

ESOTERIC TRADITIONS

A TRUE20 MAGIC SUPPLEMENT

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PRINCIPLES

THE SIX TRADITIONS

All spellcasters belong to a specific esoteric tradition. These traditions teach different views of the supernatural, and all have specific strengths and weaknesses. They also call their abilities by different names. While wizards and sorcerers describe them as spells, clerics prefer the word prayers, druids speak of rites, while bards prefer to call them songs, and psions categorize them as powers.

In the following paragraphs however, and in all the related feats' descriptions, we'll use the common denomination of "spell" for all traditions. Note that in spite of their different natures, spells from distinct traditions can interact with each other, so a Dispel Magic cast by a divine spellcaster like a cleric, can counter both an arcane or a psionic spell.

There are six main esoteric traditions:

- Arcane Magic is what commoners think of first when they speak about magic. Practiced by wizards and archmages, and reserved mainly for the intellectual elite, it relies on the lengthy study of cryptic arcane texts, and complex procedures.
- Divine Magic on the contrary is not perceived by the commons as magic, but as a miracle of faith. It is performed not only by the keepers of faith such as clerics and hierophants, but also by divine champions like paladins and blackguards.
- Bardic Magic is an esoteric tradition based on the power of sounds and words. Though less spectacular than arcane magic, it is very efficient when it comes to enchantments and illusions. Bards excel at it, but assassins have developed a variant of this magic art based rather on body moves and hand gestures.
- Druidic Magic is an immemorial tradition based on the understanding of nature, life, death, spirit and their interactions. Druids are the keepers of this tradition's secrets, while rangers are its champions.
- Sorcery is a dangerous route walked by those who crave for sheer power, as well as those who are inherently magical, like dragons, feys and outsiders. Those who choose this path, like sorcerers and dragon disciples are loners, and generally shunned or misunderstood by more academic spellcasters.
- Psionics is possibly the most mysterious of all traditions. Its adepts, psions, psychic warriors, and soulknives have unlocked the hidden possibilities of the mortal mind, and their power rival with wizards' and clerics'.

STUDYING SEVERAL TRADITIONS

It is totally possible for a character to study several traditions, but as their teachings are largely incompatible, there are several restrictions. The first is that the character must choose, with each new adept level, which tradition he or she wishes to advance.

Example: Menos, the dreaded Lich King, is both a great mage and a priest of Asmodeus, the prince of devils, with whom he made a pact to gain more power. He is a 20th level adept, but for purpose of determining his Power Ranks, Power Bonus and Fatigue saves, he has to be considered as a 13th level arcane magic practitioner and a 7th level divine magic practitioner.

The other incompatibilities are mostly religious or spiritual. For instance, it is not possible for an adept to be the priest of two different gods. He must renounce his current faith before he can turn to another. Similarly, a druid cannot become a cleric, except when the revered god or goddess has Animal, Nature or Plant in his or her portfolio.

INITIATION AND ADVANCEMENT

Studying a given tradition requires to take the corresponding Initiation feat. This provides the character access to the simplest spells belonging to the tradition, i.e. 0 level spells. Learning new spells afterwards depends on the character advancement in the adept role as well as in the tradition itself.

To learn more potent spells, a character can gradually advance in the study of a tradition by choosing Circle feats. A character following several traditions must purchase these Circle feats separately for each tradition.

Example: Menos the Lich King has devoted his time and energy to the study of the dark arts before anything else, including the teaching of his faith. He has thus successively entered the 1st, 2nd and 3rd circles of arcane magic, which makes him a master of this form of magic, granting him access to arcane spells of 9th level or lower. In comparison, he pushed his divine magic training only to the 2nd circle, and, as a consequence, he has only access to 6th level or lower divine spells.

LEARNING AND CASTING SPELLS

Even though an adept can gain access to more complex and potent spells through the Circle feats, there is a minimum adept level to learn or cast a spell of a given level. This minimum level is 1 for 1st level spells, 3 for 2nd level spells, 5 for 3rd level spells, 7 for 4th level spells, 9 for 5th level spells, 11 for 6th level spells, 13 for 7th level spells, 15 for 8th level spells, 17 for 9th level spells and 21 for epic level spells. Some spells, especially divine and druidic, may also have alignment restriction, which prevent a character with an incompatible alignment to learn and cast them.

