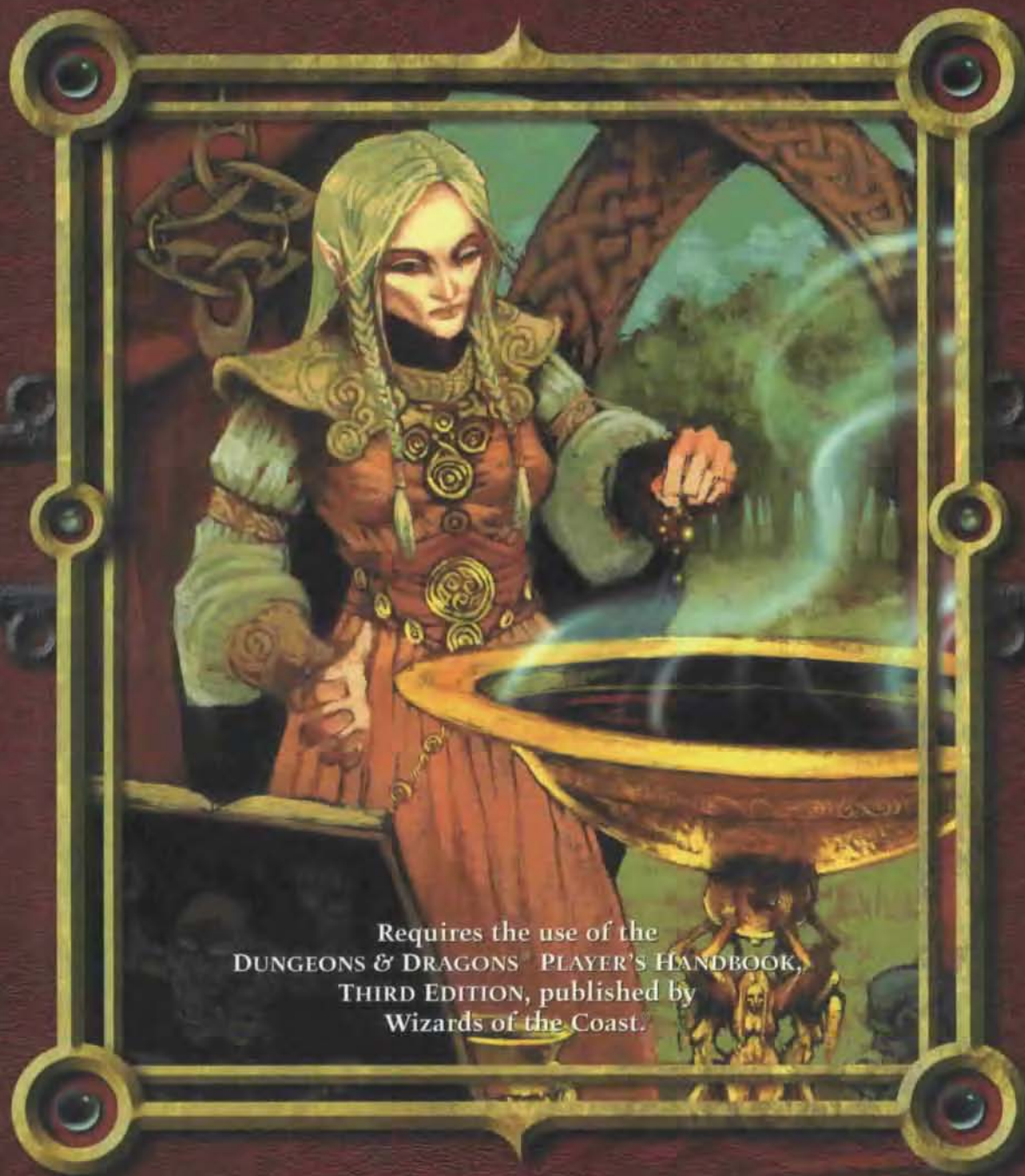


MAGIC™



Requires the use of the
DUNGEONS & DRAGONS® PLAYER'S HANDBOOK,
THIRD EDITION, published by
Wizards of the Coast.

MAGIC



**It's not the secrets behind the page, but the mysteries we've already
uncovered that will destroy us.**

INTRODUCTION

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jim pinto would
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and Mike did a great job,
coordinating the effort.
Kudos.



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Thanks again to Rick and Joe, mostly because it will confuse them to put their names on here.

DEDICATION

I would like to dedicate this one to the AEG Marketing and Customer Service team. It's very easy to overlook the guys who answer the phones and make everything run so smoothly when you're scrambling to get a book out the door.

Thanks gang.

If you're reading this, you've gone too far.



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INTRODUCTION

Did you ever wonder why every wizard in a fantasy game uses the same spells the same number of times per day with largely the same effects?

Of course, the obvious answer is — game balance. Fantasy roleplaying games are meant to let everyone have a chance to shine. If we let wizards get away with everything, like they do in paperback novels, no one would want to play a fighter, rogue, or ranger. Mind you, wizards there have free reign because the author is there to keep them in line. Sure, the wizened old spellcaster is a powerful figure. But he won't atomize the villain with a snap of his fingers. He has to track down a young, fledgling warrior to mold into the prophesized hero who is of course prophesized to rid the world of evil. Of course, the wizard could unleash his magic to smite the bad guy, but there's always some operating principle which forbids it.

As gamers, on the other hand, we have choices. If the stereotypical wise and wonderful wizard is controlled by a gamer, he'll dispense with the notions of obeying prophecies and hanging out in the background. He'd teleport to the villain's hellish lair and beat the villain with a few *delayed blast fireballs*. There, story over. Let freedom reign, thank you very much, and where are my XPs?

Magic can't afford to be mysterious, weird, and unpredictable in a game. It needs rules to govern it, so players and DMs can make use of it. If nobody knows that a mage's *fireball* does, it's hard to resolve it during a game.

But that doesn't mean magic can't be mysterious.

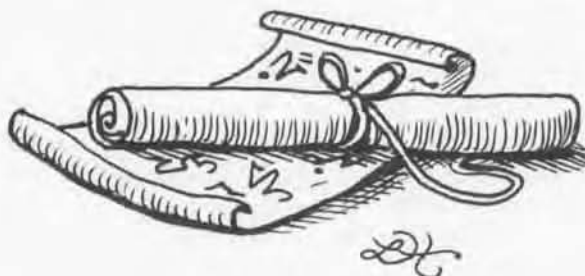
With a few tweaks here, a few changes there, and a new game mechanic or two we can build an almost infinite variety of new types of magic. Madness mages bend reality with the sheer force of their will. Arcane monks dish out kung fu with a nice frosting of magic. Shadow mages call to the darkness and bend it to their will. Flesh mages treat living things like piles of clay. A tweak here, a quick cut there, and *voila!* You can fly.

Within this book, you'll find over a dozen new types of spellcasters. They all work on the foundations of the same magic system, but with just enough changes to make them noticeably different. Sick of playing the same old Gandalf wannabe? Try out a numerology mage. Do your players have to stifle yawns when a sorcerer shows up? Set a technomage against them, and watch them squirm as a 20-foot tall, fire-belching mountain of metal and steam against them. With the new classes presented here, along with their spells, feats, and magic items, your players will never know what hit them. And if you're a player, you can finally pull off the mysterious wizard act. Pick one of these classes and run with it. There's no need to tell the other players what your character is up to. They'll find out soon enough.

When it comes time to cast spells, there's no need to stick to levels and spell slots. The spell point system presented here allows you to drop the idea of fire and forget magic. Want to cast *magic missile* again? Go ahead, as long as you have the points. Spell points not flexible enough? Then build a spell on the fly using your magical abilities. Want to blast someone off a wall with a bolt of force shaped from *magic missile*? Use your Spellcraft and Knowledge (arcana) skills to modify the magical potential of a spell on the fly and make it do what you want. Break the mold of the spells presented here and bend magic to your will, rather than restricting yourself to the spells presented in the game system. Magic is power, not an easily detailed list of modifiers and die rolls.

Of course, spells aren't where magic begins and ends in roleplaying. From the mightiest demon-slaying sword to a simple *scroll of magic missile*, adventurers rely on magical equipment to preserve their lives and help tackle the most powerful creatures in the multiverse. Such items deserve a better treatment than a few lines in a stat block. New rules presented here allow you to customize a weapon not only by what it can do but by who made it. Add a trapped soul to an enchanted blade to give it that extra kick to help cut down your enemies. Afraid someone will steal your weapon's secrets? Then perhaps a book bound in doppelganger hide is what you need to keep them safe. Best of all, with the new rules for granting an item levels, your trusty sword gains in power right along with you. The next thing you know, it's offering you advice on how to wield it.

Put the magic back in magic.



Chapter 1: Chronomancy

Who am I? Now that's a silly question. You ask me what I am now, but in a minute I could be someone else, or somewhere else, or perhaps somewhen else. In this discrete moment, what I am, who I am, where I am, and when I am are all completely irrelevant. Ask me instead, who will I be?

Good sir, there is no need for your truncheon. I will go quietly with you into custody. Violence is not necessary, though your thuggish behavior does its best to provoke my ire. Gods, I liked you much better when you were a tavern keep. Ah, I see a glimmer of recognition. You always did want to own an inn, didn't you? And now you're stuck dealing with, what was it you called me, a ranting lunatic? My wounds, I can assure you, were dealt by no creature of this plane. They are but a tragic result of my chosen profession, a working hazard you could say. I am a threat to none, not even myself on my better days.

But we have evaded the meat of our discussion. You wanted to own an inn, and if I recall correctly you planned to name it the Drunken Dragon. The name has an appeal, does it not? Let me see now, you would have served a beef stew — your mother's recipe, and at night when the mercenaries and dwarves insisted on staying a bit too late you were as adept then with the truncheon as you are now. Ah, those were good days. I miss them so.

Oh, no need to stand there gaping. You act as if I'm some sort of wonder. Haven't master Pandalio and the rest of the order established their academy here? You must have heard the name. No? Oh dear. Then what of the other orders, the societies of magic?

Banned?

Me, a wizard? No, of course not. I wouldn't dream of practicing magic. Why, I hate wizards. Thank the gods they are banned, and they should have been long ago. By Throden's beard, I hate wizards.

Oh, the worship of Throden banned, too? Blasphemy, you say? My, that's quite a strong word. Now good sir, there is no need for those manacles. I beseech you, have pity on an old wizard. I mean, old, defenseless, utterly mundane man. Did I say wizard? Oh dear, not again.

BACKGROUND

Chronomancy is the study of time travel and manipulation, the study of the realm of possibilities and varying realities that could be, may have been, and could well pass into being. The study of time is not without inherent risk. Time moves forward at the behest of a strict set of fundamental laws of the cosmos. Learning these laws is the first step towards understanding the powers available to the chronomancer.

Temporal prime, the cosmic domain of time, is an endless black sea sparkling as if it spread beneath stars from a thousand galaxies. Glowing, incorporeal figures representing all things in the multiverse stand in place on what appears to be a slightly blue flat surface extending to infinity in all directions. Between, through, and around these phantoms are the strands, the pinnacles of change and circumstance that intertwine through history. These strands are a countless number of glowing lines, some thinner than others, many of different colors, each marked by a code understandable by only a select few. The chronomancer learns to project his consciousness into this mysterious realm, where it wanders in search of the critical strand that forms a minor event

in history. For example, a chronomancer could seek the juncture that binds two people for the first time. With careful manipulation, he could sever that connecting strand, breaking the event that bound the two together. Perhaps a pair of lovers just misses each other rather than meeting at a county festival. Would-be bitter enemies are assigned command of different sections of a battlefield, preventing their duel and eventual blood oath to fight to the death. With that, one might also imagine the strands that lead from the two of them to all the unwritten possibilities would fray, writhe loose and disrupt thousands of others, but they do not. Temporal prime heals the strands, making subtle changes so that time does not break but shifts ever so slightly to keep things right. The lovers instead meet later that night when they both attend the same party. The blood enemies hear of each other's actions in battle and seek each other out on the second day of fighting. Chronomancers understand that process and know how to use it to their advantage.

Naturally, their abilities do not come without a price. Time is an inexorable process. That which has been committed to its tapestry is almost utterly unalterable. While the future is malleable, the past is set in stone. Some chronomancers question just how static the past can be, but their efforts to affect wholesale change have universally met with disaster at the hands of the bizarre creatures known as the guardians.

Lurking within the strange angles and folds of temporal prime, the guardians swarm forth to rend and tear any who dare despoil their realm. Chronomancers who have encountered these fiends describe them in vague terms — small, flashing creatures that rip into their victims with long, jagged fangs. On temporal prime, a visitor has little sense of his body. Instead, he appears as a faintly shimmering field of energy. When the guardians attack, they latch on to a visitor's manifestation yet cause terrible wounds to his physical body. Observers witness terrible wounds accompanied by the sickening sounds of rending flesh and gnawing teeth. A careful chronomancer can avoid the guardians' depredation, but one who grows too bold risks a horrible death.

Years of study yield a set of simple guidelines for avoiding these creatures. So long as a chronomancer does not linger too long in temporal prime, he can make alterations to the time stream and slip away unnoticed.

The guardians seem to be attracted to the presence of any outsider, yet it takes them a few moments to organize and appear. A chronomancer who plans to make small, subtle changes to the past can enter temporal prime, make his changes, and escape unnoticed. With careful manipulation and a thorough knowledge of the rules governing conduct upon temporal prime, chronomancers can learn to make subtle changes that are overlooked by the guardians. They can become masters of their own strands and caretakers (or meddlers) of others' fates.

When a chronomancer manipulates time, he peers into temporal prime and seeks a particular strand that ties a cause to his desired effect. Like opening a window and peering out on to a crowded street, there is

always a chance that the watcher may himself be watched. The guardians are ever vigilant to stop those who would damage the strands of time beyond repair. Working with chronomancy is never a sure thing, either due to interference from the policing guardians or the fickle twists of fate.

It is this reason that many chronomancers develop paranoia about their work and do not like tempting the powers that be with their unique manipulations. Many chronomancers have lived through history never revealing their true nature, carefully passing their powers off as arcane secrets or divine manipulation.

A lone, isolated mentor commonly instructs a would-be chronomancer, for stumbling upon the knowledge on one's own can become a life-consuming task. Frequently a tutor is an aged chronomancer who has peered into the future of a particular young mage and saw potential for greatness within him. Occasionally a more active church of a god of time, history, or knowledge sponsors those interested in studying chronomancy. Whatever the case, chronomancers are rarely trustworthy. With their knowledge of both the past and present, even their most innocent actions may have tremendous repercussions.

IN YOUR CAMPAIGN

Chronomancy can place a lot of power into the PCs' hands. Chronomancy spells place many restrictions on what a character can do with them and the threat of the guardians limits the chronomancer's power. Still, the prospect of time travel poses many problems that can short circuit a campaign. Chronomancy has been designed from the ground up to prevent the PCs (or a villain) from simply traveling back in time to kill a rival's parents, and thus prevent his birth.



Guardians

These are the police of the time stream, an impersonal, relentless, implacable force that tears to shreds any chronomancer foolish enough to linger on temporal time. These creatures are the primary reason chronomancers cannot simply rewrite history to suit their taste. Full rules for using and running the guardians appears later in this section.

If you want to make time travel and manipulation an integral part of your campaign, you may want to tinker with the guardians to better suit it. In a world where time travel is common, the guardians are either entirely absent or more willing to allow others to manipulate time. As presented here, they are an impersonal force more in line with a hurricane than a conscious entity. Give the guardians personalities, a hierarchy, and a code of conduct if you would rather make them a group of NPCs that can be reasoned with. Perhaps they have their own society and factions. Evil NPCs can bribe and intimidate some of them to allow major changes to the past, while the PCs must ally heroic guardians or navigate their complicated, alien culture to help restore time to its proper order.

Time Travel and Greater Time Travel Spells

Characters can make subtle changes in time threads through persuasion, theft, or spells while they are in your campaign's past. Since they are not in temporal prime, the guardians are not encountered, but they are alerted to changes in threads. If the characters steal a few hundred gold nuggets from a lost tomb, there are no real conse-

quences. Most likely the guardians could care less. If the characters steal a sacred dagger which is later to be enchanted and becomes the great symbol of a nation, that's when the guardians go to work. Under normal circumstances, they will simply repair the frayed threads, not alter history. For example, the chronomancer may steal the dagger and return to their own time to discover that a sacred axe was used in place of the dagger. If they kill a terrible king, the guardians will attach all the threads of that person to a different, convenient target: the king's brother, or queen, for example, who will continue history more or less as written.

CHRONOMANCER

The chronomancer is the ultimate seer, the quintessential historian, or even the perfect burglar. He has a home, but it's not always a matter of where but when. While only the mightiest of these spellcasters can travel back to previous ages, even an apprentice soon learns how to make subtle alterations in the turn of events and progression of time. While a certain level of responsibility and care is cultivated in the process of training arcane spellcasters, it is more a part of the school of chronomancy than others. The majority of chronomancers are careful, mindful of the consequences of their actions and careful not to use their powers at a whim. The everpresent danger of a horrible death at the rending jaws of time's guardians weighs upon a chronomancer each time he manipulates reality.

TABLE 1-1: THE CHRONOMANCER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
						0 1 2 3 4 5 6 7 8 9
1	+0	+0	+0	+2	Probability manipulation (1/day), temporal scholar, scribe scroll	3 1 - - - - - - -
2	+1	+0	+0	+3		4 2 - - - - - - -
3	+1	+1	+1	+3		4 2 1 - - - - - -
4	+2	+1	+1	+4	Probability manipulation (2/day)	4 3 2 - - - - - -
5	+2	+1	+1	+4		4 3 2 1 - - - - -
6	+3	+2	+2	+5		4 3 3 2 - - - - -
7	+3	+2	+2	+5		4 4 3 2 1 - - - -
8	+4	+2	+2	+6	Probability manipulation (3/day)	4 4 3 3 2 - - - -
9	+4	+3	+3	+6		4 4 4 3 2 1 - - -
10	+5	+3	+3	+7		4 4 4 3 3 2 - - -
11	+5	+3	+3	+7		4 4 4 4 3 2 1 - -
12	+6/+1	+4	+4	+8	Probability manipulation (4/day)	4 4 4 4 3 3 2 - -
13	+6/+1	+4	+4	+8		4 4 4 4 4 3 2 1 -
14	+7/+2	+4	+4	+9		4 4 4 4 4 3 3 2 -
15	+7/+2	+5	+5	+9		4 4 4 4 4 4 3 2 1
16	+8/+3	+5	+5	+10	Probability manipulation (5/day)	4 4 4 4 4 4 3 3 2
17	+8/+3	+5	+5	+10		4 4 4 4 4 4 4 3 2 1
18	+9/+4	+6	+6	+11		4 4 4 4 4 4 4 4 3 3 2
19	+9/+4	+6	+6	+11		4 4 4 4 4 4 4 4 4 3 3
20	+10/+5	+6	+6	+12	Probability manipulation (6/day)	4 4 4 4 4 4 4 4 4 4 4

Chronomancers usually keep their specialization hidden, not from the common folk who don't understand the intricacies of wizardry, but to other arcane practitioners who in some regions teach others to fear their time-meddling brethren. A chronomancer is more of a loner than other spellcasters due to a paranoia that can build over his career. Chronomancers have a strong sense of history and an awareness of the future, but realize there is no fate but that which we create.

Adventures: Chronomancers go on adventures to further their skills, usually by tracking down the lairs or ruins where other masters of their craft were said to dwell. These explorers seek to uncover (or share with their own kind) the secrets of time. There are also many who see adventuring as a personal crusade, a scouting mission on the prime material plane in search of rogue chronomancers who meddle in historical affairs best left to destiny and righting wrongs damaged in history.

Characteristics: Chronomancers are secretive and protective of their powers. Even sophisticated mages fear them for their time-meddling habits. While their powers are limited, the common theories of time travel and the possibilities inherent within such magic spawn dozens of wild tales and speculation about chronomancers' true limitations and goals. This respect and awe causes many chronomancers to lead reclusive lives, despite the fact that they are at their best when helping others avoid the rigors of mundane time and fate.

Alignment: Chronomancers are predominately lawful and neutral and rarely, if ever, chaotic. They study and understand the laws of the multiverse and the unique ways of bending them. Rash, emotional, or aggressive chronomancers often face a horrible death at the hands of the guardians. Many chronomancers tend to side with the good and the neutral, acting as observers or guardians while a rare few revolt against their cautious teachings and abuse their powers.

Religion: Most chronomancers view the gods of history as both mentors and teachers. They follow the philosophy that the future is unwritten and that while there certainly are ways to examine the probability that a particular event will come to pass, one is never sure until it does. The chronomancers that follow gods of knowledge and history use time travel to study the past. The few rogues that delight in twisting history and the present to personal ends commonly worship gods of trickery, deceit, and destruction.

Background: Chronomancers are usually chosen, not necessarily made. There are no known proper colleges of chronomancy nor are there guilds or fellowships. Chronomancers almost always have a single master-apprentice relationship, created when an experienced chronomancer takes in a youngling with the proper mindset and the raw potential to master the discipline.

The churches of gods commonly worshiped by chronomancers sometimes sponsor isolated academies, granting a respectable teacher funding to pass along his knowledge to a new generation of time mages.

Races: Many chronomancers are either human or half elven, with the occasional half-orc appearing amongst their ranks. Compared to the longer-lived races, humans, half-elves, and half-orcs are fascinated by how much they can eke out within their limited lifespan. They seek to overcome those boundaries with chronomancy. Elves in general are rarely chronomancers, for time magic lies in changing that which has naturally occurred, a goal that doesn't sit well with elves. In addition, their chaotic natures make them ill-suited to long, dreary hours of study and the tightly regimented life of a chronomancy apprentice. Dwarves also respect and cherish their history for good or ill and changing any of it for whatever reason runs counter to their nature.

Other Classes: Chronomancers get along fine with other wizards and sorcerers. They are more likely to at least feel empathy towards specialists such as necromancers or transmuters that work for a good cause, but are shunned by the populace at large. Paladins respect the dedication and control exhibited by benevolent chronomancers, but are wary of the temptation for abuse of the powers which don't belong in mortal hands. Druids are uncomfortable around chronomancers as they represent a subversion of the fundamental cycle of life and death, but become excellent allies over time, especially if chronomancy is used to restore the march of time rather than disrupt it.

GAME RULE INFORMATION

Chronomancers have all the following game statistics.

Abilities: Intelligence is the chronomancer's most important attribute. It dictates the power of his spells and the total spell levels he can master. Constitution helps preserve him on adventures. Like wizards, chronomancers have few hit points. Dexterity allows him to evade dangers and avoid injury.

Alignment: Any.

Abbreviation: Chr

Starting Money: 3d4 × 10 gp.

Hit Die: d4.

Class Skills

The chronomancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

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

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

Class Features

All of the following are class features of the chronomancer.

Weapon and Armor Proficiency: Chronomancers are proficient with all simple weapons. They are not proficient with armor or shields.

Temporal Scholar: A chronomancer goes through rigorous mental training to prepare himself for all the psychological displacements that occur while manipulating time. This allows chronomancers to fully understand and be control the school of chronomancy (detailed in the chronomancer's spell list below). Without this knowledge, chronomancy spells written and kept by a chronomancer are impossible to read. To learn a spell unique to the chronomancer's list (i.e. any spell from the chronomancy school) an arcane spellcaster must go through intensive training and preparation. Only characters with this class ability can read, learn, prepare, and cast chronomancy spells. This restriction also applies to magic items that list a chronomancy spell as a prerequisite. Only characters with the temporal scholar class ability may activate these items though skill such as Use Magic Device work normally.

Probability Manipulation: After making a skill check, attack roll, or saving throw but before learning whether he succeeded, the chronomancer may reroll the result. He may do this once per day for every four levels he attains in this class. The chronomancer may not use this ability more than once on any single die roll. This ability may be used with any random die roll. The chronomancer briefly peers into the mists of time and uses his knowledge to improve his chances of success. A chronomancer may use this ability once per die roll. He may not elect to re-roll his second try.

Spells: A chronomancer casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. A chronomancer must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the chronomancer decides which spells to prepare. To learn, prepare, or cast a spell, a chronomancer must have an Intelligence score of at least 10 + the spell's level. A chronomancer's bonus spells are based on Intelligence. The Difficulty Class for saving throws against wizard spells is 10 + the spell's level + the chronomancer's Intelligence modifier.

Chronomancers use spells from the wizard spell list. In addition they have access to the chronomancy school of magic, detailed below.

NEW SCHOOL OF MAGIC: CHRONOMANCY

A highly specialized school of magic, chronomancy is available only to those spellcasters who have mastered the basic training of the chronomancer's art. When a caster uses these spells he projects his consciousness temporal prime, a strange realm where time is given shape and form. The fearsome, mysterious guardians patrol this realm, destroying intruders and preventing them from making any major changes to the progress of time.

Level	Spell Name	Effect
1	Combat Precognition	You foresee attacks and defenses.
2	Deja Vu	Cause a foe to mindlessly repeat a task.
3	Temporal Displacement	Cast a target into the future.
4	Time Fold	Twist time to take extra actions.
5	Rapid Aging	Weaken a creature or structure.
6	Inevitable Strike	Alter time to cause damage to a target.
7	Time Travel	Move back in time.
8	Sever Thread	Bend time to destroy an opponent.
9	Greater Time Travel	Travel back to a more precise date.

NEW FEATS

TEMPORAL SCRYING [GENERAL]

You can peer into the mists of time to see the ancient past.

Prerequisites: Scry 10+ ranks.

Benefit: You may scry 5 years per level into the past. The maximum number of years is unlimited and the DC still increases by 1 for every 25 years. You may not cast spells into the past but you may observe actions and events as normal. You must still have a scrying device that allows you to see into time.

NEW SPELLS

Combat Precognition

Chronomancy

Level: Chr 1

Components: V, S, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

CHRONOMANCY

You gain an unnatural premonition for impending attacks and can respond to them a bit quicker than usual. You gain a +1 insight bonus to your armor class (this bonus doesn't apply if you are caught flat-footed). You foresee your opponent's defenses and dodges. You gain a +1 insight bonus to attacks and increase the DC of spells that require a Reflex save by 1.

Casting this spell does not draw the attention of the guardians, as it involves merely observing strands of time to predict future events.

Focus: A miniature magnifying glass.

Deja Vu

Chronomancy

Level: Chr 2

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/3 levels

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target creature to perform the action they last took over and over for the spell's duration. For example, if the target attacked and missed, it would continue to swing (even in the space where the target was if it moved or fell). If the target moved with its action, it continues to move and then take the action (which could lead to interesting scenes if a wall is in the way or a cliff is present). If the target attempts to duplicate an action that it could not complete, such as casting a prepared spell that it no longer has ready, it merely loses its actions for the duration of the spell.

This spell requires some minor modifications to the time streams, namely re-looping strands to cause a creature to experience the same event repeatedly. When casting this spell, you must make a Fortitude save (DC 15) or suffer 1 point of damage.

Greater Time Travel

Chronomancy

Level: Chr 9

Duration: Instantaneous (plus special, see text)

As *time travel*, except you may pick a year and a month in any point in the past, no matter what length. Visiting characters may interact freely with former versions of themselves.

Material Components: A precious gem of no less than 10,000 gp value.

Inevitable Strike

Chronomancy

Level: Chr 6

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: 1 round/3 levels

Saving Throw: Will Negates

Spell Resistance: Yes

You peer into the realm of temporal prime, watching your target's fate and altering the strands of time as they reach out to entangle him in the present. Once per round as a standard action, you can force the target to fail a saving throw or suffer a hit from a single attack roll. You alter the strands to produce an event to your liking.

You must make a Fortitude save (DC 25) each round of this spell's duration or take 1d8 damage as the guardians attack you and attempt to prevent you from altering the fibers of time.

Rapid Aging

Chronomancy

Level: Chr 5

Components: V, S

Casting Time: 1 action

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

Target: Creature

Duration: 1 round/3 levels

Saving Throw: Will Negates

Spell Resistance: Yes

You reach into the temporal prime and weave loops of time around your subject, causing the effects of old age to sap his strength and leave him a disheveled husk of his former self. On a failed save, you cause your opponent to suffer a -4 penalty to any three attributes of your choice. The subject ages before your eyes, his hair turns gray, his skin wrinkles, and he hunches over under the weight of his advancing years.

You may also use this spell against inanimate objects, which causes them to crumble, rust, and otherwise weaken. They lose the benefits of their hardness rating for the duration of this spell.

Casting this spell draws the attention of the guardians. You must make a Fortitude save (DC 25) or suffer 2d4 points of damage as they attack you, causing what appears to be as bite wounds inflicted by invisible foes.

Sever Thread

Chronomancy

Level: Chr 8

Components: V, S, F

Casting Time: 1 action

CHRONOMANCY

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

Target: One creature

Duration: 1 minute per level

Saving Throw: Will negates

Spell Resistance: No

You briefly glance into the target's life strands and temporarily disrupt those that tie into critical events in his life that granted him the experiences and lessons that form the foundation of his training. The target suffers a -6 penalty to all attacks, checks, and saves. In addition, a spellcaster loses the ability to cast his highest level spells. For example, a 9th-level wizard loses the ability to cast 5th-level spells during this spell's duration.

Alternatively, you can seek out the event that granted your target a particular item. You may cause that item to disappear immediately and remain out of existence for the duration of the spell. You could, for example, temporarily sever the strands of a knight's armor, leaving him standing in battle without protection.

This spell represents a major violation of the past. When casting this spell, the chronomancer must make a Fortitude save (DC 25) or suffer 2d8 points of damage as the guardians assault him. When the spell's duration ends, the guardians restore time to its proper state and repair the damage you inflicted.

Focus: A miniature pair of silver scissors.

Temporal Displacement

Chronomancy

Level: Chr 3

Components: V, S

Casting Time: 1 action

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

Target: Any creature or object weighing no more than 500 lb.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You push an item or creature 2d6 rounds into the future. The subject vanishes instantly from its location. When the time is up, the subject pops back into normal time, completing whatever action (if applicable) it was taking before it was displaced, in the exact position it was when it moved. For the subject, the trip is viewed much differently. No time passes and so anything around it (if moved or changed) will appear to have done so instantly. If a solid object is moved to occupy the location where the time traveler reappears, both the object and the traveler take 8d6 points of damage with no save allowed.

This spell affects the future, so the guardians will ignore those who use it.

Material Components: One humanoid eyelash.

Time Fold

Transmutation

Level: Wiz/Sor 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You bend and fold time, causing two rounds to pass for you for each one of regular time. Everything around you slows down, while you move at regular speed. During this time you may do whatever you normally could in two rounds for each round that passes, essentially doubling all attacks, movement, spellcasting actions, etc. Any effect on you with a duration passes quickly as well.

During this spell's duration, the stress and strain you place on the streams of time may be noticed by the guardians. Each round during this spell's duration, make a Fortitude save with a DC of 15 + the number of rounds in real time the spell has elapsed. On a missed saving throw, you suffer 1d8 damage as the guardians move to attack you. To observers, wounds appear on your body from invisible foes.

Material Components: A rabbit's foot.



Time Travel

Chronomancy

Level: Chr 7

Components: V, S, M

Casting Time: 1 minute

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

Target: You and one companion/5 caster levels

Duration: Instantaneous (plus special, see text)

Saving Throw: None

Spell Resistance: No

You create a swirling vortex before you, essentially opening a gateway into temporal prime that intersects a juncture there leading to a point in the past of the prime material plane. You and up to one companion (of your size or smaller) may travel through before it closes one minute later. Each subject may carry up to 300 pounds of equipment and possessions, though each living creature aside from familiars count towards the limit of people you may bring through the vortex. You can pick a year and a month not to exceed 100 years in the past from the current time that the gate will lead to. Pinpoint accuracy to a particular arrival location is nearly impossible; the characters appear 5 to 500 miles (5d%) from the intended destination. They appear on a random day of the month chosen when the spell is cast.

At this point you and your companions can interact with and study anyone or anything in that time. If anyone in this group encounters a past version of themselves, the visiting character is hurled back to the vortex's point of origination and the character that belongs in that time will be stunned for 1d4 rounds and remember nothing of the encounter.

This spell transports the caster and his companions instantaneously. The creatures need to find other means if they wish to travel back.

Anyone visiting the prime material plane out of their normal time is considered an outsider to that time period, and any spell or powers that would effect outsiders will work against such creatures or characters (i.e., dismissal) propels a character back to his own time. A character arrives at a point in time just after he journeyed to the past.

Material Components: A precious gem of no less than 5,000 gp value.

NEW MAGIC ITEMS

Outfit of Ages: This is a set of clothes, such as an artisan's, explorer's, or traveler's outfit, which is ensorcelled with illusion magic to shift and change ever so subtly to match whatever current time the outfit is in. A character wearing such an outfit will draw no undue attention to herself because of her appearance.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, change self; **Market Price:** 500 gp; **Weight:** varies.

Temporal Compass: The temporal compass is a small metal globe approximately two inches in diameter covered with numbers and runes with two swirling rings circulating around it that intersect and line up to determine the exact time in history at any given moment.

Caster Level: 4th; **Prerequisites:** Craft Wondrous Item, legend lore; **Market Price:** 1,000 gp; **Weight:** 1 lb.

PARADOX

There are hundreds of theories on the effects of time travel. Entire book lines and TV shows have been developed around skeptical ideas and debunked theorems. However, that does not stop us from enjoying the fantastic possibilities of time travel, nor does it stop us from seeing movie after movie, show after show, dedicated to this idiosyncratic genre.

DMs wishing to use time travel in their games have a big task ahead of them. If Hollywood can't make sense of Einstein's theories how can we? Rather than spend pages discussing various precepts behind time travel theory, this book leaves the work in the DM's hands.

It is recommended that DMs who have a problem with paradox issues — PCs going back and time and giving themselves advice, etc., — should strictly forbid such occurrences even when the rules say otherwise. Restrict how often one can go back in time or create specific moments in your world's history that cannot be altered. Maybe there are soft points in the continuum where time travel is not only possible, but easier. Perhaps once someone goes back in time, there is no way back to the present, so such instances are regarded as worrisome and fatal.

And just because you go back in time, doesn't mean you stop aging. Take advantage of abusive chronomancers whenever possible and drop them into the world of February 30 if they don't behave.



Chapter 2: Elementalism

Watch it burn. Do you see the majesty? The beauty and purity in one immaculate flame? It's a thing of mystery. The sacred combination of heat and fuel, the way it consumes what it touches. Its relationship with air. You know fire does not burn in the absence of air, on this plane of existence? More proof that elements do not exist in isolation, at least not on this world. Everything we are, everything we do, consists of some combination of the four elements. It has been this way since time began, and so shall it be once the world ends. By studying the power of the elements, we can gain immeasurable insight into the workings of the world, not to mention the power involved. Hey, don't touch that!

You fool. The contents of that bowl have been collecting for nearly as long as you have been alive. If you upset it, I would have had to start over, and all my work wasted. I am collecting one drop from every body of water in the world, and gathering them in that bowl. Why? I wish to experiment with long-distance water control. The power of water is not to be underestimated, and I daresay that, when finished, this project will be quite fruitful. But enough of that. Where was I, before you interrupted me?

Oh yes, the elements of creation. So-called wizards and sorcerers believe they understand something of the building blocks of the world, but their knowledge pales in comparison to mine. Do you know the ingredients for a tree? The magnetic components of a thunderstorm? How to build a mountain, one stone at a time? Few, very few, are more familiar with the raw components of the universe than me. The elements answer my call, and heed my will, in ways inconceivable to a common wizard.

My personal preference, of course, is earth. It is permanent, solid, and powerful. Not, I might add, unlike myself. Some

would call me a master of the earth, but I prefer to see myself as an ally of it. The earth aids me in my endeavors like an old friend would. I do not make demands of the earth, but rather, make requests of it. Does the earth have interests, or a will of its own? Ah, a very good question. And not an easy answer, either. Some of my peers would tell you it does, that they feel the stone alive beneath them, and answer its desires. For myself, I must disagree. The earth has always been a powerful ally of mine, but never has it seemed to me that it is alive. I mold the earth as I need it, even animate it as the situation requires, but it has never exhibited a separate intelligence to me, not in the terms you or I would understand. I imagine other elementalists would have similar differences of opinion over their elements of choice, such as a fire mage extolling the ferocity of the flame as proof of life, or an air wizard communing with the wind.

No, foolish peasant, fire is not alive, nor is the wind. Your ignorance is proof. Without our understanding of the components of existence, precious knowledge and power would be lost. The world would sink into darkness beyond imagining. Think on that as you go.

BACKGROUND

Since time immemorial, mankind has attempted to classify and catalog the components and ingredients of the world around him. Before there were atoms, particles, or radiation, the universe consisted of four primal elements: earth, fire, water, and air. Alchemists and scholars classified everything in the world by the combination of these elements of which they were composed.

Elementalism is the study of the basic building blocks of creation, and the way that magic affects, and is affected by them. An elementalists understands that the entire material plane is nothing but specific combinations of elements, and everything can be understood and manipulated by the elements of which it is composed.

Elementalism, closer to the raw elements of existence, is a less sophisticated form of magic than most others. While wizards, sorcerers, and the like learn complex formulae to create exactly the effects they desire, elementalism is more a form of "winging it." An elementalists examines the raw materials he has at hand, shapes them as he needs, and creates a desired effect. As a result, elementalists are much more versatile in a given situation than other spellcasters — having not learned any actual "spells," they are free to create any effect they can safely control. While there is a great deal of latitude in this method of magic, its flexibility is its own drawback. Working with the world on such a crude and inexact scale, there are far less effects at their disposal. For example, an elementalists could quite easily throw fire from his hands — all he needs to do is manipulate the fire element within himself. However, he would be completely unable to summon any kind of creature (a relatively simple spell for another spellcaster), as such complex manipulation of so many forms of energy is impossible to improvise.

As a result, most elementalists tend towards a lack of subtlety. When it is easier to burn, break, smash, or blow a door down, why bother opening it? Elementalism is a powerful force, but also a very direct one.

Many elementalists, like other types of spellcasters, tend towards a massive ego. When one is capable of the kind of large-scale creation, movement, and destruction of matter as an arch-elementalist, such delusions of grandeur are not so delusional. Hence, most elementalists tend towards extremes of alignment: either a strong belief that their power should be used for the greater good, an insatiable hunger for destruction and power, or just plain insanity. Fitting their character and abilities, very few elementalists are vague about their opinions, nor are they shy about expressing them.

More sophisticated spellcasters usually look down upon elementalists, considering them primitive upstarts and clumsy meddlers. They consider the elementalists' direct manipulation of matter and energy to be abuse of the Art, and some even go so far as to separate elemental powers from true magic. However, despite semantic differences, elementalists magic affects and is affected by other forms of magic perfectly normally. Elemental magic use can be detected, dispelled, and affected by metamagic just like any other form. It is best not to mention this particular trait to those who prefer to distinguish elemental magic from other magic, however.

Elementalists are found in wastelands, harsh environments, and other areas where the raw power of the universe is keenly felt.

Some think that these environments breed elementalists, who admire the sheer power and unbridled fury of such surroundings. Others claim that elementalists are merely attracted to such places, tempted by the power at their disposal. However, elementalists have not shown any indication that physical proximity to elemental power increases their ability, much to their dismay.

