recent tracks lead into the pantry (if the characters are here during the day) or out-



side (if the characters are present at night).

4. Pantry

This good-sized pantry is only 3 ft. wide, but it stretches the full length of the kitchen. The floor here is packed dirt covered with straw (as much to hide the tracks of the ghouls in and out as for any other reason). Shelves stretch from floor to ceiling and are filled with potatoes, onions, and drying herbs. Smoked and salted meat hangs from the rafters. There is enough food stored to last the family for several months.

The back of the pantry hides a secret door (Search check, DC 20) that leads to a storage area under the stairs.

5. Storage Area (EL 5)

This small area is little good for anything but storage. The Lafimes have found an interesting use for it though; they keep a pack of five ghouls in this area. The ghouls have been controlled by Luciana over the years, and they serve more out of fear than anything else. The Lafimes use the ghouls as farmhands during the night. Although farming is extremely boring to the ghouls, they fear what Luciana can do to them. On more than one occasion, the ghost has threatened to have the ghouls' limbs hacked off and keep them alive and immobile for centuries. They have no doubt she is serious.

The ghouls are always hungry but they will not come out of the pantry unless their secret door is discovered. If encountered outdoors, they always try to eat the intruder. For mid-level or higher parties, the ghouls don't pose much of a challenge, they are not intended to be difficult opponents to face the party.

6. Séance Room

This 20 ft. by 15 ft. room has hardwood floors covered with thick brown rugs. The walls and ceiling are painted dark black. A large wooden table sets in the center of the room, surrounded by six wooden chairs. A chandelier made of bone hangs over the table (the bones are from animals, but that is not readily apparent) and holds numerous candles that shed light in an eerie glow. Behind the main chair, against the wall, is a stand holding an ornate mirror (for *scrying*).

This is the room Emelina uses to receive visitors. Although she uses the tarot cards (which are often seen as amistakenly attributed to charlatans), Emelina's magic is the real deal. She will gladly cast divination spells at the standard price for anyone with the gold to pay. Being nosy, she also tends to scry and otherwise investigate people and places and has a lot of knowledge on various subjects. As her mother spies on local people all the time (and whispers such knowledge to Emelina when no one is around), Emelina often scares

people by answering their questions and then telling them private secrets about themselves.

Being unscrupulous, Emelina has been known to question lone travelers about who knows that they have come to see Emelina. Woe to those who have visited her in secret, as they are often robbed, killed, and fed to the ghouls! The black ceiling hides a series of murder holes that have been carefully disguised (Spot check, DC 25); see area 9 (**Sentry Room**) for more details.

7. Santiago's Room

Few people ever see this 20 ft. by 15 ft. bedroom, as it belongs to Santiago. Quite Spartan, the room holds a bed, a chest of drawers, and a wardrobe. The floor is hardwood and the walls painted the same blue as much of the rest of the house. The furniture holds mundane items, mostly related to farming. The wardrobe has a false bottom (Search check, DC 20) that holds the skulls of two humans Santiago helped to kill several months ago. Also within the bottom is an ornate dagger Santiago took from one of the corpses. He thought that it must be worth money, but he has no idea that it is actually a +3 dagger.

8. Hallway

This hallway is 15 ft. long but only 6 ft. wide. A wooden rail allows those in the hallway to lean out over the stairs, if so desired. The walls are covered in old paintings of various members of the Lafime family (most now deceased). Although worthless to most, they held special meaning to Luciana (as she often spoke to the spirits of the dead). Emelina has left the pictures since her mothers' death, as she knew how much they meant to her. At the edge of the stair rail, Emelina has inscribed a *glyph of warding* keyed to the phrase "Anileme".

Glyph of Warding: CR 3; 5-ft. blast of acid (4d8); Reflex save DC 20 half; Search (DC 28); Disable Device (DC 28).

9. Sentry Room

This 20 ft. by 15 ft. room is used as a security precaution if things go poorly in the séance room (see area 6). The floor is covered with tile and the walls and ceiling painted black. Murder holes have been drilled into the floor, one over each of the seats in the room below (except, of course, Emelina's). Small pipes connect all the holes and allow liquid to be poured into one opening and spill out into the room below. A wood-burning stove on the far wall keeps a supply of boiling oil ready to deploy. Santiago recently rigged the contraption where he can throw a lever and dump all the oil at once. Anyone sitting in any of the five chairs below

must make a Reflex save (DC 16) or suffer 2d6 points of burning damage from the super-hot liquid.