You can only learn spells you have access to. In other words, you must have the proper Initiation and Circle feats to first

gain access to the desired spell. You must also have the required level, and a compatible alignment. At last, the learning process must conform to your tradition's canon (c.f. Initiation feats).

The base save Difficulty of any spell is 10 plus its level for spells of level 1 to 9. However, the base save Difficulty of an epic spell is 10 plus the sum of the equivalent levels of the seeds that compose it (i.e. their Spellcraft DC minus 10), and of the modifiers of the factors which apply to it.

Example: Dreamscape is an epic spell that transport the caster in the plane of Dream. It is based on the Transport seed (level 17) and the Region of Dreams range factor (+2 modifier), which gives a Difficulty of 29.

INITIATION FEATS

These are the entry feats of the different traditions. A character possessing one of them is considered as a novice in the relevant tradition.

ARCANE MAGIC

PREREQUISITES: INT 0+

You have been taught the principles of Arcane Magic, and have access to the Wizard and Sorcerer spells list. You are able to cast cantrips, i.e. level 0 arcane spells. Your spellbook contains an initial number of cantrips equal to twice your Int score with a minimum of 1, but you can learn more should you have the occasion. Arcane Magic is subject to Spell Failure if you wear armor or use a shield.

You must choose everyday a specific selection of spells you are prepared to cast. With the notable exception of Read Magic, Detect Magic and mastered spells, which you can prepare from memory, you must study your spellbooks everyday to prepare this selection. With the convention that a 0-level spell counts as half a spell level, you can select a number of spell levels from your spellbooks equal to the square of your Power Bonus divided by 3, rounded down.

Example: With an Intelligence of +6, and 13 levels of adept dedicated to the study of arcane magic, Menos has a Power Bonus of +22 for arcane magic, which allows him to prepare each day a selection of arcane spells amounting to a maximum of 161 spell levels.

This versatility however comes at a price as Arcane Magic is very taxing for the mortals. As a consequence you receive a -1 penalty on all your Fatigue saves. The key ability of your tradition is Intelligence.

When you select this feat, you have the option to choose a school specialty. Within your specialty, you receive a +1 bonus on all your Fatigue saves, which offsets the previous penalty, and a +2 bonus on all your Spellcraft checks. But, you must also choose a forbidden school. Spells of the school that you give up are not available to you, and you can't even cast such spells from scrolls or wands.

BARDIC MAGIC

PREREQUISITES: CHA 0+

You have been trained in Bardic Magic, and have access to the Bard spells list. You are able to perform airs, i.e. level 0 bardic spells. You start with 3 airs, but cannot learn more except through personal development: at each new adept level

devoted to bardic magic you gain 3 new bardic spells, provided they are available to you. Bardic Magic is subject to Spell Failure if you wear medium or heavy armor or use a shield, but not if you wear light armor.

Of all traditions, bardic magic is the easiest, the one that requires the less effort and concentration. You receive thus a +1 bonus on all your Fatigue saves. The key ability of your tradition is Charisma. Last, you don't need to prepare spells and can cast any spell you know.

DIVINE MAGIC

PREREQUISITES: WIS 0+, CHARACTER MUST HAVE A PATRON DEITY, CHARACTER MUST HAVE A COMPATIBLE ALLEGIANCE

You have been initiated in the power of prayer by clerics of your Patron Deity. You can now use Divine Magic, and have access to the Cleric spells list, and to 2 Domains within your deity portfolio. You are able to cast orisons, i.e. level 0 cleric's prayers. You can cast all orisons compatible with your faith and alignment. When you gain new adept levels and new Circle feats, you automatically gain access to all spells relevant to your faith.

However, you must choose everyday a specific selection of spells you are prepared to cast. With the exception of Cure or Harm spells (Cure for good-aligned divine spellcasters, Harm for evil-aligned spellcasters, neutral spellcasters must choose) and Domain spells, you must meditate the teachings of your faith everyday to prepare this selection. With the convention that a 0-level spell counts as half a spell level, you can select a number of spell levels from your available spells list equal to the square of your Power Bonus divided by 5, rounded down.