As it turns out, elementalists have the most in common with sorcerers. Like sorcerers, their power is more felt than studied, and elementalists frown upon organized study as much as any sorcerer. However, elementalists are even more

chaotic than sorcerers, for a sorcerer needs a certain amount of discipline in order to shape his spells into the form and effect he desires. An elementalists' main concern when throwing around power (and not many have more finesse than that) is direction and amount, with little concern for shaping or structuring.

To an elementalists, power is everything. It is freedom, life, justice, tyranny, creation, and destruction. The building blocks of the universe are at their disposal; why bother complicating things with needless frippery and superfluous intricacy? Everybody consists of the four elements anyway: just do what needs to be done, and let the cards fall where they may.



ELEMENTALIST

The purity of the flame. The rush of roaring water. The serenity of the south wind, or the steadfastness of stone. To the elementalist, these are more than ideals or philosophy; they are allies, tools, and a way of life. For an elementalist, magic lies not in strange words or mystical objects, but in the basic building blocks of existence.

Some elementalists believe they use the only "pure" magic, that all other forms are merely derivatives of their ability to channel elemental energy. They theorize that the verbal and material components of magic spells help finesse and delicately manipulate the elemental energy, allowing others to create more refined effects, but at the expense of freedom and simplicity. Most, however, have little time for such philosophical endeavors, else they would not have chosen such a pragmatic and powerful career in the first place.

Elementalists, as a general rule, prefer dealing with concrete issues and problems, rather than endlessly discussing semantics that, as far as they are concerned are irrelevant.

Adventures: Elementalists adventure for a variety of reasons. Some see moral obligation in the power they wield, and actively pursue various agendas. Some merely delight in the use (and abuse) of the power at their disposal, and adventure in order to find new and interesting ways to wield the forces of nature.

Whatever the reason, elementalists are drawn to adventure like moths to flame. The nature of the magic they use lends itself to conflict, and few elementalists are pacifists or shy about involving themselves in the events around them.

Characteristics: Elementalists, even more than sorcerers, form their spells by channeling the power of the elements around and within them. By dealing directly with the raw forces of magic, they bypass the need to learn spells, and instead shape power as they see fit. However, this technique removes much of the finesse of casting a spell, and as a result, elementalists have far less access to the variety of effects that wizards, or even sorcerers, are capable of producing.

Like sorcerers, elementalists are more capable with weaponry than study-bound wizards, since so much of their magical work is intuitive.

Alignment: Elementalists, as a general rule, frown on restrictions, laws, and other forms of restraint. To an elementalist, the amount of power he can wield is a measure of his ability, and what point is there to power if one does not use it? Elementalists favor chaos over law, but this tendency is neither universal nor inviolate; many elementalists take comfort in wielding their power for the good of society, and bend their power towards lawful ends.

Few elementalists are neutral. Elemental power, in all its brutal majesty, does not favor weakness of conviction, and however an elementalist might feel, it is very likely that he feels it strongly. The exceptions to this tendency are those elementalists who delight solely in wielding the power at their disposal, and care little one way or another for those around them. These individuals (primarily chaotic neutral) are as unpredictable and dangerous as the elements themselves.

Religion: Most elementalists follow one (or all) of the elemental deities, finding affinity where they may. It is not unusual, however, to find one worshipping a god of nature, creation, destruction, or other such primal force. What is unusual, however, is an elementalist who worships a traditional god of magic; while not unheard of, the strained relationship between elementalists and traditional spellcasters makes such instances relatively uncommon.

With the sheer power at their disposal, it is no surprise that many elementalists turn their backs on the gods entirely, placing their faith in themselves alone. Usually, the gods return the favor.

Background: There are as many ways to become an elementalist as there are elementalists. Some begin as traditional spellcasters, but find the demands of wizardry and sorcery too restrictive. Others achieve a natural connection to the elements, which begins small and blossom in the fullness of time.

Very few elementalists spend a significant amount of time as apprentices. Elementalists prize individuality and self-reliance, and the most powerful inevitably found personal connections to the elements.

Races: The vast majority of elementalists are human, half-breed, or goblinoid. The longer-lived races have too much appreciation for finesse and delicacy (even dwarves, who feel that elemental magic is an unreliable and irresponsible use of power), and too little of the drive for power that an elementalist needs.

Other Classes: Elementalists get along well with other direct types of characters, such as fighters and clerics. They have very little tolerance for subtlety, and sneaky classes like rogues and rangers are often at odds with them over their use of the direct approach. Wizards and sorcerers dislike elementalists, who they consider crude and primitive.

Elementalists, in their own way, are as awe-inspiring and impressive as sorcerers, albeit rougher and more intimidating. They radiate power and presence, and their dislike for subtlety often gets points across more efficiently than negotiation.

GAME RULE INFORMATION

Elementalists have the following game statistics.

Abilities: Intelligence determines how powerful a spell an elementalist casts, how many bonus spells he gains per day, and the difficulty of resisting those spells. To cast a spell, an elementalist must have an Intelligence score of at least 10 + the spell's level. An elementalist gets bonus spells based on Intelligence, and saving throws against his spells are at a DC equal to 10 + the spell's level + the elementalist's Intelligence modifier. Like other spellcasters, elementalists benefit from high Dexterity and Constitution scores.

Alignment: Any

Abbreviation: Elm

Starting Money: 3d4 × 10 gp.

Hit Die: d4.

Class Skills

The elementalist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

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

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

Class Features

All of the following are class features of the elementalist.

Weapon and Armor Proficiency: Elementalists are proficient with all simple weapons, but not with armor, nor with any type of shield. Armor of any type interferes with an elementalist's arcane gestures, possibly causing the spell to fail.

Like wizards, elementalists keep a book of spells. They gain additional spells for their book exactly as wizards do and may add any sorcerer/wizard spell to their books. They use the same rules as wizards for preparing spells and adding more spells to their book.

Spells: Elementalists cast arcane spells in a manner similar to wizards. They may only cast a certain number of spells per level per day, and those spells must be prepared from their spellbook.

The number of spells an elementalist is allowed to cast per day is determined by his level (see the elementalist advancement table, below) and Intelligence score. An elementalist may choose to use a higher-level spell slot to prepare a lower-level spell, in the same manner as a wizard (the spell is treated as its actual level, not that of the slot used). To cast a spell, an elementalist must have an Intelligence score of at least 10 + the spell's level. The Difficulty Class for saves against elemental spells is equal to 10 + the spell's level + the elemental's Intelligence modifier.

Elemental Mastery: At 1st level, the elementalist selects one of the elemental mastery packages from the list below. Each list includes a set of elemental spells, one for each spell level. The elementalist automatically gains these spells in his books when he gains the minimum level necessary to use spells from a specific level. In addition, an elementalist may prepare his elemental spells in addition to his normal allotment of spells. He gains one elemental spell per spell level he may use. For example, a 7th-level elementalist can prepare 0 to 4th-level spells. In addition to his normal allotment of spells, he may prepare his 0, 1st, 2nd, 3rd, and 4th-level elemental spells.

Air: The masters of wind, weather, and other atmospheric forces, air mages command their elemental powers to flatten their enemies, lift them aloft in the air, and ward away enemies. In addition to their elemental spells, air mages can call upon air elementals to save them from falling to their death. At 1st level, an air mage may ignore the first 20 ft. of a fall when determining how much damage they take from a fall. This increases to 40 ft. at 5th level, 60 ft. at 10th level, 80 ft. at 15th level, and 100 ft. at 20th level. This is a supernatural ability that the air mage may use as often as he wishes.

Level	Air Elemental Spell
1	<i>Obscuring mist</i>
2	<i>Fly</i>
3	<i>Gaseous form</i>
4	<i>Solid fog</i>
5	<i>Control winds</i>
6	<i>Chain lightning</i>
7	<i>Control weather</i>
8	<i>Whirlwind</i>
9	<i>Elemental swarm (air elementals only)</i>

Earth: The friend and ally of stone and earth, these elementalists are as tough, durable, and reliable as the ground they study. Earth elementalists draw upon the power of the soil to heal their wounds and refresh their bodies. Once per day, an elementalist may heal himself of up to twice his level in damage by drawing on the earth's ambient energy. The elementalist must be able to touch the ground in order to use this ability. Healing counts as a standard action that draws an attack of opportunity. In addition, the earth mage gains both flesh to stone and stone to flesh as bonus 7th-level spells and freedom and imprisonment as bonus 9th-level spell. Each day, he may choose one of the two to prepare as his bonus spells.

Level	Earth Elemental Spell
1	<i>Magical stone</i>
2	<i>Soften earth and stone</i>
3	<i>Spike stones</i>
4	<i>Stoneskin</i>

ELEMENTALISM

5	Wall of stone
6	Flesh to stone/Stone to flesh
7	Statue
8	Iron body
9	Freedom/Imprisonment

Fire: Fire and heat are this elementalists's closest allies. While others wilt under intense heat, the fire elemental would feel at home in a boiling cauldron. As a supernatural ability, fire elementalists gain fire resistance equal to their level in this class.

Level	Fire Elemental Spell
1	Burning hands
2	Flaming sphere
3	Fireball
4	Wall of fire
5	Summon monster V (Medium-size fire elemental)
6	Fire storm
7	Delayed blast fireball
8	Incendiary cloud
9	Elemental swarm (fire elementals only)

Water: Commonly known as hydromancers, these spellcasters learn to control the ebb and flow of elemental water. At 1st level, they gain the ability to easily move through water. They gain a swim speed equal to their walking movement rate. Note that the water elemental need never make Swim skill checks, as is normal for all creatures with a swim movement mode. At 5th level, the water elemental gains darkvision with a range of 60 ft. while submerged beneath water. At 10th level, he gains the ability to breathe water as a supernatural ability that is always in effect. At 15th level, a hydromancer can imbue

up to five other creatures with his water breathing ability. This effect lasts for as long as the hydromancer decides to maintain the enchantment. He may break it at will as a free action in order to bestow water breathing on to a different target. The hydromancer must touch his target to grant it water breathing, but need not see or touch a target to remove this ability. At 20th level, the hydromancer can speak with all fish, whales, and other creatures native to aquatic environments.

Level	Water Elemental Spell
1	Create water
2	Acid arrow
3	Water breathing
4	Ice storm
5	Cone of cold
6	Control water
7	Acid fog
8	Horrid wilting
9	Elemental swarm (water elementals only)

In addition to the specific abilities listed for each elemental sub-type, all elementalists have the ability to banish elementals of their chosen type back to their native plane. Once per day, the elemental may use his force of personality to drive away elemental creatures in a manner similar to how a cleric turns undead (see page 139 of *The Player's Handbook*™ for more information). The elemental makes a Charisma check to see the maximum hit die of creature he can affect, then rolls to determine how many hit dice worth of creatures fall under the influence of this ability. Destroyed elemental creatures are not killed but immediately return to their native plane. An elemental can use this ability against any elemental whose sub-type

TABLE 2-1: THE ELEMENTALIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Elemental mastery	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Elemental familiar	4	2	1	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

matches the elemental type of his mastery class feature.

At every level divisible by four, the elementalalist gains an additional daily use of this ability.

Elemental Familiar: An elementalalist's familiar is a small creature native to the elemental plane that corresponds to the caster's elemental mastery ability. At 3rd level, the elementalalist gains the services of a small elemental appropriate to his specialty. At 5th level, his elemental expands to Medium-size, while at 10th level it becomes Large. At 15th level the elementalalist's familiar becomes a Huge elemental. Finally, at 20th level the elementalalist's familiar becomes a greater elemental.

An elementalalist must complete a ritual requiring 100 gp per the elemental's hit dice and two days of work and preparation. After completing these requirements, the elementalalist gains the services of his familiar. If the familiar is destroyed, the elementalalist must wait a year and day to summon a new one. If the elementalalist gains the services of a more powerful familiar, his current one immediately grows and changes to attain its new size and form.

An elementalalist may only summon and bind an elemental appropriate to his specialization. A fire elementalalist gains a fire elemental as a familiar, for example.

NEW FEATS

ELEMENTAL KNOWLEDGE (GENERAL)

You are familiar with the workings and weaknesses of creatures of one type of element.

Prerequisite: Spell-craft 4 ranks

Benefit: When taking this feat, choose one elemental type (earth, water, fire, or air). You gain a +1 competence bonus to attacks and damage against creatures of that elemental type, and may achieve critical hits against them, even if you normally would be unable to do so (such as in the case of elementals).

Special: You may take this feat multiple times (up to 4), each time choosing a different element type.

ELEMENTAL RESISTANCE (GENERAL)

You have built up an immunity to a specific type of energy damage.

Prerequisite: Con 13+

Benefit: When taking this feat, choose one type of elemental energy damage (acid, cold, fire, lightning, or sonic). You may ignore the first 2 points of damage per round that you take of that energy type, similar to the *endure elements* spell.

Special: You may take this feat multiple times (up to 5), each time choosing a different type of elemental energy.

ELEMENTAL ADEPT

Elemental adepts are spellcasters who have chosen to specialize in working magic of one particular element, be it earth, water, fire, or air. They are the undisputed masters of their chosen element, capable of performing feats with remarkable skill and power.

Elemental adepts are primarily elementalists, whose training in the raw stuff of nature makes them well-suited to the elemental adept's abilities. However, any arcane spellcaster can become an elemental adept, and most stand to gain by doing so. The elemental adept's ability with his chosen element is strong enough to make the payoff well worth the effort. Non-spellcasting characters have little to gain from becoming an elemental adept, and few even qualify for it to begin with.

Some elemental adepts gather with others of different specializations, forming councils or cabals, with each member responsible for their chosen element. Most, however, tend to become loners, isolating themselves in harsh areas of their chosen element, such as deep underwater or in the heart of a volcano. There, they contemplate their relationships with their chosen force of nature, accepting as company only those resourceful or powerful enough to reach them.

Hit Die: d4.

TABLE 2-2: THE ELEMENTAL ADEPT

Level	Base Attack Bonus	Primary Save	Secondary Save	Special	Spells
1	+0	+2	+0	Elemental Bonus	+1 level of existing class
2	+1	+3	+0	Elemental Affinity	+1 level of existing class
3	+1	+3	+1	Elemental Bonus	+1 level of existing class
4	+2	+4	+1	Elemental Summon 1/day	+1 level of existing class
5	+2	+4	+1	Elemental Bonus	+1 level of existing class
6	+3	+5	+2	Elemental Summon 2/day	+1 level of existing class
7	+3	+5	+2	Elemental Bonus	+1 level of existing class
8	+4	+6	+3	Elemental Movement,	+1 level of existing class
				Elemental Summon (Large)	+1 level of existing class
9	+4	+6	+3	Elemental Bonus	+1 level of existing class
10	+5	+7	+3	Elemental Form	+1 level of existing class

Requirements

To qualify to become an elemental adept, a character must fulfill all the following criteria.

Spellcraft: 8 ranks

Spellcasting: Ability to cast arcane spells of at least 3rd level. Additionally, the candidate must be able to cast at least one spell in cleric Domain of chosen element.

Class Skills

The elemental adept's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the elemental adept.

Weapon and Armor Proficiency: Elemental adepts gain no proficiency in any weapon or armor.

Spells per Day: An elemental adept continues training in magic while he studies his element. Thus, when he gains a new level of elemental adept, he gains new spells as though he gained a new level in an existing spellcasting class. He does not, however, gain any other benefits which that class would otherwise provide (bonus feats, special abilities, etc.).

Elemental Specialty: Upon becoming an elemental adept, a character must choose one element to specialize in. This element defines several of the character's traits. The available elements are earth (geomancy), fire (pyromancy), air (aeromancy), or water (hydromancy). The character must be able to cast at least one spell in the cleric Domain of their chosen element.

Elemental Aspect: An elemental adept's base save bonuses depend upon his elemental specialty. Instead of the normal save ratings, an elemental adept has a primary save and two secondary saves, dependent upon the chosen element. The primary save of each adept type is listed below:

Earth: Fortitude
Water: Reflex
Air: Reflex
Fire: Will

Thus, a 1st-level fire adept would get a +2 base Will save, and +0 for Fortitude and Reflex, whereas a 1st-level water adept would get a +2 base Reflex save, and +0 for Fortitude and Will.

Elemental Bonus: At 1st, 3rd, 5th, 7th, and 9th level, elemental adepts take on more of the physical traits of their element. As a result, they gain a bonus to a particular trait, as shown below.

Air adept: +1 Initiative

Earth adept: +1 natural armor (AC bonus)

Fire adept: +1 bonus to attack rolls

Water adept: +1 damage bonus.



Elemental Affinity:

At 2nd level, the elemental adept gains a +4 competence bonus on all attacks, saves, and checks against creatures of his or her chosen elemental type.

Elemental Summoning:

At 4th level, the elemental adept may, once per day, summon a Medium-sized elemental (of his chosen element) to do his bidding. The elemental lasts for 2 rounds per level, and there must be enough of the appropriate element present for the elemental to manifest. At 6th level, this ability increases to twice per day, and at 8th level, the adept may summon a Large elemental.

Elemental Movement: At 8th level, the elemental adept gains the permanent ability to transverse his chosen element. The specific details of this ability depend upon the element. All abilities may be activated or deactivated at will.

Air: air walk

Earth: passwall (only usable on earth or stone)

Fire: Immunity to all non-magical fire

Water: water breathing, freedom of movement (only in regards to movement in/under water)

Elemental Form: At 10th level, the elemental adept may, once per day, polymorph into a Small, Medium-size, or Large elemental of his chosen type. He retains all of his abilities while in elemental form.

NEW MAGIC ITEMS

Armor of the Elements: This set of magic armor (type and bonuses determined randomly) appears normal. However, it absorbs the first 5 points of any type of elemental energy damage (fire, cold, lightning, sonic, or acid).

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, resist elements; *Market Price:* +3 bonus.

Boots of Water Walking: These boots are oiled to be completely waterproof, and as long as they are worn, bestow a *water walk* spell upon their wearer, enabling him to walk on water (or any other liquid) as easily as land. Note they provide neither freedom of movement, nor water breathing, so a wearer forced underwater is no better off than anybody else.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *water walk*; *Market Price:* 3,000 gp. *Weight:* 1 lb.

Burning Book: This large, blank book appears perfectly normal, and is ideal for use as a journal or spellbook. However, it is designed to keep information confidential, and is imbued with a command word upon creation. If this word is not spoken while opening the book, it immediately bursts into flames, incinerating itself instantly, and doing 1d4+8 fire damage to the holder. The command word must be spoken each time the book is opened, and cannot ever be changed.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *fire trap*; *Market Price:* 1,000 gp. *Weight:* 2 lbs.

Cloak of Fire Protection: This heavy, voluminous cloak is made of thick brown fabric, with a large hood. It is large enough for 3 Medium-size creatures to fit under, albeit uncomfortably. The cloak is completely fireproof, and absorbs all heat and fire damage from outside it. It is so powerful, a bearer can survive on the elemental plane of fire, or other hostile environments, as long as they keep completely covered by the cloak.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, resist elements; *Market Price:* 8,000 gp. *Weight:* 10 lbs.

Dust of Quenching: This dust, similar in look and texture to sand, comes in small pouches. A single pinch of dust, however, is enough to completely extinguish up to 25 square feet of flames (one 5 foot by 5 foot square), and can extinguish larger fires in larger doses. The area is still hot, but not dangerously so. *Dust of quenching* works just as well on magical fire as non-magical.

If *dust of quenching* is used against a fire creature, that creature must make a Fortitude save (DC 18) or be destroyed. Even if the save is successful, the creature still takes 5d6 points of damage.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *pyrotechnics*; *Market Price:* 1,500 gp. *Weight:* —

Everburning Oil: This oil, when poured on a substance and ignited, burns indefinitely. While non-magical, and extinguishable by normal means, flames burning this oil do not go out unless deliberately put out. Note that the oil does not insulate, and if it is put on or in flammable objects, they will burn as normal. This oil is most commonly used in lamps, lanterns, and other light sources, providing for continual illumination.

Caster Level: 4th; *Prerequisites:* Brew Potion, *produce flame*; *Market Price:* 300 gp.

Flaming Cloak: This light orange cloak can, once per day, upon command, form a fire shield (warm shield version) around the wearer, causing anybody who makes a melee strike against him to take fire damage (1d6+8). The effect lasts 8 rounds, and cannot be used again that day.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *fire shield*; *Market Price:* 10,000 gp. *Weight:* 4 lbs.

Potion of Elemental Form: This potion, when ingested, turns the drinker into an elemental (type determined when created), for 2d6+1 rounds. The elemental is the same size as the drinker (Medium-size people turn into Medium-size elementals, etc).

Caster Level: 8th; *Prerequisites:* Brew Potion, *polymorph other*; *Market Price:* 900 gp.

Staff of the Four Elements: This oaken staff is topped with four jewels, spaced equidistantly from the end (a diamond, an emerald, a ruby, and a sapphire). It allows the use of the following spells:

Fireball (8d6, 2 charges)

Gust of Wind (2 charges)

Wall of Ice (2 charges)

Stoneskin (2 charges)

Resist Elements (1 charge)

Caster Level: 8th; *Prerequisite:* Craft Staff, *fireball*, *gust of wind*, *wall of ice*, *stoneskin*, *resist elements*; *Market Price:* 30,000 gp.

Stone Armor: This appears to be normal magical armor (roll randomly to determine type and bonuses). However, once per day, upon command, it bestows *stoneskin* upon its wearer, taking on the appearance and texture of stone (superficially only; the armor's statistics do not change).

Caster Level: 8th; *Prerequisite:* Craft Magic Arms and Armor, *stoneskin*; *Market Price:* +3 bonus.

Chapter 3: Fetish Magic

If I must credit (or blame) any individual for my fascination with magical charms and totems, let it be Faros ne-Faros, with whom I studied so closely and for so many years. It is said that the best students imitate both the virtues and faults of their teachers without knowing it and, well, I always was a very good student.

Master Faros came of a good family, one of the most prominent in the great old city of Hundun. His father was a Lord of the City; his eldest brother became Lord Chancellor, and his other siblings were all scholars and enthusiastic patrons of the arts. He came from one of the most civilized families in the most civilized city in the known world. In other words, he seemed the least likely person to dwell among the barbarians who lived in the hinterlands beyond the ken of the great cities and not only record, but also practice the ways in which those peoples manipulated magical power. Yet that is how he lived his life. "Faros the Feral" his brother the Lord Chancellor called him, with obvious derision.

When he returned to Hundun to take up residency at the university he gathered around him many young students, like myself, fascinated by this charismatic man who had roamed beyond the boundaries of our knowledge and lived to tell about it. He affected the rude ways of the tribal shamans among whom he had lived, wearing his hair long and unkempt, and draping roughly-stitched furs or hides over his unwashed tunic. Sometimes, he painted his face in lurid colors to give himself a ferocious aspect. Noble lords and refined ladies would all but faint at the sight of him. He wore a simple necklace and several bracelets on his left arm, all of them strung with trinkets carved from bone or unpolished quartz. These were his totems — or charms, or amulets, or magical fetishes; whatever you want to call them, they were the essence of his arcane practice. Whenever

he wanted to cast a spell, he would hold one in front of him — perhaps having plucked it from the string with a flourish — and speak the incantation into it. The thing would glow in response, sometimes flickering or emitting sparks, and the spell would come into being.

Although it has been many years, I can still remember him lecture us as we sat before him on the bare floor of his chambers. "My young friends, do not think that the gods manifest in this plane without a body, as these so-called sorcerers and wizards would have you believe!" he would thunder. "I have seen them! I have felt them! I have called them to my aid!" And he took one of the little bone carvings hanging around his neck and held it before us. "Here! In here! In this thing that the ignorant dismiss as a mere bauble, the gods live. If I but speak my request, they will grant me the full power of their blessing."

It must have seemed quite mad to all but the most credulous. Indeed, sometimes I didn't know why I believed in him myself. But I did, and I, too, can attest to the power of these little chips of animal bone hanging around my neck on a piece of rotten old twine.

—Baresh Keyn,
Memoirs of a Self-Confessed Totemist

BACKGROUND

In his *Memoirs*, Baresh Keyn recalls that when he first began studying arcane magic, "I learned that spells had three basic components: the material, the somatic and the verbal, each of which carried equal importance in getting a spell to work as it ought. For the material, you must

grasp exactly the right amount of leaf or powder just so; for the somatic, you must move your hands in such an exact pattern; for the verbal, you must enunciate each syllable precisely, thus the importance of learning proper Draconic diction. The three components were as the points of a triangle. Fail in one, and you fail in the whole.

"But when I took up with Faros ne-Faros, with whom I would complete my studies, I learned that everything which the wizards who led me through my basic course of study had taught me was wrong. 'The material component!' he would sneer. 'What do these weaklings know of the material component? They plow through marketplaces and stumble through woods searching for their precious materials. They practice their gestures and rehearse their invocations as if they were actors. And all the time the true power of the gods eludes them. Trust to your charms, boy; they will never fail you.'" An enthusiastic practitioner of fetish magic (or totemist, as they are generally known), Faros ne-Faros trusted above all else to small enchanted objects carved from bone or other durable materials — known variously as charms, fetishes or totems — to manifest arcane power on his behalf.

Fetish magic emphasizes the use of these specially crafted objects as the focal point of magical energy, whether arcane or divine (and indeed, the practice of fetish magic tends to blur the line between the two). Every time a totemist casts a spell, he must do so "through" the fetish object, holding it before him and speaking the verbal component into it as if addressing it. This is not, however, the same as simply using the object as the material component of the spell, for in mainstream practice, the materials being used serve merely as a sort of fuel to be converted into magical energy and consumed in the process. Instead, totemists believe that the deity they wish to invoke actually inhabits the fetish object, and that in speaking the invocation to it they are literally calling upon the god to manifest on their behalf. The fetish object functions in part as a holy symbol, in part as a sort of storage unit for magical power.

Fetish magic originated in the age-old practices of shamans — the religious leaders of barbaric tribes who live beyond the fringes of civilization. These cultures lack an advanced material culture, and as a result, their understanding of the world is at once very literal and wildly imaginative. For them, the notion of a god as an abstraction or an entity who does not directly touch the material plane of existence is inconceivable. If the shaman of their tribe has carved the likeness of a deity out of a piece of ivory or animal bone, then the god must reside in that object. It becomes not just a symbol of the object of their worship, but the very object of their worship.

It follows, therefore, that if a god literally resides within your crafted representation, you can call upon it to manifest itself in your aid. If you speak to the god residing in the fetish object, it hears your request, and if you have shown the deity sufficient reverence, it will heed you. As a consequence, fetish objects become the center of magical practice in cultures that believe in fetish magic. The need to keep at hand a variety of substances to serve as material component falls away, since the physical presence of the god in the fetish object serves as a the material focus of the spell. Any fussiness over the

verbal and somatic components also falls away, since the god you invoke is close enough at hand (literally right before you) to understand your meaning even if you do not make your gestures and speak your invocations just so. The charm, totem, fetish object — whatever you want to call it — becomes the only really important aspect of spell-casting.

In time, adventurers from the great cities — representatives of peoples who had left the superstitions of tribal societies in their ancient pasts — filtered out into lands beyond their ken. And as they did so, they encountered cultures that were, in many ways, mirror images of their forgotten ancestors. They were unmannered, pre-literate, apparently unsophisticated and therefore both dangerous and fascinating. Scholars of arcane magic looking for a different method of tapping into the power of the gods



began to befriend shamans and live among their societies so that they could share their knowledge and learn their ways. Some genuinely found mainstream arcane magical practice unsatisfactory; others were simply curious; still others thought acquiring the wisdom of mere barbarians a good way to alleviate the boredom of civilized life and thumb their noses at their elders.

For many of these adventurous scholars, no matter what their motivation, studying the ways of alien peoples resulted in their adapting the manners and dispositions of the objects of their study. "Going outlander," their colleagues called it, always with a sneer. They came back from their time abroad not only with new knowledge, but also with new modes of dress and new, less-than-polite ways of behaving in society. They affected the crude, wild-looking costume of tribal shamans and imitated their flamboyant manners and patterns of speech. All of this rendered them extravagantly out of place upon their return to their native cities. Some reintegrated themselves into polite society while continuing to practice fetish magic, but others remained defiant, wearing their eccentricity (along with their hide capes, fur hats, face paint and tattoos) as a badge of honor. The high visibility of such characters gives fetish magic the reputation as a rough, renegade branch of the arcane arts.

IN YOUR CAMPAIGN

Fetish magic can represent an important historical link the ancient magical traditions and the modern practice of wizardry. Common amongst barbarians and other civilized people, fetish magic was most likely the first step on the progression from sorcery to the formal study of arcane magic that produced wizards and their trappings. Fetish magic is an excellent option for barbarian/wizard multi-classed characters or other PCs who originate from isolated realms. It also makes a good weapon for orcs, goblins, and other evil humanoids. These relatively primitive races rely on fetish magic rather than the complex, theoretical teachings that produce more sophisticated magic.

In some regions, fetish magic may be strictly controlled or even banned. If a civilized realm has previously fought with a barbarian tribe or evil humanoids who use fetishes, the dress and ornamentation commonly displayed by a totemist may be reason for arrest or attack. Stung by these spellcasters in battle, these realms assume all totemists are in league with the enemy and seek to apprehend and stop them before they can cause damage.

In civilized areas, fetish magic may arise as a sort of fashion statement or intellectual trend. Younger spellcasters may rebel against the strict hierarchy of magical training, seeing little value in musty old books and gray-bearded relics. These casters revel in the showy dress and powerful magic promised by totem magic.

TOTEMIST

Their magical skills aside, totemists cut flamboyant figures wherever they go. Their customary appearance reflects the historical origins of fetish magic in tribal shamanism, and so they dress themselves like the high priest of some semi-civilized society. Even by the standards of tribal cultures, the costume of a shaman is calculated to shock and impress the society's everyday rank-and-file. A totemist in full dress wandering around a big city (much less a provincial town) raises many eyebrows.

Some totemists are genuine shamans who have learned fetish magic as part of their cultural inheritance. Others are arcane spellcasters who have deliberately set aside civilized ways and learned this exotic and relatively obscure branch of the magical arts. Either way, being a totemist is not just a profession, but a way of life.

Adventures: Most commonly, a totemist who goes abroad does so in search of knowledge. The secrets of fetish magic are best found among the shamans who practice it, and they tend to live in isolated areas, away from cities and settlements. Novice totemists engaged in formal study must spend some time in the field doing research. Even shamans have been known to leave their tribal homelands to seek out the wisdom of the priests of larger and more powerful tribes.

Characteristics: Because of their historical and cultural connection with shamanism, all totemists dress and groom in a manner more closely associated with barbarians than with civilized folk. Even totemists who have lived in great cultural centers all of their lives wear their hair long and wild and drape themselves with hides or furs. Some paint their faces to make their appearances even more fearsome or sport tattoos and body piercings that they claim to be totems representing their god or their tribal affiliation. Many cultivate brooding facial expressions and uncouth manners to create an air of uncivilized ferocity, with just a hint of madness. And all members of the class wear strings of small fetish objects, also known as charms, around their necks, as bracelets, or strapped bandoleer style across their bodies.

Shamans cast spells in a manner similar to sorcerers. They master a few spells and can cast them repeatedly. In addition, they learn to focus their arcane energies into small totem objects. While sometimes risky, this practice allows them to boost some of their spell's effects. These totem objects have a fundamental connection to the totemist's gods. He can use this totem to ask the gods to empower his spell. While the totemist uses arcane magic, his primitive tradition draws a strong link between arcane magic and the will of the gods.

Alignment: On the whole, totemists show little bias in terms of their alignment. However, those who master fetish magic in their role as tribal shamans tend to favor

law, as they occupy positions of responsibility among their people. Those who learn fetish magic through formal study, however, are usually nonconformists who relish the wild, uncivilized associations that come with the specialty. These totemists strongly favor chaos over law.

Religion: Many totemists — particularly those who were not born into tribal cultures — revere gods of magic and arcane knowledge. The few who prefer keeping company with rangers and druids follow nature gods. These totemists may experiment with various natural materials in crafting their charms and fetishes. Totemists who are authentic tribal shamans, however, adhere strictly to their tribal gods.

Background: Totemists tend to come to the specialty in two different ways. Some are born into a culture infused with fetish magic. They come from tribal societies that use and experience arcane power primarily through the use of charms and fetishes. In such societies, the duties of shaman may be transmitted from generation to generation, or promising youngsters may be subjected at a certain age to tests that determine their magical talents.

Urbanites who undertake formal study of fetish magic, on the other hand, tend to come from backgrounds that reflect at least a little comfort and privilege. Many of them are simply bored with civilized ways, and fetish magic's barbaric associations offers them an alternative lifestyle and the thrill of rebellion. These urban totemists know that their rude dress and outlandish ways shock respectable folk. Why do you think they became totemists in the first place?

Races: Totemists who are tribal shamans are mostly human, although the semi- and uncivilized races (such as orcs and giants) occasionally produce a shaman intelligent enough to grasp fetish magic. As with barbarians, half-orc totemists are often misfits who wander between orc and human society; dwarf totemists are rare but not entirely unknown.

Humans also predominate among those who acquire fetish magic through formal study, but the totemist class is open to all races. Gnomes show a particular interest in fetish magic, combining it with their natural love of gems. Gnome totemists will always have flashier and more expensive fetish objects than their peers.

Other Classes: Because of their traditional connection with uncivilized and semi-civilized peoples, totemists associate most comfortably with barbarians. Even city-born totemists who acquired their knowledge through book learning and formal study will try to cozy up to a barbarian as if they are blood brothers.

A minority of totemists see themselves as creatures of nature. They prefer to associate with rangers and druids. Such members of the class gladly participate in protecting

nature and punishing those who have harmed it. They may also look for unconventional materials for their charms.

All totemists feel ill at ease around paladins and most clerics, and they tend to regard rogues with suspicion, especially if they use relatively precious materials for their fetish objects.

GAME RULE INFORMATION

Totemists have all the following game statistics.

Abilities: Charisma determines the maximum spell level the totemist can access along with the DC of the spells he uses. To cast a spell, a totemist must have a Charisma score of 10 + the spell's level. Charisma also affects his ability to use his charm focus ability successfully, as well as use charm and greater charm magical items. In addition, the totemist gains bonus spells based on his Charisma.

Alignment: Any.

Abbreviation: Tot

Starting Money: 3d4 × 10 gp.

Hit Die: d4.

Class Skills

The totemist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int, exclusive skill), and Spellcraft (Int).

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

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

Class Features

All of the following are class features of the totemist.

Weapon and Armor Proficiency: Totemists are proficient with all simple weapons and light armor. From their historical association with barbarians and semi-civilized peoples in general, they have absorbed some understanding of how to handle themselves in armed combat so that they can use their abilities while wearing armor. Note that a totemist still suffers a chance of spell failure while wearing armor.

Bonus Feats: Totemists gain a bonus feat every 5 levels. They may choose any item creation or metamagic feat with these bonus feats.

Charm Focus: Whenever a totemist casts a spell, he must do so through a small carving known variously as a charm, totem or fetish object. To keep them handy (and to insure a hefty supply of them) totemists wear them on strings looped around appropriate parts of the body. These objects take the place of any material component the spell may require.

FETISH MAGIC

TABLE 3-1: THE TOTEMIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Charm focus 1/day	5	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Furious aspect +1	6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Charm focus 2/day	6	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Bonus feat	6	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Furious aspect +2	6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5	Charm focus 3/day	6	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6	Furious aspect +3	6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	Bonus feat	6	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7	Charm focus 4/day	6	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8	Furious aspect +4	6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	Bonus feat, furious aspect +5	6	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10	Charm focus 5/day	6	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11	Furious aspect +6	6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Bonus feat	6	6	6	6	6	6	6	6	6	6

The totemist simply holds the charm in front of him while casting the spell. According to the ideology of fetish magic, the process of casting the spell establishes contact with the god residing within the object, who hears the appeal of the caster and responds by manifesting its power in the form of the spell. Charms don't last forever, though, as the strain of containing a deity eventually taxes its material form to the breaking point. Whenever a totemist casts a spell, there is a 10% chance that the charm being used shatters after the spell takes effect, rendering the object useless. A totemist's peculiarly characteristic jewelry insures that he always has spare charms at hand.

Once per day at 1st level, totemists may also marshal their powers to persuade the god in the charm to heighten a spell's efficacy. To use this skill, a totemist selects one key quantifiable aspect of the spell being cast— its maximum range, duration, the amount of damage that it causes, or its area of effect. That aspect is then increased as if the caster's level were increased by 2. Whenever he uses this ability, however, he must make a Charisma check (DC 10 + spell level). If he fails, the god looks on his appeal with disfavor. The spell misfires and the charm burns to ashes in a flash of light, causing 1d6 damage to the totemist and causing him to lose his spell slot. Even if the charm doesn't explode, it disintegrates after it is used in this way. Totemists may not use this ability to aid a spell being cast by someone else.

Totemists may use this ability once per day at 1st level, with the frequency rising at higher levels. At 4th, 7th, 11th, and 16th level, the totemist gains an additional daily use of this ability.

TABLE 3-2: TOTEMIST SPELLS KNOWN

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

Charms are usually fashioned from bone, hardwood, or stone. To craft a typical charm, a totemist must have carving tools and suitable materials at hand. The process takes about one day on average, depending on size and the complexity of the design. He must make a Craft (carving) check (DC 15; 25 if working with an unfamiliar material). If unsuccessful, the charm is unusable. It costs 5 gp to fashion a charm.

Furious Aspect: The shaman traditions upon which fetish magic is based emphasize the importance of theatrics and personal charisma in establishing authority within your tribe. Shamans find it useful to create the

impression that they are literally touched by the gods, behaving in ways that seem eccentric, even mad, to most. Totemists retain vestiges of this emphasis on charismatic skills. They gain a +1 class bonus to Bluff and Intimidate checks every 3 levels.

Spells: Unique among spellcasters, totemists see little difference between arcane and divine magic, and their repertoire includes a limited number of divine spells. The tradition of fetish magic originated among shamans living in relatively small, isolated tribal groups, so that they were in many instances the only person their people could rely upon for magical aid. This meant that the first totemists had to be versatile if they were to serve their tribes effectively. Along with their customary transmutations and abjurations, they also had to figure out how to heal and cure as best they could.

Totemists cast and prepare spells in a manner similar to sorcerers. They learn a limited number of spells, but do not need to prepare them before casting. They simply select an appropriate spell and use a spell slot to cast it.

- 4 arcane eye, cure critical wounds, dimension door, fear, ice storm, lesser geas, phantasmal killer, polymorph other, polymorph self, shout, solid fog, wall of fire.
- 5 break enchantment, cloudkill, cone of cold, feeblemind, hold monster, lesser planar binding, magic jar, nightmare, passwall, stone shape, summon monster V, telekinesis, teleport, wall of stone.
- 6 acid fog, chain lightning, control water, control weather, disintegrate, flesh to stone, geas, greater dispelling, greater glyph of warding, mass haste, move earth, stone to flesh, summon monster VI, transformation, true seeing.
- 7 delayed blast fireball, greater restoration, insanity, instant summons, limited wish, phase door, power word (stun), prismatic spray, shadow walk, simulacrum, spell turning, summon monster VII, vanish.
- 8 greater planar binding, horrid wilting, incendiary cloud, iron body, polymorph any object, power word (blind), protection from spells, summon monster VIII, trap the soul.
- 9 energy drain, freedom, gate, meteor swarm, power word (kill), shapechange, temporal stasis, time stop, wish.