10. Emelina's Room

Once, this 20 ft. by 15 ft. room belonged to Luciana. Her daughter has taken up residence here, but she has changed very little (after all, she believes she IS Luciana). The room has hardwood floors with thick crimson rugs and matching red walls. A large four-post bed dominates the room. Emelina has two wardrobes, a chest of drawers, and a dresser in the room as well. In one corner rests a *scrying* mirror that belonged to Emelina's mother (Emelina does not need the mirror for her *spying* spell). The door to the room is protected with a *glyph of warding*, and only Emelina knows the pass phrase ("lina"). Luciana spends a lot of time here, unbeknownst to her daughter. Luciana carefully poisons Emelina's mind night and day, shaping her into the perfect tool for her will.

Glyph of Warding: CR 3; 5-ft. blast of sonic energy (4d8); Reflex save DC 20 half; Search (DC 28); Disable Device (DC 28).

NPCs and Creatures:

Emelina Lafime

Female human Tarot Mage9; **CR** 9; Medium-size humanoid; **HD** 9d4 (22 hp); **Init** +6 (+2 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 15 (+2 Dex, +3 *leather armor*; touch 12, flat-footed 13); **BAB** +4; **Atk** + melee (, crit. 20/x2, weapon); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Spells; **AL** NE; **SV** Fort +3, Ref +5, Will +7; Str 8, Dex 14, Con 11, Int 16, Wis 12, Cha 13.

Languages: Common, Draconic, Elven, Infernal.

Skills and Feats: Bluff +9, Concentration +7, Diplomacy +9, Intimidate +7, Knowledge (arcana) +9, Knowledge (nature) +7, Knowledge (tarot) +15, Listen +3, Perform (chant, dance, drama, drums, epic, juggling, storytelling, tarot reading) +9, Sense Motive +6, Spellcraft +15, Spot +3; Alertness, Armor Proficiency (light), Combat Casting, Craft Major Arcana, Craft Minor Arcana, Craft Wand, Dodge, Improved Initiative.

Gear: +1 *frost dagger*, gaudy gold jewelry (200 gp), +1 *leather armor*, 20 masterwork bolts, masterwork light crossbow, *potion of cure moderate wounds*, *wand of blast* (9th-level caster) (5 charges), 45 gp.

Tarot Spells Known (4/5/5/4/2/1; DC 13 + spell level): **0-level**—*arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *open/close*, *read magic*. **1st**—*charm*, *enhance physical trait*, *good/evil energy I*, *good news*, *power*, *protection*.

2nd—*depression*, *goals understood*, *rashness*. **3rd**—*blast*, *clairvoyance*. **4th**—*paranoia*, *spying*. **5th**—

mental speed, *summon medium fire elemental*.

Tarot Cards: Ace of Wand (*good/evil energy I*), Knight of Wands (*summon medium fire elemental*), 5 of Wands (*rashness*), 6 of Wands (*good news*), 2 of Swords (*blast*, *clairvoyance*), 5 of Swords (*mental speed*), 7 of Swords (*spying*), Knight of Pentacles (*enhance physical trait*), 4 of Pentacles (*protection*), 8 of Pentacles (*charm*), 5 of Cups (*depression*), 7 of Cups (*paranoia*), The Hermit (*goals understood*), The Magician (*power*).

Description: With her tight corn-rolled hair, large brown eyes and light brown skin, Emelina is a stunning 20-year-old beauty. Sadly, her beauty is marred by the haunted look in her eyes and vicious smile. She dresses in black robes adorned with bones and fetishes for warding spirits. The young woman moves with a light grace and seems to flow across the ground. Always armed, she keeps her dagger concealed beneath her robes. Emelina likes to come across as mysterious and all-knowing and will answer questions cryptically, smiling all the while. When possessed, Emelina's demeanor changes completely and she behaves as her mother once did. Her eyes harden and the smiles cease; the locals have learned to avoid her when she acts in such a manner.