Example: The Lich King has a Wisdom of +4 and 7 levels of adept consecrated to the study of divine magic. This gives him a Power Bonus of +14 for divine magic, and enables him to prepare each day a selection of divine spells amounting to a maximum of 39 spell levels.

You do not have the versatility of wizards, but you have focus. And this gives you a +1 bonus on all your Fatigue saves. The key ability of your tradition is Wisdom.

Divine Magic is never subject to Spell Failure, but you have to respect and honor the basic tenets of your faith, and you must maintain an Allegiance a maximum one step away from your deity's. Should you ever cease to respect the teachings of your faith, or fail to maintain a compatible Allegiance, your Patron Deity could refuse to answer your prayers, depriving you of the ability to use Divine Magic. You can later recover this ability if you atone properly.

DRUIDIC MAGIC

PREREQUISITES: WIS 0+, CHARACTER MUST REVERE NATURE, CHARACTER MUST HAVE A PARTIALLY NEUTRAL ALLEGIANCE

You have been initiated by druids in the secret works of Nature, and have access to the Druid spells list. You are able to cast orisons, i.e. level 0 druid's spells. You can cast all spells available to your druidic tradition provided you have a compatible alignment. Besides, when you gain new adept levels and new Circle feats, you automatically gain access to all spells relevant to your druidic tradition.

Like clerics, you must choose everyday a specific selection of spells you are prepared to cast. With the exception of spells with the Animal or Plant subtype (you must choose when acquiring this feat, and this choice cannot be undone later), you must meditate on the druidic philosophy everyday to prepare this selection. With the convention that a 0-level spell counts as half a spell level, you can select a number of spell levels from your available spells list equal to the square of your Power Bonus divided by 4, rounded down. The key ability of your tradition is Wisdom.

Druidic Magic is never subject to Spell Failure, but you have to respect and honor your spiritual oaths. In particular, you must refrain from using metal weapons, or wearing metal armor, and must maintain a partially Neutral Allegiance. If you use forbidden weapons or armor, you'll lose the ability to use Druidic Magic for the current day and the day thereafter. If you cease to have a partially Neutral Allegiance or cease to revere Nature, you'll lose the ability to use Druidic Magic until you atone properly.

PSIONIC TALENT

PREREQUISITES: INT 0+ OR WIS 0+ OR CHA 0+

You have psionics abilities, and have access to the Psion powers list. You can manifest talents, i.e. level 0 psion's powers. You start with 4 talents of your choice, but cannot learn more, except through personal development: at each new adept level devoted to psionics, you gain 4 new psionic spells, provided they are available to you. Wearing armor or using a shield never interferes with psionic spells. You must choose your key ability when you acquire this feat: it must be either Intelligence, or Wisdom or else Charisma, and this choice cannot be changed later.

Note that you don't need to prepare psionic spells and can cast any spell you know. Also, when you select this feat, you have the option to choose a psionic discipline specialty. Within your specialty, you receive a +1 bonus on all your Fatigue saves, and a +2 bonus on all your Spellcraft checks. In exchange, one of the psionic spell you learn at each level must belong to this discipline. Moreover, you receive a -1 bonus on all your Fatigue saves with psionic spells belonging to other disciplines.

SORCERY

PREREQUISITES: CHA 0+

You are born with an innate talent for Arcane Magic, and don't need to study it. It's an instinctive ability, as natural for you as breathing for others. You have access to the Wizard and Sorcerer spells list, and are able to cast cantrips, i.e. level 0 arcane spells. You start with 6 cantrips, and cannot learn more except through personal development: at each new adept level devoted to sorcery, you gain 2 new arcane spells, provided they are available to you. Like for wizards, arcane magic is subject to Spell Failure if you wear armor or use a shield.

As a sorcerer, you have a much narrower spell choice than spellcasters of other traditions, but you can cast them tirelessly, and you receive a +3 bonus on all your Fatigue saves. As all other spontaneous spellcasters, you never need to prepare spells and can cast any spell you know. Also, the key ability of your tradition is Charisma.

CIRCLE FEATS

In the feats described thereafter, the Initiation prerequisite stands for any of the above Initiation feats. It is important to note that the Bardic Magic tradition does neither have a 3rd Circle, nor an Inner Circle. Practitioners of other traditions often consider Bardic Magic as a lesser form of magic, while bards themselves simply say that magic is not the core of their teaching.