TOTEMIST SPELL LIST

- 0 create water, cure minor wounds, detect magic, daze, detect poison, light, mending, open/close, prestidigitation, ray of frost, read magic.
- 1 animate rope, burning hands, charm focus, command, cure light wounds, endure elements, enlarge, erase, expeditious retreat, feather fall, identify, jump, mage armor, magic weapon, obscuring mist, ray of enfeeblement, reduce, shocking grasp, spider climb, summon monster I.
- 2 alter self, blindness/deafness, bull's strength, cat's grace, charm shield, create blast charm, cure moderate wound, endurance, flaming sphere, fog cloud, invisibility, knock, levitate, locate object, Melf's acid arrow, pyrotechnics, summon monster II, web.
- 3 bestow curse, blink, create food and water, dispel magic, explosive runes, flame arrow, fly, gaseous form, haste, sepia snake sigil, shrink item, sleet storm, slow, stinking cloud, suggestion, summon monster III, tongues, water breathing.

CHARM MASTER

Charm masters are practitioners of fetish magic who, whether by immersive study of the specialty or by long experience practicing it, have gained extraordinary insight into the relationship of the gods to the curious little objects that they carry on strings looped around their bodies.

Although it is theoretically possible for any arcane or divine spellcaster to become a charm master, in reality, it is rare for anyone other than a totemist to do so. Fetish magic exists far enough outside of the mainstream of arcane magical practice so that few are motivated in the middle of their careers to re-orient themselves so dramatically. Picking up fetish magic after comfortable years in a more accepted specialty requires a substantial psychological adjustment, as well as a complete wardrobe makeover.

TABLE 3-3: THE CHARM MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+0		+1 level of existing class
2	+1	+0	+0	+0	Intense concentration +1	+1 level of existing class
3	+1	+1	+1	+1	Ferocious aspect +1	+1 level of existing class
4	+2	+1	+1	+1	Intense concentration +2	+1 level of existing class
5	+2	+1	+1	+1		+1 level of existing class
6	+3	+2	+2	+2	Ferocious aspect +2, Intense concentration +3	+1 level of existing class
7	+3	+2	+2	+2		+1 level of existing class
8	+4	+2	+2	+2	Intense concentration +3	+1 level of existing class
9	+4	+3	+3	+3	Ferocious aspect +3	+1 level of existing class
10	+5	+3	+3	+3	Intense concentration +4	+1 level of existing class

FETISH MAGIC

NPC charm masters are usually wily, experienced shamans of tribes that practice fetish magic. They learned how to become totemists, and later charm masters, just by growing up and living in their societies. It is unlikely that you will encounter one outside of his tribal lands. If you do, he is likely on some urgent mission on behalf of his people.

Hit Die: d4.

Abbreviation: Chm

Requirements

To become a charm master, a character must fulfill all the following criteria:

Craft (carving): 8 ranks

Knowledge (arcana): 8 ranks

Spellcraft: 8 ranks

Arcane or Divine Caster: Totemist caster level 5, or any other caster level 8

Special: To become a charm master, you must spend time engaged in first-hand study of authentic tribal fetish magic. If you are already a tribal shaman or you have otherwise acquired substantial knowledge of tribal shamanism that involves fetish magic (you served your tribe's high priest as a youth but left for a life of adventure when you came of age), you already meet this qualification. If, however, you gained knowledge of fetish magic through formal study outside of a tribe that practices fetish magic, then you have not absorbed its traditions and practices sufficiently well to summon the power of the gods as a charm master.

In this case, you must find such a tribe and persuade their shaman to let you study him and his ways for a period of not less than half a year. You need not spend every waking hour in his company during this time, but you should treat the tribe's lands as your home for that period. That is to say, you may go on adventures during your time of study, but that's where you come back to when you're done, and you have to spend some time absorbing their culture and their magical practices before you can become a charm master.



Class Skills

The charm master class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (carving) (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int, exclusive skill), Perform (Cha) and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the charm master prestige class.

Weapon and Armor Proficiency: Charm masters gain no additional proficiency with weapons, armor, or shields.

Ferocious Aspect: A charm master has refined the theatrical aspect of shamanism and fetish magic to the level of art. He has mastered a repertoire of glowers, grunts, howls, gibbers, chants and arm-waving so that he can hold any audience spellbound by the sheer outrageous force of his personality. Not only can he cow and intimidate, he can also beguile and cajole others into seeing things his way.

He thus gains a +1 class bonus to Bluff, Diplomacy, Intimidate, and Perform checks every 3 levels.

Intense Concentration: Fetish magic originated in societies for whom violence was a fact of life, whether it was warfare between tribes, or fighting within tribes. At times, the line between magical practice and fighting skill had to blur. Charm masters retain a vestige of the combat savvy that many of their shamanic ancestors acquired by hard experience, so that casting spells under fire is relatively easy for them. They gain a +1 class bonus to Concentration checks every 2 levels.

Fetish Object Skill: When charm masters use any of the totemist magical items known as charms (see below), they may call upon their god without fear of rejection. Whenever a charm master activates a charm, he does not need to check for possible failure or destruction of the item.

Charm masters are also eligible for the exclusive feat Craft Greater Charm.

NEW FEATS

CRAFT GREATER CHARM [ITEM CREATION]

You may craft any of the magic items known as *greater charms*, as well as the magic item *great totem*.

Prerequisite: Charm Master level 1st+.

Benefit: You can create any of the following magic items: *great totem*, *greater charm of distance*, *greater charm of duration*, *greater charm of pain*, *greater charm of space*. Enchanting one of these items takes 1 day for each 1,000 gp in its price. The spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half this price.

CRAFT MAGICAL CHARM [ITEM CREATION]

You may craft any of the magic items known as *charms*.

Prerequisite: Totemist level 3rd+ or any other spellcaster level 9th+.

Benefit: You can create any of the following magic items: *charm of battle*, *charm of distance*, *charm of duration*, *charm of pain*, *charm of space*. Enchanting one of these items takes 1 day for each 1,000 gp in its price. The spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half the charm's gp price.

NEW SPELLS

Create Blast Charm

Evocation

Level: Tot 2

Components: V, M

Casting Time: 1 action

Range: Thrown weapon or sling

Area: 10-ft.-radius spread

Duration: 10 minutes/level

Saving Throw: Reflex half

Spell Resistance: Yes

Create blast charm invokes the caster's god to turn a charm into a projectile weapon that explodes on contact, causing 1d6 damage per caster level (maximum of 6d6) to all creatures and unattended objects within 10 feet of the point of impact. Once enchanted, this blast charm may be thrown or tossed with a sling. Since the enchanted charm is an area-effect weapon, resolve the attack using the rules for grenade-like weapon attacks to determine the point of impact. When calculating damage, however, assume that the exploding charm may cause full damage to anyone in the blast radius, as when resolving a *fireball* spell. Note that any physical object interfering with the charm's trajectory will cause it to detonate prematurely.

It need not be the caster himself who throws or tosses the blast charm; his job is simply to infuse the object with power. Once he has enchanted it, he may give it to anyone he pleases. Blast charms may be created in advance of their actual use, but they only remain enchanted for 10 minutes per caster level. After that, the invoked god gets tired of waiting and departs from the object.

Material component: One charm.

Charm Shield

Evocation

Level: Tot 5

Components: V, M

Casting Time: 1 action

Range: Touch

Target: Fetish object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Charm shield enchants a fetish object so that it may provide its caster or his allies with supernatural aid. In this case that aid takes the form of defense against physical or magical attacks. A fetish object enchanted by *charm shield* may be used to absorb up to 10 × caster level worth of damage from physical attacks against its user, or it may absorb spells cast against its bearer up to a total of levels equal to the *charm shield*'s caster level. For instance, an object enchanted by a 9th level caster can neutralize 3 3rd level spells, 9 1st level spells, etc., as long as those spells all target someone bearing the object. Before the enchanted object is first used, its user must determine whether it will absorb physical damage or spells; it cannot neutralize both.

Any physical damage absorbed in excess of the enchanted object's capacity gets through to its target. An enchanted object cannot neutralize a spell in excess of its remaining capacity. For instance, if a fetish object enchanted by a 9th level caster has already absorbed a 5th level spell, it cannot absorb another 5th level spell. That second spell affects its target normally, but the enchanted object still has 4 levels worth of capacity left.

Proper use of this spell requires an authentic fetish object crafted by a totemist to serve as both its target and material component. The gods will accept no substitutes, and any attempt to cast the spell on a proxy will result in spell failure and the disfavor of the deity who was supposed to be invoked (DM's discretion). A fetish object enchanted by *charm shield* may be used by someone other than the caster. However, the object only remains enchanted for 10 minutes/caster level. Once it absorbs its allotment of either physical damage or magical attacks, it shatters and may not be used again.

Material component: One charm.

NEW MAGIC ITEMS

CHARMS

Totemists are distinguished by the unique magic items that they alone may craft. Spellcasters who belong to other branches of magical practice tend to regard them with scorn. In his *Memoirs*, Baresh Keyn quotes a wizard of his acquaintance as saying, "Only a totemist would use these things, only a totemist is mad enough to even touch them." Keyn himself admitted that there was some truth to this quip, but the danger comes primarily to those who do not understand the ways of fetish magic.

These powerful charms may be activated in conjunction with the casting of a spell. If the item's user is also the caster of the spell in question, the activation counts as a free action. If the item's user activates it in support of a spell cast by someone else, the activation counts as a standard action. They serve to enhance the spell in some way, making it more powerful than it would be otherwise. However, their efficacy is always variable, and they present some risk to the uninitiated user.

Whenever a totemist uses one of the items listed below, he must roll a d20. If he rolls a 1 something goes haywire. Perhaps a flaw or material instability in the fetish object affects the manifestation of power, or perhaps the god he calls upon frowns upon his wishes. The item does not activate. In addition, the user then makes a Diplomacy check against $10 +$ the level of the spell being aided by the item. If he fails, the item explodes, causing $1d4 \times$ the level of the spell being aided in damage to the user (successful Reflex save halves damage). The item is no longer usable after that point.

If someone other than a totemist attempts to use one of these items, the risk of failure is much greater and the consequences worse. The user must make a Diplomacy check as described above every time he attempts to use it. If he fails, the item does not activate and it explodes, causing $1d6 \times$ the level of the spell being aided in damage to the user (successful Reflex save halves damage). The gods frown upon the uninitiated using their sacred objects.

These items cannot be used in conjunction with other magic items. They can only aid spells being cast.

Charm of Battle: *Charm of battle* invokes the power of the god to aid its user on both the offensive and the defensive. On the offensive, it acts as a *charm focus* spell, treating a caster as two levels higher with respect to any single key quantifiable aspect of a spell. On the defensive, it neutralizes spells that target its user.

The key to understanding how *charm of battle* functions, however, is the fact that it acts as a sort of storage battery for magical energy as well as a repository for the god. Whenever it is used, record its current status as a number.

When it is used on the defensive, add the level of the spell that it neutralizes. When it is used on the offensive, subtract the level of the spell that it amplifies. If its current status is -1 or less, it cannot be used to aid a spell; it must first absorb energy from another spell. When it is first created, a charm of battle's status is 0.

Charm of battle is subject to the same risk of failure as other magical charms whenever it is used, except that when it is used on the defensive, the Diplomacy check DC against catastrophic failure is $10 +$ level of the spell being neutralized.

Caster Level: 6th; Prerequisites: Craft Magical Charm, *charm focus*, *charm shield*; Market Price: 8,000 gp.

Charm of Distance: *Charm of distance* calls upon the user's god to amplify the range of a spell being cast. If activated successfully, it increases the spell's maximum range as if the caster were two levels higher than his current level.

Charm of distance is usually carved in the shape of a man with his arms spread wide. In primitive cultures a stick figure may suffice, while more refined totemists have been known to put some care into the carving of these objects. Baresh Kynes describes one of his peers who always crafted his *charms of distance* as self-portraits.

Caster Level: 6th; Prerequisites: Craft Magical Charm, *charm focus*, *fly*; Market Price: 8,000 gp.

Charm of Duration: *Charm of duration* calls upon the user's god to amplify the duration of a spell being cast. If activated successfully, it increases the spell's duration as if the caster were two levels higher.

Charm of duration is usually carved in the shape of a long-lived animal, such as a tortoise or an elephant.

Caster Level: 6th; Prerequisites: Craft Magical Charm, *charm focus*, *endurance*; Market Price: 8,000 gp.

Charm of Pain: *Charm of pain* calls upon the user's god to amplify the power of a damage-causing spell being cast. If activated successfully, it increases the amount of damage caused by a spell as if the caster were two levels higher than his current level.

It cannot be used to aid divine healing spells, but it can be used to aid divine damage-causing spells.

Charm of pain is usually carved in the shape of a jagged bolt of lightning, although a popular variation takes the form of a man with a spear through his chest.

Caster Level: 6th; Prerequisites: Craft Magical Charm, *charm focus*, *bull's strength*; Market Price: 8,000 gp.

Charm of Space: *Charm of space* calls upon the user's god to amplify the area of effect of a spell being cast. If activated successfully, it increases the spell's maximum area of effect by 50 %.

Charm of space is usually carved in the shape of a spider's web.

Caster Level: 6th; Prerequisites: Craft Magical Charm, *charm focus*, *enlarge*; Market Price: 8,000 gp.

GREATER CHARMS

Greater charms are more powerful versions of charms, and they can only be fashioned by members of the charm master prestige class who possess the Craft Greater Charm feat. These amplified items function in the same basic way as charms, except that their effects are more substantial.

As for the chance of catastrophic failure when used, the risk must be assessed separately depending on whether a charm master, a totemist or a member of another class is attempting to activate it. Whenever a charm master uses a greater charm, he must roll a d20. If he rolls a 1 he must then make a Diplomacy check against 10 + the level of the spell being aided by the item. If he fails, the item explodes, causing 1d4 × the level of the spell being aided in damage to the user (successful Reflex save halves damage). The item is no longer usable after that point. If a totemist uses a greater charm he must make a Diplomacy check as described above every time he attempts to use it. If he fails, the item does not activate and it explodes, causing 1d4 × the level of the spell being aided in damage to the user (successful Reflex save halves damage). If someone other than a charm master or a totemist attempts to use a greater charm he must also make a Diplomacy check, except that the DC equals 10 + (2 × the level of the spell being aided), and the damage caused by the catastrophic failure is 1d8 × the level of the spell being aided (successful Reflex save halves damage).

Greater Charm of Distance: Greater charm of distance amplifies the range of a spell being cast. If activated successfully, it increases the spell's maximum range as if the caster were four levels above his current level.

Caster Level: 12th; *Prerequisites:* Craft Greater Charm, charm focus, fly, teleport; *Market Price:* 20,000 gp.

Greater Charm of Duration: Greater charm of duration amplifies the duration of a spell being cast. If activated successfully, it increases the spell's duration as if the caster were four levels above his current level.

Caster Level: 12th; *Prerequisites:* Craft Greater Charm, charm focus, endurance, haste; *Market Price:* 20,000 gp.

Greater Charm of Pain: Greater charm of pain amplifies the power of a damage-causing spell being cast. If activated successfully, it increases the amount of damage caused by a spell as if the caster were four levels above his current level.

It cannot be used to aid divine healing spells, but it can be used to aid divine damage-causing spells.

Caster Level: 12th; *Prerequisites:* Craft Greater Charm, charm focus, bull's strength disintegrate; *Market Price:* 20,000 gp.

Greater Charm of Space: Greater charm of space calls upon the user's god to amplify the area of effect of a spell being cast. If activated successfully, it increases the spell's maximum area of effect by 100%.

Charm of space is usually carved in the shape of a spider's web.

Caster Level: 12th; *Prerequisites:* Craft Greater Charm, charm focus, enlarge, transformation; *Market Price:* 20,000 gp.

Great Totem: Some tribal societies use large abstracted representations of their god (or gods) as sacred objects. Just as practitioners of fetish magic believe that their god literally resides in their little carved charms, so they also regard these tribal totems as divine containers.

Great totem is a large tribal sacred object that can be tapped to emit awesome flashes of godly power. Once/every 3 caster levels per day, a totemist may activate a great totem to achieve any of the following effects:

- Grant all friendly (friendly to the god in the great totem, that is) creatures within 100 feet a +4 attack bonus and a +4 morale bonus against fear effects for 10 minutes.
- All hostile creatures within 100 feet must make a Will saving throw (DC 25). If unsuccessful, they suffer a -6 morale penalty on all saving throws for 20 rounds and immediately flee from the great totem. A creature so affected has a 50% chance to drop whatever it is holding before it flees.
- Heal all friendly creatures within 100 feet of the great totem for 2d8 points.
- Cast greater restoration on a creature of the user's choice within 30 feet of the great totem.

A non-totemist capable of using magic items may use great totem once per day. Activating great totem requires touching it and calling upon the god (or one of the gods) that it represents to aid you. If someone of a different alignment than a god that the item represents tries to activate it, however, he must make a Diplomacy check (DC 25). If he fails, he suffers 10d6 in electrical damage (Fortitude save halves) from the deity's wrath.

Great totem usually takes the form of a monumental object, such as a large wood or stone carving representing a deity or deities.

Caster Level: 18th; *Prerequisites:* Craft Greater Charm, charm focus, cure moderate wound, fear, greater restoration, limited wish, power word (kill); *Market Price:* 80,000 gp.



Chapter 4: Flesh Magic

Oh, fear him not, fear him not. He won't harm you unless you attempt to draw your weapon or harm me in any way. He's still a dog at heart, despite his appearance. Friends have nothing to fear here, young lady. You see why I keep the entrance so dark. You shy away from him. Well, that is understandable. Beware of his spines.

So you have come to see if the rumors are true. I can assure you that they have basis in fact, but the nature of people is to twist and warp the truth about that which they do not understand. I have heard some of the names ascribed to me. Monster Maker. Master of Abominations. Flesh Twister. I assure you I am all of those things, and none of them. Yes, I possess the knowledge and power to mold the shape of flesh and bone, but the changes I perform on the living body are not done for malice or cruelty, but out of necessity, and the desire improve upon the bodies nature has given us.

Yes, right in here, my laboratory. Do not be afraid. Come here, Manithrax. What a magnificent specimen he is! I caught him sneaking in here one night, an adventurer much like you, but a mere muscle-bound simpleton. Now look at him! I have toughened his skin and thickened his muscles. Notice these bone spurs on his fists, and greater musculature around his jaw, the sharper teeth. He is more than a match for any human now. And he is grateful. He revels in his potency.

What matter that he is my slave now? I feed him and house him. Is that not generous to a man who came here to kill me? I could have used him to feed some of my other experiments. Ah-ah-ah! I warned you about touching your weapon! Reach for it again, and Manithrax will snap you in two.

Alas, it is a shame those outside fear me so. If they could only see the wonder of what I can accomplish. A pity that I am so

despised, but if that is the price I must pay to wield the power of the gods themselves, then so be it. One day, when I have created the perfect Man, perhaps then my efforts will be appreciated.

Perhaps you could benefit from some of my augmentations. Would you like to be stronger, perhaps? Or more beautiful? Perhaps you would like eyes the color of the sky, instead of that drab steel gray. I can see you are tempted. This body I wear is pleasing to you, no? I have turned the heads of many noble ladies, to be sure, but it was not always so...

That noise? Oh, that was merely an experiment I'm conducting. Extensive alterations can take quite a lot of time, and I must sometimes rest in between stages. A wild orc that I had captured and brought to me. Pay it no heed. If you like, I can show you after we dine...

BACKGROUND

Flesh magic is a little known but much reviled form of magic capable of performing drastic alterations on the form of living creatures. These mages view the living form as a piece of canvas upon which to paint living works of art. The physical form, despite its wonderful traits and adaptive qualities, can be greatly improved upon. It can even be specialized, modified to suit its environment, or sculpted like clay to increase its beauty, fighting ability, resilience, any physical trait.

Flesh mages have an intuitive understanding of the inner workings of the body. They understand how muscles, bones, and tendons interact, and how they can be modified. Flesh mages can feel the interaction between

these elements, and they know how to change it. At lower levels, they can grant temporary augmentations, like thicker skin or increased strength. At higher levels these augmentations can become permanent. At the highest levels, they can kill with a mere touch. Some of the horror instilled by flesh mages stems from the startling effects that their abilities can create, and how unnatural their victims might appear. To take a face and erase its features, one by one, until it become a blank slate, is likely to unnerve observers, as well as make it difficult for the subject to breathe.

Flesh mages almost always have an artistic spirit. Their intuitive, observant nature opens the door for this kind of power. They see the living form as something that can be modified and shaped to create wondrous new creatures. The possibilities are limitless. However, they must be careful, because modifications that are too drastic can cause the death of the subject.

The flesh must be alive to be molded; dead flesh is useless to them, just as hardened clay can no longer be sculpted. In addition, a flesh mage's intuitive understanding also only extends to relatively normal, natural creatures.

Creatures spawned on other planes of existence, with no connection to this world are as yet unfathomable. Therefore, many of the flesh mage's abilities do not work on aberrations, constructs, elementals, oozes, outsiders, plants, and undead creatures. However, as flesh mages gain experience, they can affect these other types of beings, provided they have viable specimens.

Flesh mages are known by many less positive names, such as freakwrights, monster makers, blasphemers, and flesh mongers amongst others. As a result, most flesh mages are quite secretive about the nature of their abilities, unless they are secure enough in their power to adequately protect themselves. In areas where flesh mages are particularly reviled, they must take great pains to hide the effects of their work from prying eyes. A flesh mage's drastically altered familiar, for example, must not be seen by the populace, or he risks exposing his master.

One side effect of the flesh mages' consummate knowledge of the body is that they have incredible abilities to heal, better even than clerics. They knit shattered bones back together, weave the fibers of torn muscles, and close the lips of gaping wounds with an efficacy that astounds other magical healers. They sometimes use this ability to

assuage the fears of unenlightened commoners, perhaps even as an outright bribe. ("I will heal you and your friends if you grant me safe passage. It is one of the things I do best.")

Because they are so distrusted by civilized peoples, they tend to inhabit wilder lands, away from large cities full of prying eyes. They try to keep their activities as quiet as possible to avoid drawing attention to themselves. But no matter where they try to settle, they are not welcomed. So they tend to keep moving.

One ability they do not have is to confer an entirely new form onto the subject. They cannot turn someone into a toad, for instance, as with a *polymorph* spell; their abilities are more specialized, making smaller, incremental changes. Nor can they permanently change a subject's size category.

Flesh mages occasionally embrace their own art and drastically alter their appearance. Their shapes and features are limited only by the mages' imagination: all manner of piercings, tattoos, differences in coloration and skin texture, combat-related augmentations such as greater strength or nasty claws, defensive spines. Sometimes they wear voluminous robes to cover themselves when they go about in public; sometimes they do not, preferring to revel in their non-conformity.



IN YOUR CAMPAIGN

The highly specialized nature of a flesh mage's ability makes him an anomaly among spellcasters. However, he can be a great boon to any party of adventurers. They are consummate healers, with capabilities to enhance the effectiveness of their comrades in combat. Their augmentation spells can provide fighters with just the edge they need. At higher levels, they can kill an enemy with but a touch.

Players may want to focus on the artistic spirit of the flesh mage, those who see the body as clay to be molded and shaped to the mage's will. Others may focus on the research aspect of a flesh mage's studies, trying to create new spells and abilities to craft living bodies into ever wilder shapes. There are flesh mages of both types, and probably many others to be sure.

Flesh mages tend to congregate in small, secret societies to exchange information, practice their art, and pool their resources. In a world where the flesh mage's magic is hated and feared, secrecy is their best line of defense.

FLESH MAGE

The flesh mage is born with an intuitive understanding of the body, and that intuition is honed during a long apprenticeship. During that time, the fledgling flesh mage is trained to understand the inner workings of the muscles and skeleton. Through study and concentration they are able to exert their will upon the bodies of themselves and others. Like sorcerers, they do not memorize spells. They simply know the techniques that allow them to make their desires a reality. Their spell limits represent the amount of inner fortitude and control those techniques require, and the drains they place upon the flesh mage.

The flesh mage knows how the body works. He knows how to mold it, how to mend it, and at higher levels, how to unravel it. And just as there are infinite variations in the body, there are infinite variations of flesh mage, from those that focus on creating living works of art, to those who want to improve upon the capabilities of their race.

Adventures: A flesh mage's reasons for adventuring are just as varied as any other type of spellcaster. He may wish to hone his art or increase his experience so he can perform ever greater alterations. He may desire wealth, which he often gains by hiring out his services as a healer. Some flesh mages have an ultimate goal of establishing a personal laboratory, where they can perform their experiments in peace, without interruption.

An evil flesh mage has no regard for the lives and bodies of others, working his will upon his subjects' flesh without regard for their wishes, potentially doing irreparable harm. These are the flesh mages most likely to

create outlandish monstrosities. Neutral flesh mages see adventuring as a means to an end, perhaps greater power and wealth for themselves. Good flesh mages see themselves helping people wherever they can, healing those in need, granting augmentations on those who request it. These flesh mages are those most likely to hold another's body in highest respect, seeing it as a living, breathing work of wonder that should not be changed lightly.

Characteristics: Flesh mages can cast spells using their innate understanding and extraordinary force of will. They know fewer spells than wizards, and the types of spells they can cast are more limited than other types of magic users, but this gives them increased specialization that is their true power. They gain powerful transmutation abilities at lower levels, and their healing spells are greatly increased. They do not specialize in other magic schools. They are not considered wizards or sorcerers. They are a type of magic user unto themselves. However, their spells count as arcane ones.

While they spend many years studying under their master, they are still taught the means to defend themselves when necessary and are therefore proficient with all simple weapons. Many flesh mages have been forced to ward off a mugger or bandit with a mace, club, or other weapon for fear of using their magic and drawing the suspicion of others.

Alignment: Like sorcerers, the flesh mage's abilities stem from his intuition and creativity, but it also requires the discipline and force of will to enact changes upon the living form. Therefore, flesh mages can be of any alignment, although the creative spirits tend towards chaos, and the more disciplined researchers tend towards law.

Religion: Flesh mages most often see the living body as a divine organism, one not to be changed lightly. However, many established religions see the abilities of the flesh mage as blasphemous, tampering with the wisdom of the gods. Most good-aligned religions revile flesh mages for just this reason. Evil religions sometimes show great curiosity in flesh magic, especially those with large ambitions, seeking advantages wherever they might find them. These organizations may attempt to assimilate the flesh mage and coerce him into service. As a result, flesh mages tend to develop an early aversion to organized religions.

Background: Flesh mages can come from any background, because they are born with their ability. Most often this gift is passed from parent to child, with the parent serving as the primary teacher to the apprentice child. Some flesh mages come from a long line that stretches back into antiquity, and those individuals are proud of their heritage. They sometimes inherit their ancestral laboratory to carry on the family tradition.

Flesh mages tend to come from civilized lands, because the application of flesh magic requires a careful study of anatomy. However, there are some who retire to the wilderness to pursue their studies in private, taking their protégés or children with them.

Flesh mages have no special organization or links among themselves, aside from a common interest in the art itself. They tend to treat others of their kind with a careful respect, knowing how important each flesh mage considers his efforts.

Races: Flesh mages appear predominantly among humans, but can come from any of the civilized races. They are rare among monstrous humanoids such as orcs and trolls, because those races generally lack the intellect and patience required to understand the inner workings of the body. Elves tend to shun flesh mages because they do not enjoy seeing real works of nature altered at the whims of others; their cultural restrictions tend to discourage those who have the power to ignore it.

Other Classes: Flesh mages work well with most other classes, because of their powerful healing abilities. Fighters and barbarians make excellent protectors, and rogues, wizards, and sorcerers are always important members of a party. Druids, rangers, and clerics, on the other hand, tend to view flesh mages with suspicion. Clerics often see the flesh mage's abilities as a crime against the gods, while druids, because of their connection with nature, frown upon the alterations of animals that flesh mages sometimes conduct.

GAME RULE INFORMATION

Flesh mages have all the following game statistics.

Abilities: Wisdom determines the maximum spell level the flesh mage can access along with the DC of the spells he uses. To cast a spell, a flesh mage must have a Wisdom score of 10 + the spell's level. The flesh mage gains bonus spells based on his Constitution score, and the DC necessary to resist his spells equals 10 + the spell's level + the adept's Wisdom modifier. A high Dexterity is also important to the flesh mage, because he must use Dexterity to accurately sculpt the changes he makes in his subjects.

Alignment: Any.

Abbreviation: Flh

Starting Money: 3d4 × 10 gp.

Hit Die: d8.

Class Skills

The flesh mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

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

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

Class Features

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

Weapon and Armor Proficiency: Flesh mages are proficient with all simple weapons. If they learn how to use armor, they can use their abilities while wearing armor, unlike other spellcasters.

Flesh Magic: Flesh magic is different in many respects from arcane magic. The flesh mage is able to cast spells spontaneously from the spells he knows, similar to a sorcerer, but flesh magic in practice is quite different from casting arcane spells. Spells cast by a flesh mage are identical to their arcane counterparts with the following exceptions.

Flesh magic requires the mage to directly sense the subtle energies of his subject's body. To focus his will a flesh mage must touch his target when casting a spell. As a result, to cast spells against an unwilling target, the flesh mage must make a successful melee touch attack. Spells listed with any range other than Touch have their range changed to Touch when cast by a flesh mage.

Flesh magic is so different from traditional spellcasting that spell resistance will not work against it. Furthermore, the spells *dispel magic*, *greater dispelling*, and *remove curse* have no effect on the work of a flesh mage. Only flesh mages can undo each other's works with these spells. However, spells such as *limited wish*, *miracle*, and *wish* can undo the effects of flesh magic, along with spells that are the counter to a particular spell. For example, *stone to flesh* cast by a wizard still counters *flesh to stone* cast by a flesh mage. Furthermore, any Spellcraft checks to identify flesh magic spells receive a -5 penalty.

Flesh magic does not work on certain types of creatures. Aberrations, constructs, elementals, oozes, outsiders, plants, and undead creatures are immune to the effects of flesh magic. However, at high levels, the flesh mage can learn how to affect some types of those creatures.

Since the flesh mage uses only his intuition and force of will when performing his art, his spells require no material components. Material component requirements for a spell are ignored by practitioners of flesh magic. The flesh mage is limited to casting a certain number of spells of each level per day, but he need not prepare those spells in advance. The number of spells he can cast is improved by his bonus spells, if any. For instance, a 1st level flesh mage can cast three 1st level spells per day, plus a number of bonus spells determined by his Wisdom. He may use a higher level slot to cast a lower-level spell if he chooses. For example, if an 8th level flesh mage has used up all his 3rd level spell slots for the day, but wants to cast another one, he could use a 4th level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

FLESH MAGIC

TABLE 4-1: THE FLESH MAGE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Flesh crafter, flesh magic, know the flesh, summon familiar	5	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3	+2	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4	+3	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5	+3	+1	+1	+4	Unfamiliar flesh	6	6	4	—	—	—	—	—	—	—
6	+4	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7	+5	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8	+6/+1	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9	+6/+1	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10	+7/+2	+3	+3	+7	Unfamiliar flesh	6	6	6	6	5	3	—	—	—	—
11	+8/+3	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12	+9/+4	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13	+9/+4	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14	+10/+5	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15	+11/+6/+1	+5	+5	+9	Unfamiliar flesh	6	6	6	6	6	6	6	4	—	—
16	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18	+13/+8/+3	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+14/+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+15/+10/+5	+6	+6	+12	Unfamiliar flesh	6	6	6	6	6	6	6	6	6	6

Because flesh mages use only the forces of their will to cast their spells, channeling and focusing the inner energies of themselves and their subjects, they are unaffected by the use of armor and shields. As a result, they are not subject to arcane spell failure when wearing armor or carrying a shield.

The abilities of a flesh mage still require great concentration; therefore flesh mages must make all Concentration checks as normal. Any attacks or circumstances that would impede a spellcaster's ability to use somatic components could hinder the flesh mage's efforts.

Flesh mages may not use metamagic feats to alter their spells, as their effects are not like traditional magic in nature. Feats such as Spell Focus function as normal.

Flesh mages may construct flesh golems without knowing the normally required feats and spells. They need only know the spell *create flesh golem*. All other requirements and costs remain the same. They take great pride and care in personally constructing the golem's body, if they choose to make one. A flesh golem is the only type of construct that flesh mages can affect with their spells.

Flesh Crafter: The flesh mage may make his spell effects with an otherwise limited duration semi-permanent. To do this, the flesh mage must spend XP equal to the spell level $\times$ 100, with a minimum of 100. The spell effect is then permanent so long as the flesh mage tends to it. For example, a flesh mage could bestow *barkskin* on himself permanently by spending 200 XP. This ability only affects spells with non-instantaneous limited duration. Multiple versions of the same flesh magic spell cannot affect a given subject. For example, a flesh mage could

TABLE 4-2: FLESH MAGE SPELLS KNOWN

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

not cast multiple *barkskin* spells on the same subject.

In order to maintain these spells, the flesh mage must tend to each effect once per day. The flesh mage infuses his permanent spells with additional magical power, tends to their growth and development, and otherwise maintains their effect. The flesh mage must spend a total of an hour per day in contact with the people or creatures who have one of his permanent alterations. Each day that a permanent spell goes untended, there is a 25% chance that the spell fades. Make this check on midnight of the day the spell goes without maintenance.

A flesh mage may make one spell semi-permanent per

each level he has in this class. The following spells are eligible for this use:

- 0 *resistance, virtue.*
- 1 *barkskin, claws of the tiger, ears of the prey, endure elements, enlarge, eyes of the eagle, jump, reduce, spider climb.*
- 2 *bull's strength, cat's grace, darkvision, endurance, resist elements.*
- 3 *prehensile tail, water breathing.*
- 4 *alter features, giant vermin, giant's strength, greater endurance, speed of the viper.*
- 5 *animal growth, bone spines, face wipe.*

When the flesh mage uses a spell in this manner, he uses a combination of magic and surgery to modify his subject. He may only use this effect on creatures that can be affected by his spells. If a spell allows more than one target, the flesh mage may only apply the permanent effect to one creature. For example, *animal growth* may affect more than one creature when it is cast. However, if the flesh mage wishes to apply it permanently to an animal he must use one application for each creature he wishes to permanently apply the spell to. The flesh mage's modifications are always obvious and rather alien-looking. A creature with a permanent *bull's strength* wrought by a flesh mage have bulging, asymmetrical muscles. One with *cat's grace* is jittery and moves with swift but jerky motions. Each time a creature is granted a permanent spell, it suffers a -2 penalty to its Charisma. This penalty disappears when the modification is removed.

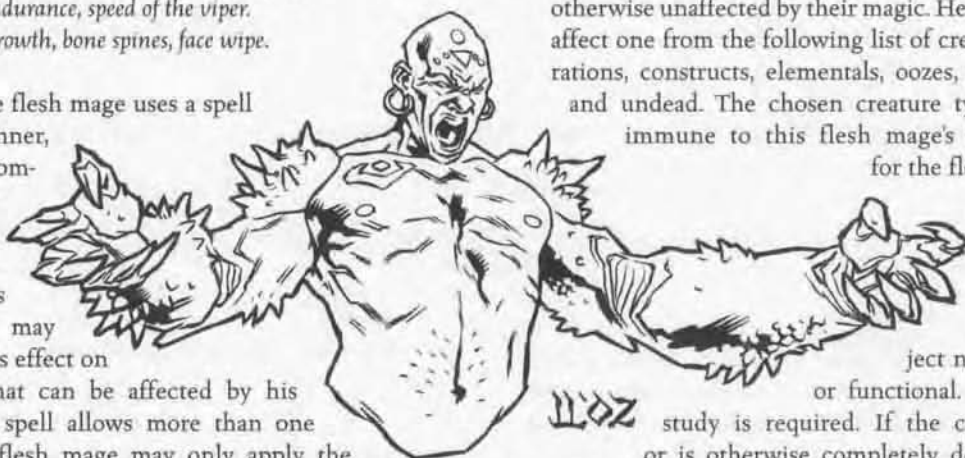
In addition to the XP cost for sculpting a creature, the flesh mage must spend 1 day and 100 gp per spell level working with his subject. The flesh mage may spend one hour of work to remove a spell from one of his subjects. Of course, the mage may grant abilities to himself.

Know the Flesh: The flesh mage's understanding of the body and its energies allow him to heal with the great skill. He gains a +4 competence bonus to all Heal checks. Furthermore, a flesh mage gains a +1 caster level bonus when casting *cure* spells.

By the same token, this understanding allows the flesh mage to unravel the flesh of his enemies. He gains a +1 caster level bonus when casting all *inflict* spells.

Summon Familiar: The flesh mage may summon a familiar exactly as a sorcerer. As flesh mages gain knowledge and power, they augment their familiars with special changes. The flesh mage's close attachment to his familiar allows him to grant it permanent effects that do not count against his normal maximum of flesh sculpted effects.

Unfamiliar Flesh: At 5th, 10th, 15th, and 20th level, the flesh mage may learn how to affect creatures that are otherwise unaffected by their magic. He may learn how to affect one from the following list of creature types: aberrations, constructs, elementals, oozes, outsiders, plants, and undead. The chosen creature type is no longer immune to this flesh mage's spells. However, for the flesh mage to learn this new ability, he must have a subject of the chosen type to study. The subject need not be living or functional. One full day of study is required. If the creature dissolves or is otherwise completely destroyed when it is killed, then the study is useless.



Flesh Mage Spell List

- 0 *cure minor wounds, inflict minor wounds, resistance, virtue.*
- 1 *barkskin, claws of the tiger, cure light wounds, ears of the prey, endure elements, enlarge, eyes of the eagle, expeditious retreat, inflict light wounds, jump, magic fang, ray of enfeeblement, reduce, shocking grasp, spider climb.*
- 2 *aid, alter self, blindness/deafness, bull's strength, cat's grace, cure moderate wounds, darkvision, endurance, ghoul touch, hold person, inflict moderate wounds, resist elements.*
- 3 *cure serious wounds, fly, greater magic fang, inflict serious wounds, negative energy protection, neutralize poison, poison, prehensile tail, remove blindness/deafness, remove disease, water breathing.*
- 4 *alter features, cure critical wounds, death ward, divine strength, giant vermin, giant's strength, greater endurance, hold monster, inflict critical wounds, modify memory, speed of the viper, stoneskin.*
- 5 *animal growth, bone spines, face wipe, feeblemind, healing circle, righteous might, slay living.*
- 6 *flesh to stone, harm, heal, liquefaction, stone to flesh.*
- 7 *create flesh golem, destruction, finger of death, power word: stun, regenerate, resurrection.*
- 8 *greater liquefaction, horrid wilting, iron body, mass heal.*
- 9 *energy drain, power word (kill), shapechange, temporal stasis.*

THE BEAST MAKER

The beast maker is a flesh mage who has broken through the physical and intellectual barriers to his own power. To achieve this level of enlightenment, they must focus on raw, protean, animal nature, seeking the non-thinking nature of the beast. This breakthrough in power comes with a price, however. The beast maker becomes obsessed with his abilities, to the extent that he loses control, potentially harming the subject of his efforts.