Motives: Emelina is a tragic case, a woman who has been possessed by the spirit of her dead mother repeatedly over the years. This has resulted in a personality disorder leaving Emelina to believe that she actually is Luciana Lafime. She is not sure how, but she believes that when her mother was burned at the stake, she became the embodiment of the witch. She puts on a façade of being Emelina, but believes she is truly Luciana. Although amused, Luciana does nothing to try and dissuade this belief—if Emelina knew she was actually being possessed, she may take steps to prevent it. Emelina gets very angry after a possession, as she believes her control slipped and she showed her "true" side. After so many years of this behavior, Emelina's goals are the same as Luciana's: gain fortune, inspire fear, and garner power.

Tactics: Emelina avoids combat when possible but will not hesitate to slay if pressed. The locals talk of her dreaded powers, for many of her enemies turn up dead while she is obviously in another place with an alibi. Naturally, this is the work of her mother. Emelina uses spells to confuse, delay or injure opponents long enough to make an escape.

Ghouls (5)

CR 1; Medium-size undead; **HD** 2d12 (13 hp); **Init** +2 (+2 Dex); **Spd** 30 ft.; **AC** 14 (+2 Dex, +2 natural; touch 12, flat-footed 12); **BAB** +1; **Atk** +3 melee (1d6+1 and paralysis, crit. 20/x2, bite) and +0 melee (1d3 and paralysis, crit. 20/x2, 2 claws); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Create spawn, paralysis; **SQ** +2 turn resistance, undead; **AL** CE; **SV** Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —

, Int 13, Wis 14, Cha 16.

Languages: Common.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Weapon Finesse (bite).

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation. (The statistics above are for human ghouls and gasts. Ghouls and gasts may vary depending on their original race or kind.)

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Undead: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Luciana Lafime

Female human ghost Clr9: **CR** 11; Medium-size undead (incorporeal); **HD** 9d12 (58 hp); **Init** +1 (+1 Dex); **Spd** 30 ft., fly 30 ft. (perfect); **AC** ethereal: 14 (+1 Dex, +1 bracers of armor, +2 ring of protection; touch 13, flat-footed 13) manifested: 18 (+1 Dex, +4 deflection, +1 bracers of armor, +2 ring of protection; touch 17, flat-footed 17); **BAB** +6/+1; **Atk** +7/+2 melee (1d8+1, crit. 20/x2, +1 morningstar); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Corrupting gaze, death touch, manifestation, spells; **SQ** Incorporeal, rebuke undead 7/day, rejuvenation, spontaneous casting, +4 turn resistance, undead; **AL** NE; **SV** Fort +6, Ref +4, Will +10; Str 11, Dex 13, Con -, Int 14, Wis 18, Cha 18.

Languages: Auran, Common, Infernal.

Skills and Feats: Concentration +8, Diplomacy +8, Hide +9, Knowledge (arcana) +14, Knowledge (local) +14, Knowledge (religion) +14, Listen +14, Scry +16, Search +10, Spellcraft +6, Spot +14; Alertness, Combat Reflexes, Dodge, Skill Focus (Scry), Spell Penetration.

Corrupting Gaze (Su): The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save (DC 18) or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

Death Touch (Sp): 1/day—You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects (charms, compulsions, phantasms, and morale effects). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Immune to anything requiring a Fortitude save (unless it affects objects). Make Concentration skill checks using Charisma modifier.

Gear: +1 bracers of armor, +1 morningstar, +2 ring of protection, silver holy symbol.

Cleric Domains: Death and Knowledge.

Cleric Spells Prepared

(6/5+1/5+1/4+1/3+1/1+1; DC 14 + spell level; cast divination spells as Clr10; +2 overcome Spell Resistance): **0-level**—*detect magic* x2, *detect poison*, *guidance*, *light*, *read magic*. **1st**—*cause fear**, *command*, *comprehend languages*, *curse water*, *deathwatch*, *obscuring mist*. **2nd**—*augury*, *desecrate*, *detect thoughts**, *hold person*, *silence*, *speak with animals*. **3rd**—*bestow curse*, *clairaudience/clairvoyance**, *contagion*, *locate object*, *speak with dead*. **4th**—*discern lies*, *divination**, *summon monster IV*, *tongues*. **5th**—*scrying*, *true seeing**. * domain spell.

