

# True Sorcery Clarifications and Errata

Special Thanks to Peter Aronson whose keen eyes made this document possible.

## General

There seems to be a contradiction in determining casting time for spell effects.

Use the following (from page 19):

"To determine the casting time of a particular casting effect, subtract your Spellcraft modifier from the spell effect's DC and then consult **Table 2-3: Casting Times.**"

Note that the "Spellcraft modifier is whatever amount you add to the roll of a d20 to cast the effect. All of the following apply:

Casting ability (Cha if using the default)

Skill Focus (Spellcraft);

Talent Focus feats;

Other feats that add to Spellcraft;

Other additions to Spellcraft, such as **Enhance Person** or magic items;

Synergy bonuses;

Extra spell energy spent;

Cooperative magic;

Proximity magic.

What is the difference between a spell and an effect?

A spell is a collection of effects. Spell effect, casting effect, or just effect can all be construed as defining the same thing, an expression of a particular spell.

## Page 4, Chapter 1

The Spellcaster: Hard-coding spell memorization to be Int gives Int-based spellcasters a very large advantage, as they then have one less ability score to worry about.

If you're using the optional rules described on page 4, for the purposes of preparing spell effects in advance, use your characters' key ability—Intelligence, Wisdom, or Charisma.

## Page 7, Chapter 1

For the Modern Spellcaster, is Spellcraft supposed to be (Int)?

For the Modern Spellcaster, Charisma is the key ability for Spellcraft.

## Page 8, Chapter 1

Concentration's key ability is listed as Intelligence, is this correct?

**This is in error. Their key ability for Concentration is Constitution.**

## Page 18, Chapter 2

If you add points of spell energy to a spell, is it subtracted from your total of spell energy before or after you calculate drain? (That is, if I had six points of spell energy to start, and cast a DC 48 spell with the aid of one point of spell energy, would the drain be  $2d8 + 3$  or  $2d8 + 4$ ?)

**You calculate drain after resolving the spell effect.**

## Page 18, Chapter 2

What happens if an Undead character casts a spell? Undead are immune to nonlethal damage in D20 and True20. Even if you use the buffer concept, Undead are also immune to fatigue. So what limits undead spellcasters in this system?

For undead true sorcerers, I would advise using a modified casting buffer. Undead gain a casting buffer equal to their Charisma modifier. Every level taken in spellcaster adds 1d8 points to the casting buffer. Whenever the undead spellcaster casts a spell effect, instead of drain, simply reduce the casting buffer. When the casting buffer falls to half, the undead spellcaster takes a  $-2$  penalty to all attack rolls, saving throws, skill checks, and ability checks for 1 hour. When the casting buffer is exhausted, the undead counts as if staggered, indicating that it can take only a move action or standard each round for 1 hour. After this time, it takes the aforementioned  $-2$  penalty.

## Page 19, Chapter 2

Is there any effect if you use more buffer points than you have? And can the fatigue from using up 1/2 or all of your buffer be magically removed (say by draining fatigue from an enemy or by using a *Lesser Restoration* if using the Spellcaster as a Sorcerer replacement for D&D 3.5)?

Once your casting buffer falls to 0, you cannot cast spell effects until you gain at least 1 point of casting buffer (presumably after an hour). Fatigue gained from a depleted casting buffer can be removed by normal means, including other spell effects (or spells if using the spellcaster as a sorcerer replacement).

## Page 24, Chapter 2

What's the difference between a burst/spread and

an emanation? The former costs +5 per 5' radius, the latter +2 per 5' radius.

Regretfully, this important distinction was left out of the text. If the spell effect's duration is instantaneous, use the burst/spread modifier. If it has a duration longer than instantaneous, use the emanation modifier. This applies if you extend the duration, giving you a discount on the effect's area. See [Spell Effects Errata](#)

### Page 25-26, Chapter 2

Blending Spell Effects: When you combine two spells with saving throws, does the target make a single saving throw or one per spell. If the former, what if the saving throws are of different types? If the latter, so you could combine **Afflict**, **Light Lore** and **Pattern** into a spell that would make the target make three saving throws against blindness?

A target only makes one saving throw for blended effects. In cases where a blended spell would indicate saves of different types, such as Reflex and Fortitude, the caster may select which save is made.

### Page 26

#### Delete this line from the text:

"*Note*: subtracting components reduces the Spellcraft DC, while adding components gives a bonus to the caster's Spellcraft *check*." (4)

### Page 52, Chapter 3

Enhance Objects > Augment: Is it possible to increase the amount healed for a construct in the

same manner that Heal can be augmented for a living creature?

If desired, you could augment the amount of damage repaired by the *Enhance Object* spell to constructs using the augmentations described under the *Healing Lore* spell on page 61.

### Page 108, Appendix 2

Consequences of True Naming: It talks about adding a verbal component to spells that lack one adding +5 to Spellcraft. Is this a holdover from BCCS? Normally adding a verbal component *reduces* the DC. (Given that the whole appendix seems to be designed to simulate how true names worked in the Black Company books, the holdover thing seemed plausible to me.)

This is indeed a holdover from the previous incarnation of the rules. Rather than treating the true name component as an extra component, you should treat it as a miscellaneous modifier that increases the Spellcraft DC of any spell effect

bearing a true name component by 5, even if it has a verbal component already.

### General Question

Where a spell effect lists range of a number and an effect with the same number, doesn't this violate the rules stated for range on page 22.

Such spells center the effect on you and emanate out to this range.