The beast maker's greatest enjoyment is found in altering the appearance of wild creatures, such as animals and beasts. They often try to capture a wild creature alive so that they can improve upon what nature has wrought.

Beast makers are most commonly found in wild areas where a flesh mage has been free to exercise his power at will. Beast makers tend to gravitate toward wild animals, finding kinship among them. As a result, they often choose to assume beast-like traits, gaining fur, or an animal-like snout, or a prehensile tail.

Beast makers tend to shun the company of other creatures, preferring to spend their time alone in the wilderness. They have been known to be loyal and resourceful companions, but only in rare cases. After more than a month away from the wilderness, the beast maker tends to feel its call and yearns to return there.

Hit Die: d6

Requirements

To become a beast maker, a character must fulfill all the following criteria:

Arcane spellcaster or flesh magic caster level 5+.

Alignment: Any non-good.

Heal: Spellcasting 8 ranks.

Special: The would-be beast maker must spend one month alone in the wilderness living off what food he can catch or gather and refusing all comforts of civilization, such as man-made shelter.

Class Skills

The beast maker's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the beast maker prestige class.

Weapon and Armor Proficiency: The beast maker gains no additional proficiency with weapons, armor, or shields.

Spellcasting: At each level, the beast maker gains a level of spellcasting ability in one his previous spellcasting classes.

Taint of the Beast: At 1st level the beast maker succumbs to the wild nature of the beast within, awakening greater power within himself but taking on some animalistic aspect. He must choose one of the following traits. He gains another trait at 3rd level, and again at 5th level.

Claws: The beast maker grows one-inch claws on his fingers and toes. These claws give him two 1d6 slashing attacks in melee, with no off-hand penalty.

Ears: The beast maker's ears grow long and hairy, like those of a wolf, giving him sensitive hearing. He gains a +8 racial bonus to all Listen checks. He also suffers -2 Charisma.

Eyes: The beast maker gains a +8 racial bonus to all Spot and Search checks. His eyes change to resemble those of a bird of prey. He also suffers -2 Charisma.

Fur: The beast maker grows a thick coat of fur in whatever color he wishes. This fur provides a +2 natural AC bonus, and absorbs the first 5 hp of cold damage the beast maker suffers, similar to the spell *endure elements*. He suffers -6 Charisma. A beast maker cannot take both fur and scales.

Scales: The beast maker gains the coat of hard protective scales over his whole body. He suffers -6 Charisma, and gains a +4 natural AC bonus. A beast maker cannot take both fur and scales.

Snout: The beast maker's nose and teeth extend slightly into an animal snout, giving him a -6 Charisma penalty. He gains the extraordinary ability Scent, as in the *Monster Manual*. Furthermore, he may make a melee bite attack that does 1d6 damage.

Tail: The beast maker gains a prehensile tail about six feet long. It has a Strength equal to his own, and can be used for grasping, climbing, carrying, etc. exactly as if it were another arm. However it is not as dexterous as a hand, and attacks cannot be made with the tail without the appropriate feat (see *Monster Manual*, page 11). He also receives a +2 enhancement bonus to all Climb checks.

TABLE 4-3: THE BEAST MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Taint of the beast	+1 level of existing class
2	+1	+0	+0	+3	Potency of the wild	+1 level of existing class
3	+1	+1	+1	+3	Taint of the beast	+1 level of existing class
4	+2	+1	+1	+4	Bestial affinity	+1 level of existing class
5	+2	+1	+1	+4	Taint of the beast	+1 level of existing class

Wings: A pair of membranous wings grows from the beast maker's back, giving him the limited ability to fly. He may fly at 30 ft. per round with poor maneuverability. These wings are too large to be hidden in normal clothing.

Potency of the Wild: At 2nd level, the beast maker is able to plumb the depth of bestial ferocity to augment his magic. When he invokes this power, he has the option of increasing the DC of all saving throws against his spells by 4, and all spells he casts that cause damage gain a +1 enhancement bonus to each die. However, the beast maker must make a Will save (DC 15 + spell level) or take 1d4 damage perspell level.

Bestial Affinity: At 4th level, the beast maker gains such an affinity for the flesh of wild creatures that he no longer needs to touch them to work his spells upon them. The Touch-only restriction on spells cast as flesh magic is removed when casting spells against animals, vermin, beasts, and magical beasts. Instead, they count as close range spells (25 ft. + 5 ft./2 levels). Furthermore, the DC of saves these types of creature make against the beast maker's spells is increased by +2.

NEW SPELLS

Flesh mages have several spells available only to them. These spells cannot be copied onto scrolls or learned by anyone who is not a practitioner of flesh magic.

Alter Features

Transmutation

Level: Flh 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: No

The spellcaster can permanently alter the facial features of the target creature. He can make the target beautiful or ugly, increasing or decreasing Charisma by 2, up to the creature's racial maximum or minimum. He can change eye color, hair color, and facial structure. The target can be made to look like someone else, but the flesh mage must make a successful Disguise check (DC 20). Failure means the target still has his Charisma altered, and he resembles the intended person but will not fool anyone who knows the intended person. On a success, the target gains a +10 bonus on Disguise checks to pass himself off as the intended target. Otherwise, the target gains a +15 bonus on all Disguise checks.

Bone Spines

Transmutation

Level: Flh 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: No

The bones of the target's arms, back, shoulders, chest, and head sprout long spines, capable of both inflicting and deflecting damage. The change is quite violent, and causes great agony to the subject as the spines suddenly burst out through the flesh, clothing, and armor. The subject suffers 3d6 points of damage. The target can be healed normally after the casting, and the spines remain in place for the duration of the spell.

However, if the target of the spell survives the transformation, he gains a +4 deflection bonus to AC. Any unarmed attacks made against this creature inflict 1d6 damage on the attacker, who may make a Reflex save with a DC equal to this creature's AC to reduce the damage by half, rounding up.

If this creature makes a successful grapple attempt, the spines automatically cause 1d6 piercing damage to the victim.

The spell has no effect on creatures with no skeletal structure. When the spell ends, the creature suffers no further damage as the bones recede, returning to their normal shape beneath the flesh.

Claws of the Tiger

Transmutation

Level: Flh 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: No

The target's fingers grow one-inch long claws for the duration of the spell, which give him two claw melee attacks that do 1d6 damage. There is no off-hand penalty for using these claw attacks.

Create Flesh Golem

Conjuration

Level: Flh 7

Components: V, S, M

Casting Time: 1 hour

FLESH MAGIC

Range: Touch
Effect: One flesh golem
Duration: Permanent
Saving Throw: None
Spell Resistance: No

The flesh mage is able to create a construct known as a flesh golem. The creator of the golem must labor at least 8 hours a day each day in a specially prepared laboratory or workshop. The chamber is similar to an alchemist's laboratory, and costs 500 gp to establish.

Each day, the creator must cast this spell over the work he has conducted that day.

When not working on the spell and the construct, the creator must rest, and can perform no other activities except eating, sleeping, or talking. If the creator misses a day, the process fails and must be started again. Any money spent is lost, but XP spent is not. The golem's body can be reused if the process fails, as can the laboratory.

Completing the process with the final spell casting on the final day drains 1,000 XP from the creator.

The pieces of a flesh golem must come from normal humanoid corpses that have not decayed significantly. Assembly requires a minimum of six different bodies: one for each limb, the torso (with head), and the brain. In some cases, more bodies may be necessary. The golem costs 50,000 gp to create, which includes 500 gp for construction of the body. Assembling the body requires a successful Craft (leatherworking) or Heal check (DC 13).

Ears of the Prey

Transmutation
Level: Flesh 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature touched
Duration: One minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: No

The target's ears elongate and expand, similar in appearance the ears of a deer. The target's hearing becomes incredibly sharp, granting him a +10 enhancement bonus to all Listen checks for the duration of the spell.

Eyes of the Eagle

Transmutation
Level: Flh 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature touched

Duration: One minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: No

The target's eyes change their appearance, resembling the yellow-green eyes of an eagle. The target gains the eagle's incredibly sharp eyesight, granting him a +4 enhancement bonus to all Spot and Search checks for the duration of the spell.

Face Wipe

Transmutation
Level: Flh 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature touched
Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: No

The spellcaster is able to remove features from the target creature's face as if they had never been: eyes, ears, nose, or mouth. One set of features may be removed with each casting.

Note that permanently removing the victim's features causes various adverse effects.

Removing the eyes causes the victim to be blinded. Removing the ears causes the victim to become deaf. Removing the victim's nose means he can no longer smell. Removing the victim's mouth means he can no longer eat, and may eventually starve. Removing both the victim's nose and mouth means he can no longer breathe, and he becomes immediately subject to the drowning rules on page 85 of the *DMG*. The victim may cut himself a new breathing hole by taking a full round action to saw one with a dagger or other edged weapon. The victim takes the weapon's damage, (though not his Strength modifier) and may then breathe normally.

The wiped features can be restored by any flesh mage who knows this spell. Otherwise, they can only be restored by magic as potent as a *limited wish*, *miracle*, or *wish*.

Giant's Strength

Transmutation
Level: Flh 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature touched
Duration: 1 hour/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: No

FLESH MAGIC

The target of this spells gains tremendous strength. The spell grants an enhancement bonus to Strength of 2d4+2, adding the usual benefits to attack rolls, melee damage rolls, and other uses of the Strength modifier.

Greater Endurance

Transmutation

Level: Flh 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The affected creature gains tremendous vitality and stamina. The spell grants the subject an enhancement bonus of 2d4+2 points to Constitution, adding the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Note: Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the character's Constitution drops back to normal. They are not lost first as are temporary hit points.

Greater Liquefaction

Transmutation

Level: Flh 9

Components: V, S

Casting Time: 1 action

Range: Self

Area: 10 ft. radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: No

The area of the effect of this spell is centered on the spellcaster. All creatures within the area of effect (with the exception of the spellcaster) are affected as by the spell *liquefaction*. Their bodies are turned into liquefied goo.

Affected creatures make attempt Fortitude saves to reduce the effects. If their saves are successful, they are only partially affected. Instead of the creature's entire body being liquefied, the spell affects only a single limb. The creature loses a limb (if it has limbs), chosen at random, and sustains 6d6 damage.

Liquefaction

Transmutation

Level: Flh 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: No

The spellcaster causes the flesh of his target's body to unravel and fall apart, turning the target's body into a puddle of protoplasmic goo.

If the target makes a successful Fortitude save, it is only partially affected. Instead of the target's entire body being liquefied, the spell affects only a single limb. The target loses a limb (if it has limbs), chosen at random, and sustains 6d6 damage.

Prehensile Tail

Transmutation

Level: Flh 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: No

The target gains a prehensile tail about 6 ft. long for the duration of the spell. The tail has a Strength equal to his own, and can be used for grasping, climbing, carrying, exactly as if it were another arm, however it is not as dexterous as a normal hand. Any attacks made using the tail are subject to the Off-hand penalty. The target also gains a +2 enhancement bonus to all Climb checks.

Speed of the Viper

Transmutation

Level: Flh 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: No

The target of this spells gains incredible speed and agility. He gains an enhancement bonus to Dexterity of 2d4+2, adding the usual benefits to ranged attack rolls, AC, Reflex saves, and other uses of the Dexterity modifier.

Chapter 5: Forge Magic

They say that every scar tells a story. They're lying, of course — it's the same story every time. Clumsiness isn't anybody's friend, and every blacksmith's got two armfuls of mauled flesh to remind him.

They're the lucky ones. They don't have to pound brimstone into heated steel, over a flame that scars souls.

We're not precisely smiths, and we're not exactly wizards. The forge fire may be a celestial blue or a fell green, but it works regular steel as surely as magicked metals, even if the burns are as likely to freeze us as to roast our skin.

Of course wizards look down on us. That's nothing special — they look down on everyone. They tend to think of us as spellcasters who couldn't quite handle our magic, though that's obviously stupid. You might even find yourself grudgingly respected for your work, but don't count on it. No, wizards are more likely to despise us for an entirely different reason than they do everybody else.

It's because we're the ones who'll put them out of business one day.

Think about it — it's all about efficiency. A single sorcerer commands obscene prices for private use, requires regular pay, and chances are he's no good if he's within an arm's length of the enemy. Sure, he can wreak havoc upon the enemy until then, but he's dead weight if he himself has to fight, or if he runs out of spells.

Now, let's say someone hires a forge magician instead. We can take a little more punishment, to be sure, but that's not the point. We're not as flexible as a sorcerer or even a wizard, but here's the breaking point: the forge magician's paid for quality as well as quantity. While a sorcerer may cast a dozen spells, a dozen men armed by a forge magician can each cast a spell, too, and after-

wards, they can still fight worth a damn. Further, if our work's shoddy, it's something any experienced warrior can notice with a glance, so there's less risk of purchasing a service we can't provide. Not that that ever happens, of course — it's a threat to your trademark, and a waste of quality materials.

Having a forge magician is a great threat to the enemy, too — you can see a "proper" magician coming, since he's probably the man in the silly robes. By the time an enemy knows he's dealing with a forge magician, he's probably got the handiwork sticking through him as proof. There's something to be said for the relative subtlety of enchanted arms and armor.

In other words, for a one-time, if large, fee, a forge magician can not only equip his patron's men with the finest of equipment, but he can also augment the men's abilities and skills.

No wonder we are hired on the moment any earthly commander gets fed up with a wizard's pride.

Almost all of the benefits, none of the hassle.

BACKGROUND

Forge magic is a rough trade, combining the risks of both wizard and smithy with the benefits of each class. While normal wizards can forge magical items, forge magicians do so with greater ease and a wider range of effect than most other spellcasters. Though their progression is slower, few of their companions complain.

The origin of forge magic is, unlike most specialized styles of spellcasting, widely known. Though races and religions disagree as to the true identity of the first forge magician (with dwarves perhaps being the most boister-

ous), the legends resemble each other closely enough that historians generally discount only the roughest edges of the tales.

A smith, the finest of his race, arms his lord with the greatest weapon the world has ever seen, a perfection in form and function, although wholly unmagical. In battle against a great foe (usually the race and/or religion's dire enemy), however, the weapon breaks before a mystical weapon of the enemy's warlord, and the smith's master dies as a result. Forlorn, the smith abandons his hearth and leaves in exile (sometimes involuntary), seeking out new methods to improve his craft.

At the ends of the earth (often a desert or frozen wasteland, but sometimes the literal edge of the world), the smith finally collapses, exhausted and despairing. He begs the gods for either release or an answer to his quest. A god of either creation or of war answers, and brings the smith to his plane where the deity reforges the fallen lord's broken weapon.

The smith watches, enraptured, tabulating the new techniques before the god notices the blasphemy, and casts the smith out. Newly armed with both the lord's magical weapon, as well as the techniques he learned from the god, the smith returns a hero (though sometimes a conqueror). The war ends when a new hero (rarely the smith himself) vanquishes the enemy warlord.

Nor surprisingly forge magicians are quite popular, though relatively few practitioners exist (primarily due to the extensive training required to learn and maintain it; most spellcasters are simply too impatient for the reduced rewards early on). Though others think of forge magicians as dwarves, this is in fact a misplaced belief. While dwarves are unquestionably far more accepting of forge magicians than of either sorcerers or wizards, and therefore more visible than their more traditional brethren, dwarven forge magicians are no more common among their own people than are elven or human forge magicians. Indeed, the race with the largest number of forge magicians is a surprising one: orcs. Though hardly creative with their techniques, orcish forge magicians lack the restrictions of orcish wizards and sorcerers, and some of the race's greatest forge magicians can rival these spellcasters in outright magical ability.

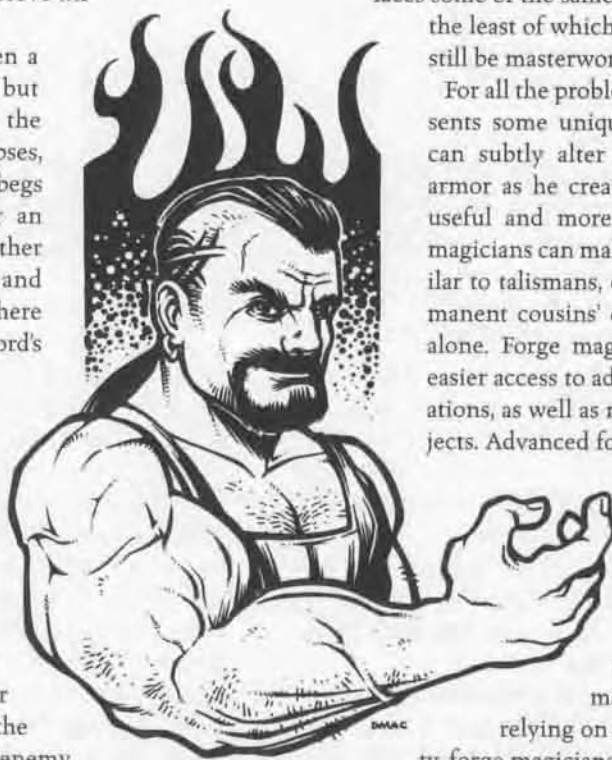
Unfortunately for everyone else, forge magic is difficult, grueling work. Though forge magicians can create magical items with less effort than others, the risk is greater. While others enchant items after their creation, forge magicians actually cast their spells throughout the process of creating the items themselves, and forge the material reagents directly into their creations. While some reagents either have no effect or actually enhance the quality of the item, others are either dangerous additions or all but impossible to add without destroying the reagent before the spells take hold. A forge magician still

faces some of the same difficulties that others do, not the least of which is that the final creation must still be masterwork to hold the magic.

For all the problems, however, forge magic presents some unique benefits. A forge magician can subtly alter the qualities of weapons or armor as he creates them, making them more useful and more valuable. Additionally, forge magicians can make temporary magic items similar to talismans, costing a fraction of their permanent cousins' costs but working on charges alone. Forge magicians with patrons can gain easier access to advanced materials for their creations, as well as masterwork tools for their projects. Advanced forge magicians can even create unusual new magical items, such as prosthetics, or produce more items in less time.

One other major difference between normal arcane spellcasters and forge magicians is that, rather than relying on memory or force of personality, forge magicians attempt to harness the magic physically, literally pounding it into the desired shape as though it were unfinished steel. Though this provides the forge magician with obvious benefits (not the least of which is increased hardiness, especially when compared to other spellcasters), it is also far more dangerous, and rare indeed is the forge magician who lacks the terrible scars of his craft. Such power is not handled lightly, and a forge magician abuses his gifts or overextends himself at the risk of his own life. Many find this an acceptable risk for their art, and hazard far more than that, with some forge magicians accidentally pounding their own souls into their wares (see *Intelligent Magical Items*, page 166).

Of course, a forge magician's abilities are not limited to the magical, and even when not engaging their otherworldly craft (a common feint among societies that frown on magic, but have a thriving black market), the forge magician plies his trade with rare and exquisite skill. With time and effort, a forge magician can establish his trade-



mark, and increase not only his own fame, but that of his brand as well. Though commonly used to drive up the prices of his goods, a popular forge magician can trademark a valuable tool outside of mere commerce, though fame can carry its own price...

Ultimately, most forge magicians choose their craft out of either greed or a raw talent with materials, but classes similar to the magesmith (see below) do exist. Rural areas with little access to steel might have tribesmen using enchanted leatherwork, while primitive mountain people arm themselves with rune-engraved stone weapons. Similar classes may even exist on other planes, where practitioners use the strange natural elements to a devastating end. Magic provides for many options.

IN YOUR CAMPAIGN

Forge magic causes relatively little disturbance when integrated into preexisting campaigns. Large cities almost always have at least one in residence (though the forge magician may have an exclusive contract with a patron, or may not advertise his wares openly), and may have as many as ten times that, not including apprentices or journeymen in service. In high magic campaigns, this number may even increase a hundred-fold.

In low-magic worlds, however, forge magicians are extraordinarily rare. Though somewhat removed from the stigma attached to other arcane spellcasters, forge magicians without patrons risk persecution, exile, or a mob lynching if someone discovers their magical activities. Even those sanctioned by the authorities likely face cool receptions outside their immediate circle of allies. In such campaigns, GMs are well justified in limiting the number of forge magicians, or else banning them outright.

The Forge Magician as Party Member

At first glance, forge magicians lend themselves better to NPCs than PCs: they advance slower than wizards, have fewer spells than sorcerers, and require bulky equipment to use their class abilities. In campaigns where GMs enforce realistic wear and tear on armor and weapons, however, the forge magician's penalties are vastly outweighed by his utility to the party, both in the field (where he can repair items which would otherwise be wasted through overuse) and during downtime (where his abilities allow him to make new equipment at a fraction of its listed cost). This holds true during other campaigns as well, albeit to a lesser extent.

The Forge Magician as NPC Ally

In many heroic stories, an enemy of unusual prowess is all but immortal, and only vulnerable to certain rare weapons. In such a campaign, the search for a man capable of creating such weapons can take up many game sessions, and is particularly appropriate for the early games

of long-running campaigns. The party must not only discover where they might find a forge magician, but track him down, convince him to create their arms, pay him, and possibly enter into sub-quests to recover the rare materials necessary for his task, all the while investigating into and risking exposure (and subsequent attacks) from the campaign villain and his forces. Canny villains may attempt to destroy or convert the forge magician as well. Such NPCs are useful supporting players in the story, capable of lending aid and being a risk at the same time.

The Forge Magician as NPC Opponent

What's good for the ghoul is greater for the ghost. Campaign villains, particularly those with the Leadership feat or otherwise in charge of large groups of warriors, could themselves benefit from employing a forge magician to arm their legions. With a forge magician among the enemies, the party finds the difficulty of their encounters slowly increasing as the forge magician plies his trade. Though reasonably protected, he represents a relatively low threat personally, and his defeat can mark a precursor to the coming battles against the campaign villain. Such adventures are good for intermediate level parties — the well-armed foes can present a good threat, but intelligent players can counter them with effort, and the defeat of the NPC advances the story.

The Forge Magician as Campaign Villain

Though initially an unlikely choice, a forge magician can make for an unusual and compelling nemesis to a party. As with the above section, *Forge Magician as NPC Opponent*, the party slowly discovers their foes gaining disproportionately useful magical items. Unlike the above, however, there is no obvious source. The villain is arming his troops clandestinely, seeking to avoid revealing his true nature until none can oppose him. The villainous forge magician takes on a tone common to evil wizards and sorcerers, but with a subtler bent — a forge magician can pass himself off as a normal smith, for instance, and can use the weaponry and armor that sorcerers and wizards find unwieldy. Particularly cunning forge magicians may even frame their rivals, forging enemies' arcane symbols or trademarks on magic items, giving them to criminals, and volunteering their services to identify the creator of these contraband in their mundane occupations. By the time the party discovers that the villain has duped them, they may have accidentally jailed or destroyed their best allies.

MAGESMITH

Magic is more than chanting and the mixing of obscure reagents, and even the most superstitious soul finds pause when considering whether to employ magical items. Whether a fearsome binder of souls or a man who arms the righteous with magicked steel, magesmiths provide an invaluable service. A magesmith tasks himself with the creation of magical goods, and profits thereby. Magesmiths are the most common practitioners of forge magic.

Adventures: While most magesmiths are relative homebodies, keeping to themselves when not hawking or forging their wares, others actively seek out the world's mysteries. Rare minerals may yield potent alloys for their creations, while the greatest designs might demand strange and dangerous forges, such as volcanoes.

Rarely, a magesmith may indulge his patrons, and travel with an army or adventuring party, the better to aid them quickly and efficiently. Though some magesmiths find this distasteful (due in no small part to the demands it places on their forge fires, see below), the temptation to see their finest works put to proper use overcomes the discretion of many.

Characteristics: Magesmiths are more than mere dabblers at arcane magic, though less adept than sorcerers and wizards. Even an apprentice magesmith can cast spells in time of need, and the mightiest are all but indistinguishable from their more overtly powerful cousins.

As a side effect of their unusual training, magesmiths are hardier than most arcane spellcasters, and more combat-ready. They can use simple weapons and armor, though at normal penalty.

Alignment: Magesmiths need not be of any specific alignment, though lawful apprentices find the discipline and patience necessary to their craft less chafing. Outside of the orcish magesmiths, evil magesmiths are almost unheard of, though this is almost certainly due to a desire for secrecy more than any actual predisposition against evil. Magesmiths can be of any alignment.

Religion: As most magesmiths equate their class' origin with the direct (albeit disapproving) hand of the gods, many magesmiths are quite devout, and it is not unheard of for them to multiclass into divine spellcasting classes. Magesmiths primarily follow gods of fire, protection, strength, and/or war.

Background: Magesmiths usually begin their careers as apprentices or journeymen in the service of normal smiths. As the character learns his craft, however, he reveals a natural tendency toward unusual flares in design, as well as an almost fanatical and self-destructive devotion to his craft. Fortunately, smiths take great pride in discovering such talents, and refer their charges to a proper magesmith for a considerable finder's fee.

Magesmiths thoroughly enjoy working with their mundane cousins, and it is not uncommon for the two to enter into business together.

Races: Magesmiths can be of any race, though those predisposed towards smithing say that their own is of greater quality. Few take on an adventurer's life, however, preferring the relative safety of their home forges. Dwarves are an exception to this and dwarven magesmiths demand high prices for their goods and services.

Among the monstrous races, orcs are the unquestioned masters of forge magic, and as such produce unusually large numbers of magesmiths. Many evil warlords eagerly seek the services of orcish weaponsmiths, though the orcs' crude ways drive many potential patrons away.

Other Classes: Magesmiths get on especially well with more battle-ready classes such as fighters (though rangers and barbarians do not return the magesmith's affections), and religious magesmiths enjoy the companionship of paladins and clerics.

Unsurprisingly, magesmiths frequently argue with sorcerers and especially wizards, though each side claims the other is at fault, with onlookers likely to view the magesmiths as envious of the other spellcasters.

GAME RULE INFORMATION

Magesmiths have the following game statistics.

Abilities: Unlike the more cerebral wizards, magesmiths rely on their Constitution rather than Intelligence. Constitution determines how powerful the magesmith's spells are, how often he can cast them per day, and how difficult they are to resist. To cast a spell, a magesmith must have a Constitution score of 10 + the spell's level. A magesmith gains bonus spells based on Constitution. The Difficulty Class of a saving throw against a magesmith's spell is 10 + the spell's level + the magesmith's Constitution modifier. Additionally, a high Constitution improves a magesmith's hit points. A magesmith cannot merely rely on his endurance, however, as almost all of his skills (including Craft, which is crucial to most of his class features) rely on Intelligence.

Alignment: Any.

Abbreviation: Mgs

Starting Money: 3d8 × 10 gp.

Hit Die: d8.

Class Skills

The magesmith's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (metallurgy) (Int), Spellcraft (Int).

Skill Points at 1st Level: (2 + Int Modifier) × 4.

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

FORGE MAGIC

TABLE 5-1: THE MAGE SMITH

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Apprentice, hearth flame, trademark	4	2	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Craft lesser arms & armor	5	3	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3		5	4	—	—	—	—	—	—	—	—
4	+3	+4	+1	+4		5	5	3	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Craft magic arms and armor	5	5	4	—	—	—	—	—	—	—
6	+4	+5	+2	+5	Unnatural Forge	5	5	5	3	—	—	—	—	—	—
7	+5	+5	+2	+5	Journeyman	5	5	5	4	—	—	—	—	—	—
8	+6/+1	+6	+2	+6		5	5	5	5	3	—	—	—	—	—
9	+6/+1	+6	+3	+6		5	5	5	5	4	—	—	—	—	—
10	+7/+2	+7	+3	+7	Unnatural forge	5	5	5	5	5	3	—	—	—	—
11	+8/+3	+7	+3	+7		5	5	5	5	5	4	—	—	—	—
12	+9/+4	+8	+4	+8		5	5	5	5	5	5	3	—	—	—
13	+9/+4	+8	+4	+8	Master	5	5	5	5	5	5	4	—	—	—
14	+10/+5	+9	+4	+9		5	5	5	5	5	5	5	3	—	—
15	+11/+6/+1	+9	+5	+9		5	5	5	5	5	5	5	4	—	—
16	+12/+7/+2	+10	+5	+10		5	5	5	5	5	5	5	5	3	—
17	+12/+7/+2	+10	+5	+10		5	5	5	5	5	5	5	5	4	—
18	+13/+8/+3	+11	+6	+11		5	5	5	5	5	5	5	5	5	3
19	+14/+9/+4	+11	+6	+11	Grand master	5	5	5	5	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12		5	5	5	5	5	5	5	5	5	5

Class Features

All of the following are class features of the magesmith.

Weapon and Armor Proficiency: Magesmiths are proficient with all simple weapons, all types of armor (light, medium, and heavy), and all shields. They still incur casting penalties when wearing armor, however.

Spells: A magesmith is an arcane spellcaster and casts the same type of spells available to wizards. A magesmith's selection of spells is extremely limited, beginning with three 0-level spells and one 1st-level spell of the player's choice, as well as the new 0-level spell, *trademark*. At each level, the magesmith gains one or more new spells, as indicated below, but the number of spells he knows is not affected by his Constitution bonus, if any; the numbers below are fixed. These spells can be common to the wizard or sorcerer list, or more unusual spells gained from study (though the magesmith cannot gain spells faster than normal through this method).

A magesmith is limited in the number of spells he can cast per day, but need not prepare his spells in advance (suffering any normal penalties as such if he uses metamagic feats). The number of spells he can cast per day is improved by his bonus spells, if any, and the magesmith may use a higher-level slot to cast a lower-level spell.

All spells cast by magesmiths have a somatic (movement-related) component if they do not already. Unlike other spellcasters, magesmiths physically harness the magic for their spells. Additionally, if a magesmith ever fails a Concentrate check with a natural 1 while casting a spell, he suffers 1d4 damage for each level of the spell, an experience which leaves the telltale scars of his craft.

TABLE 5-2: MAGE SMITH SPELLS KNOWN

Level	0	1	2	3	4	5	6	7	8	9
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

Apprentice: All magesmiths of 6th or lower level are apprentices to higher level magesmiths (an NPC magesmith of 8th or higher level, with at least Crafts (armorsmith), Crafts (blacksmith), and Crafts (weaponsmith) of 10 or more ranks). Apprentices may expect a mild stipend from their master, usually around 5 gp per apprentice level a month, and may request aid from the master. This master does not aid his apprentice in combat situations, nor does he create anything expressly for his apprentice without proper compensation. Instead, the master may aid his apprentices by cooperating with them on skill checks, providing mundane raw materials for the appren-

tices' own attempts at smithing, and/or provide access to equipment (not including the master's hearth flame, or masterwork tools). Masters are also responsible for the actions of their apprentices, and are sometimes willing to provide political or legal aid to wayward pupils. This is by no means out of the kindness of their hearts, and wayward apprentices may long for jail when their master begins punishing them. After all, a poor student indicates a poor teacher, and a master may beat his apprentice's crude ways from his flesh.

In exchange for these services, apprentices are required to clean the smithy and perform various errands (some which are quite dangerous and may include combat, such as retrieving rare materials, but these tasks are reserved for higher-level apprentices) for their master, which require 4d10 hours a week (not including training sessions). Apprentices who leave their duties with permission are still expected to make up for lost time upon their return, and the GM should keep track of how many hours the apprentice was intended to work during these times. Apprentices who leave without permission are released from their indentures, and may not advance in this class until such a time as they make amends with their master, or else find a new one willing to teach such a spoiled child. Apprentices who multiclass are on sabbatical; they are not accountable to their master, nor does their master accept responsibility for them. If a multiclass apprentice's most recent level gain is in this class, he retains the abilities and restrictions of being an apprentice. If his most recent level is of another class, he is not considered an apprentice magesmith until he again advances in levels in the class. Additionally, all the apprentices' creations are technically the property of his master, though most masters allow the apprentice to keep any non-magical creations not for sale.

Apprentices are normally bound via contract to their masters, but this need not be the case — orcish magesmiths are infamous for enslaving promising children, and many masters number their own children among their apprentices. Apprentices not bound by contracts may be forced to work more for less, but suffer no stigma for leaving their master or multiclassing out of this class, and may entice a new master with much greater ease than a forsworn apprentice.

Hearth Flame (su): The character may sacrifice 500 XP to create a hearth flame into a prepared furnace or fire pit, with which he may forge new items, both magical and mundane. This hearth requires one-tenth the fuel of a regular flame, presents no danger of igniting nearby objects (including clothing) and grants a +1 per level circumstance bonus to all Crafts checks using it, at the GM's discretion. The flames of a hearth fire can be doused as normal flames, requiring a new sacrifice to relight them. So long as a single ember still burns, however, the mage-

smith can simply add more fuel or move the hearth flame, rather than sacrifice again. This is a full-round action.

Trademark: All magesmiths have trademarks identifying their works (magesmiths may forge creations without trademarks, but such items are considered of lower quality, fetching 50% to 75% their actual value, but adding +20 to the DC of all Appraise checks to determine who forged the item). When dealing with patrons (or when offering this class' services), the magesmith adds half his level in this class to his Diplomacy check as a circumstance bonus. Trademarks can be forged with a Forgery check (DC 15 + magesmith's level; it is easier to recognize forgeries when familiar with the trademark).

Craft Lesser Arms and Armor (ex): At 2nd level, the magesmith begins making his first forays into magical craftsmanship. Provided he meets all other requirements for enchanting a magical weapon or armor and has access to his hearth flame, he may ignore the level and feat (Craft Magic Arms and Armor) requirements in the item's creation. Items created in this manner take 1d6 (minimum of one) fewer days to create, and have their experience cost reduced by one half. In contrast, they may only be used 1d4 times before losing their enchantment. All items must still be masterwork to accept even this weak enchantment, but may have a trigger effect, such as the following:

- The next time the weapon strikes a foe.
- The next time the weapon strikes a foe of a certain type (i.e., undead) or race (i.e., orc).
- With the use of a command phrase (a free action).
- When the item's wielder is reduced to below half his hit points.

Magesmiths may use this ability to cheaply and quickly produce magical items, even after they learn Craft Magic Arms and Armor.

This ability is common to all forge magician classes.

Craft Magic Arms and Armor: The magesmith gains this feat as a bonus feat at 5th level.

Unnatural Forge (su): At 6th level, the magesmith gains the option to modify weapons he creates using his hearth flame such that they deal damage of a type other than listed. While this only includes mundane types initially (bludgeoning, piercing, or slashing; such weapons must be masterwork, but are not necessarily magical), at 10th level this can extend to elemental types (acid, cold, electrical, fire, or sonic damage; the weapon must be masterwork and is considered magical, but gains no other benefit). Modified weapons are obviously unusual in appearance (a slashing mace has razor-sharp blades along its length, while an acidic dagger has a dull gray highlight), and cost more to both make and sell (double for mundane damage types, x10 for elemental).

Additionally, modifying a weapon to deal elemental damage costs experience as per the use of Craft Arms and Armor.

Double weapons modified in this manner count as two separate weapons. If modifying only one side (or both sides so that one deals modified mundane damage and the other elemental), halve the base cost for the weapon to determine what each side costs.

Weapons created through unnatural forges may not combine damage types (unless the base weapon already had multiple types or was a double weapon — see above), and damage types cannot be altered after the weapon's creation. Weapons modified to deal elemental damage types may not have the following enchantments: *brilliant energy*, *chaotic*, *flaming*, *flaming burst*, *frost*, *holy*, *icy burst*, *lawful*, *shock*, *shocking burst*, *thundering*, or *unholy*.

Additionally, the magesmith reduces the effective market price modifier by +1 for each of the following armor enchantments, so long as he is capable of modifying weapon types to elemental damage, and has access to his hearth flame: *acid resistance*, *cold resistance*, *fire resistance*, *invulnerability*, and *lightning resistance*.

Adding a mundane modification to a weapon increases the DC of its creation by 5. Adding an elemental modification to weapons or armor increases the DC of its creation by 15. Bows, crossbows, and slings may not be modified in this manner.

Weapons modified in this manner gain elemental resistance against their elemental type, ignoring the first 15 points of damage per round taken. This effect applies only to the weapon; the character wielding it still takes full damage. In any case, the weapon does not harm the hands that wield it.

Journeyman: As the magesmith attains the 7th level of his class, he graduates from his apprenticeship. His master awards him an apron and tools (if the journeyman does not already have his own), and puts him to work. The journeyman now owns his own creations until sale (though he must recompense his master for materials, and some masters charge rent for the forge, and masters still refuse to allow journeymen access to the masters' hearth flame), and works the forge instead of performing apprentice tasks. A master may demand that a journeyman take on one of the master's own commissions, in

exchange for half the profit. This takes the usual time for the Crafts skill, and the journeyman must still meet his master's expectations for his training, but otherwise, the journeyman is entirely his own man. He no longer relies on his master's legal or political protection, but neither is he otherwise accountable to the man. His stipend is equal to 75% of the listed gold cost of items he produces.

Journeymen may also send apprentices on errands, but are accountable for anything that happens to the apprentices during this time. Apprentices are a limited commodity, and masters may disown journeymen who abuse this privilege. Disowned journeymen may not advance in this class until they make amends with their former master, or find a new master willing to overlook such depredations. Journeymen may also demand that apprentices cooperate with them on Crafts skill checks.

The master may, at his discretion, task a journeyman with a particularly difficult duty, such as delivering important commissions across borders or near a battle. The journeyman risks being disowned if he fails or refuses, but is usually rewarded by his master for success, often with masterwork materials or tools for forging.

Master: Upon advancing to the 13th level of his class, the magesmith is freed from his indentures. He is now responsible only to himself, and while he may be on good terms with his former master (and indeed, may either enter the business as a partner, or inherit as a son), he can no longer draw upon his master's resources. The master does, however, refer his former pupil to a relatively cheap establishment (usually in a distant part of a city, where the businesses do not conflict), as well as a supplier (whose quality may be questionable).

The magesmith's benefits for his trademark double upon achieving independence, and he may keep all profits. Additionally, he may now take on journeymen and apprentices of his own, paying them the usual rate. Poaching journeymen and apprentices from other masters, while frowned upon, is only cause for legal action if the masters had entered into contracts with their stolen pupils. NPC apprentices and journeymen are not obligated to enter combat for their masters, but are otherwise identical to apprentices and journeymen, above. Masters may demand their apprentices and journeymen cooperate with them on Crafts checks.



Additionally, some cities and nations require that masters of any class, but especially magical ones, join a guild. Guild dues can be from 15% to 50% of the master's profits, but dues-paying members are legally-protected businesses. Those who lapse in their payments, or refuse to pay outright, may be subject to seizure of their business as a criminal operation. Such businesses are highly profitable (many legal locations mark up their prices to help pay for the dues; consequently, black market operations may charge only slightly less, but make additional moneys for not having to pay dues), but rarely last without some method of keeping the legal authorities in check.

Grand Master: A 19th level magesmith reaches the apex of his class, and his name is renowned across borders. He triples the base effect of his trademark (replacing Master, above), and can expect regular, exorbitant commissions. Additionally, would-be apprentices and journeymen flock to his side, and the magesmith gains the Leadership feat if he does not already possess it, and the recruited NPCs are apprentices, journeymen, and partnered masters (cohorts).

Finally, for every journeyman or master magesmith working alongside him, the grand master may either reduce the time to craft an item by one day (to a minimum of one), or make an additional copy of the item (paying all costs as normal). Up to eight people may aid the magesmith in this fashion.