Description: In life, Luciana was an attrac-

tive, dark-skinned woman in her early 40s whose long black hair was the envy of the community. After her violent death, her spirit reflects the condition of her corpse at the time of burial. No longer do black braids cascade down her back, instead charred lumps of burnt hair cover her scalp. Luciana's skin is blacked and burnt, sloughing off in places to reveal the muscle beneath. Her left arm is nothing more than a skeletal limb, charred black and fleshless—this does not prevent her from using the arm normally, a grisly sight indeed. The right side of Luciana's face still holds the beauty she once was famous for, but the rest of her face is scarred and horribly burned, with her left eye socket empty. When angry, an eerie purple light glows within the socket.

Motives: Luciana Lafime has always been a greedy, gossiping, conniving woman—even in death. Her vengeance complete against those who murdered her, Luciana carries on to learn secrets and spread strife. She hates the living, especially beautiful females, but she realizes that the living can be useful tools. Her mortal family gives her a means of manipulating the world, so she protects them viciously, though not out of love. She possesses her daughter, Emelina several times a week and performs gruesome acts while in control of her. Luciana knows that Emelina's mind and morals shattered long ago, but she takes no chances.

Tactics: Luciana avoids combat if possible; although she dislikes being a ghost, it is better than not being at all. If forced to fight, she will manifest and use her corrupting gaze from a distance, turning ethereal as necessary to elude attackers. While manifest, she will use spells such as *hold person* and *summon monster IV* to divide and weaken her foes.

Santiago Lafime

Male fiendish human Exp2/Ftr6: **CR** 9; Medium-size humanoid; **HD** 2d6 plus 6d10 (40 hp); **Init** +5 (+1 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 17 (+1 Dex, +5 *chain shirt*, +1 *amulet of natural armor*; touch 11, flat-footed 16; armor check penalty -1); **BAB** +7/+2; **Atk** +12/+7 melee (1d8+6, crit. 20/x2, +2 *light flail*) or +10 ranged (1d8, crit. 19-20/x2, 80 ft., masterwork light crossbow); **Face/Reach** 5 ft. by 5 ft./5 ft.; **SA** Smite good; **SQ** Cold and fire resistance 15, damage reduction 5/+2, darkvision 60 ft.; **SR** 16; **AL** NE; **SV** Fort +5, Ref +3, Will +6; Str 14, Dex 12, Con 11, Int 10, Wis 12, Cha 11.

Languages: Common.

Skills and Feats: Climb +6, Craft (carpentry) +11, Handle Animal +11, Intimidate +5, Knowledge (nature) +4, Listen +3, Profession (farmer) +8, Ride (horses) +5, Spot +3, Swim +5, Use Rope +6, Wilderness Lore +4; Alertness, Combat Reflexes, Improved Initiative, Mounted Combat, Power Attack, Skill Focus (Profession (farmer)), Weapon Focus (light flail), Weapon Specialization (light flail).

Smite Good (Su): 1/day—Make a normal attack to deal additional damage of +8 against a good foe.

Gear: +1 *amulet of natural armor*, artisan's tools, +1 *chain shirt*, +2 *light flail*, 20 masterwork bolts, masterwork light crossbow.

Description: Although young (22 years old), Santiago has grown to be a large and impressive man. He keeps his hair shorn close to the scalp and often paints his face in a white skull pattern, which accents his ebony skin. He is bulky, but not with well-defined muscle. Years of working the fields have given him a strong back (and sword arm). When not overseeing the daily (or nightly) affairs of the farm, he wears his armor. He never smiles, in fact, he remains coldly emotionless at all times. His nose has obviously been broken a time or two, reminders of the days he spent bullying the other local children.

Motives: Santiago is not sure who his father is, but he's relatively certain it is not the man his mother was married to years ago. He is right, Luciana was cavorting with evil spirits she had brought forth in the night, and he is their spawn. His cruelty and callousness stems from the spirit world. Santiago lives to serve his sister (and his mother, through her). It's not that he is terribly loyal, he just lacks the ambition to have anything better to do. He is feared by the locals, which he enjoys, and he has taken an unhealthy interest in the ghouls that work the fields. More than once Emelina has found her brother with the ghouls, cannibalizing a lost traveler.