A character with the 1st Circle feat is considered as an apprentice, and one with the 2nd Circle feat as a journeyman. The rarer and more powerful adepts who manage to reach the 3rd Circle are considered as masters, and their teachings are highly sought for. Those who unlock the secrets of the Inner Circle are legendary spellcasters, grand masters of their traditions, and almost unheard of.

1ST CIRCLE

PREREQUISITES: KEY ABILITY 1+, INITIATION, ADEPT LEVEL 1

You are an apprentice in your chosen esoteric tradition. This provides you access to spells available to your tradition of level 1 to 3.

In addition, you now receive a +1 competence bonus to your Fatigue saves when casting 0 level spells belonging to your chosen tradition.

2ND CIRCLE

PREREQUISITES: KEY ABILITY 3+, INITIATION, 1ST CIRCLE, ADEPT LEVEL 7

Your understanding of the teachings of your chosen esoteric tradition has deepened, and you are now considered as a journeyman, i.e. as a full member of your tradition. As such, you now have access to spells of level 4 to 6.

In addition, your competence bonus on Fatigue save for 0 level spells is increased to +2, and you also receive a +1 competence bonus on your Fatigue saves when casting spells of level 1 to 3.

3RD CIRCLE

PREREQUISITES: KEY ABILITY 5+, INITIATION, 1ST CIRCLE, 2ND CIRCLE, ADEPT LEVEL 13

You have perfected your art, and are now regarded as a true master in your chosen esoteric tradition. You gain access to the little-known spells of level 7 to 9.

Furthermore, your competence bonuses on Fatigue saves for 0 level spells, and spells of level 1 to 3 respectively increase to +3 and +2, and you also get a +1 competence bonus on your Fatigue saves when casting spells of level 4 to 6.

INNER CIRCLE

PREREQUISITES: KEY ABILITY 5+, INITIATION, 1ST CIRCLE, 2ND CIRCLE, 3RD CIRCLE, ADEPT LEVEL 21

You have reached an unequalled degree of mastery in your chosen esoteric tradition. You are a grand-master, the one who even known masters bow to. As such, you gain access to epic seeds and can search for epic spells of incredible power.

Your spellcasting abilities also reached their pinnacle. You can cast 0 level spells at will, and these never count towards increasing the cumulative Difficulty of Fatigue saves. Your competence bonuses to Fatigue saves reach +5 with spells of level 1 to 3, +3 with spells of level 4 to 6, and +1 with spells of level 7 to 9.

THE GRIMOIRE

SPELL CONVERSION

Most spells described in the System Reference Document, or the Modern System Reference Document can be converted directly to True20. Charm Person or Fly can be used as is in your True20 campaign.

However Cure Light Wounds, Magic Missile or the AC bonus provided by Protection from Evil cannot be used directly. Spell effects of the following categories have to be adapted:

HEALING SPELLS

Cure spells grant a magical recovery check, using the normal Difficulty. The character using healing magic makes the recovery check for the wounded subject, as follows:

$d20 + \text{caster level} + \text{magic bonus}$

The magic bonus depends on the spell used, and on the adept level of the healer as is described in the following paragraph. The recipient heals the most serious wound condition if the magical recovery check succeeds. Every 10 points by which the magical recovery check result succeeds, the recipient's next most serious damage condition heals. (Unlike natural healing or the Cure power, magical healing can heal multiple damage conditions at once.) If an attempt to use magical healing on a dying character fails, the recipient of the spell still stabilizes automatically.

As a rule of thumb a Cure spell provides a base bonus to the magical recovery check equal to 3 times its level. Non zero-level Cure spells also provides an additional +1 bonus per caster level with a maximum additional bonus of 5 times the spell's level. Mass Cure spells provide the same bonus to the magical recovery check as the base spell of the same name, but the maximum caster level bonus increases by +20.

DAMAGING SPELLS

Spells that inflict damage are converted exactly as weapon damage. A spell that inflicts 1d3 of damage or less, has a Base Damage Bonus of +0. This bonus rises to +1 for spells inflicting 1d4 damage, to +2 for spells inflicting 1d6 damage, to +3 for spells inflicting 1d8 damage, to +4 for spells inflicting 1d10 damage, and to +5 for spells inflicting 1d12 damage.