NEW MAJOR ARTIFACT

Spirit Made Flesh: This book is a thoroughly appended and indexed spellbook containing secrets and techniques to enhance the spellcaster's ability to forge items, almost all of which involve a living sacrifice of some sort. Five copies of the book exist, three of which are in the hands of the order that spawned it (see *Masons of the Black Seal*, below), one stolen by an exceptional rogue, and the fifth lost amid the planes. The book is actually self-aware: the lich Ulis Reprand, who began the experiments outlined in the early chapters, used the books as subjects. Each book has an Intelligence of 18, a Wisdom of 17, and a Charisma of 15, and can assume the appearance of any text, collection of scrolls or similar record. All are neutral evil. Apart from these common traits, the books' personalities and powers differ wildly, as chosen by the GM. Possible original identities for the books could be the party that originally threatened Uli: Artur (Male Human, Rng 14), Phadoz (Male Halfling, Rog19), Royce (Male Elf, Rng 18), Shamic (Female Human, Clr18), and Varnim (Male Half-Elf, Sor17).

For every day a character reads a copy of *Spirit Made Flesh* for at least one hour, he gains a cumulative +1 competence bonus to all Crafts checks, even those not involving soulbinding. Unfortunately, he must also make a Will save (DC: 18 + 1 for each day he has drawn upon the

tome's lore), lest he succumb and indulge in the art of soulbinding (see New Feats, below; the character permanently gains a negative level if he learns the Soulbinding feat in this manner). The use of multiple copies of the tome are cumulative as well, as long as the character continually consults each book, but the level loss does not accumulate; then the books squabble among themselves over who lays claim to the character's soul. Should a copy get desperate, it may reveal one of the possible methods of destroying another tome. At the GM's discretion, individual copies may also have detailed texts including both common and new necromantic spells, the ritual for becoming a lich or other assorted surprises.

Ultimately, each copy of *Spirit Made Flesh* strives to escape the confines of its pages. Should a single copy ever laid claim to 101 living souls at a single time, the book immediately takes all the souls, consuming them in the process. The souls are lost forever, even to a *miracle* or *wish*, as they are now utterly indistinguishable from the spirit of the book. The book itself is transformed, gaining either the lich (if a spellcaster) or vampire (if not) template as characters of their original level. These new undead retain all the knowledge from their prior existences and likely attempt to destroy Uli, who for his part, is likely to see such attacks coming.

The books can only be safely destroyed by casting an *atonement* spell followed by a *wish* or *miracle*. Doing so destabilizes the connection between soul and form, allowing the normal methods for freeing a soul (see *Intelligent Magic Items*, page 166) to take hold. The destruction of all five tomes, though a monumental effort, makes it much easier to end the threat of soulbinders, leaving only Uli Reprand and the Masons of the Black Seal capable of producing new copies.

NEW FEATS

CRAFT PROSTHETIC [ITEM CREATION]

You can replace lost limbs with prosthetics.

Prerequisites: Craft Magical Arms and Armor. Spellcaster level 10+.

Benefit: You can replace lost limbs with magical replacements, usually an arm or a leg. A prosthetic is a masterwork unarmed weapon with the following base statistics:

Limb					Weight
Type	Cost	Damage	Critical	Range	Increment
Arm	1000 gp	1d6	x3	Bludgeoning	5 lbs.
Foot	300 gp	1d4	x3	Bludgeoning	3 lbs.
Leg	800 gp	1d6	x3	Bludgeoning	10 lbs.
Hand	600 gp	1d4	x3	Bludgeoning	2 lbs.

When using prosthetic arms and legs, hands and feet are included in all effects. Additionally, feet prosthetics have a base speed of 20.

To create a prosthetic requires a Craft check, with the resultant limb having a Str and Dex of 10. When using an artificial limb, use the lower of the limb's or the character's abilities (the character can still be too slow to use the limb properly, or too weak to use its strength without risking tearing it off). They are also insensate, inflicting a -4 competence penalty to Dexterity checks requiring fine work (such as Open Lock). Further, the materials used in the limb's creation determine its natural AC, hardness, and its hit points; any hit points lost with the original limb are not replaced by the prosthetic. Limbs are also obviously false, and easy to recognize (fail all Disguise checks automatically unless you hide the limb). To forge a prosthetic limb, use the following DCs and modifiers (remember that these are masterwork items, and you must also create the masterwork components as described in the PHB):

Modification	DC
Arm/hand	25
Leg/foot	15
Str or Dex increase	+10 per 2 pts, up to character's own
Speed increase (feet only)	+10 per 10 ft., up to 10 ft. over the character's own
Extra +1d6	+15 per additional die, up to +2d6 (does not stack with wielded weapons)
Sensate Limb	+25
Hidden Compartment	+25 (maximum of two for arm or leg, one for hand or foot; can hold one small or four tiny objects, DC: 20 on spot check to notice)
Disguised Limb	+30
Repairing Limb	1/2 DC

Purposefully severing the limbs of others is an evil act, and severing your own limbs is a sign of insanity. A Heal check (DC 30 hands or feet, DC 40 for arms or legs) is required to attach a prosthetic. If a character ever rolls a natural 1 while making a Strength check with his prosthetic, the limb begins to tear free. The character must make a Fortitude save (DC equal to the Heal check's) to avoid losing the limb; if he succeeds, he merely takes 2d8 damage, and loses 1d4 from both Strength and Dexterity in the limb until he receives a Heal check (DC 30).

Prosthetic limbs, as weapons, may receive magical enchantments, and may be modified by a magesmith's abilities.

You may not take 10 or take 20 when creating a prosthetic limb.

THE MASON OF THE BLACK SEAL

While forge magicians normally shy away from such distasteful practices, it is wholly possible to take the magic to whole new vistas of power. The Masons of the Black Seal indulge in that most forbidden branch of forge magic, the art of soul binding.

The Masons originally formed at the behest of a lich patron, Ullis Reprand. The lich provided the masons with his old spellbooks, a series of vile works (see *Spirit Made Steel*, above) which the masons greedily devoured and appended. Unfortunately for Ullis, however, the Masons of the Black Seal decided to ally with the books themselves (though the masons later discovered the tomes too treacherous to trust), and in the resulting clash two of the copies disappeared to thieves. Since the battle, Reprand has disappeared, and the Masons have continued in their chosen tasks, quietly offering to tutor especially promising young magesmiths. Reprand, for his part, has yet to retaliate against his wayward pupils.

The Black Seal itself is an enormous, heavily warded plaque, to which all prospective members must pledge their souls to preserve. Beyond the seal are three copies of *Spirit Made Flesh*, each more than willing to share their secrets with those who would but remove them from the chamber.

Hit Die: d6.

Requirements

To join the Masons of the Black Seal, a character must fulfill all the following criteria.

Alignment: Any non-good.

Skills: At least one Craft skill of 10 or more ranks.

Feats: Craft Magic Arms and Armor, Soulbinding, and at least one other item creation feat.

Spellcasting: The ability to cast eight different enchantments, two of which must be 3rd level or higher.

Class Skills

The mason of the black seal's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Mason of the Black Seal prestige class.

Weapon and Armor Proficiency: Masons gain no additional proficiency with armor or shields, but are trained in the use of simple weapons if not already familiar.

Spells per Day: Beginning at 1st level and continuing every other level thereafter, the mason gains new spells in a previous spellcasting class as though he had gained a level in that class. He derives no other benefits upon advancing. If the mason was a multiclass character with more than one spellcasting class, he chooses which class to advance in when he gains the new level.

The Soul Laid Bare (ex): At 2nd level, the mason has mastered the earliest secrets of Soulbinding, and may learn the darkest secret of a victim he slays using the ability. The mason must make a Will save (DC equal to the slain creature's CR or level) or shift one alignment step closer to chaotic evil each time he uses this ability.

Damnation's Flame (su): At 4th level, the mason can bind one additional soul into his creations. Should the resulting item be intelligent, its alignment automatically shifts to chaotic evil as the torture of soulbinding mixes with the confusion of two souls becoming one. Additionally, the intelligent item's abilities are the greater of the two slain creatures' (i.e. an Int 8 and an Int 15 creature lead to an Int 15 item).

Sow the Darkness (su): At 6th level, the mason may add an additional elemental type to his unnatural forge (if he has that class feature from a previous class): *evil*. Evil does double damage to outsiders of the (good) subtype, as well as paladins and clerics who draw upon the Good Domain. Additionally, good-aligned characters who attempt to wield an evil-modified weapon gain a negative level until they no longer wield it. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Evil-aligned weapons inflict half damage (rounding up) against clerics with the Evil Domain, outsiders of the (evil) subtype, blackguards, and intelligent, evil undead.

Weapons which inflict evil damage are impossibly dark, as though light actually refused to shine on them.

Reap the Darkness (sp): At 8th level, the mason's evil-modified weapons gain a far darker ability — harvesting souls. When a victim dies to a coup de grace from a weapon of elemental evil, his soul is stolen as though a *soul bind* spell were cast on the victim. Only one soul at a

time may be imprisoned in such a manner, but the mason may use the imprisoned soul with his Soulbinding feat so long as he has access to the weapon. Destroying the weapon releases the soul as normal.

Darkness Beyond Darkness (su): A 10th level mason has gained insight into the true nature of souls. He may now use non-corporeal undead with his Soulbinding feat.

Additionally, when performing a coup de grace, he may choose to immediately consume the soul of his victim. While he may not use this soul for Soulbinding, he may employ it for any of the following uses:

- The mason temporarily gains a feat or skill from his victim, or an extraordinary, supernatural, or spell-like ability. The mason has access to these powers for 1d6 hours.
- The mason uses the passing energy to renew himself. He regains a total number of spell level uses per day equal to the CR or level of his slain victim.
- The mason channels the soul's power to heal himself. He heals 1d6 hit points for every hit die of the victim.
- The mason absorbs the departing soul's memories. With a Concentration check (DC equal to the number of days that have passed since the soul was absorbed), he may recall anything that the passing soul knew. Recalling such thoughts is a full-round action.

Use of this power is incredibly dangerous. The mason's alignment shifts one step closer to chaotic evil, and he must succeed in an opposed Will save with the victim. Failure drives the mason irrevocably insane as the angry soul directs its unfettered wrath upon its killer.

Characters slain in this manner may only be raised through the use of a *miracle* or *wish* spell, which ends all further effects of this ability.

Former Masons of the Black Seal: Masons do not take treason lightly, and have methods of dealing with traitors. Mason characters may multiclass freely, but may not refuse direct orders from the society without being branded a traitor. Removing a copy of *Soul Made Steel* from its vault is treason.

TABLE 5-3: THE MASON OF THE BLACK SEAL

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2		+1 level of existing class
2	+1	+3	+0	+3	The soul laid bare	
3	+2	+3	+1	+3		+1 level of existing class
4	+3	+4	+1	+4	Damnation's flame	
5	+3	+4	+1	+4		+1 level of existing class
6	+4	+5	+2	+5	Sow the darkness	
7	+5	+5	+2	+5		+1 level of existing class
8	+6	+6	+2	+6	Reap the darkness	
9	+6	+6	+3	+6		+1 level of existing class
10	+7	+7	+3	+7	Darkness beyond darkness	



Chapter 6: Ki Magic

So, you say you traveled all the way from Wuhan to study here? Perhaps you'd be best suited to a life as a courier then, walking so far in rain, snow, and cold. Do you think we just allow anyone who throws their carcass at our front gate to learn the inner mysteries? You speak of how you are ready to accept any hardship, endure our trials, and study the ancient texts night and day. As if most of our students expect this to be a vacation from the daily drudgery. Ha! The many days you spent on the road to get here will seem like a nature walk after your first week of training.

If we accept you.

Now, you know enough of the inner mysteries for Sister Madara to call me to the gate. No, no. No need to shatter another of Brother Benden's granite blocks. He planned on sculpting those into a set of statues of our founding brothers. I am sure that should you study here he shall take great pains to properly instruct you in his arts. Now, first and foremost you obviously know painfully little of this monastery. You have the strength, quickness, and endurance to become a warrior, perhaps a great one if your mind's power matches your body's. But that is not what we seek here.

We are not like the other monastic orders. They learn to channel ki, the energy found in all creatures. Ki is like a river that flows through the universe, connecting everything from the tiniest fly to the greatest king in one great chain of life. Other monks tap into the ki energy that resides within them. They shape it, control it, and use it to enhance their bodies. You have seen the monks of the Golden Palm, yes? You've seen them clear a building with a single leap, knock an ogre senseless with a barehanded blow, pluck crossbow bolts from the sky, if what Madara told me is correct.

You will learn little of that here.

This is the monastery of the open fist. We do not learn to channel ki, nor do we spend our days intently studying how to shatter bones and beat others senseless. Ours is a subtler art, not unlike the arcane studies practiced by the wizards of your homeland. Other monastic orders teach their members to harness and channel their own ki. We learn to call it from the fabric of the universe and meld it into our own reserves of energy, increasing our abilities far beyond those attained by the cloistered simpletons of the Golden Palm, Winged Dragon, or other dens of backward thinking philosophy. They are far more intent on breaking wooden beams with their bare hands than exercising their minds and unleashing their full potential. A kick or hand strike is but a vehicle for our true weapons: our minds. We shape the energy of the cosmos and channel into our every movement. Why harness the energy within when there is so much more to harness without?

And this is what you seek, isn't it? Good. You will sleep here on the bridge for a week. Stray more than ten paces from where you stand now and you may return home. Prove your mettle and you will be allowed in the gate.

BACKGROUND

Monks learn to harness and channel the natural energy that flows through every little thing. Known as ki, this strange power is subtle and difficult to control compared to arcane and divine energies. The powers and abilities monks master with the use of ki enhance their physical skills and allow them to perform feats of agility and strength that few others can match. Ki energy allows a

monk to stun an opponent with a single strike, resist the effects of poison and magic, move at incredible speeds, cure his wounds, and commit other incredible deeds. While a monk's powers are impressive, they are somewhat limited. They are not flashy or destructive, like a wizard's fireball, or capable of causing changes over a wide area, such as a cleric's earthquake or miracle spells. Still, within the limitations of his understanding of *ki*, the monk does quite well for himself.

Not every order is satisfied with this limited understanding of *ki*. Some monks spend less time perfecting their martial arts and more poring over ancient texts that describe and detail the capabilities of *ki* energy. Throughout history, monks, wizards, and arcane researchers have been intrigued by the possibilities represented by *ki*. In particular, powerful monks have the ability — called "diamond soul" — to shape their *ki* into a shield capable of deflecting magic spells. The prospects of drawing on an energy source capable of such powerful effects draws many sages to endlessly research the teachings and training methods of monastic orders.

However, most outsiders have little chance of ever attaining the same level of understanding and skill a monk has with his *ki*. Molding that energy requires much more than reading a few tomes, putting forth a few theories, and conducting a few experiments. Only through rigorous exercise, meditation, and intensive study can a person unlock the potential of his *ki* and learn to shape it, use it, and control it. While researchers and sages may attempt to unlock the secret of a monk's abilities, only someone with a monk's training and innate familiarity and potential for handling *ki* allows him to fully study its potential.

The arcane monk blends the spellcasting ability of a sorcerer with the martial arts prowess of a standard monk. Unlike other spellcasters, his abilities and spells are fueled by his personal *ki* energy. Furthermore, the arcane monk learns to tap into the *ki* that flows through the world around him, allowing him to create much more powerful magical effects than a normal monk can. While monks are capable of wondrous feats, their abilities alter and improve their bodies. The arcane monk learns to channel his *ki* to produce gouts of flame, hurl acid at his foes, and drain strength from his enemies while restoring his own.

Arcane monks normally build monasteries and other strongholds separate from other monastic orders. In some areas, the two sides compete for recruits and actively struggle against each other for supremacy. Both schools of martial arts embrace radically different views and teachings on the role of *ki* and the proper methods to manipulate and apply it. Arcane monks tend to be more extroverted and inquisitive about their powers. Rather than relying on quiet meditation or contemplation to master

their inner strength, they rely on arcane study, practice, and experimentation. Many arcane monks see standard monks as ignorant bumbler who merely toy with the powers the arcane monk truly masters. From their point of view, monks see arcane martial artists as perverting the purity of their studies by introducing arcane methods and theories into its domain. While some orders work together peacefully, many endure strained at best relations.

IN YOUR CAMPAIGN

Ki magic presents an alternative to the standard monk. Compared to the other classes, monks have virtually no choice for customizing their abilities as they gain levels. Fighters have access to a multitude of feats, Rogues accumulate copious skill ranks and can focus on a tight range of abilities or dabble in a number of areas. Wizards and clerics can alter their daily selection of spells to fit a specific situation or to reflect a caster's tactics and preferences. Players may come to expect certain abilities from monks. Introducing the arcane monk can catch players off guard and present a viable alternative to someone who likes the monk concept but is unhappy with the class's abilities. Arcane monks are slightly better in combat situations than normal monks, though these enhanced abilities come at the price of their defensive potential, particularly their immunities, spell resistance, and eventual damage reduction. If monks represent a middle ground between a rogue and fighter, the arcane monk is more a mixture of a fighter and a wizard.

Placing a stronghold or other source for arcane monks in your campaign is relatively simple. An existing monastery may train arcane monks in addition to standard ones, or perhaps arcane monks are rare, their monasteries isolated or concealed. In particular, if arcane monks struggle with standard monks, the long years of struggle may have forced these spellcasting martial artists to the periphery of civilized lands.

You can also use arcane monks as the backbone of a previously undiscovered civilization or distant, foreign realm. The monks make passable foot soldiers, though their spells are their true strength. Their melee skills combined with their magical power can serve to catch even the most jaded players off their guard and help inject a distinct flavor and identity into a kingdom or other realm in your world.

The extent of the rivalry between traditional monks and arcane ones is matter you should decide for your campaign. If the two harbor hatred, you should create a reason why. Perhaps the original arcane monks studied at a traditional monastery then betrayed the sacred pact they entered to preserve but never alter or share the secrets they learned.

ARCANE MONK

Fusing a knowledge of arcane magic with intensive training in the martial arts, arcane monks learn a unique brand of magic that makes them powerful, magical warriors. Arcane monks stand at the forefront of any battle, incorporating their magical techniques into combat maneuvers that allow them to deliver spells without drawing attacks. Unlike other spellcasters, arcane monks eagerly engage the enemy in melee. Other monks may be superior martial artists, but when an arcane monk combines his unarmed attacks with his spells he can deal more damage in a single strike than other monks can in two or three.

Adventures: As part of their training, most arcane monks leave their monasteries and seek their way in the world. By pitting their martial and magical arts against monsters and other threats, young arcane monks hope to improve their skills and master new magics. As their quest to master their skills progresses, they also pool money and eventually create a monastery of their own. Many arcane monks seek to establish their own schools to pass along the skills they have mastered, the philosophies they embrace, and the theories they espouse.

Characteristics: Arcane monks study martial arts similar to those pursued by standard monks. Their bare-handed strikes can hit with the same force as a longsword or greataxe, though they cannot strike as rapidly as other monks. Furthermore, they learn to master their ki and hone their bodies' defenses against spells and disease.

Arcane monks cast spells much like sorcerers. They master their inborn ability to cast a few spells and never need prepare them before casting. As part of their training, they learn to meld spellcasting with martial arts. Arcane monks substitute their spells' somatic components with elaborate sequences of punches and kicks, allowing them to attack a foe while casting their spells. Arcane monks can press the attack without pausing to cast many of their spells.

Alignment: Mastering martial arts requires dedication, commitment, and focus. Only lawful characters may become arcane monks.

Religion: Arcane monks worship gods of magic, health, strength, and war. Generally, a monastic order selects one or two deities as patron gods. Usually, these deities each represent one of the aspects of the arcane monks' abilities. Magic and strength gods are the two most popular for this purpose, as arcane monks seek to combine the arcane principles of magic with the more practical, physical teachings of martial arts.

Some monasteries form small, unique cults dedicated to the worship of the monk or monks who founded the order. These ancestral cults treat their forebears as saints and minor deities. While no clerics of these orders have yet been encountered, the monks believe that their founding fathers transcend death and instead go on to a near divine state after mastering the principles of arcane martial arts.

Background: Most arcane monks studied for several years at an isolated monastery. There, they learned the basics of martial arts and magic.

After several years as an apprentice, a monk is sent forth to explore the world and test his training. Only after surviving on his own for a few years may the monk return to his studies. However, many monks choose to continue on their own and pursue the adventurer's life or take up some cause.

Adventuring arcane monks are either fresh from training in their monastery and eager to see the world, or experienced travelers who have wandered the road for a year or two and are now used to the excitement and promise of adventuring.

Arcane monks hail from a diverse range of backgrounds. Before joining a monastery, a monk may have been a wealthy noble, an abandoned orphan, or simply a curious youth who felt drawn to the martial arts. The monasteries make no judgement on an applicant's past deeds and lifestyle. Any would-be monk who has the physical ability and mental fitness to withstand a monastery's training regimen is welcome to study there.

Races: Arcane monks are most commonly human, as that race's natural tendency to curiosity and experimentation makes them more likely to embrace the arcane monk's training. Tradition-bound, many see arcane monks as corrupters of the original teachings of the mar-



tial arts. Elves, half-elves, and half-orcs also join this class. Elves and half-elves are always fascinated by new experiences, and their love of magic makes them more apt to view the arcane monk's path as a fascinating new development rather than a twisted blasphemy of true martial arts. With their great physical strength, half-orcs excel at both the martial arts and the arcane monk's arcane teachings. As half-orcs normally face steep hurdles to learning magic, the prospect of not only learning it but mastering a style uniquely suited to their natural tendencies attracts many to this class.

Other Classes: Arcane monks have a natural rivalry with their more traditional brethren. The two classes often compare their fighting styles and engage in good-natured rivalries to outperform each other. Sometimes this rivalry can turn violent, especially if the monks have radically different alignments. Arcane monks respect the spellcasting abilities of wizards and sorcerers, though they often believe that perhaps those casters should pay as much attention to their physical well-being as to their studies. Arcane monks have no special like or dislike for other classes.

GAME RULE INFORMATION

Arcane monks have all the following game statistics.

Abilities: Strength is the arcane monk's most important statistic as it regulates his spellcasting ability and can improve melee attacks. Wisdom provides an arcane monk with his defensive skills and dictates the effectiveness of his special abilities. Dexterity improves his armor class, an important consideration as arcane monks normally shun armor.

Alignment: Any lawful.

Abbreviation: Arm

Starting Money: 5d4 gp.

Hit Die: d8.

Class Skills

The arcane monk's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str),

Concentration (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$.

Skill Point at Each Additional Level: $4 + \text{Int modifier}$.

Class Features

All of the following are class features of the arcane monk

Weapon and Armor Proficiency: Arcane monks gain proficiency with neither armor nor shields. They are proficient with the following weapons: club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling.

While an arcane monk has no training with armor, his intuitive sense of ki energy and his intense training give him a sixth sense that allows him to dodge blows. The arcane monk adds his Wisdom bonus to his armor class.

In addition, as he gains an additional bonus to his AC, representing awareness and intuition. Therefore, the arcane monk does not lose these bonuses when he is caught flatfooted or would otherwise lose his Dexterity bonus to AC. If the monk is held immobile, he loses these bonuses.

While the arcane monk is trained to fight and cast spells, he suffers an arcane spell failure chance when wearing armor or carrying a shield. In addition, if he wears armor or carries a shield he loses the AC bonus granted by his level and does not add

his Wisdom bonus to his AC.

Spells: An arcane monk casts arcane spells. The monk's selection of spells is extremely limited. Like a sorcerer, he gains a limited set of spells that he may cast many times per day. Rather than prepare spells, each time he casts he chooses one spell he knows to use. The arcane monk learns to cast his spells by drawing on ki energy to shape arcane effects. Loud, flashy magic such as *fireball* is generally beyond the capabilities of ki energy. Instead, the arcane monk focuses on spells that augment his unarmed



attacks and increase his combat abilities, such as *bull's strength* and *haste*.

The arcane monk learns martial arts maneuvers that replace somatic spell components with carefully designed unarmed attacks. Thus, the arcane monk may cast any touch spell as a free action in conjunction with a full-attack or attack action used to make an unarmed strike. The monk executes a quick series of strikes that hammers his foe and activates his spell. When the arcane monk uses his spells in this manner, he does not draw an attack of opportunity for spell casting.

The arcane monk may opt to use a ranged touch spell in melee. Rather than hurl the spell effect or aim it at his foe, he delivers it via a melee touch attack. The arcane monk may use a free action to cast and deliver this spell as described above.

When using a melee touch attack, the arcane monk may deliver the spell with an unarmed attack. Roll to hit as normal. If the monk hits his opponent's normal AC, he delivers damage for his unarmed strike and deals the touch spell's effect. If he hits his foe's touch AC but not his normal one, the touch spell takes effect but he does not deal melee damage.

The arcane monk uses his Strength score to determine the maximum spell level he may cast, his bonus spells, and the saving throw DC necessary to resist his incantations. He must have a Strength equal to 10 + a spell's level in order to use it. The Difficulty Class for a saving throw against an arcane monk's spell is 10 + the spell's level + the arcane monk's Strength modifier. These spellcasters use their physical prowess to master and direct *ki* energy. Physically strong monks generate intense surges of *ki* power necessary to power their spells.

At some spell levels, the arcane monk's spells per day chart lists 0 spells rather than a dash or higher number. In this case, if the monk's Strength is high enough to grant him a bonus spell of that level, he may use that bonus spell and gains access to spells of that level.

Unarmed Strike: Just like their traditional brethren, arcane monks are trained to fight unarmed. They deal more damage than normal, as shown on their advancement table. Small size monks deal one die size smaller in damage with their strikes. At 1st and 2nd level, such monks deal 1d3 damage. An arcane monk gains the benefits of the Improved Unarmed Strike feat and thus does not draw attacks of opportunity when he attacks.

When fighting unarmed, the arcane monk uses his fist interchangeably along with his feet, elbows, and knees. When fighting with a melee weapon, he may use either the weapon or his unarmed strike as an off-handed strike.

A monk's barehanded attacks deal normal damage rather than subdual. However, when grappling an arcane monk may choose to deal subdual rather than normal damage.

Flurry of Blows: The arcane monk may launch a rapid succession of attacks at his opponent, sacrificing accuracy for the chance to land multiple hits. The monk gains one additional attack at his best base attack bonus, but he suffers a -2 penalty to all of his attacks for the round. The arcane monk must use the full attack action to use this ability. A monk may also use flurry of blows when fighting with a kama, nunchaku, or siangham. If fighting with one weapon, he may make his extra attack with the weapon or barehanded. If fighting with two weapons, he uses one of his weapons for his normal attack(s) and his other weapon for the bonus attack granted by this ability. The monk uses his full Strength bonus to damage when fighting with an off-hand weapon in this manner.

Evasion: An arcane monk's sixth sense and agility allow him to avoid magical attacks and area effects. If an arcane monk succeeds at a Reflex save against an attack that normally deals half damage on a successful save he takes no damage. An arcane monk may use this ability if he wears light or no armor. Evasion counts as an extraordinary ability.

Deflect Arrows: At 2nd level, the arcane monk gains the Deflect Arrows feat even if he lacks the prerequisite Dexterity.

Still Mind: At 3rd level, the arcane monk gains a +2 bonus against spells and spell-like effects from the Enchantment school. His arduous training and meditation build up his defenses against mental compulsion and charms.

Purity of Body: At 5th level, the arcane monk's body flows with powerful *ki* energy that resists and destroys any diseases that attempt to infect his body. This ability does not apply to magical diseases such as mummy rot or lycanthropy.

Flurry of Spells: As part of his magical training, the arcane monk learns to hold a touch spell in his off hand while casting one on to his primary hand. At 5th level the arcane monk may hold two touch spells, one on each hand. If he has already cast a touch spell, he may cast a second one without losing the first. If for some reason the monk casts a third touch spell before discharging either spell, he must choose one of the two spells he holds to replace with the one he just cast.

Slow Fall: If an arcane monk is within is within arm's reach of a wall or similar structure, he can slow his descent from a fall in order to avoid damage. At 6th level, reduce the total distance he falls for purposes of determining damage by 20 ft. At 9th level this distance increases to 30 ft., while at 12th it increases to 50 feet. At 18th level, the arcane monk can fall any distance without taking damage.

Leap of the Clouds: At 7th level, the arcane monk's jumping distance is no longer limited by his height.

KI MAGIC

TABLE 6-1: THE EX-ARCAINE MONK

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus
1	+0	+0	+2	+2	Unarmed Strike, evasion, spells	1d4	+0
2	+1	+0	+3	+3	Deflect Arrows feat	1d4	+0
3	+2	+1	+3	+3	Still mind	1d6	+0
4	+3	+1	+4	+4	Purity of body, flurry of spells	1d6	+0
5	+3	+1	+4	+4		1d6	+1
6	+4	+2	+5	+5	Slow fall (20 ft.)	1d6	+1
7	+5	+2	+5	+5	Leap of the clouds	1d8	+1
8	+6/+1	+2	+6	+6		1d8	+1
9	+6/+1	+3	+6	+6	Slow fall (30 ft.)	1d8	+1
10	+7/+2	+3	+7	+7	Ki strike (+1), thunderstrike	1d8	+2
11	+8/+3	+3	+7	+7	Improved evasion	1d10	+2
12	+9/+4	+4	+8	+8	Slow fall (50 ft.)	1d10	+2
13	+9/+4	+4	+8	+8	Ki strike (+2)	1d10	+2
14	+10/+5	+4	+9	+9		1d10	+2
15	+11/+6/+1	+5	+9	+9	Arcane strike	1d12	+3
16	+12/+7/+2	+5	+10	+10	Ki strike (+3)	1d12	+3
17	+12/+7/+2	+5	+10	+10		1d12	+3
18	+13/+8/+3	+6	+11	+11	Slow fall (any distance)	1d12	+3
19	+14/+9/+4	+6	+11	+11		1d20	+3
20	+15/+10/+5	+6	+12	+12	Perfect self	1d20	+4

TABLE 6-1 CONT'D: ARCAINE MONK SPELLS PER DAY

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

TABLE 6-2: ARCAINE MONK SPELLS KNOWN

Level	0	1	2	3	4	5	6
1	4	—	—	—	—	—	—
2	4	2*	—	—	—	—	—
3	6	3	—	—	—	—	—
4	6	3	2*	—	—	—	—
5	6	4	3	—	—	—	—
6	6	4	3	—	—	—	—
7	6	4	4	2*	—	—	—
8	6	4	4	3	—	—	—
9	6	4	4	3	—	—	—
10	6	4	4	4	2*	—	—
11	6	4	4	4	3	—	—
12	6	4	4	4	3	—	—
13	6	4	4	4	4	2*	—
14	6	4	4	4	4	3	—
15	6	4	4	4	4	3	—
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

*Provided the arcane monk has a high enough Strength to gain a bonus spell of this level.

Thunderstrike: At 10th level, the arcane monk learns to channel a wider range of power. He may cast any spell that deals damage as an attack action, though if the spell is not delivered via touch or a ranged touch attack casting the spell replaces his melee attack. However, as per the attack action he is not subject to attacks of opportunity when using his spell.

Ki Strike: At 10th level, the arcane monk learns to emit a continuous ki energy sheath around his hands, feet, elbows, and other joints he uses to strike unarmed blows. When he uses unarmed blows to attack a creature, he counts as fighting with a +1 weapon for purposes of defeating damage reduction. He does not gain an enhance-

ment bonus to hit or damage. He may now simply injure creatures that would normally resist his attacks. At 13th level, his bare hands function as +2 weapons for purposes of defeating damage reduction. At 16th, they count as +3 weapons for this purpose. The monk still does not gain an enhancement bonus to his attacks and damage, but he may now defeat more powerful damage reduction.

Improved Evasion: At 11th level, an arcane monk takes half damage on a failed Reflex save. He still takes no damage on a successful one.

Arcane Strike: At 15th level, the arcane monk learns to

channel his ki energy to cloak his body in a crackling field of energy three times per day. When making an unarmed attack, he may choose to add an energy descriptor to his damage. He may select from acid, cold, electricity, fire, or sonic. When he strikes, his unarmed damage is considered to be the type he choose. The arcane monk must spend a full-round action summoning the ki energy he needs to activate this ability. During this round, he must choose the type of energy he wishes to use. For 10 + the arcane monk's Strength modifier rounds, his unarmed attacks deal that type of damage he selected. He gains no other benefits from this attack. For example, if a monk uses this ability to deal fire energy, a troll cannot regenerate damage it sustains from the arcane monk's attacks. However, the arcane monk cannot ignite flames with his hands or otherwise gain any other benefits from this ability. If a creature takes double damage or any other additional damage from an energy type, the monk deals the extra damage.

Perfect Self: At 20th level, a monk is forevermore treated as an outsider rather than as a humanoid. Additionally, the monk gains damage reduction 20/+1. The arcane monk's body becomes infused with raw ki energy, transforming him into something more than a normal humanoid.

EX-ARCANE MONKS

An arcane monk who turns to a non-lawful alignment may not gain additional levels in arcane monk, but retains the use of his arcane monk spells and abilities.

Similar to monks, arcane monks face special restrictions when taking levels in other classes. If an arcane monk ever gains a level in a class other than arcane monk he may not gain any further levels in arcane monk. The arcane monk retains the use of his previously gained arcane monk abilities and spells. This restriction does not apply to prestige classes, but it does apply to the monk core class: arcane monks and monks practice talents that appear closely linked, but the philosophies behind them are vastly dissimilar.

ARCANE MONK SPELL LIST

- 0 *detect magic, disrupt undead, flare, guidance, resistance, read magic, virtue.*
- 1 *burning hands, chill touch, endure elements, entropic shield, expeditious retreat, inflict light wounds, mage armor, magic weapon, shield, shocking grasp, true strike.*
- 2 *acid arrow, aid, bull's strength, cat's grace, death knell, endurance, ghoul touch, inflict moderate wounds, invisibility, mirror image, resist elements.*
- 3 *contagion, haste, inflict serious wounds, keen edge, protection from elements, vampiric touch, water walk.*

- 4 *air walk, enervation, freedom of movement, fire shield, greater magic weapon, improved invisibility, inflict critical wounds, polymorph self, poison, shout, stoneskin.*
- 5 *dimension door, fly, lightning bolt, righteous might, slay living, telekinesis.*
- 6 *cone of cold, harm, iron body, mass haste, repulsion, Tenser's transformation.*

MONK

OF THE CLOAKED FIST

The path of the arcane monk repels many martial artists because the principles of warfare corrupt the basic premises of their monastic orders. Ki is to be tended to and guided, not brutally torn from the environment and reshaped into bolts of lightning or fiery blasts. Traditional monks believe in finding strength and energy within themselves. Using spells and magic is the cheater's way out, the path of least resistance, on the road to martial arts mastery. Many orders teach that each successive lesson a monk learns is critical for his total depth of understanding and personal growth. Using magic as a short cut grants power void of understanding. Thus, monastic orders obey strict rules that prohibit students from advancing in their studies should they stray from the path and seek training with others.

The monks of the cloaked fist are a result directly from this attitude. A shadowy, hidden network of magically adept monks, the cloaked fists are typically those who in the course of their training have discovered an inborn talent for magic similar to a sorcerer's. Sages theorize that these monks come from the same arcane bloodlines that produce innate magical ability in humans and other races. Sorcerous potential mixed with training that allows a monk to unleash his ki produces a strange new form of magic. Cloaked fists master a magical spells, but more importantly, the interplay between their ki and their magic causes them to physically revert to the ancient ancestor whose blood provides the foundation for their magic. As a monk gains in power, his body becomes resistant to poison, disease, and magic. These alterations trigger his latent magical powers in strange, uncontrollable ways. A monk with draconic heritage grows scales and claws, while one with a demonic background sprouts a barbed tail and fangs.

Needless to say, most monks of the cloaked fist hide their appearance from strangers. A monk's physical changes have little to do with his personal morality and beliefs. A heroic monk cursed with the taint of demonic blood must live with his horrid appearance. Luckily, a monk's bearing and heritage have no effect on his mental state or beliefs.

The cloaked fists received their name for their tendency to wear long, bulky robes that hide their appearance. Monks rarely gather for political or military reasons. Their position is merely to practice their religion in a supportive environment outside of societal confines. The cloaked fists are good, neutral, and evil in roughly equal proportions. Rivalries amongst them are common. As a monk's outward appearance has no connection to his inner beliefs, evil monks with angelic miens rejoice in using their cover to commit terrible deeds. Many good-aligned warriors amongst the cloaked fists make it their personal crusade to track down and destroy such monks, particularly those with the fortune to claim a saintly ancestor.

Hit Die: d8.

Abbreviation: Cft

Requirements

To become a monk of the cloaked fist, a character must fulfill all the following criteria:

Base Attack Bonus: +5

Unarmed Damage: d8

Knowledge (arcana): 8 ranks

Spellcraft: 4 ranks

Special: A monk of the cloaked fist must discover his heritage and draw out its potential. His ranks in Spellcraft and Knowledge (arcana) represent his interest in magic and his potential to inadvertently unleash the full potential of his heritage.

CLASS SKILLS

The monk of the cloaked fist class skills (and the key ability for each) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Spellcraft (Int), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4+ Int modifier.

Class Features

All of the following are class features of the monk of the cloaked fist prestige class.

Weapon and Armor Proficiency: Monks of the cloaked fist gain no additional proficiencies with weapons, armor, or shields.

Ancestral Aspect: At 1st level, the cloaked fist begins to exhibit traits of his ancient forefathers. He must choose one of the following aspects: angelic, demonic, draconic, or godlike. As he advances in this prestige class, he gains traits from his chosen aspect's advancement chart. When a cloaked fist reaches 2nd level, he gains aspect A from his chosen path, aspect B at 3rd level, and so on.

Martial Artist: A cloaked fist continues his martial arts training. To determine his unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed, stack his levels in this prestige class with his levels in monk. If the cloaked fist does not yet have levels in monk, he gains those abilities as a monk whose level equals his level in this class. Though rare, some warriors with mystic heritage learn martial arts at the feet of cloaked fist after pursuing some other path early in their adventuring career.

Spells: Cloaked fists learn and cast arcane spells similar to sorcerers. The spells a cloaked fist knows are chosen from the sorcerer and wizard spell list. A cloaked fist is limited to casting a predetermined number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any. A cloaked fist may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it. To learn or cast a spell, a cloaked fist must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against cloaked fist spells is 10 + the spell's level + the cloaked fist's Charisma modifier.

Cloaked fists call on far fewer spells than traditional sorcerers can. Much of the latent potential that powers a sorcerer's spells manifests as the cloaked fist's ancestral aspects.

Angelic Aspect: Contact between clerics and paladins of good-aligned churches and their deities' planar servants sometimes leads to the birth of half-angel mortals. Such children commonly go on to become powerful champions of good, taking up their parents' crusade against the forces of evil or to expand and protect the church. Over successive generations, the divine blood that courses through a line's veins becomes muted until it once again awakens in the cloaked fist. Good-aligned fists with angelic blood are powerful champions of good. Evil



ones are frightening agents of darkness who use their appearance and apparent nature to spy on their enemies and spread terror from behind a veil of innocence.