Tactics: Santiago is a brawler and enjoys a good fight; however, he does not have a death wish. He will not enter a battle that he believes he cannot win. He prefers to use his flail whenever possible, but he knows that there are times his crossbow is the better choice. Santiago attempts to smite early, in an effort to drop opponents as quickly as possible.

Adventures and Plot Hooks:

Six years ago, Luciana Lafime was burned as a witch. That night, she rose as a vengeful ghost and set out to slay all involved in her murder. It did not take long for the deadly undead creature to achieve this goal. Six years ago, a young girl saw her father die at the hands of the ghostly Luciana. Now fully grown, the woman has become obsessed with the sights she saw and knows that Luciana still "lives". Afraid that rumors may get back to Luciana's ghost, the woman has kept silent all this time. She desires an end to the Lafime family; she knows the ghost could still be about and wants the spirit put to rest. A group of adventurers is just what the woman needs, and she will pay a modest amount to anyone who can lay Luciana's spirit to rest and drive out the surviving Lafimes.

Emelina's magic and knowledge is impressive; so much

so that several of the local townsfolk have sought to learn from her. She has begun instructing them in the rudiments of her spiritual religion and founding a dark cult with her at the head. Each week, Emelina and her cult meet in the woods to perform dark rituals. Santiago and the ghouls provide security, roaming in the darkness around the cultists. Prompted by her mother's influence, Emelina is slowly corrupting the minds of the cultists

and bringing them under her absolute power. Most have rudimentary talents at best (levels in Adept), but a few show more promise (levels in Cleric). These cultists are men and women from the town, in all walks of life. Emelina plans on taking control of the town as her influence grows. She hopes to avoid a violent coup, with enough cultists as loyal supporters, the cleric envisions the townsfolk willingly giving her control. Unfortunately, some of her cultists have decided to escalate plans and have killed some prominent members of the community. Can the PCs solve the mystery of the murders and, perhaps, trace the cult back to its leader?

A number of people from town have disappeared of late, some of them have been known to harbor a grudge against the Lafimes. The townsfolk suspect that the Lafimes are responsible, but they seem to have alibis when the people have disappeared. In reality, Luciana is possessing people and walking them far from town into dangerous situations, such as bear dens, quicksand, and other lethal areas. Thus, if the bodies are ever found, it is difficult to prove that foul play was involved. Under such circumstances, the GM will need to determine how much a person who is possessed understands about their situation and who is possessing them, as it is likely that someone will use a *Speak with Dead* spell on any recovered bodies.

In addition to the hooks provided above, there are some general rumors and gossip to be discovered if enough prying is attempted.

Rumor

The Lafimes have dabbled in black magic for years; the old matron, Luciana was burned alive several years back.
 No one ever sees anyone working the Lafime family farm, but they always have crops.
 Emelina is remarkably good at predicting the future and other divinations.
 Everyone involved in executing Luciana Lafime died under mysterious circumstances soon after.
 The Lafimes are quite wealthy and Emelina is looking for a suitor.
 The Lafimes have paid off the town leaders, bribing them into not harassing the family.
 Some say that the spirit of Luciana Lafime does not rest peacefully, and she still heads the family.
 Emelina was seen in the woods summoning a demon—to do so, she sacrificed a number of travelers she had captured.

Gather Information DC (veracity)

10 (true)
 10 (true)
 10 (true)
 15 (true)
 15 (false)
 20 (false)
 25 (true)
 25 (false)

Where It Fits:

Hoodoo is designed to fit into any temperate or warm rural environment that could support a 25-acre farm. Although primarily a Western medieval design, Hoodoo has root influences from tales of Voodoo in Louisiana, Haiti, and the Dominican Republic. With a little effort, the GM can adapt the locale to just such a setting. The farm should be close enough to a settlement that Emelina would be a logical source of divination magic; however, if placed too close, the strange goings-on at the farm would be quickly noticed and stopped.

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Section 15

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