## Spell Effects Errata

### Afflict

*Aura of Doom*: Reduce the Spellcraft DC by 3 for DC 22; the effect is an emanation and not a burst.

*Cloud of Pestilence*: In addition to the listed effects, all creatures in the area take a -1 morale penalty on attack rolls, checks, and saving throws.

### Banish

*Dismissing Touch*: The Spellcraft DC should be 35; increasing the HD by +2 is +5 to the DC and not +2.

*Ray of Dismissal*: The Spellcraft DC should be 44; as above.

#### *Burst of Banishment*

Replace the Text with the following

**Spellcraft**: DC 205; **Components**: V, S, F (+5 to Spellcraft check); **Range**: Personal; **Effect**: 50-ft.-radius burst; **Duration**: Instantaneous; **Saving Throw**: Will negates (see text); **Spell Resistance**:

Yes.

You hold aloft a glimmering gemstone, speaking the words of power to send back the enemy to where it belongs. When you finish, beams of light spread out in all directions from the stone. Up to 30 Hit Dice of outsiders within a 55-foot radius must succeed on special Will saves (DC = spell's save DC – outsider's HD + your caster level). Those who fail are whisked away to their native planes. There's a 20% chance of actually sending the subject to a plane other than its own.

*Math*: DC 25 base, touch to area (+5), +45-ft.-radius burst (+45), +26 HD (+130)

### Beast Lore

*Sense Animals*: Spellcraft DC 12 (5 base, +50 feet [+5], +2 rounds [+2])

### Charm

*Burst of Friendship*: Spellcraft DC 29 (5 base, round to minute [+9], touch to ranged (+4), ray to area

(+5), +15 ft. emanation [+6]); Effect: 20-ft.-radius emanation centred on you.

## Create Energy

*Energy Touch:* Spellcraft DC 17 (15 base, ranged to touch [-4], area to ray [-2], d4 to d6 [+5], +1d6 [+5])

## Create Matter

*Stone Pillar:* Range 50 ft.

*Wall of Wood:* Spellcraft DC 65 (base 25, range +100 ft. [+10], +15 blocks [+30]); Range 100 ft.

## Create Undead

*Burst of Undeath:* Spellcraft DC 50 (base 20, touch to ranged [+4], +50 ft. [+5], ranged to area [+5], +15 ft. emanation [+6], ghoul [+10]); Area: 20-ft.-radius emanation

## Destroy

*Slay the Masses:* Spellcraft DC 112 (base 25, touch to ranged [+4], +50 ft. [+5], ranged to area [+5], +25 ft. emanation [+25], +3d8 [+48]); Range: 60-ft.

## Enchant

*Sleep:* Spellcraft DC 29 (add 5 for sleep augmentation)

## Fatigue

*Waves of Fatigue:* Spellcraft DC 40 (base 15, round to minute [+9], touch to ranged [+4], +10 ft. range [+1], ranged to area [+5], +15 ft. emanation [+6])

*Drain Energy:* Spellcraft DC 55 (base 15, touch to ranged [+4], +50 ft. range [+6], drain spell energy [+20], transfer energy [+10])

## Fear

*Dread*

Replace with the following text

**Spellcraft:** DC 28; **Component:** V; **Range:** 20 ft.; **Target:** Four living creatures; **Duration:** 5 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You cause up to four creatures within range to become shaken.

*Math:* DC 15 base, +10 ft. range (+1), three extra targets (+12)

*Unnerve:* Range 50 ft.

## Fire Lore

*Cinder Cloud:* The cloud starts at 5 feet in radius and is expanded 10 feet in radius, meaning it should be 15 feet in radius.

## Force

*Deadly Force Hammer:* Converting nonlethal to lethal, regardless of the amount, is +20 to the Spellcraft check

*Force Burst:* Spellcraft DC 54 (base 10, +90 ft. [+9], target to area [+5], +15 ft. radius [+15], +3d4 [+15])

## Foresee

*Unerring Strike:* This spell confers a +21 bonus to attack rolls.

## Hold

Under Augmented Effects, add the following sentence at the end of the third paragraph. "You can eliminate creature types from those potentially affected. Doing so reduces the DC by 5."

## Light Lore

*Darkness:* Spellcraft DC 40 (base 5, +9 minutes [+9], +30 ft. range [+3], +4 5-ft. diameter areas—squares [+8], remove light [+15])

*Light Globes:* Spellcraft DC 44 (base 5, +9 minutes [+9], four extra lights [+8], unfocused torchlight [+10], +90 ft. range [+9], move 30 ft. [+3])

## Pattern

*Color Pattern:* Spellcraft DC 33 (base 15, +20 ft. range [+2], +20 ft. cone [+12], +4 rounds [+4])

*Blinding Pattern:* Spellcraft DC 53 (base 15, +20 ft. range [+2], +20 ft. cone [+12], +4 rounds [+4], blindness [+20])

*Potent Pattern:* Spellcraft DC 73 (base 15, +20 ft. range [+2], +20 ft. cone [+12], +4 rounds [+4], unconscious [+40])

## Plant Lore

*Writhing Weeds:* Spellcraft DC 26

*Speak with Plants:* Spellcraft DC 39 (base 15, round to minute [+9], +5 minutes [+5], communicate with plants [+10])

## Resolve

*Calm:* This effect also removes a -1 penalty imposed by magic on a skill, ability score, attack roll, check, or saving throw.

## Spirit Lore

Adding a second question automatically increases the duration by one round.