Aspect A: At 1st level, the angelic monk experiences a surge of divine energy. Once per day, he may smite an opponent with a melee attack. Upon gaining this ability, the monk chooses one alignment aspect (law, chaos, good, evil). He may now smite opponents of that alignment once per day. Before making his attack, the cloaked fist must announce that he wishes to use this ability. On a successful hit, he inflicts bonus damage equal to his total hit dice. Once a monk has chosen an alignment aspect, all of his future powers work against it. In the other aspect trait descriptions, the monk's opposed alignment is the one his smite power works against.

The monk also takes on some of his ancestor's physical traits, granting him a +2 bonus to Bluff and Diplomacy checks. He looks slightly more attractive and acquires a noble, comforting bearing.

Aspect B: At 3rd level, the angelic monk gains the ability to detect his opposed alignment as per the appropriate spell, such as *detect evil* or *detect law*. This is a supernatural ability the monk may use at will. There is no limit to the number of times per day the monk may activate this ability.

Aspect C: At 5th level, the angelic monk's true nature grants him resistance to a variety of energy types. He gains fire, acid, and cold resistance 5. In addition, he gains a +2 AC bonus against creatures of his opposed alignment. Regardless of his alignment, the children of saintly creatures enjoy the protection of their forebears. The angelic monk also gains an additional daily use of his smite ability.

Aspect D: At 7th level, the angelic monk may ward off his opponents. He may cast a protection spell three times per day against his opposed alignment, such as *protection from evil*, *protection from good*, and similar spells. In addition, his resistance against acid, cold, and fire increases to 10.

Aspect E: The angelic monk becomes infused with divine energies as the nearly full potential of his bloodline is unleashed. The monk may cast *flame strike* at a caster level equal to his hit dice three times per day. Calling upon his ancestors (or perhaps their demonic rivals if the monk is evil) he summons the cleansing fire of judgement to smite his enemies. In addition, the angelic monk gains an additional use of his smite ability per day.

Aspect F: At 10th level, the angelic monk becomes a living weapon against his opposed alignment. He gains a +2 bonus to hit creatures of his opposed alignment, does an additional +2 damage, and deals divine energy rather than physical damage with his barehanded strikes. Thus, his attacks ignore all damage reduction unless a creature has a specific resistance to divine energy.

Demonic Aspect: The foul creatures of the lower planes are sometimes called forth by twisted, power-hungry cultists to breed with their membership. Over several generations, the obvious marks of this heritage slowly fade only to reappear in a monk of the cloaked fist. Tragically, while such a martial artist may appear to be a horrid, demonic creature, in truth he could be a valiant crusader for good. While a demon's bodily traits may carry from generation to generation, its propensity for murder and destruction does not.

Aspect A: At 1st level, a demonic cloaked fist develops a tough, scaly hide. He gains a +1 natural bonus to AC and gains fire resistance 5. As a result of this transformation, he suffers a -2 competence penalty to all Bluff and Diplomacy checks made with good or neutral creatures.

Aspect B: At 3rd level, the fist's feet and hands develop razor-sharp talons. He deals +2 damage with his unarmed attacks. In addition, his unarmed attacks count as a +1 weapon for purposes of defeating damage resistance.

Aspect C: While a demonic cloaked fist does not follow the moral and social tendencies of his heritage, he does gain its capacity for destruction. Once per day as a free action and using the same rules for a barbarian entering his rage, the demonic monk may enter a blood frenzy. He gains a +4 bonus to Strength and Constitution for 3 rounds plus his (newly increased) Constitution modifier. While in this state, he must attack the closest living thing in melee combat. The monk cannot willingly leave this state and continues to fight until his frenzy ends. In addition, if the monk drops an opponent in melee he must make a Will save (DC 15) or use his next action to attack his downed opponent using a standard attack action. (The cloaked fist is overcome with rage during these frenzies and sometimes fails to notice that an opponent no longer poses a threat.) This ability is usable once per day.

Aspect D: At 7th level, infernal magic courses through the cloaked fist's form. His unarmed attacks now count as +2 weapons for defeating damage resistance. In addition, his fire resistance increases to 10 and he gains cold and acid resistance 5.

Aspect E: At 9th level, the demonic cloaked fist undergoes a radical change in his physical form. His scaly hide thickens, granting him a +2 natural bonus to AC. He sprouts a long, barbed tail dripping with venom. The tail deals 1d6 damage on a successful hit (plus half the cloaked fist's Strength bonus) and poisons his victim. The fist's venom deals an additional 1d4 Strength damage as its primary effect and 1d4 Strength as its secondary effect. The Fortitude save DC to resist the poison is 15. The monk produces enough venom to use his poison 3 times + his Constitution modifier per day. While using his blood rage ability, he gains an additional two doses of poison.

TABLE 6-3: THE CLOAKED FIST

Level	Base	Fort	Ref	Will	Special	Spells per Day		
	Attack	Save	Save	Save		0	1	2
1	+0	+0	+2	+2	Ancestral aspect A, martial artist	—	—	—
2	+1	+0	+3	+3	Spells	2	—	—
3	+2	+1	+3	+3	Aspect B	2	—	—
4	+3	+1	+4	+4		3	0	—
5	+3	+1	+4	+4	Aspect C	3	1	—
6	+4	+2	+5	+5		3	1	—
7	+5	+2	+5	+5	Aspect D	3	2	0
8	+6	+2	+6	+6		3	3	1
9	+6	+3	+6	+6	Aspect E	3	2	1
10	+7	+3	+7	+7	Aspect F	3	3	2

The demonic monk may use this tail to attack as part of his standard unarmed attacks, but he suffers a –2 penalty to his tail attack and all others for that round. If he uses his tail while using the flurry of blows ability, he suffers a –4 penalty to his attacks. Otherwise, he may make all his attacks for the round using his tail at no penalty. The cloaked fist can use his standard or unarmed base attack bonus when using his tail.

Aspect E: At 10th level, the demonic monk's feral nature grows to allow him to enter his blood frenzy twice per day. In addition, he no longer runs the risk of wasting attacks on defeated opponents and can voluntarily end his rage at any time.

Draconic Aspect: With their ability to change shapes and their propensity to mingle with other races, dragons commonly breed children with a range of other creatures. Over successive generations, the more extreme physical traits present in a half-dragon slowly fade. In some families, later generations develop innate magical abilities, as witnessed with sorcerers. In others, their ancient ancestry is forgotten until a young monk reconnects with his heritage as a manner of course during his training and development.

Aspect A: At 1st level, the monk shows the first traits of his ancient heritage. His skin turns to thick scales, granting him a +2 natural bonus to AC. In addition, the monk must choose the nature of his ancestry. The type of dragon he claims a relation to dictates the color of his scales and the nature of his future abilities. The draconic monk's scales match the color of his ancestor's.

Dragon Type	Associated Energy
Black	Acid
Blue	Electricity
Green	Acid
Red	Fire
White	Cold
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Silver	Cold

TABLE 6-4: CLOAKED FIST SPELLS KNOWN

Level	0	1	2
1	—	—	—
2	3	—	—
3	4	—	—
4	4	2*	—
5	5	2	—
6	5	3	—
7	5	3	2*
8	5	4	2
9	6	4	3
10	6	5	4

*Provided the arcane monk has a high enough Strength to gain a bonus spell of this level.

Aspect B: At 3rd level, the draconic monk gains the keen senses of his ancestor. He gains darkvision with a 120-foot range and the Scent creature special ability. His eyes take on a color similar to that of his dragon ancestor, and his nose transforms into a short snout.

Aspect C: At 5th level, the draconic monk's hands and feet transform into clawed talons. He gains a +2 bonus to damage inflicted with his unarmed attacks. In addition, he gains resistance 10 against the energy type associated with his draconic heritage in the table above. For example, a draconic cloaked fist with a white dragon ancestor gains cold resistance 10.

Aspect D: At 7th level, the draconic monk gains the ability to fire a short blast of his associated energy type. Once per day, he may make a ranged touch attack against a single foe. On a hit, he deals 1d4 points of damage per level in this prestige class. The monk deals energy damage of the type associated with his draconic heritage. For example, a draconic cloaked fist with a gold dragon ancestor deals fire damage with this attack. This attack is a breath weapon that counts as a supernatural ability.

Aspect E: At 9th level, the draconic cloaked fist sprouts a pair of short, stubby wings. He may fly at normal speed with average maneuverability. In addition, the draconic monk gains an additional use of his breath weapon per day.

Aspect F: At 10th level, the monk's creature type turns to dragon. He is no longer affected by spells such as charm person, gains immunity to sleep and paralysis attacks, and is completely immune to the energy type associated with his dragon ancestry. In addition, the cloaked fist now uses d6s to determine the damage his breath weapon attack deals.

Godlike Aspect: Cloaked fists whose ancestry traces back to gods or godlings have incredible health, strength, and resistance to mundane concerns such as disease and poison. Their divine blood causes them to develop magnetic, forceful personalities.

Aspect A: The godlike cloaked fist gains a +2 bonus on all saving throws against poison and is immune to all mundane, non-magical diseases.

Aspect B: At 3rd level, the cloaked fist begins to develop a stronger, tougher body. The cloaked fist gains the Toughness feat and a +1 bonus to Strength.

Aspect C: The cloaked fist's heritage becomes more readily apparent. His body alters slightly to give him a more attractive, magnetic appearance. When the fist enters a room, others notice. He gains a +2 bonus to Charisma and a +2 competence bonus to Bluff, Diplomacy, and Intimidate checks.

Aspect D: The cloaked fist gains an additional +1 Strength as he develops into a perfectly defined specimen of his race.

Aspect E: As his innate divine energy grows, the godlike cloaked fist develops an innate resistance to all spells. He gains a +2 bonus on saving throws versus spells and is immune to sleep and charm effects.

Aspect F: At 10th level, the cloaked fist gains the attention of the god or godling whose ancestry he claims. He gains spell resistance 25.

NEW SPELLS

The spells presented here are available to both monks of the cloaked fist and arcane monks. Unless noted otherwise, they are not available to other spellcasting character classes.

Distance Punch

Transmutation

Level: Arm5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/3 levels

Upon completing this spell, you may strike distant foes with your unarmed attacks. You look towards your foe and make your attacks as if your opponent stood right in front of you. As you strike, a ghostly image of you appears in front of your foe and makes your attacks against him. Your opponent must be within 60 feet and you must be able to see him. You make your attacks as normal and deal full damage.

Ghost's Touch

Transmutation

Level: Arm1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/3 levels

Your fists, feet, or other portions of your body used to make martial arts attacks become glowing and insubstantial. On your next attack action (within the spell's duration) you ignore your opponent's armor and shield bonuses to AC. Your hand slices right through such defenses, allowing you to strike through them with your full strength. In addition, you may attack incorporeal creatures such as wraiths and ghosts as normal; they do not gain the normal 50% chance to ignore any damage an attack inflicts.

Hundred Legged Dragon Dance

Evocation [Fire]

Level: Arm6

Components: V, S

Casting Time: 1 action

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

Area: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You call upon the power of your *ki* to craft a small horde of rampaging dragons sculpted from raw energy. The beasts charge over anything standing within the spell's radius, grinding them into the ground and setting them alight. Creatures in the spell's area take 1d4 damage per caster level. In addition, if they miss their Reflex saves they are knocked prone, set alight, and continue to burn on subsequent rounds.

Hurricane Kick

Transmutation
Level: Arm2
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round

Magical energies surges through your body, allowing you to make a single, powerful attack that sweeps aside all enemies around you. During the spell's duration, each melee attack you make automatically targets every creature within your threatened area. When you make an attack, compare the result against all such potential target's AC. All creatures you hit take damage from this attack, though you roll only once to determine damage against all targets. In addition, if you have the Cleave or Great Cleave feats, you may use them with this attack. If you make an attack using either of those feats, the effects of this spell apply to those strikes.

Jumping Monkey Whirlwind

Transmutation
Level: Arm5
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/3 levels

During this spell's duration, you transform into a bouncing, erratic bundle of energy. When you make a full attack action, you may move your full speed between each attack. This movement does not draw an attack of opportunity, but you must use your full allocation of attacks. After making your final attack, your movement ceases. For example, a 13th-level arcane monk receives two attacks per round, three if he uses a flurry of blows. He may move, make his first attack, move again, make his second attack, then move again and attack if he chooses the flurry of blows action. You cannot attack, move, then end your action, nor can you choose to use an attack on a wall or other inanimate object. As part of the spell, you launch yourself off your enemies and use the momentum of your blows to propel yourself forward. Your movement does not need to be in a straight line. If your first movement is a charge attack action, you gain the benefits of the charge against all your targets.

Reverse Foe's Strength

Transmutation
Level: Arm3
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/3 levels

While this spell is in effect, you can turn your foe's attacks against him. Once per round, you can force an opponent who targets you with a melee attack to instead target himself. With a great move and throw, you twist your opponent around and turn his strength against him. If your opponent hits, he must roll damage as normal against himself. If a foe attacks you multiple times in a single round, such as by taking the full attack action, you may choose which of his attacks to alter with this spell.

Storm of Fists

Conjuration (Creation)
Level: Arm6
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

During this spell's duration, you conjure a small fleet of swarming, ghostly fists, one for every five caster levels. When you strike in melee, the fists make an attack at your target using the base attack bonus and situational modifiers that applied to your attack. Each strike deals the damage you inflict with your barehanded attacks modified by your Strength. Note that you do not need to make barehanded strikes while using this spell. You may fight with a weapon while the fists streak to attack.

Sundering Strike

Transmutation
Level: Arm1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/2 levels

During this spell's duration, your hands, feet, and other parts used to make martial arts attacks are surrounded by a field of energy capable of smashing through inanimate objects. When you make unarmed attacks during the spell's duration, you ignore your target's hardness rating, if any.

Chapter 7:

Madness Magic

The word, the run, the power, the sun, oh my, oh my, I can feel the power flow, and go, and go, through the gate of a million dreams, the call of the wild ones seeks my heart and captures my soul. The gate of the soul, sundered and open, I saw it, oh yes I did, I saw it with my own mind's eye. Yes, the power, the power.

Oh but I have lost myself again, haven't I? You seek knowledge, the key of the gate. Inward it lies, child, inward it lies. Seek the word of the gods from beyond the astral curtain, some do, yes, yes.

Fools. All of them.

The others of the south in their cities of stone and wood turn to books and tomes of ages old, but tell me child, would the ancients hide their secrets in parchment, protected by nothing more than a leather cover? Fools, child, all of them, too. Steel, cold steel sheathed in hot blood, the power of simpletons. Worth mentioning only as example of greater fools, my child, greater fools still.

All of these seek power from without, when it lurks right under them, right under the top of their heads tucked within their ever disused minds. We see, we hear, we taste, we smell, we bring reality into our minds and react to it. But those of my blood, we absorb reality's truths and spit back creations of our own. Mad they called me in my village, child, when I first saw the things that lurk between, when I tried to warn them, they refused to heed my words, child.

They stopped laughing when I burned their precious temple to the ground. Lock me up in that accursed cell, that damned priest did, I saw it in his eyes, he knew I spoke the truth.

The mind need not be a slave to the whims of the world. The spirit need not be beaten into submission by the dictates of reality. Rebel against the strictures of the cosmos, forge your own real-

ity, child, this is our path. The mind sees the truth and spills forth that knowledge to the world around it, forging a new reality and pushing the cosmos to dance to my tune. The mundane mind sees, and comprehends, and obeys, but the opened mind sees, comprehends, and stands defiant. What is reality, child? The shackled mind says reality is what it sees and experiences. It accepts, it endures, it allows the world to run roughshod over its potential. The opened mind sees that reality works in two directions, not one. It learns to absorb, watch, and dictate. It listens and responds, rather than sitting back like a whipped dog, a hapless victim of its master's whims.

Ah, you ask of control. It will come with experience. Today you overextended yourself, and your companions paid for it. I shall tend to your bodily injuries, but more importantly, I shall tend to your soul. Like the hatchling newly awakened to the world, you have opened your eyes to reality. Now you must learn to fly.

BACKGROUND

If magic is an art, the wizard's mind is his paint brush, the world his canvas. His intellect governs the power of his spells and the power and complexity of the incantations he can command. Similarly, a sorcerer's personality and magnetism dictate the limits of his powers. In both cases, a spellcaster's natural traits set the tone for his career. Training, hard work, and rigorous mental exercise can slowly expand a mage's power, but the bulk of his abilities are determined at birth. A healthy, active mind or a powerful personality is the first step on the path to arcane mastery.

By the same token, a mage with a diseased mind or twisted personality reflects his shortcomings or sickness in his magic. Most of the time, such damaged spellcasters are simply incapable of producing even the simplest cantrip. Insanity shatters the wizard's grip on his spells and the sorcerer's will to master and use his in-born abilities. In some cases, however, madness is the key that opens strange new vistas of power. An otherwise mundane mortal, from a simple farmer to a skilled enchanter, can suddenly gain a powerful insight into the inner workings of reality following a traumatic head injury, sickness, or mental disease. These madmen exhibit the same general magical traits, including the ability to change reality on a whim. While rare, their condition is common enough that loremasters and academics have determined that these abilities all share common traits and abilities. Dubbed "madness magic" by sages, this bizarre tradition results from the intersection of a powerful, magically-aware mind with crippling insanity. Yet those who follow this tradition insist that they are the sole voices of reason in a dumbfounded world. While their origins are shrouded in controversy and mystery, these spellcasters' powers are indisputable.

Madness mages have the power to bend reality and create new matter. They create spell effects that duplicate the schools of transmutation and conjuration, but their powers are not magical in the traditional sense of the word. According to these spellcasters, they can see the underlying structure of reality and modify it through sheer force of will. What others see as undeniable symptoms of madness, these mages claim are the reactions of a reasonable, stable person to the true nature of the cosmos. Those who embrace supposed standards of sanity are self-deluded egomaniacs who refuse to acknowledge their blindness to the truth. The madness mage shuns the mundane world and turns his eye to the secrets that stand before even the simplest dullard. He claims to see the truth that others reject for the comforting embrace of a simple, easily explained reality. Other minds exist in the shackles of cause and effect, logic, and attempts to explain the unexplainable. The madness mage spurns such mental constructs, viewing them as useless, hollow crutches needed only by the weak, blind, or foolish.



W.O.Z

Madness mages tend to eccentricity and extreme beliefs. Some do teeter on the edge of sanity, but those that fully descend to madness either lose the ability to shape their magic in a coherent manner or live their days shackled in prison, deemed too dangerous to run free. A madness mage is much more likely to resemble a rambling, distracted sage or professor than a howling maniac. There is no denying that madness mages do not experience reality as others know it. They create objects out of thin air and alter existing ones with but a thought.

More importantly, their actions leave no trace of magical influence. When a madness mage hurls a bolt of acid at a target, he appears to simply create wholly mundane acid from thin air and physically throw it towards his foe, leaving no sign of burns on his hand yet still wounding his enemy. Madness mages explain they can see the underlying structure of reality, allowing them to form materials from what appears to them as a web of materials, energies, and matter waiting to be shaped by a capable mind. A madness mage's spells are as physically real as a falling rock or steel weapon. *Detect magic* or *dispel magic* have no effect on their spells, as they seemingly have no magical component. Madness mages simply explain that they enforce their will on reality, forcing it to mold and shape to their demands. Wizards and sorcerers work within the structures of reality while madness mages learn to twist and manipulate them.

In addition to their spell-like capabilities, madness mages have the capacity to focus their mental abilities and strengthen their power to bend reality.

Sometimes a madness mage can overextend his abilities, causing a backlash of energy that forces his spells to fizzle and leaves him a weakened shell. Madness mages believe that reality can only take so much abuse before it lashes back at those who would command it. If a madness mage tries to focus too much power, he can let loose a tremendous wave of energy that threatens himself, his allies, and his enemies. Adventuring with a madness mage is a study in carefully balancing the mage's ability to dictate reality with his propensity to push his powers past their reasonable limits.

Madness mages are common in barbaric wastelands and other areas where formal magic, as practiced by tradition wizards, is rare. Sometimes, an otherwise mundane warrior or peasant manifests the madness mage's abilities after a serious head injury or a bout with a life-threatening disease. Many times, these powers are preceded by a radical change in the subject's personality and habits, leading some observers, particularly those attached to good-aligned churches, to theorize that madness mages are demonically possessed.

Madness mages find such rubric both amusing and insulting. On one hand, it highlights the ignorance of those unfamiliar with their art. On the other, it bespeaks the scorn and prejudice more traditional spellcasters feel towards them. The practitioners of this magical tradition commonly refer to themselves as wizards of the awakened eye, a reference to their ability to see the reality others deny.

IN YOUR CAMPAIGN

Madness mages provide a unique spin on magical abilities and stand in sharp contrast to the controlled magic of wizards and sorcerers. The madness mage's spells are centered on a tightly defined focus, granting him access to little more than two schools of magic.

In civilized regions, madness mages may be distrusted and feared. They represent a wildcard, a barely controllable wellspring of unpredictable power. Amongst barbarians and uncivilized areas, madness mages may be embraced as messengers from the gods or feared and hunted as twisted souls tainted by unnatural influences. For players, the tendency may be to play a madness mage as an unthinking loon. This may be fun in some games, but most of the times it serves as an unnecessary distraction. Madness mages see reality and magic in a much different light than other spellcasters. This grants them a strange, unique perspective on the world, but it does not transform them into hyperactive, babbling idiots. Madness mages should be played as strange and eccentric, not bubbly and whacky.

ADEPT OF THE AWAKENED EYE

The adepts of the awakened eye are an enigma to wizards, sages, and other experts of magical knowledge. Their abilities appear to mimic many common spells yet divinations such as *detect magic* show no sign of arcane influence on their capabilities. Like sorcerers, these spellcasters need no books, formal training, or other artifacts of traditional spellcasting. Instead, they simply impose their will on reality and mold it to their needs.

The awakened eye sees and comprehends the underlying structure of reality. His mystic insight allows him to shape the cosmos as he sees fit, though different adepts of this tradition exhibit different capabilities. Some can open rifts to the outer planes, calling creatures to fight for them, while others can cause the air to ignite and burn their enemies. Whatever the source of their power, these adepts are commonly known as madness mages for their bizarre, off-kilter behavior and idiosyncratic view of reality. Traditional wizards in particular scorn these spellcasters seeing them as dangerous, unpredictable madmen better kept in chains than allowed to roam free. Of course, part of this fear may spring from the wizards' inability to defeat the madness mage's magic with spells such as *dispel magic*.

Adventures: The madness mage adventures for a variety of reasons, some mundane and typical to other adventures, others born from their bizarre beliefs and uncontrollable impulses. An awakened eye may see adventures as a chance to test and improve his skills or uncover forgotten lore to enhance his knowledge. Others are driven to seek out truths that transcend the mortal plane. These awakened eyes plunder forgotten libraries, ancient tombs, and other hidden places for lost codices, books, and other tomes worth more than their weight in gold to the madness mage.

Evil madness mages thirst for tools and items to aid in their conquest and subjugation of others. These lone wolves are predators that lurk at the edge of civilization, doing as they will and caring little for the repercussions of their actions. Neutral awakened eyes engage in quests primarily for personal gain. They see adventures as an opportunity to pursue their esoteric aims, whatever they may be. Good ones see adventures as a mandate from whatever powers they worship or as a responsibility tied to their arcane insight into reality. These benevolent awakened eyes believe that with great power comes great responsibility.

Characteristics: Adepts of the awakened eye use magic through the force of their personality and their understanding of reality's underlying structure. They alter the world around them to better serve their needs. While these changes are temporary in nature and limited to a few effects, they are indistinguishable from natural phenomena. Thus, defenses such as spell resistance are wholly useless against them. The madness mage's abilities mimic many of the spells from the conjuration and transmutation schools of magic. In addition, madness mages can pool and focus their power, allowing them to sacrifice the number of effects they can work for more powerful ones. However, this ability comes at a risk of the madness mage losing control of his powers and hurting himself and his allies.

Adepts of the awakened eye are hardier and more skilled in combat than wizards. They are proficient with all simple weapons and can wear light armor. Many of them stumbled upon their powers after years of life as simple peasants, mercenaries, or tradesmen.

Alignment: As their nickname suggests, adepts of the awakened eye tend towards chaos over law. They are eccentric and given to seize on bizarre or nonsensical ideas as deep truths. As madness mages view reality in a much different manner than normal people, their actions and reactions are usually difficult to predict. That does not mean madness mages are all chaotic. Some are lawful, though this merely shows that their eccentricities and oddities are predictable rather than random.

Religion: Madness mages are deeply divided on the topic of the gods. Some see divine powers as merely another useless diversion spawned by an obsession with the physical world as it is viewed by mundane mortals. Others see their gifts as a boon from the gods and consider themselves prophets, holy men, and seers. These adepts of the awakened eye primarily revere gods of magic, chaos, madness, and arcane secrets.

Background: There is little common ground between the wide range of madness mages. Some spring from otherwise mundane backgrounds: a simple blow to the head or lengthy bout with a disease twists their personality and leaves them with a mystic insight into reality. Others find the path while studying traditional magic, making the leap through studying books of forbidden lore or deep meditation and magical research. In barbaric lands, adepts of the awakened eye are seen either as sacred holy men or demonically possessed menaces. In civilized lands, madness mages keep to themselves, living as hermits or lonely recluses. In some cities, small communities of homeless madness mages prowl the alleys, engaged in seemingly senseless rituals dedicated to an incomprehensible end.

Madness mages have no special link as a group. In some areas, they band together in loose alliances, but in others they keep a respectful distance or engage in petty squabbles. Adepts of the awakened eye are too eccentric and prone to erratic behavior to form any long-lasting, durable bonds.

Races: Madness mages appear amongst all races, even monstrous humanoids such as orcs, trolls, and other creatures. Amongst the civilized races, they are rare amongst dwarves and half-orcs who seem to lack the inherent mystical potential to gain the powers of a adept of the awakened eye. Elves are rarely members of this class despite their magical nature. Their strong reliance on the wizard's tradition of magic dissuades them from this path.

Madness mages are more common amongst primitive or savage peoples than civilized ones, though the buffers civilization provides seem to make it easier for madness mages to survive and thrive there. Some cultures revere madness mages as philosophers and wisemen.

Other Classes: Madness mages' relationships with other classes are dictated primarily by the depth and nature of their eccentricities. They value the presence of fighters and barbarians as bodyguards, and see rogues and sorcerers as critical members of any successful expedition. These classes all provide valuable talents and rarely have any philosophical prejudices against the madness mages' art. Sorcerers, clerics, druids, and the spellcasting fighting classes sometimes come into conflict with outspoken madness mages on matters of religion. Some madness mages have a dogmatic, aggressive set of religious beliefs that draw them into conflict with those classes. Wizards are the most troublesome type of adventuring companion in the eyes of many madness mages, primarily because of their opposing views on magic. Madness mages see the science and theories of magic as the product of empty, deluded minds that impose useless structures on the illusion of reality. Thus, the two classes often come into conflict.

GAME RULE INFORMATION

Adepts of the awakened eye have all the following game statistics.

Abilities: Charisma determines the maximum spell level the madness mage can access along with the DC of the spells he uses. To cast a spell, a madness mage must have a Charisma score of 10 + the spell's level. The adept of the awakened eye gains bonus spells based on his Charisma score, and the DC necessary to resist his spells equals 10 + the spell's level + the adept's Charisma modifier. A high Constitution is also important to the adept of the awakened eye, as he must make Fortitude saves in order to gather his power and unleash it in concentrated bursts.

Alignment: Any.

Abbreviation: Aae

Starting Money: 3d4 × 10 gp.

Hit Die: d6.

Class Skills

The madness mage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

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

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

Class Features

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

Weapon and Armor Proficiency: Madness mages are proficient with all simple weapons and light armor. They learn the basic combat skills and can use their abilities while wearing armor, unlike other arcane spellcasters.

Madness Magic: While many subtleties distinguish madness magic from arcane spells, for most intents and purposes adepts of the awakened eye spontaneously cast arcane spells in a manner similar to the sorcerer class. Madness mages have innate magical potential. They cast spells from a limited list of incantations but do not need to prepare them from a book as must a wizard. Technically speaking, the adept of the awakened eye does not cast a spell. He merely learns to tweak reality in order to produce an effect. Thus, his incantations ignore spell resistance and are immune to the spells *dispel magic* and *greater dispelling*. Note that all other effects that destroy spells affect the madness mage's spells as normal, including counterspells other than *dispel magic* or *greater dispelling*. For example, a wizard could use *haste* to cancel a madness mage's *slow* spell.

Madness mages also use a modified set of components. Their material components are mindless, incoherent chants that help focus their concentration, imposing a -5 penalty to all Spellcraft checks made to identify their spells. Madness mages use material components primarily as a focus for their thoughts and fuel to power the material transformations they cause, but they never use somatic components. Madness mages mold reality using the raw force of their personalities, making arcane gestures useless ornamentation for their magic. Thus, they do not suffer a chance for arcane spell failure when wearing armor or carrying a shield.

Despite these differences, madness mages must make all Concentration checks as normal. Any attacks or circumstances that would wreck a spellcaster's ability to use somatic components could potentially hinder the adept's abilities. The madness mage makes all Concentration checks as normal, though he receives a +2 circumstance bonus in conditions that normally inhibit only somatic components. In such a case, the madness mage has difficulty focusing his power but not to the same extent as other spellcasters.

The adept of the awakened eye must use a move equivalent action to summon the mental focus necessary to complete a spell. This action does not draw an attack of opportunity, but the madness mage must do this each round he wishes to cast a spell. The force of will and concentration necessary to alter reality takes more time and effort to summon than the focus normally needed to cast a spell. The madness mage must use a different move-equivalent action for each spell he wishes to cast.

Madness mages may not use metamagic feats to alter their spells, as their effects are not truly magical in nature. Feats such as *Spell Focus* function as normal.

Aspect of the Eye: The adept's insight into reality's underpinnings grant him several special abilities. At 1st, 5th, 10th, 15th, and 20th level, the adept choose one of the following abilities.

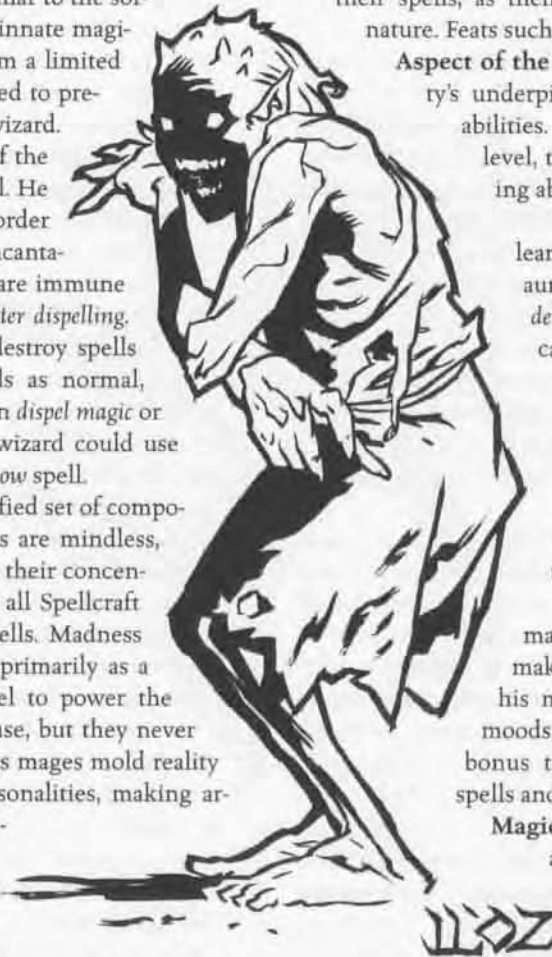
Arcane Eye: The madness mage learns to see and interpret the magical aura of enchanted objects. He may cast *detect magic* three times per day at his caster level in this class.

Furious Outburst: Once per day, the adept of the awakened eye allows his pent up mental strain to burst into a rampant display of furious rage. He may rage as per the barbarian class. While raging, the adept may not use his magic.

Jumbled Mind: The madness mage's bizarre inner thought process makes it difficult for others to peer into his mind and influence his emotions, moods, and mental state. He gains a +2 bonus to all saves against enchantment spells and spell-like effects.

Magical Outburst: Fusing his emotional turmoil with his magical abilities, the adept of the awakened eye learns to create and hurl bolts of pure force with the power of his mind. Once per day, the adept may use a 1st-level spell slot to cast *magic missile* at his caster level in this class.

Method in the Madness: With the strange insights gained by his warped mind and twisted view of the world, the madness mage suddenly masters a subject he has not previously trained in. The madness mage gains four ranks in a class- or 2 full ranks in a cross-class skill. He may not select a skill exclusive to another class that he does not have access to, nor may he violate the limits on the maximum ranks he may gain in a class based on his level. Any excess ranks beyond his maximum are lost. The madness mage may choose this ability more than once, selecting a different skill to boost each time.



Sense Aura: The madness mage may gain a general idea of a creature's alignment by gazing into the material firmament that surrounds him. The mage chooses one of the following spells: *detect chaos*, *detect evil*, *detect good*, or *detect law*. The madness mage may cast the chosen spell three times per day at his current caster level.

Power Surge: The madness mage may slowly build up his willpower, collecting it in order to release his power in one, great burst. Once per day, the madness mage may sacrifice a number of spell slots to produce a single, powerful effect. As a full-round action, the adept of the awakened eye focuses his concentration and gathers his will to produce a powerful spell effect. He chooses a single unused spell slot and to sacrifice that round. On his next round, he may choose to either cast a spell or sacrifice an additional spell slot. If injured while building up his power in this manner, the madness mage must make a Concentration check as if he was trying to cast a spell. If he ever fails a check, he experiences a catastrophic power failure. Total the number of spell levels the madness mage used to fuel this ability. A spread of arcane energy erupts from the madness mage, dealing 1d6 damage for each spell level used to fuel this ability to the mage and all within a 30 ft. spread of him. The madness mage receives no save to resist this damage, while all others may make a Reflex save (DC 10 + the total spell levels used with this ability) to take half damage.

If the adept of the awakened eye manages to cast a madness magic spell after using this ability for one or more rounds, he counts his caster level as equal to the spell slots burned. An adept may not increase his caster level to twice its normal, non-modified value. In addition, he may not use more than one spell slot from a given level as part of this ability. For instance, a 3rd-level adept could not burn two or three 1st-level spells to boost his caster level. He would have to use one 2nd-level spell and a 1st-level one for a three-level increase.

The madness mage must cast a spell immediately after using this ability. If he spends any round doing anything other than burning spells or casting the spell he wishes to boost, the energy he gathered dissipates violently in a catastrophic power failure as if he failed a Concentration check to maintain his focus.

While the madness mage uses this ability, mystic energy crackles and shimmers around him, the smell of ozone or brimstone floods the area, and the madness mage's body twists, contorts, and warps as he attempts to reign in his power. Balls of energy belch forth from his mouth and lightning crackles from his eyes, alerting his enemies to the power he gathers.

The madness mage may burn spell slots in order to maintain his grip on this power and save it for a spell. For example, after spending a 1st-level spell slot, the madness mage may burn further such slots to maintain his hold on

this power. While the slots have no effect on the spell he subsequently casts, using them allows him to avoid terminating this ability too early. For example, a madness mage lying in wait to ambush an approaching monster could burn slots to hold his shot, so to speak, until the enemy comes into range.

In addition to using this power with a spell, the adept of the awakened eye may also use it to enhance the caster level of any aspect of his eye abilities that use his caster level to determine their effect.

Taint of Madness: The strain of the madness mage's magic leaves an enduring mark on all who practice it. At 1st level and every level divisible by 5, the madness mage develops a bizarre personality trait that makes it difficult for him to handle mundane situations. The madness mage must select one of the following drawbacks each time he gains this class feature.

Amnesia: The adept of the awakened eye suffers from intermittent memory loss as a result of the strain placed on his mind by his powers. Each day, the madness mage temporarily loses 4 ranks from a randomly chosen skill. The mage forgets part of his training and functions at a reduced capacity. If the loss drops his total ranks in a skill to 0 or fewer, the madness mage counts as temporarily untrained in that skill. At the GM's option, this loss may be secretly recorded and applied to the madness mage's skill checks.

Egotism: This form of insanity instills the madness mage with an unrealistic sense of his own abilities and skills. He refuses to acknowledge even the most dangerous foes as a threat. The madness mage suffers a -1 penalty to AC, as he refuses to duck or dodge what he sees as the puny, ineffectual attacks of his foes.

Obsession: Tiny trinkets or wholly useless junk captivates the madness mage, who believes they harbor great cosmic secrets or whisper the truth of the world. When not engaged in any other activity, the madness mage whispers to a bauble such as a coin, button, or spool of thread. The madness mage suffers a -2 penalty to all initiative rolls. Even under the direst of circumstances, his mind latches on to his "ally" and prevents him from reacting at full speed to combat and other threats.

Paranoia: The madness mage gains glimpses of beings that lurk at the crossroads of reality. Demons, devils, and other outsiders haunt him, making him twitchy, jumpy, and overly fearful. He suffers a -2 penalty to all Listen and Spot checks. Phantom dangers and tremendous apprehension make him liable to see danger where none exists and overlook obvious material threats.

Phobia: The adept develops a wide range of trivial phobias that combine to make him a fearful wreck. These phobias are as bizarre as they are fleeting. The madness mage may flee in terror from an ogre's dented shield yet harbor no fears against the monster itself. Once per day,

MADNESS MAGIC

TABLE 7-1: THE ADEPT OF THE AWAKENED EYE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Aspect of the eye, madness magic, power surge, taint of madness	5	3	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Aspect of the eye, taint of madness	6	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7	Aspect of the eye, taint of madness	6	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9	Aspect of the eye, taint of madness	6	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Aspect of the eye, taint of madness	6	6	6	6	6	6	6	6	6	6

the madness mage suffers a -2 morale penalty on all attack rolls in a single encounter of the GM's choice. In addition, the adept suffers a -2 morale penalty on all saves against fear effects.

Solipsism: A common trait for a madness mage, this taint causes him to fancy himself as the center of the universe. All other living things are mere projections of his mind. While the madness mage may not openly proclaim himself a god, he secretly believes this is true. He suffers a -2 penalty to all Reflex saves and Bluff, Diplomacy, Intimidate, and Sense Motive checks. His arrogant manner makes it difficult for him to relate to others, while his first reaction to traps and other sudden threats is to assume they could not harm the most powerful person in the universe.

ADEPT OF THE AWAKENED EYE SPELL LIST

- 0 arcane mark, create water, detect magic, detect poison, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic.
- 1 animate rope, burning hands, command, detect secret doors, detect undead, enlarge, erase, expeditious retreat, feather fall, grease, identify, jump, magic armor, magic weapon, message, mount, obscuring mist, reduce, shocking grasp, spider climb, summon monster I.
- 2 acid arrow, alter self, blindness/deafness, bull's strength, cat's grace, darkvision, detect thoughts, endurance, fog cloud, glitterdust, knock, levitate, pyrotechnics, rope trick, see invisibility, summon monster II, web, whispering wind.
- 3 blink, create food and water, dispel magic, flame arrow, fly, gaseous form, greater magic weapon, haste, keen edge, phantom steed, secret page, sepia snake sigil, shrink item,

TABLE 7-2: THE ADEPT OF THE AWAKENED EYE

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

- sleet storm, slow, stinking cloud, suggestion, summon monster III, water breathing.
- 4 black tentacles, bestow curse, detect scrying, dimension door, minor creation, mnemonic enhancer, polymorph other, polymorph self, secure shelter, solid fog.
- 5 animal growth, cloudkill, fabricate, faithful hound, lesser planar binding, major creation, passwall, secret chest, stone shape, summon monster V, telekinesis, teleport, transmute mud to rock, transmute rock to mud, wall of iron, wall of stone.
- 6 acid fog, analyze dweomer, control water, control weather, disintegrate, eyebite, flesh to stone, greater dispelling,

lucubration, mass haste, mass suggestion, move earth, planar binding, stone to flesh, summon monster VI, transformation, true seeing.