If an attack does multiple dice of damage, multiply the aforementioned damage bonus by the number of dice rolled. The exception to this rule is for attacks based on a d3 or d2, since multiplying by zero gives a result of zero; in this case, every additional die adds +1 to the bonus (so a spell inflicting 4d3 has a bonus of +3).

If an attack also inflicts a fixed number of damage or has a fixed bonus to damage, divide this bonus by 2, round up and add the result obtained to the Base Damage Bonus. So a spell inflicting 5d4+5 has a total bonus of +8.

PROTECTIVE SPELLS

Protective spells must be converted differently according to their exact effect. They usually fall into 3 categories, those which provide a bonus to Toughness saving throws, those which provide a bonus to Dodge Defense and, those rarer which provide a bonus to Parry Defense.

Spells granting a natural armor bonus to AC like Barkskin, or simply an armor bonus to AC like Mage Armor provide an equivalent bonus to Toughness saving throws, whereas spells providing Damage Reduction such as Stoneskin only provides half the equivalent bonus, rounded-up, to Toughness saving throws.

Spells granting a Deflection or a Dodge bonus to AC grants the same bonus to the character Dodge Defense Bonus, while spells granting an Enhancement bonus to a weapon or a shield like Magic Weapon and Magic Vestment grant an equivalent bonus to the Parry Defense Bonus.

MISCELLANEOUS SPELLS

Spells that provide temporary hit points like Aid or Death Knell, actually provide a temporary bonus to Constitution checks, Fortitude saves, Fatigue saves and Toughness saves. The bonus is determined exactly as for Cure spells, and the spell effect wears off as indicated per the spell description, or when the character fails one of the aforementioned saves, whichever comes first.

FANTASY CREATURES

CREATURE CONVERSION

Many supernatural creatures are inherently magical and adept at a specific form of magic. Very potent creatures, like Dragons, Feys and Outsiders, are always versed in magic to some extent, and they automatically receive an Initiation feat.

Others have particular aptitudes, and can select a specific Initiation feat. Unless otherwise indicated, all creatures that have an Initiation feat, can later acquire the related Circle feats, and treat their creature levels as adept levels for purpose or learning and casting spells.

Some creatures can also advance by heroic role. When this is the case, and with the notable exception of Dragons, Feys and Outsiders (c.f. below), a creature with adept levels uses only its creature levels to determine its adept level for any power it received as a bonus feat.

ABERRATION

Aberrations may select the Sorcery feat.

DRAGON

All Chromatic and Metallic Dragons automatically have the Sorcery feat. The rarer Gem Dragons have the Psionic Talent feat instead.

Very powerful dragons also have adept levels, and usually choose the Arcane Magic, or the Divine Magic feat in addition to their natural abilities. Chromatic and Metallic Dragons who choose adept levels also have the option to add them to their creature level to determine their total adept level with sorcery. Gem Dragons have the same option with psionics.

ELEMENTAL

All Elementals automatically have the Sorcery feat. They are however limited to spells whose subtype is related to their element, and to summoning, transport and protection spells.

FEY

All Feys automatically have the Druidic Magic feat. As they are inherently magical, they can also acquire the Sorcery feat.

Feys who choose adept levels have the option to add them to their creature level to determine their total adept level with druidic magic.

HUMANOIDS

Humanoids may acquire any appropriate Initiation feat, but usually learn magic through adept levels.

MONSTROUS HUMANOIDS

Monstrous Humanoids may acquire any appropriate Initiation feat, but usually learn magic through adept levels.

OUTSIDER

All Outsiders automatically have an Initiation feat. Outsiders with the Vice or Virtue subtype automatically have the Divine Magic feat. However, outsiders display a great variety of abilities, and can start with any Initiation feat appropriate to their origin plane.

The greatest outsiders can also select additional Initiation feats, and are spellcasters of vast power. Outsiders who choose adept levels have the option to add them to their creature level to determine their total adept level with the form of magic they practice naturally, generally divine magic.

SUPERNATURAL BEAST

Supernatural Beasts may select the Sorcery feat.

UNDEAD

Undead may acquire the Divine Magic feat. Most intelligent undead usually learn magic through adept levels.

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