- 7 ethereal jaunt, insanity, instant summons, limited wish, magnificent mansion, phase door, plane shift, power word (stun), reverse gravity, statue, summon monster VII, teleport without error, vanish.
- 8 etherealness, greater planar binding, incendiary cloud, iron body, maze, polymorph any object, power word (blind), summon monster VIII, trap the soul.
- 9 gate, power word (kill), refuge, shapechange, summon monster IX, teleportation circle, temporal stasis, time stop, wish.

NEW FEATS

Madness mages, and their god-touched cousins, have access to a few feats that alter and amplify their unique magical talents. The following feats are available only to characters with levels in the adept of the awakened eye character class or the god-touched prestige class.

BLESSING OF THE MAD [MADNESS MAGIC]

Your insanity's arcane nature grants you additional insight into the inner workings of the world.

Prerequisite: Madness magic class ability.

Benefit: You gain an additional aspect of the eye class feature as if you gained it as per the class ability. You may select an additional aspect of the eye ability.

INSIGHT OF THE MAD [MADNESS MAGIC]

Your awareness of the nature of reality gives you limited precognitive abilities. You can sense danger before it befalls you and react to threats while others stand flat-footed.

Prerequisite: Madness magic class ability, Blessing of the Mad.

Benefit: You gain a +2 bonus to Initiative rolls and Reflex saving throws.

METHOD TO THE MADNESS [MADNESS MAGIC]

Your mind is unhinged to such an extent that spells or effects that normally scramble your senses have no effect on you. Your senses are addled full-time, making it impossible for some enchantment effects to harm you.

Prerequisite: Madness magic class ability.

Benefit: You are immune to any spell or spell-like effect that causes confusion or insanity.

MONOMANIACAL FOCUS [MADNESS MAGIC]

When casting spells, you blot out all outside distractions, such as loud noises, attacks, and pain. When using the adept of the awakened eye power surge class ability, you are able to keep the magical energies you gather in check, allowing you to collect them in secret.

Prerequisite: Madness magic class ability

Benefit: You gain a +2 bonus to all Concentration checks. When using the adept of the awakened eye's power surge class ability, you maintain a calm, relaxed facade. Anyone watching you must make a Sense Motive check opposed by your Concentration check to notice that you slowly build up arcane energy to unleash a powerful spell.

THE GOD-TOUCHED

The mystical power wielded by a madness mage often arises in the aftermath of a strange or otherworldly experience, an encounter with a powerful being, or similar traumatic incident. Most of the time, when the powers of a madness mage erupt in a person, he embraces the path of the adept of the awakened eye. Sometimes, though, a person with previous spellcasting ability undergoes a traumatic revelation of the inner workings of the universe. These spellcasters learn to combine traditional magical forms with the madness mage's reality-bending powers, yielding a strange mix of the two forms of magic.

The god-touched are most commonly encountered amongst cults dedicated to demon worship or minor godlings that directly commune with worshippers. Direct exposure to the sanity shattering power of a mighty outsider bends and twists the worshippers' minds, sending some of them down the path to madness magic while leaving others little more than gibbering wrecks. Those few that hold their minds together and maintain their old magical talents learn to master a range of new arcane talents.

In many areas, the god-touched are revered as holy men and prophets, particularly clerics or druids who attain this prestige class. Wizards and sorcerers who gain this class's powers usually traffic with demons and devils, though sometimes a wizard who travels the planes may encounter a powerful good creature and gain mystic insight as a result. These spellcasters meet with fear and trepidation from others, particularly in areas where the arcane arts are merely tolerated, rather than embraced.

God-touched casters do not necessarily get along with madness mages. Since these spellcasters gain their abilities and insights through contact with divine beings and other powerful creatures, many madness mages see them as mortals with partially open eyes. Those god-touched who embrace their divine origins and become prophets normally arouse contempt amongst adepts of the awakened eye, particularly those who sneer at divine powers and as relics of imprisoned, closed minds. Regardless of the two groups' feelings, there is no mistaking the fundamental connections between the two in terms of their magical abilities.

Hit Die: d6.

Abbreviation: Gdt

Requirements

To become a god-touched, a character must fulfill all the following criteria:

Arcane or Divine Caster: level 5

Knowledge (arcana): 8 ranks

Spellcraft: 8 ranks

Feat: Any metamagic feat

Special: The character must come into close contact with a powerful being, such as a deity, godling, otherworldly entity, old one, or similar cosmic power, and acquire a profound understanding of reality as a result of this encounter. At the GM's option, make a Knowledge (arcana) check (DC 20) to acquire the insight necessary to join this class after the encounter.

Class Skills

The god-touched class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the god-touched prestige class.

Weapon and Armor Proficiency: The god-touched gains no additional proficiency with weapons, armor, or shields.

Aspect of the Eye: This class ability is identical to the one listed above under the adept of the awakened eye character class. The god-touched gains a new aspect at 1st and 5th level.

Taint of Madness: This class ability is the same as the one listed under the adept of the awakened eye character class. The god-touched suffers a new taint at 1st, 3rd, and 5th level.

Caster Level: At 2nd, 3rd, and 4th level, the god-touched gains a level of spellcasting ability in one of his previous spellcasting classes. He gains a level in only one class of his choice.

Madness Magic: A 2nd-level god-touched learns to manipulate reality in a manner similar to the magical tradition used by the adept of the awakened eye. Unlike the adept, he uses this knowledge to boost his own, traditional divine or arcane spells. The god-touched cannot bend reality to the same extent as a madness mage, but he can induce slight changes in his spells on the fly. The god-touched may use this ability three times per day. Each time he uses it, the god-touched may elect to use one of these three effects. He may only use one effect per round.

- **Energy Alteration:** The god-touched may choose to substitute the energy damage dealt by a spell for a different type. For example, he may elect for his *fireball* spell to deal acid rather than fire damage. The god-touched chooses this option as a free action before casting his spell.
- **Spontaneous Metamagic Feat:** The god-touched may add a metamagic feat he possesses to his spell on the fly. He alters reality slightly to modify his spell as he casts it. This feat may increase the spell level by no more than 1, though the spell counts as its original, prepared level. Feats that increase the level by more than 1 may not be used with this ability. Sorcerers, bards, and other casters that do not prepare spells may use this ability to cast a metamagic enhanced spell as a normal one. Normally, such casters must use a full-round action to use a metamagic feat. The god-touched chooses this option as a free action before casting his spell.
- **Power Boost:** The god-touched amplifies the energy channeled into his spell, shifting the alignment of magical forces to craft a more powerful incantation. Increase the save DC of the god-touched's spell by 2. The god-touched chooses this option as a free action before casting his spell.

Prophet of Madness: Many god-touched become prophets and visionaries of higher powers, attracting those who seek the cosmic mysteries their shattered minds have unraveled. The god-touched gains the equivalent of the Leadership feat. However, half of his followers are from the commoner NPC class and his cohort must be a cleric, druid, adept of the awakened eye, or adept NPC class character who reveres the same deity as the god-

TABLE 7-3: THE GOD TOUCHED

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Aspect of the eye, taint of madness	
2	+1	+0	+0	+3	Madness magic	+1 level of existing class
3	+1	+1	+1	+3	Taint of madness	+1 level of existing class
4	+2	+1	+1	+4	Prophet of madness	+1 level of existing class
5	+2	+1	+1	+4	Aspect of the eye, improved Madness magic, taint of madness	

touched PC. The followers granted by this ability are intense fanatics who gladly lay down their lives for the god-touched. They fight to the death in his name and consider his words to come directly from the gods. Note that the cohort granted by this ability does not share this sentiment.

Improved Madness Magic: At 5th level, the god-touched improves his ability to alter spells with his reality-bending powers. He may now use his energy alteration option to increase the damage of a spell by +1 per caster level. He can apply metamagic feats that increase the spell level by 2 using his spontaneous metamagic feat ability. The power boost option increases the save DC by 4.

NEW MAGIC ITEMS

Those spellcasters who derive strength from insanity are known to use a set of common magic items to contain their maniacal urges and enhance their unique form of magic. Unlike typical magic items, these allow characters of a specific class and level to automatically fulfill part of the prerequisites necessary to create them. These items are commonly used by the adepts of the awakened eye. As the adepts progress in power, they gain mystic insights into the arcane workings of madness. Drawing upon this knowledge, they craft the items listed here for personal use. Other spellcasters, such as wizards and sorcerers, must use magical spells to duplicate the adept's specialized knowledge.

Arrow of the Splintered Mind: This enchanted missile delivers a jolt of mental energy designed to shatter and warp its target's mind. Any-one hit by this arrow must make a Will save (DC 20) or suffer 2d4 points of Intelligence damage. An adept of

the awakened eye hit by this weapon suffers no ill effects, nor does anyone under the influence of *confusion*, *insanity*, or a similar spell.

Caster Level: 13th; **Prerequisites:** Craft Magical Arms and Armor, *insanity* or Craft Magical Arms and Armor, 13th-level adept of the awakened eye; **Market Price:** 1,000 gp.

Circlet of Clear Thought: This delicate headpiece is fashioned from clear crystal and is commonly set with a single small diamond. The circlet grants its wearer a clear mind, allowing him to resist the effects of insanity and confusion. When facing a spell or spell-like effect that causes either of those two conditions, the wearer gains a +2 competence bonus to his saving throw. In addition, an adept of the awakened eye or a god-touched

spellcaster enjoys temporary reprieve from his madness. While wearing the circlet, such spellcasters may ignore the penalties caused by one taint of madness feature of their choice.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *confusion*, *mind blank*, *resistance* or Craft Wondrous Item, 13th-level adept of the awakened eye; **Market Price:** 5,000 gp.

Potion of Tumultuous Thoughts

Thoughts: Brewed from the eyes of an umber hulk, dust from a ground mind slayer brain, and other exotic ingredients, this potion is commonly used by adepts of the awakened eye to boost their spellcasting abilities. Upon drinking this potion, such characters gain a +2 caster level bonus when determining the effects of their spells, though they do not gain additional spells. In addition, they suffer the effects of a randomly determined taint of madness feature. These effects last for 1d4 hours. If the drinker has no levels in the adept of the awakened eye, he suffers the effects of the taint of madness feature but gains no additional benefits.

Caster Level: 7th; **Prerequisites:** Brew Potion, *confusion* or Craft Wondrous Item, 7th-level adept of the awakened eye; **Market Price:** 500 gp.



Chapter 8:

Number Magic

It is quite simple, really. Numbers define the universe. With the proper equations, a man may chart the movements of the heavens, or the finest songs a bard ever sang. A man one mile to the east of a border is a national hero; one mile to the west, and he is the vilest creature under the stars.

It goes beyond mere generalities, too. Numbers ultimately define a man. An adult human male has ten fingers, ten toes, two arms and two legs. He stands between five feet and six feet, eight inches tall, and weighs between one hundred-twenty-four and two-hundred-eighty pounds. A few minor alterations, and he becomes a mild curiosity. A few more, and he becomes a freak. More than that, and some refuse to acknowledge that he is a man at all.

The possible applications for this are endless. With quality tools and equations, an engineer can design advanced weaponry with precision aim. Farmers can cycle their crops more efficiently, fishermen can predict the tides, and men can predict the weather beyond seasonal guesswork.

All of this, before even considering the magical applications.

People have confused number magic with individual aspects its practitioners follow, the most popularly known of which is name magic. Other arcanists practice such as well, though they may not realize it — after all, it is virtually impossible to scry on an unfamiliar target, or to polymorph safely into an entirely new creature. Instead, a spellcaster simply uses a preconceived subject in either circumstance — defining his desired goal with a name.

Number magic branches beyond this. Consider the doppelganger effect — not the actual monster, but rather two men who look, sound, and act so similarly that they would be twins, were they not born hundreds of miles away from each other. To all the world, distance alone separates the two from effectively being one man.

Extrapolate this across the world. Perhaps six or seven such individuals exist for each man, woman, and child.

Now move into the planes.

While mundane methods exist for telling such individuals apart, particularly where extraplanar duplicates are involved, in many cases magic alone can truly separate the identity of one man from his many identicals.

This way lies danger, if unchecked by conscience, or at least sanity. Through application of spells, a magician may drastically and quickly do what could take nature decades: magnify the number of differences between the man and his fellows, transfiguring him into an ideal... or erode the differences to nothing, rendering the subject a virtual nonentity. A few insurgents from our number, the concordants, have chosen to apply such methods to themselves with a devastating effect across the continuum, but they are a warning for another day. As dangerous as the concordants are, they are a minority, and too obsessed with themselves to organize. The rest of us are primarily theorists, engaging in safer and less vile methods than self-experimentation and extraplanar genocide.

Now, we begin with the symbolic and real definitions of the number five...

BACKGROUND

Number magic is a recent development, an offshoot of the only slightly older path of thaumaturgy (see *Thaumaturgy*, page 119), though its foundations predate thaumaturgical philosophies. Shortly following the establishment of the first thaumaturgical academy, several of its prominent

minds departed, claiming that their cohorts were wasting time and effort by not putting their theories into practice. This would have been a peaceable break, however, were it not for the argument's foundation itself.

Thaumaturgists frequently adventure in ruins and dungeons, where they better their chances of uncovering forgotten lore. On one such expedition, a party of thaumaturgists faced a powerful foe which they initially assumed to be some sort of a shapeshifter, an efficient killer who was almost wholly identical to one of their comrades, save for his incredible power. In the scuffle, the killer slew his twin before fleeing through the planes, but not before the party retrieved several books the killer carried. Written in a strange script, it was months before the group deciphered the code.

What they found astonished them.

The books were extended and detailed journals of the killer's life, and how he transversed the planes, looking to slay his dimensional doubles. Each time he successfully did so, his personal power increased considerably. The journals explicitly spoke of the killer's methods, as well as the glee with which he used his newfound abilities. Halfway through, the killer abandoned his previous name, and referred to himself exclusively as the Concordant, a reference to his desire to amass the power held by his planar brothers, and consolidate it into himself.

The journals both fascinated and horrified the academy. The Concordant used common spells in new, unpredictable ways, and after experimentation the thaumaturgists discovered that these abilities did not need to rely on cross-planar slaughter. The journals also laid bare the possibility that thaumaturgists' attempts to uncover the true nature of magic could unleash terrible forces upon the world.

The journals divided the early order, with most deciding to cautiously increase their knowledge. A few dozen

thaumaturges differed, claiming that the existence of the Concordant and others like him proved that magicians must do their best to prevent further atrocities. These rebels later stole the journals away from the academy, turning the philosophical differences into an active hatred between the two orders.

Studying the Concordant's texts and extrapolating from them, these schismatic thaumaturgists developed new methods of using their spells, becoming akin to specialist wizards. The Concordant's journals taught them to work their magic through defining their subject, using their knowledge to better tailor their spells.

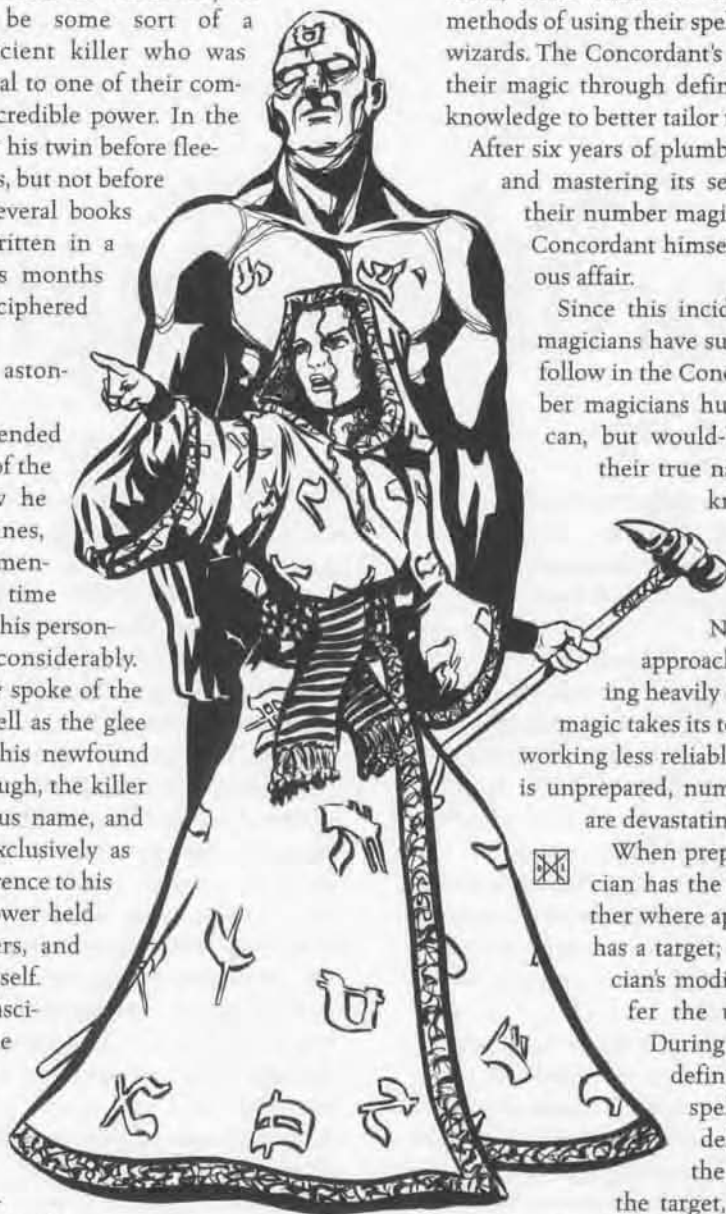
After six years of plumbing the Concordant's journals and mastering its secrets, these schismatics used their number magic to track down and fight the Concordant himself. The battle was a short, furious affair.

Since this incident, however, many number magicians have succumbed to the temptation to follow in the Concordant's path. The other number magicians hunt these traitors as best they can, but would-be concordants often reveal their true nature by killing as many who know them as possible, the better to cover their tracks as well as protect against number magic.

Number magic takes a different approach than most other magic, relying heavily on knowledge. While number magic takes its toll through overspecialization, working less reliably when the number magician is unprepared, number magic-empowered spells are devastating against known opponents.

When preparing a spell, a number magician has the option to tailor the spell further where appropriate (assuming the spell has a target; otherwise, the number magician's modifications are useless, and suffer the usual penalties, see below).

During this preparation, the magician defines the target he wishes the spell to affect. The further he defines the subject for the spell, the more powerful it is against the target, but the weaker it is against others. Furthermore, the more power he wishes to unleash on a target, the more accurately he must define it — a spell dedicated to the destruction of Goblin King Gursag has greater effect on the king than a spell tailored against goblins. Unfortunately, if a piece of information is wrong or misleading, this actually has the reverse effect, making the spell weaker than it would otherwise be. This



is especially dangerous when dealing with extraplanar doubles, as doubles' variations are not immediately obvious.

A greater problem arises from number magicians casting spells which target themselves. While only amnesiac or insane number magicians have problems defining themselves, the difficulty is with their self-image. The magician's own self-deceptions and pride can take their toll here, and only those magicians of uncommonly strong will can look upon themselves as they truly are. This is an uncomfortable proposition for many number magicians, as a weaker spell in this case indicates a lack of self-knowledge, while a stronger one likely reveals uncomfortable truths that rattle the will of the caster. Only the most inexperienced or desperate regularly rely on such dangerous magic.

When defining a subject for a spell, the magician need not draw on dry facts or extended biological dissertations, as he can also define a man through his relationships in the world (which is why concordants sometimes go to great lengths to slay even formerly close friends or common acquaintances). A thorough magician attempts to gather objects and people close to his subject, the better to attune the spell. For instance, while a number magician may define his opponent as Ulfed Noramor, a human male of fifty years that is missing one eye, he may also define the subject as the father of the girl bound at the magician's feet, or the former owner of the eye in a nearby jar. Such methods are still prone to mistakes (in the above instance, the girl's father may not be Ulfed after all), and are often morally questionable or outright evil, but still useful in a pinch. A common variant on this method is the use of the target's true name, which requires high level divinations to learn.

IN YOUR CAMPAIGN

Number magic is a rare and specialized craft, relying as it does on advanced education and rarefied investigative techniques. Even in high-magic worlds, they are quite rare, and derided (not unjustly) for their dangerous habits and overzealous behavior. Non-spellcasters view them as exceptionally eccentric wizards, while spellcasters view them as dangerous lunatics. Even in the best of times, number magicians draw powerful foes to them.

Number magicians ultimately have only themselves to blame for this. For all their claims of hunting concordants, the vast majority of concordants are former number magicians themselves, and the group's own disparate ideologies often give others all the excuse their paranoia needs. As such, number magicians are few and rarely organized, sometimes as fearful of each other as of the creatures they hunt. Because number magicians and their opponents represent powerful abstract and extraplanar forces, GMs may wish to limit or exclude them entirely from some campaigns.

The Number Magician as Party Member

Though they rarely trust others, number magicians surround themselves with a host of allies to better prepare for any given situation. Further, they compliment the party in a manner similar to that of regular wizards, though their untailored spells are less powerful than the equivalent from wizards. Additionally, number magicians' roles as the self-appointed hunters of concordants may add any number of complications to plots involving the party.

The Number Magician as NPC Ally

Number magicians, particularly those who have achieved notoriety (or who quietly seek to become concordants) may employ adventuring parties as cats paws or agents on their behalf. The quests the number magician sends the party on may have any number of goals, from the traditional quests of destroying evil overlords or rescuing captured heroes, to more esoteric quests across planes and tinkering with the world's underpinnings. Number magician patrons rarely feel the need to explain such missions beyond exact objectives and payments, leaving the party to wonder about the true intent of their employer.

The Number Magician as NPC Opponent

Surprisingly little different from the above, a number magician can make a maddening opponent, as he is usually unwilling to reveal why he opposes the party. More infuriating still is that the number magician may be correct in so doing — perhaps he fears the party is unwittingly galvanizing the forces of evil in the world, or else upsetting the balance of nature. Some number magicians, in their drive to stop concordants, may seek to destroy the concordants' prey before the concordants themselves can. As a third party who opposes both the party and the campaign villain or villains, the number magician represents a truly dangerous wild card.

The Number Magician as Campaign Villain

Though the most common number magician takes the form of a concordant, this need not always be the case. By virtue of their magic, number magicians seek out the ties binding people of great power, and some magicians naturally find it all too easy to abuse this knowledge. Blackmail, extortion, and assassination are only the most direct corruptions of a number magician's faculties, and he may seek to experiment with the bonds between people by manipulating the subjects. Like other spellcasters, number magicians view temporal power as a means to an end, and may seek it with a ruthless will, the better to protect the world against enemies both native and alien. If magic is an art, some number magicians are more than willing to paint over the entire canvas, certain that their vision will lead to a better world for all.

PLANAR DOUBLES

One of the most curious phenomena associated with the planes is the existence of planar twins — individuals from different planes who are virtually the same person. While variations occur (most notably with the impact from the individuals' native plane; a double from the elemental plane of fire will be markedly different from his twins on the material planes), these planar doubles lead existences remarkably similar to each other. Though only sparsely documented, number magicians theorize that such occurrences are part of the natural order of creation, and that concordants abuse this at their own peril (a theory enforced by the lack of concordant clerics and paladins, as well as the disappearances of high-level concordants). Even more strangely, these patterns hold true even for the most infamous planar twins, the antitheses (see Antithesis Template, below), albeit in twisted fashions.

Seeking out planar twins is a relatively easy task — the character need only follow his own inclinations on another plane, adapting for planar variances (i.e. a paladin seeking his cousin on the plane of fire will likely find him serving some great and fearsome elemental lord or efreet). This method is inexact at best, however, since planar twins may also be capable of planar travel, or may have died on their own.

When a character seeks out his own planar twin, he receives a +5 circumstance bonus to all checks directly concerning this quest. This holds true across planar boundaries, and is one of the most reliable methods to hunt concordants. Planar twins are instinctively drawn to one another, though this is an urge easy to resist, and planar travelers can ignore it without even being able to identify the desire.

Should a character slay one of his planar twins (deal the killing blow), he must make a Will save (DC 20, +5 for every alignment step the slain twin is away from the character's) or draw the fallen twin's essence into himself, becoming a concordant with his next level of advancement. Characters may choose to fail this save. Characters slain in this manner have their souls absorbed by their killer; until the killer himself dies, the dead character may not be raised or communicated with.

TRUE NAMES

All things have two names, given and true. While it is a mistake to think of a given name as having no power (the name has the power others invest in it, and people utter the given names of terrible tyrants with shudders), the true name has mystic properties. Within the confines of its letters are literally everything there is to know about their owner, including his appearance, his physical and mental prowess, his potential and his actual, and his destiny. Though number magicians can use true names to

great effect, they are not alone in this, and rare indeed is the knowledgeable man who does not fear for his very soul if another discovers his true name.

Fortunately, such a thing is extraordinarily difficult, by no coincidence. Even most gods have carefully hidden their true names, fearful that an enemy could discover them. As something of a mutual agreement between all deities, one of the natural laws of creation is that true names are secret. Of course, amongst this collective host of powers is a legion of trickster gods and gods who favor knowledge above all else, so this secrecy is not absolute.

The two most common methods for discovering true names are to appeal to gods of trickery or knowledge or through treachery. While treachery does not require the usual sacrifices, it is still difficult — while most intelligent creatures know their true names, they also have primal instincts to protect the knowledge. Creatures defending against attempts to discern their true name have a +30 sacred bonus to their checks, or add a +30 sacred bonus to others' DCs for attempts to do the same. They voluntarily waive this only under the direst of circumstances, usually following a natural 20 involving threats or torture, or sometimes (not always) if a close relation is threatened. Certain aged and powerful spellcasters (especially liches) have a list of true names, as well.

In contrast, communicating with gods of trickery or knowledge is quite easy, though potentially one of the riskiest endeavors any creature can engage in. Assuming that a creature can communicate directly with a deity (usually through spells), he may request an individual's true name. The deity may choose to refuse this request, or may demand a sacrifice — usually the supplicant's true name in return, as a reminder that true names are too powerful to deal with lightly. Should the warning go unheeded, the deity can exact revenge in any of a number of ways... including telling all its faithful the character's own true name.

Of course, some things are secret even from the gods of knowledge. At the GM's discretion, certain names can be hidden even from these august individuals, prompting the deity to refuse the request. In contrast, anyone who trusts the words of a god of trickery will get what is coming to him.

Once a creature's true name is known to another, only the greatest efforts can save him from perpetual slavery. Invoking a creature's true name in its presence frightens him to his core, disrupting any activity he was engaging in (automatic failure, as though the creature had rolled a natural 1). If a spellcaster knows the true name of another, he may invoke it as part of a casting (a free action; others who listen to the spell's casting may make a DC 40 Spellcraft check to discern the true name), denying the named subject any saving throw, though spell resistance, if any, remains.

NUMBER MAGICIAN

Everything that is, relates to everything else. An ancient menace falls to a paladin, himself mortally wounded. The dying paladin tells his tale to a nearby boy, who then tells it to all, who believe it a child's whimsy. The boy, bitter at the barbs thrown his way, grows hard and cold, and works against the common good. A new hero rises to oppose him, and the resulting clash awakens the paladin's nemesis. As the battle ends, the hero lies dying, and passes on his final words of wisdom to a child who watched the terrible climax, and the terrible, fatal cycle begins anew.

The man who stands at the center of relations, stands at the heart of the world. The number magician, for good or for ill, wishes to be that man. Like the thaumaturgist, he studies the world about him with an intense eye, but goes forth to act upon it with little provocation. If more people act as he does, the number magician thinks, the whole of the world would be a better place. Such thoughts lead to heroic actions, as well as their very real antithesis...

Adventures: Number magicians readily take up the call to adventure, and are among the most active schools of wizardry in the adventuring life. Far from the drab equations and extended, nonsensical theorems most others associate with his mathematics, the number magician understands that these are merely the misconceptions of the ignorant. Numbers quantify all things — the rush of combat, the weaving of spells, the risk of death. Even were their teachers no so insistent that they mix study with experience, the number magicians' very magic calls out for testing.

Characteristics: As with other arcane spellcasters, the number magician relies heavily on his magic. He continually tests not only his own limits, but those of others as well, and gradually increases in power, though this relies more on his own capacity for reason than on the more traditional methods of experimentation. As they grow older and more experienced, many number magicians keep a log of their findings, and must resist the temptation to abuse others.

Like wizards, number magicians can call on familiars, though this relationship is of course a strange one. As a familiar shares a tiny portion of its owner's soul, it forms a potentially deadly bond which others can exploit.

Alignment: Though they spend the better part of their lives uncovering the hidden laws in the universe, for most number magicians, the first and strongest impulse is to dismiss attempts to hold them back. While their teachings show them how to exploit laws, number magicians dislike constraints upon themselves. Though number magicians can be of any alignment, almost all are chaotic, seeking change almost for the sake of it.

Religion: The subject of religion causes one of the few major divisions among the only loosely-aligned number magicians. Many magicians believe that power breeds responsibility, and point at their order's very foundation as proof that such goals come before all else. To these magicians, the gods themselves are either complicit or apathetic in all the world's evils, as the deities could act more directly, but do not. Others argue that the gods, in their ineffable and divine wisdom, are doing what they can where they can, though this is not always obvious. As passionate as the number magicians can sometimes be, such discussions can lead to violent conflict if left unchecked. Fortunately, the rarity of the magicians themselves means such fights are almost unheard of. That portion which does worship gods favors those of Strength and War.

Background: Number magicians begin their careers in much the same manner of normal wizards. In rural or war-torn areas, apprentices study their trade under individual masters, often outcasts or radicals within the magicians' order. Others train in academies or guilds, though even these scholarly institutions are distant cousins at best to those of wizards or thaumaturgists, resembling less a series of classrooms than a gathering of crowds, scholarly debates intermingled with faint direction over the chaos. As a relatively small order of magicians, news travels quickly, and most members know of each other, at least by reputation. Rumor mongering is often a deadly weapon as false or incomplete information kills when relying on it for spells.

Races: Any race that spawns wizards can theoretically spawn number magicians, though a certain analytical mind is necessary beyond the opening steps. Elves have produced some of the finest number magicians, as have humans. Dwarven number magicians, while rare, are among the most respected, due to the famed dwarven engineering skills' presumed transference into the new field. Unfortunately, this is also true of the gnomes, who add their own maddening bent to the craft.

Of the monstrous races, very few have either the intellect or the inclination to join the number magicians, but among those who do are the illithid. The mind flayers' potent psionic abilities, coupled with the knowledge-reliant number magic, produces some of the most powerful and terrifying magicians, almost all of whom eventually follow the concordants' path.

Other Classes: With the exception of the violently anti-god sect of the number magicians (who have obvious problems with clerics), number magicians purposefully seek out as many and as varied a set of companions as possible, the better to prepare for any contingency. Unfortunately, the natural tendencies of bards and rogues chafe at the truth-loving number magicians, to the delight of the more mischievous members of those classes.

Though number magicians have little but scorn for the reserved thaumaturses, most thaumaturses consider their wayward cousins to be fanatics with thieving tendencies, and have as little to do with number magicians as possible.

GAME RULE INFORMATION

Number magicians have the following game statistics.

Abilities: Intelligence determines how powerful a spell a number magician can cast, how many spells he can cast, and how difficult those spells are to resist. To cast a spell, a number magician must have an Intelligence score of $10 + \text{the spell's level}$. In addition, a number magician gains bonus spells based on Intelligence. The default Difficulty Class of a saving throw against a number magician's spell is $10 + \text{the spell's level} + \text{the wizard's Intelligence modifier}$. Additionally, a high Intelligence helps with Knowledge skill checks, which give further benefits to the number magician's class features. As with wizards, a high Dexterity helps counter a lack of armor, as does a high Constitution. Unlike the wizards, however, a number magician casting spells on himself may need to make a Will save — see below.

Alignment: Any.

Abbreviation: Nmg

Starting Money: $3d4 \times 10 \text{ gp}$.

Hit Die: d4.

Class Skills

The number magician's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (mathematics) (Int), Knowledge (planes) (Int), Profession (Wis), Scribe (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at 1st Level: $(2 + \text{Int Modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the number magician.

Weapon and Armor Proficiency: Number magicians are familiar with the dagger, light crossbow, and quarterstaff. Number magicians are not proficient with any type of armor, nor with shields. Armor of any type interferes with the movements required for somatic spells, risking spell failure.

Spells: Number magicians cast arcane spells in a manner similar to wizards. They are limited to a certain number of spells of each spell level per day, according to their class levels. Like wizards, number magicians must prepare spells ahead of time following a night's sleep and 1 hour studying their spellbooks. To learn, prepare, or cast a spell, the number magician's Intelligence must be at least $10 + \text{the spell's level}$. A number magician's bonus spells are based on his Intelligence, and the base DC for his spells' saving throws is $10 + \text{the spell's level} + \text{his Intelligence modifier}$.

A number magician may know any number of spells.

Familiar: A number magician can summon a familiar in precisely the same manner as a sorcerer or wizard.

Bonus Feats: Beginning at level three and continuing every four levels thereafter, a number magician gains a bonus feat from the metamagic feats list, or Combat Casting. These bonus feats are in addition to any feats gained through normal level advancement, regardless of class, and only the number magician's bonus feats are so restricted.

Number Magic: When preparing a spell, a number magician may tailor it for a particular target or selection of targets. While this requires familiarity with the subject, such spells have increased effectiveness, with greater familiarity breeding greater success. Alternately, the number magician may draw upon the ties that bind his target to another object. When tailoring a spell in such a manner, he may reduce the additional level cost (minimum level cost for using metamagic feats is 1 additional level per metamagic feat used) for using metamagic feats, or raise the DC (if any) of the spell, using the following chart:

Level of Definition	Sample Definitions	Sample Tie	Reduce Metamagic	
			DC Increase	Cost By
General	creature type, character class	faint acquaintance, discarded item of an individual	1	0
Vague	specific race or monster; creature type & subtype	faded bond, such as an old and forgotten lover or weapon	2	1
Specific	individual person (physical description, including four descriptors)	an infrequent friend or enemy, or an item used frequently but without care	4	2
Precise	true name of an individual (among other effects, see True Names, page 76)	lifelong friend, enemy, or lover; signature item; familiar	6	3
Incorrect Definition			-5	Special

NUMBER MAGIC

These definitions concern the actual details of the subject. If a number magician mistakenly applies a definition (i.e. tailoring a *magic missile* spell for use against goblins, but casting it against a half-fiend goblin), or if the magician is deceived (i.e. tailoring a spell against a traitorous acquaintance, who has taken steps to disguise himself around the characters), the spell has the weakened affects, described below.

Number magicians casting spells on themselves may tailor the spells, but do so at risk. The player chooses the level of definition to use for the spell (general, vague, specific, or precise), and makes a Will save (DC is equal to double the spell's base level + the DC increase of the level of definition). A failure on this save negates any metamagic feats applied, and the magician prepares the spell as normal (a roll of a natural 1 instead wastes a spell slot of the spell's normal level for the day). A successful save allows for the memorization with metamagic feats, but unless the save was a natural 20, the character learns an uncomfortable truth about himself, and lowers his base Will save by the spell's normal level for 1d4 days (cumulatively; this does not reduce the base Will save below +0). If the magician rolls a natural 20, he prepares the spell and suffers no ill effects.

If a creature does not match the definition used for a spell, the number magician's magic has a tremendously difficult time affecting him. The base DC for such crea-

tures to save against his spells is reduced by 5. In addition, metamagic feats do not apply to the spell. Resolve the effect against such creatures as if the caster did not apply a metamagic feat to his spell.

The number magician must choose the level of definition he wishes to give to a spell. He cannot gain more than one level of definition with a spell. For example, a number magician prepares a *fireball* targeted against the elf king

Nuellerius. If he casts that spell at the king and his bodyguards, the king takes the full effects but his elf bodyguards take damage as if they did not match the definition of the spell. Part of the definition for the king may have been his race, but a creature that only partially fulfills the spell's target qualities counts as an unmatched creature.

Spellbooks: Number magicians keep and use spellbooks as do wizards, and may not prepare spells (other than *read magic*, which the magicians can recall from memory) without the spellbook. A number magician begins play with a spellbook containing all 0-level wizard spells plus three 1st-level spells of the player's choice.

Probability Control: The theory of numbers applies not only to the relationships and actions of living creatures, but of the entire universe. As part of his intense training, the number magician learns to unravel the general patterns of the universe. A slight breeze, a crow that suddenly takes flight, and a leaf falling from a tree all form part of the larger pattern of reality. The number magician

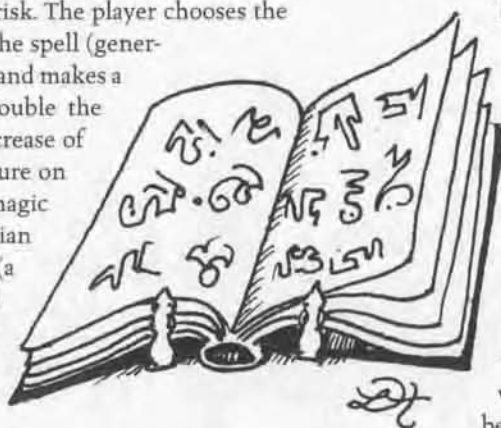


TABLE 8-1: THE NUMBER MAGICIAN

Level	Base	Fort	Ref	Will	Special	Spells per Day									
	Attack	Save	Save	Save		0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar, number magic	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Bonus feat	4	2	1	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Probability control (initiative)	4	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7	+3	+2	+2	+5	Bonus feat	4	4	3	2	1	—	—	—	—	—
8	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10	+5	+3	+3	+7	Probability control (saves)	4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7	Bonus feat	4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9	Bonus Feat, probability control (attacks)	4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11	Bonus feat	4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12	Probability control (any)	4	4	4	4	4	4	4	4	4	4

learns to read those esoteric patterns and use them to anticipate the future. The number magician is sometimes one step ahead of his opponents and the world around him.

At 5th level, the number magician may once per day treat any single initiative roll as if he rolled a 20. The number magician reads the signs of chance, calculates the arcane mathematical equations, and anticipates an encounter before it happens.

At 10th level, the number magician refines his mathematical ability and can sometimes predict when he will face mortal danger. Once per day, he may treat any saving throw as if he rolled a 20.

At 15th level, this ability becomes even more refined. The number magician may treat one attack roll per day as if he rolled a natural 20.

Finally, at 20th level the number magician becomes fully immersed in the mathematical patterns, arcane probabilities, and relationships between events in the world. Once per week, he may treat any die roll as if he rolled the maximum value possible.

NEW USES FOR OLD SKILLS

Skill: Knowledge (Int; Trained Only)

Normal Use: You are familiar with an uncommon body of lore or academic subject.

New Use: Knowledge (mathematics). You are familiar with both basic and advanced mathematics, and can create accurate formulae in preparation other Intelligence-based skills.

Check: When making a DC check for another Int-based skill, first make a DC check for this one. The base DC for this new check is equal to the original, with an increased DC of +10, +15, or +20. This check takes ten, twenty, or thirty minutes, respectively, with success granting a one-time +5, +10, or +15 synergy bonus to the original check.

Retry: No. Failure indicates complications and variables beyond your ability to analyze.

Special: If you have a Knowledge (mathematics) rank of +5 or more, you gain a +2 synergy bonus on Alchemy, Craft, and Disable Device checks.

THE ANTITHESIS

The cosmic counterbalance to any given character, the antithesis is perhaps most easily (if inaccurately) described as the exact opposite of someone else. Vile where heroes are great, loving where their opposites are hateful, the discovery of a character's antithesis is the most common precursor for the creation of a new concordant. Characters and their antitheses instinctively seek to destroy each other, each viewing the other as an abomination.

Antithetical characters live out roughly mirrored versions of the other character's life, and most have the same class or classes, gender, race, abilities, skills and skill ranks, and levels of their opposite numbers. Many are physically identical as well, though minor differences in eye colors, hair stylings, and scars or other markings are not unheard of.

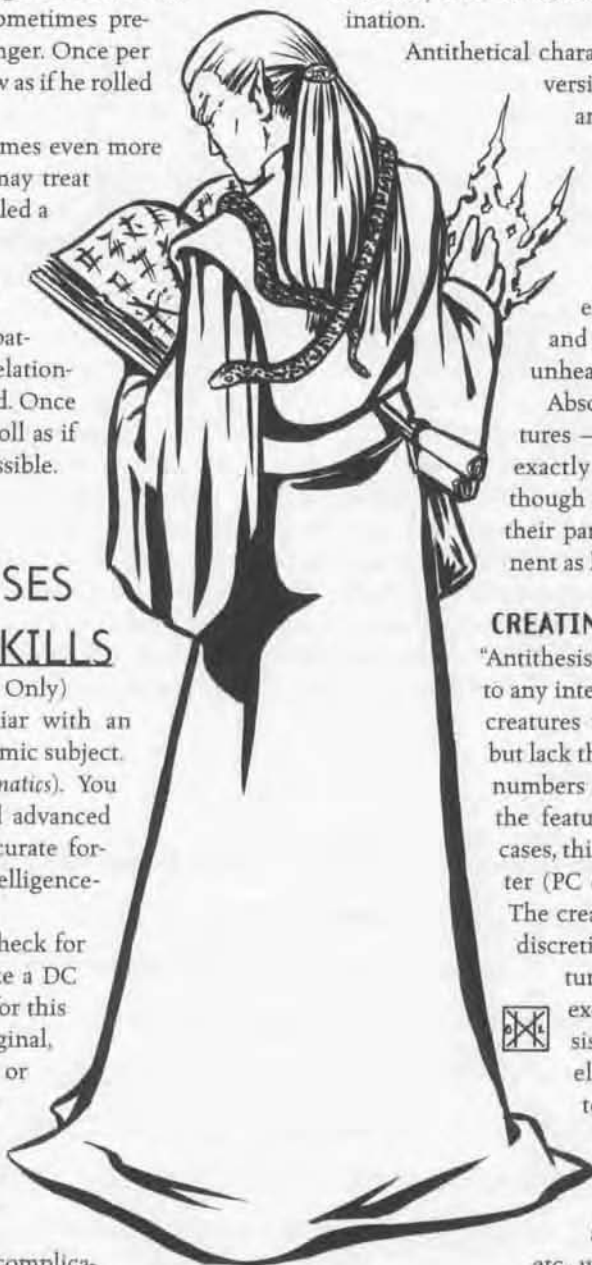
Absolute antitheses are unique creatures — they are precisely opposed to exactly one of their planar twins, though others may not like them. For their part, an antithesis views his opponent as his own antithesis.

CREATING AN ANTITHESIS

"Antithesis" is a template that can be added to any intelligent creature (non-intelligent creatures technically can have such, too, but lack the intellect to find their opposite numbers abhorrent, and therefore lack the features of this template). In most cases, this is a template added to a character (PC or NPC) to create a new NPC. The creature's type changes at the GM's discretion, and has all the base creature's statistics and special abilities except as noted here. The antithesis creature has the same total levels and abilities as the base character, with which the GM can make the antithesis character. Alternately, the antithesis character has precisely the same abilities, levels, feats, skill ranks, etc., with the following modifications.



Alignment: Diametrically opposed to the base character. A neutral-aligned character has a neutral-aligned antithesis.



Note: A paladin's antithesis is a chaotic evil blackguard (if levels allow) or multiclass fighter/cleric (if otherwise).

Special Qualities: In addition to any special qualities of the base character, the antithesis has the following:

Dire Enemy (ex): Upon either the antithesis or the base character seeing the other, they must make a Will Save (DC 25, +5 for each previous encounter between the two) or attack immediately. Additionally, an antithesis and its base character will always recognize each other on sight, disregarding all Disguise attempts, illusions, or other means of altering one's appearance.

Equal and Opposite (ex): An antithesis gains a level whenever his base character does, and at the GM's discretion, may be likewise affected by other changes in the base character (i.e. if a base character becomes an Outsider, so too does the antithesis). Additionally, the antithesis and the base character receive a +10 circumstance bonus to all Bluff or Disguise checks to impersonate the other.

Temptation of the Concordant (ex): Upon an antithesis or its base character slaying the other (dealing the killing blow), the victor must make a Will save, using only his Wisdom modifier and any benefits from the Iron Will feat, with a DC equal to the DC from the *dire enemy* quality, above. Failure means the victor consumes the soul of the fallen, and joins the concordant prestige class (see below) upon gaining his next level. Characters may choose to fail this save. Characters slain in this manner may not be raised or communicated with until their killer dies.

They are the concordants, and they are abominable.

Few concordants initially intend to become such monsters, and indeed an extraordinarily rare few do not. Throughout planar journeys, it is not uncommon for an adventurer to find a being almost entirely like himself, only with an abhorrently opposed alignment and ideology. When such an encounter occurs, the natural inclination of both creatures is to destroy the other. Unfortunately, in so doing the victor also gains access to a portion of his fallen foe's soul, a temptation few can resist. Though empowering, it is also corrupting, driving most who perform such an act to repeat the process and gain an addictive increase in power. Fortunately, concordants rarely work with each other, as their numbers are small. On rare occasions, two concordants might be doubles of each other, with each seeking the power the other has usurped.

NPC concordants are almost invariably terrifying hunters, ruthlessly stalking their doubles in their quest for power. While few of these individuals engage in wanton slaughter for amusement, neither do they care for the suffering of others, seeking only the destruction of their fellows.

The number magicians who hunt these creatures have noticed a disturbing trend — few concordants attain any real level of power (6th or higher in this class) without disappearing, even from scrying or other magic. Their exact fates are unknown.

Hit Die: d10.

Requirements

To become a concordant, a character must fulfill the following criteria:

Special: The character must track down and slay one of his planar twins, striking the killing blow. The character must then absorb his fallen foe's essence. Doing so forces the character to become a concordant; he has no choice.

THE CONCORDANT

They are the predators of the multiverse, the perversion of the number magicians' ideals. They stalk the planes in their self-appointed quests, bearing only malice and leaving only bloodshed. Abandoned by the gods, they seek the ultimate power of the cosmos.

TABLE 8-2: THE CONCORDANTS

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Concordant folly, Concordant vigor
2	+1	+3	+3	+3	Concordant vigor
3	+2	+3	+3	+3	Concordant vigor
4	+3	+4	+4	+4	Concordant vigor
5	+3	+4	+4	+4	Concordant Ascension, Concordant vigor
6	+4	+5	+5	+5	Concordant vigor
7	+5	+5	+5	+5	Concordant vigor
8	+6	+6	+6	+6	Concordant vigor
9	+6	+6	+6	+6	Concordant vigor
10	+7	+7	+7	+7	Concordant vigor

Class Skills

The concordant's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Intuit Direction (Wis), Knowledge (the planes) (Int), Scry (Int), Sense Motive (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the concordant prestige class.

Weapon and Armor Proficiency: Concordants gain no special weapon or armor proficiency, but maintain familiarity with those from previous classes.

Concordant Advancement: In order to advance in this class, the character must find and slay (strike the killing blow) another of his planar twins, at least one each level, and then absorb the fallen foe's essence. A concordant may not advance in this class without such kills. This usually forces the dedicated concordant to an evil alignment, though some good concordants hunt only their evil copies. Such characters rarely advance beyond the first few levels. Additionally, concordants who discover a planar twin must make a Will save (DC 20 + twice their level in this class) or begin hunting said twin to the abandonment of all other activities.

Concordant Folly: A paladin or cleric who willingly joins this class (refuses the Will save for killing the planar twin) may no longer advance in his class, and loses any special abilities associated with that class. Should a paladin or cleric unwillingly join, he may attempt atonement at a later date; should he advance further in this class, even this is beyond him. Additionally, some gods (particularly those of Law) may send their servants to hunt and imprison or destroy the concordant.

Concordant Vigor (su): Through consolidating the power of his planar doubles, the concordant himself grows more powerful. For every level the character advances in this class (including the first), choose one of the following:

- **Bonus Feat.** The character may choose a feat from among any of the metamagic feats lists, provided he meets all prerequisites and the feats are not restricted by class.

- **Increased Ability.** The character gains +2 to an ability of his player's choice.
- **Magical Advancement.** The character gains +1 level to a previous spellcasting class, for the purposes of learning and casting new spells per day only. If the character had levels in multiple spellcasting classes, he chooses which class to apply this extra level to. He gains no other benefits from this advancement.

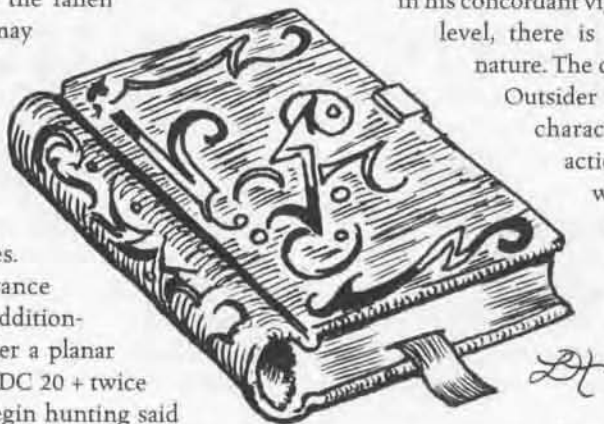
All of the above granted options are considered supernatural abilities, and are governed by the rules concerning supernatural abilities.

Concordant Ascension: As the concordant advances in levels and subsumes greater power into himself, he gradually evolves. The most basic signs of this are evident in his concordant vigor abilities, but upon attaining 5th level, there is no denying the character's true nature. The character becomes a creature of the Outsider of the Evil subtype (even if the character is not evil; the character's actions have branded his soul, and whatever his morality may encompass, he has committed sins beyond forgiveness). He is no longer affected by spells which specifically affect humanoids, but spells which affect Outsiders (including *dismiss* and *banishment*) now affect him.

Additionally, the character's physical appearance changes — his arms, legs, hands, and feet elongate, adding a foot to the character's height (weight remains unchanged). His eyes become solid green, and the character gains darkvision (60 ft.) if he did not already have it. For the purposes of the Disguise skill, the character has a permanent -10 circumstance penalty for passing as any race known to onlookers.

The concordant also attracts mighty enemies — other Outsiders. All other creatures of the Outsider type instantly recognize the concordant's nature, and most will either attack him on sight or make plans to do so at a future date. For whatever reason, the planes dislike those who abuse their gifts.

Few concordants survive from this level on, and their ultimate fates are unknown. Any additional abilities or restrictions beyond those already outlined are created and granted at the DM's sole discretion.





Chapter 9:

Rune Magic

Close the door, whelp! Have you no respect for these old bones? Brrr! Too many winters gone by.

But you've come here for a reason, I'll wager! What is it? You need an augury? You want me to cast the runes? You want Ilga to fall in love with you? You want to cure your father's gout? What then? The runes can do all these things.

Learn about the runes? Hah! You are too old! I've been living the runes since I could walk! And here you are with that baby fuzz on your chin wanting to learn the runes! Do you know what the word "rune" means, boy? No, it doesn't mean "letter" or "character." It means "mystery" or "enigma" or "secret." The runes hold the secrets of the universe, boy! And you want to learn them. Hah! The runes are symbols of greater truths, manifestations of universal laws! Aye, you could learn them, but you would not know them! To work the runes, you must know the runes. You must live the runes. When you become the runes, you may then work your will upon the universe like the gods themselves. You might say that the runes formed the words the gods used to create the world.

They are symbols of pure truths, pure secrets of the cosmos, and pure secrets have power, my boy. Undreamed of, aye! You see those wizards sometimes with their scrolls full of magical writing. You do not need all that scribbling! You need only a small piece of wood or stone with the proper runes carved into it, and you have something of true power. Imagine it, my boy! The power of the universe in a chip of wood! The dwarves know! More non-magical creatures have never lived, but they know the power of the runes! Any dwarf will tell you of the runesmith who creates objects of incredible power, using only the knowledge of the runes. The wizard with his scrolls is able to tap into the same power, the same truths, but his way is more roundabout, like taking the

easy path around the forest to your destination. Going through the forest is like the runes. The way may be more dangerous and difficult, but it is also direct and without distraction.

Here, hold this one. Can you feel its power? Like a thrumming heat in your palm. The energy of the cosmos in your hand, my boy! That rune could destroy this entire village! How does it feel? A bit frightening, I'll wager. Such a thing is not to be trifled with, oh no. Don't drop it. If the stone breaks, it becomes useless. You needn't fear releasing its power, because you don't know the word, the sound of the rune. The sound is the key to unlock the rune's power. But I could tell you the name of that rune, and even that would be useless to you, because you don't know it. Speaking the sound and speaking the rune are not the same thing.

Alas, I see you do not understand... As I said, you are too old. Then perhaps you should go, unless you have a service to ask of me. I am happy to serve, for the right price.

BACKGROUND

Runes represent the deepest secrets of the universe. Each rune encompasses the truth of a single concept, a two-dimensional projection of a multi-dimensional, infinite truth. The runewright knows these runes, these secrets, and in the knowing is able to tap into the power of the universe itself. This is similar to how arcane magic works, but the runewrights believe their method is much more immediate and direct than wizards' spells. Whereas wizard spells require memorization of complex magical formulae, rune magic requires only a single symbol and a

profound, intimate knowledge of that symbol's secret that does not evaporate when the spell has been cast.

The power of the runes is universal. Every race that has a written language has those among them who know the power of symbols. The two-dimensional shape of the runes differs between each race, but the power remains the same. Some runewrights believe that the various shapes of the same runes is like looking at different facets of the same jewel, as if each race looks at a universal truth from a slightly different perspective, and thus sees each rune differently. Others believe that each race holds an image of a universal truth in its collective spirit, the universal energy that binds each race together, and that each truth holds a different shape for each rune.

There are many runes and runewrights are able to learn only a few in their lifetime. Each race has a rune that corresponds to one universal concept, like love, hate, influence, fire, water, wealth, chaos, movement, energy. Magical effects are generated by tapping into the power of those concepts, sometimes combining runes to create mixed effects. Because the shape of each rune is different between races, runewrights of different races cannot normally use each other's runes; however, runewrights of the same race can use each other's runes, as long as they know the runes in question.

The earliest runewrights are believed to have come from the far, frozen north, from among either barbarian human tribes or dwarves of the deep underground. Both races say they were the first. These early rune workers slowly spread their knowledge throughout the world, and more races began to learn the secrets of the universe. Some discovered rune magic independently and without instruction. Others learned from rune workers of different races, but this process was slow, because the student was forced to adapt the knowledge to the physical rune that he could perceive.

When runes are scribed upon an object, that object becomes inextricably bound to those runes. The runes cannot be removed or released without destroying the object. Objects bound to runes gain power based on the runes used, and dwarven runesmiths are masters of creating rune weapons. Runewrights call upon the power of the runes by focusing their minds upon the runes' meaning and speaking the sound of the rune. The speaking of the rune introduces its power into the physical universe, where the power then runs its course.

Not only can the power of runes be channeled by the

runewright, the runes have real power. Runewrights sometimes resort to destroying a rune, perhaps as an act of desperation, perhaps as a display of power, to release its power onto the universe. Destroying a rune in this manner expends its power permanently, and the runewright must then recreate the rune if he wants to use it again.

Rune magic appears to emulate arcane spell effects, because the power that the runes draw upon remains the same. But the method of tapping into that power is quite different. The runewright does not use spellbooks or scrolls. He uses only the runes, and he knows those runes so profoundly that he can reproduce them at will. He creates

a set of stone or wooden tablets he can hold in his hand with the runes inscribed upon them. Each tablet contains one or more runes, the combination of which creates the effects the runewright wishes. The powers possessed by a runewright take the form of spells — much like wizards, but he does not have to memorize the spell. He merely has to hold the rune he wishes to use and speak its sound.

While a runewright's spellcasting ability resembles that of a wizard, a runewright uses Wisdom rather than Intelligence when determining spell limits, saving throw DC, etc. This is because rune magic focuses on the universal meaning, the deeper knowledge of the runes, rather than the intellectual exercise of memorizing a spell.

Runewrights are greatly respected in nearly every society from which they originate. They are seen as "wise ones," who know the deeper secrets of the universe and who can bring the power of those secrets to bear on the problems of the world. However, because of the way rune magic is learned, their numbers are small. Runewrights in small communities are rare. In more populated areas, runewrights form small guilds where they can share information and help those in need. They view each other as brothers, sharing a common knowledge of something about which the rest of the world is largely ignorant.

IN YOUR CAMPAIGN

Runewrights are a valuable addition to any party. They have spellcasting ability similar to wizards, but they can wear armor and fight like clerics. They do not proselytize or extol the virtues of the runes, but merely let the power act upon the physical world, at the desire of those in need or those who ask. Sometimes they offer their services for a fee, sometimes they offer them because of an altruistic desire, and sometimes they offer them for self-serving purposes.



RUNEWRIGHT

The runewright is keeper of the runes, able to draw upon the power of the universe to create powerful magical effects. He scribes his runes upon pieces of wood or stone, and calls upon them in time of need. Like wizards, these spellcasters must have formal training from an experienced teacher. They must learn each rune completely to be able to tap into their power. But unlike wizards, they need not memorize their spells in advance. They merely choose the rune they wish to use from a special pouch, hold it forth, speak its sound, and the power is made manifest according to their will.

Adventures: The runewright adventures for the same reasons as many other adventurers, such as a quest for fame, a desire to bring balance to the universe, or an insatiable wanderlust. They sometimes seek out other runewrights to share knowledge or seek comradeship.

Evil runewrights feel no compunction about subjecting others to the power they can invoke, perhaps trying to gather power or wealth for themselves. Adventures are a means to this end. Good runewrights are more likely to use their power to help others to fight the forces of evil, feeling that evil corrupts the purity of the runes' power. Neutral runewrights tend to view the power of the universe as oblivious to the concepts of good and evil, that everything is a matter of perspective, and that the power is there to be used as necessary.

Characteristics: Runewrights are more skilled in combat than other types of arcane spellcasters, resembling clerics in that respect. They can use simple weapons and wear light armor. Because their power is focused and released from the rune itself, they do not suffer any chance of arcane spell failure. They are also hardier than other types of arcane spellcasters, and this gives them an advantage. They can learn new spells the same as wizards, but they cannot specialize in schools of magic as wizards do. However, they can learn metamagic feats to increase the power of their runes.

Alignment: Because runewrights view the universe as having a natural order, of which the runes are a manifestation, they tend to favor law over chaos. The diligent study required to plumb the depths of the runes' mysteries also favors law over chaos. As a result of these factors, the largest portion of runewrights is lawful neutral.

Religion: Runewrights most often revere the god of magic, but some have been known to worship the goddess of death and magic. In general, though, runewrights have but one deity — the runes themselves.

Background: Runewrights can come from almost any background. They can come from any race that has devel-

oped a written language, even if that language borrows its alphabet from another race. What is important is that the collective racial consciousness has developed the concept of writing, and the power behind written symbols. If that concept is missing, creatures of that race are unable to tap the power of the runes. Runewrights most often pass down their knowledge through apprentices, choosing their own children or relatives as apprentices when they are very young. In more populated areas, they sometimes form guilds where the apprentices can study under several teachers. In some areas, the runewrights' guild holds considerable power.

Runewrights enter their training or apprenticeship before they reach adolescence, and spend countless hours studying the runes and their purpose and meaning in the universe. The prestige runewrights possess depends largely on how their respective cultures view the craft, but usually they are held in high regard. In less populated they are often village elders or wise men.

Runewrights hold each other in high regard, even those of other alignments, because of the brotherhood of common knowledge. However, if two runewrights have a falling out, they become bitter enemies, each viewing the other as a stain upon the universe.

Races: Runewrights are most often human or dwarven. However, they can come from any race that has a written language. Creatures that have no concept of writing cannot become runewrights. Gnome runewrights are also relatively common, but elves and half-elves tend to disdain rune magic because they are so steeped in the traditional arcane traditions. Monster runewrights are not uncommon, and certainly more numerous than elves.

Other Classes: Runewrights' have no strong feelings good or bad regarding any other character class. They tend to view wizards as mired in their own traditions, but they realize the power source for their magic is the same. While runewrights are superior to other spellcasters in combat ability, they still recognize the value of fighters, rangers, and paladins as their first line of defense, behind whom they can invoke their runes in relative safety.

GAME RULE INFORMATION

Runewrights have all the following game statistics.

Abilities: Wisdom determines the maximum spell level the runewright can access along with the DC of the spells he uses. To cast a spell, a runewright must have a Wisdom score of $10 + \text{the spell's level}$. The runewright gains bonus spells based on his Wisdom score. The DC necessary to resist his spells equals $10 + \text{the spell's level} + \text{the runewright's Wisdom modifier}$. A high Dexterity is also important for AC because runewrights can wear only light armor.

Alignment: Any.
Abbreviation: Rnw
Starting Money: 3d4 × 10 gp.
Hit Die: d6.

Class Skills

The runewright's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken separately) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

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

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

Class Features

All of the following are class features of the runewright.

Weapon and Armor Proficiency: Runewrights are proficient with all simple weapons and light armor. They learn the basics of combat and can use their abilities while wearing armor, unlike other arcane spellcasters.

Rune Magic: Rune magic is very similar to arcane spells, because both tap from the same sources of universal power. Spell effects from rune magic are considered to be arcane magic and are identical in most respects. However, there are some significant differences, because the methods of drawing upon that power are quite different. Runewrights do not need to memorize or prepare spells in advance. They have a special bag filled with pieces of stone or wood with the runes they know inscribed upon them. These runes are the only material components they require to cast their spells. These runes are not expended like regular material components, and can be reused. They function as a focus for magical energy. Because all magical energy is focused and channeled through the rune and not the spellcaster, runewrights suffer no chance for arcane spell failure if they are wearing armor. Runewrights can cast a number of spells per day according to the table below, with bonus spells based on the caster's Wisdom score. A runewright may use a higher-level slot to cast a lower-level spell if he chooses. For example, if an 8th level runewright has used up all his 3rd level spell slots for the day, but wants to cast another one, he could use a 4th level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

However, one important difference between rune magic and other arcane magic is that the runes themselves have stored power, much like a scroll. A runewright may destroy a rune to cast the spell it represents, just as if it were a scroll. The runewright must already know the spell to cast because he must know the proper sound. Runes that the runewright does not know how to pronounce are usually useless to him, unless he has the Know

the Rune feat described below. The runewright must then recreate that rune on a fresh piece of stone or wood, using the Create Rune feat below, if he wants to cast the spell again. Unless the runewright has the rune already prepared, he is unable to cast the spell.

A runewright may learn new runes based on the table on page 88. When he advances in level, he gains a number of spells as described in the table.

The only verbal component required for the casting of rune magic is the sound of the rune, usually only one or two syllables. This imposes a -5 penalty to all Spellcraft checks made to identify runewright spells.

Just like arcane magic, rune magic requires intense concentration. Therefore, runewrights must make all Concentration checks as normal. Any attacks or circumstances that would wreck a spellcaster's ability to use verbal or somatic components could potentially hinder the runewright's abilities. Runewrights also may use metamagic feats to alter their spells. The DC of saving throws against a runewright's spells is 10 + the spell's level + the runewright's Wisdom modifier.

Runewrights may not read or use arcane scrolls, because they do not know the traditional language of arcane magic. They know only the language of the runes. Likewise they may not use magic items normally restricted to only wizards or sorcerers.

Summon Familiar: The runewright may summon a familiar exactly as a sorcerer (see page 51 of PHB).

Craft Rune: Runewrights can create the physical runes they use to create magical effects. They can create runes for any spell they know. Crafting a rune takes 1 day for each 1,000 gp in its base price. To craft a rune, a runewright must spend 1/25 of the rune's base price in XP. The base price of a rune is its caster level multiplied by the spell level multiplied by 25. The runewright must carve the necessary runes in a piece of wood or stone small enough to fit in his hand. Carven runes are always pigmented, usually in red, so the shape of the rune is clearly distinguished. *Dispel* magic, *greater dispelling*, and *erase* may destroy a rune before it is activated. Treat the rune as a spell cast by the runewright at its assigned caster level.

In addition to carving a rune to use when casting spells, a runewright can also scribe runes on to items. A runewright could scribe a rune of *shocking grasp* on to a mace, allowing the weapon to discharge the spell when it is used in combat. Scribing a rune in this manner requires twice the gp needed to create a rune for casting use, as the runewright must use rare, mystic inks and valuable materials to build it. Once a rune is discharged, its power is lost and it must be re-scribed in order for it to function again. A runewright may scribe a limited range of runes on to specific item types, as summarized below.

An item may only carry one rune at any given time.

Weapons: Any weapon, including arrows and other ammunition but not crossbows, bows, slings, and ranged weapons that deliver projectiles, may have a rune that delivers a ranged or melee touch attack added to it. Activating these runes is a move-equivalent action that does not draw an attack of opportunity. After activating the rune, the weapon delivers the touch attack if it hits its target's touch AC with its next attack. If the weapon hits the target's normal AC, it delivers its normal damage and the rune's spell.

Armor and Shields: These items may accept runes that deal with defensive magic and protection. A suit of armor or shield may only carry one unused rune at any time. Any spell with the word "protection" in its name may be scribed on to armor or shields. Activating these runes is a standard action that provokes an attack of opportunity. The spell's area of effect is centered on the item.

Helm: The runewright may scribe any spell that has the words "detect" or "see" in its name on to a helmet or other piece of headgear. Activating this rune is a move-equivalent action that draws an attack of opportunity. The helm's wearer gains the benefit of the rune spell.

Rune Knowledge: The runewright's knowledge of the primal alphabet allows him to gain an intuitive sense of the meaning of any written language. The runewright does not glean a word-for-word translation of a written passage. Instead, he uses his knowledge of the runes and his magical affinity for writings to gain a general sense of the passage's meaning. Using this ability requires a minute per page of text the runewright wishes to read. He must make a caster level check modified by his Wisdom against a DC of 20. On a success, the runewright gains an intuitive understanding of the writing.

Bonus Feats: Every five levels a runewright gains a bonus feat. This must be a rune magic feat, metamagic feat, or item creation feat.

Greater Rune Crafting: At 10th level, the runewright expands his mastery of scribing runes and can add them to a greater range of items. In addition, he learns how to weave two runes together without a conflict between their arcane energies. A runewright may now scribe two runes on to an item, though the runes may not be activated simultaneously. After using one rune, the item's wielder must wait for the duration of the first to elapse before activating the second.

Portals: The runewright may scribe a rune on to any door, treasure chest, or similar barrier. When the door or chest is opened, the spell contained within the rune activates. The spell's effect centers on the door or automatically targets the person responsible for opening the doorway. The runewright may open the door without harm, as may anyone whom the runewright instructs on how to

safely use the doorway. A rogue may find and disarm the rune using his Search and Disable Device skills to disable the rune as with any other magical trap.

If a portal has more than one rune, it activates the runes in the order they were scribed on to it. Each time the portal is opened, a rune discharges. Thus, if a doorway had two runes, the first time an adventurer opened it, the first rune added to it activates. The second time someone opens the door, the second rune activates. After that, the doorway is safe. If after the first rune activated the door was spiked open before it was closed again, others could walk through the doorway without triggering the rune.

Fortifications: A runewright may scribe a single, large rune into a defensive wall, gate, or similar fortification. The rune's spell may have the words "protection," "detect," or "see" in its title. When activated, anyone who touched the defensive fortification within 20 ft. of the rune or in its area of effect receives the spell's benefit. A creature may only gain the benefit of one rune used in this manner. If more than one rune activates, the creature gains the benefits of the first rune it was subject to. A creature only gains the benefits of the rune for the length of its duration and so long as he remains in contact with the fortification and stays within 20 ft. of the rune or in its area of effect. If a creature is not within the rune's range when it is activated, it cannot later move into the rune's area and gain its benefits, unless the spell functions otherwise. The "fortification" must be a clearly defined portion of a keep, castle, or other such structure.

Master Rune Craftsman: At 15th level, the runewright may add three runes to an object or item. The runes otherwise obey all rules for activation and use.

RUNEWRIGHT SPELL LIST

- 0 *arcane mark, daze, detect magic, disrupt undead, flare, light, mage hand, mending, open/close, ray of frost, resistance.*
- 1 *burning hands, cause fear, charm person, comprehend languages, detect secret doors, detect undead, endure elements, enlarge, erase, expeditious retreat, grease, hold portal, identify, jump, magic missile, magic weapon, obscuring mist, protection of good/evil/law/chaos, ray of enfeeblement, reduce, shield, shocking grasp, sleep, true strike.*



RUNE MAGIC

TABLE 9-1: THE RUNEWRIGHT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day										
						0	1	2	3	4	5	6	7	8	9	
1	+0	+2	+0	+2	Craft rune, rune knowledge, rune magic, summon familiar	3	1	—	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2	—	—	—	—	—	—	—	—	—
3	+1	+3	+1	+3		4	2	1	—	—	—	—	—	—	—	—
4	+2	+4	+1	+4		4	3	2	—	—	—	—	—	—	—	—
5	+2	+4	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—	—
6	+3	+5	+2	+5		4	3	3	2	—	—	—	—	—	—	—
7	+3	+5	+2	+5		4	4	3	2	1	—	—	—	—	—	—
8	+4	+6	+2	+6		4	4	3	3	2	—	—	—	—	—	—
9	+4	+6	+3	+6		4	4	4	3	2	1	—	—	—	—	—
10	+5	+7	+3	+7	Bonus feat, greater rune crafter	4	4	4	3	3	2	—	—	—	—	—
11	+5	+7	+3	+7		4	4	4	4	3	2	1	—	—	—	—
12	+6/+1	+8	+4	+8		4	4	4	4	3	3	2	—	—	—	—
13	+6/+1	+8	+4	+8		4	4	4	4	4	3	2	1	—	—	—
14	+7/+2	+9	+4	+9		4	4	4	4	4	3	3	2	—	—	—
15	+7/+2	+9	+5	+9	Bonus feat, master rune craftsman	4	4	4	4	4	4	3	2	1	—	—
16	+8/+3	+10	+5	+10		4	4	4	4	4	4	3	3	2	—	—
17	+8/+3	+10	+5	+10		4	4	4	4	4	4	4	3	2	1	—
18	+9/+4	+11	+6	+11		4	4	4	4	4	4	4	3	3	2	—
19	+9/+4	+11	+6	+11		4	4	4	4	4	4	4	4	3	3	—
20	+10/+5	+12	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4	4

TABLE 9-2: RUNEWRIGHT SPELLS KNOWN

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

- 2 arcane lock, augury, blindness/deafness, bull's strength, cat's grace, darkness, darkvision, daylight, detect thoughts, endurance, flaming sphere, fog cloud, ghoul touch, knock, levitate, locate object, obscure object, protection from arrows, pyrotechnics, resist elements, scare, see invisibility, shatter.
- 3 clairaudience/clairvoyance, dispel magic, explosive runes, fireball, flame arrow, fly, greater magic weapon, gust of wind, halt undead, haste, hold person, keen edge, Leomund's tiny hut, lightning bolt, magic circle against good/evil/chaos/law, nondetection, protection from elements, sepia snake sigil, sleet storm, slow, vampiric touch, wind wall.

- 4 bestow curse, charm monster, confusion, contagion, detect scrying, dimensional anchor, dimension door, emotion, enervation, fear, fire shield, fire trap, ice storm, locate creature, minor globe of invulnerability, remove curse, scrying, shout, solid fog, stoneskin, wall of fire, wall of ice.
- 5 animal growth, cone of cold, contact other plane, dismissal, dominate person, dream, feeblemind, hold monster, lesser planar binding, mind fog, nightmare, passwall, permanency, Rary's telepathic bond, telekinesis, teleport, wall of force, wall of iron, wall of stone.
- 6 analyze dweomer, antimagic field, chain lightning, circle of death, control water, control weather, disintegrate, eyebite, globe of invulnerability, greater dispelling, guards and wards, harm, heal, legend lore, mass haste, mass suggestion, Otiluke's freezing sphere, repulsion, true seeing.
- 7 banishment, control undead, delayed blast fireball, destruction, ethereal jaunt, finger of death, forcecage, greater scrying, insanity, limited wish, Mordenkainen's Sword, plane shift, power word: stun, prismatic spray, reverse gravity, sequester, spell turning, teleport without error, vanish, vision.
- 8 antipathy, binding, discern location, etherealness, greater planar binding, horrid wilting, incendiary cloud, iron body, mass charm, maze, mind blank, power word: blind, prismatic wall, protection from spells, sunburst, symbol, sympathy.
- 9 astral projection, dominate monster, energy drain, foresight, freedom, gate, imprisonment, meteor swarm, Mordenkainen's disjunction, power word: kill, prismatic sphere, refuge, teleportation circle, temporal stasis, time stop, wail of the banshee, wish.

NEW FEATS

KNOW THE RUNE [RUNE MAGIC]

You are able to read and use the runes of other races to create spell effects, as long as you know the spell in question.

Prerequisites: Craft Rune, Wisdom 15+

Benefit: You can read and use a rune created by any race. However, you must also know the spell. If you know the spell, you can use the rune as if you created it yourself.

Special: You cannot normally read the runes inscribed by a runewright of a different race.

MASTER OF THE RUNES [RUNE MAGIC]

You are able to read and use all runes, even if you do not know the spells associated with them.

Prerequisites: Craft Rune, Master of the Runes, Wisdom 17+

Benefit: You can read and use any rune, including those you do not know as spells. If you are of sufficient level to cast the spell, for as long as you possess the rune, you may use it to cast spells as if you know that spell. You may also destroy the rune to cast its spell, even if you are not of sufficient level. If the rune ever leaves your possession, you may no longer cast the spell.

At any one time, you may not have more than three runes you use with this feat. To learn a rune, you must spend one day studying it intensely to learn its secrets. After this day of study, you may add it to your arsenal of runes.

Special: You cannot normally use runes that you do not know.

DWARVEN RUNESMITH

The dwarven runesmiths are legendary for the powerful rune items they can produce. They possess an extraordinary skill and knowledge with binding runes to items, particularly weapons and armor. All runesmiths are taken from the ranks of dwarven runewrights who want to combine their runic arts with those of smithing and metallurgy. They spend hundreds of grueling hours near a blistering forge, learning the skill necessary to create the legendary dwarven rune items.

Runesmiths are revered throughout dwarven society as symbols of perhaps the dwarves' greatest strength. While most dwarves prefer to fight, there are some who merely wish to create great weapons for others to fight with. It is

a great honor and privilege for a dwarf to be granted a rune weapon, and even more so for a character of a different race. One of the fastest ways to anger a dwarf is to show disrespect for a rune item.

Runewrights and runesmiths hold each other in high regard, because they spring from the same roots. Runesmiths spend most of their time creating rune items, but occasionally they venture away from the forge to test their new creations, or to the gather the wealth necessary to create more.

Runesmiths occasionally gather in secret conclaves to perform their art together, all adding in the creation processes of the others in the group, lending aid, offering advice, trading secrets and knowledge. Some incredible feats of runecraft are performed at these meetings. Dwarven clerics say that the dwarf god Moradin looks upon a gathering of runesmiths with great interest, and sometimes even attempts to challenge or guide the runesmiths who are present.

Hit Die: d8.

Abbreviation: Rnw

REQUIREMENTS

To become a runesmith, a character must fulfill all the following criteria:

Race: Dwarf

Wisdom: 14+

Spellcasting: Ability to cast 5th level arcane spells.

Class Ability: Craft Rune.

Skills: Craft (armorsmith or weaponsmith) 5+ ranks.

Class Skills

The runesmith's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the runesmith prestige class.

Weapon and Armor Proficiency: The runesmith is proficient with all simple and martial weapons, all types of armor, and shields.

Casting spells: At each level, the runesmith gains a level of spellcasting ability in rune magic.



Craft Magic Arms and Armor: As a 1st level runesmith, the character gains the item creation feat Craft Magic Arms and Armor.

Master's Efficiency: At 2nd level, the runesmith gains the ability to create magic arms and armor at greater speed and efficiency. When using the Craft Magic Arms and Armor feat, all production or repair times and XP costs are reduced by half, and all gp costs are reduced by 25%.

Legendary Armorer: At 3rd level the runesmith is so skilled at forging magical armor that he gains a +5 competence bonus to all Craft (armorsmithing) checks. Furthermore, the weight of any armor he creates is reduced by 25%.

Legendary Weaponsmith: At 4th level, the runesmith has acquired such expertise with forging weapons that he gains a +5 competence bonus to all Craft (weaponsmithing) checks.

Master Craftsman: When creating magic arms and armor, the runesmith gets a free +1 bonus to the item. For example, the runesmith must spend the gp time and gp cost as necessary to create a +2 battleaxe, but when he is finished, the weapon is a +3 battleaxe.



Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, 5th-level runesmith, spell turning; **Market Price:** 330,000 gp.

Rune of Obliteration: This simple item appears to be a normal rune. Any runewright who sees this rune will see the rune for one of the spells the runewright knows (DM's choice). As soon as the runewright uses this rune to cast any spell, the rune activates and attempts to destroy the unfortunate him. He is immediately subjected to the spell destruction. Any attempts to destroy this rune immediately subject the would-be destroyer to the spell in like manner.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, 15th-level runewright, bestow curse, destruction; **Market Price:** 330,000 gp.

Universal Rune: If the meaning of the universe, the ultimate secret of the cosmos can be distilled into a single item, a single shape, the universal rune is just that. All other runes are merely projections or simplifications of it. This object appears to be a simple fist-sized stone, rounded and smooth, with its entire surface covered by runic carving. The carving is actually a single rune, the universal rune. The shapes on the surface shift as one looks at them, and they are impossible to memorize, copy, or reproduce in any way. When runewrights reach 20th level, they are able to grasp the deepest secrets of the runes and their magic, and thus they can create this object. The universal rune is all runes. It can be used by any runewright to cast any spell they know, regardless of race. Furthermore, it can be destroyed by any runewright to cast any rune magic spell, even ones the runewright does not know.

Caster Level: 20th; **Prerequisites:** Craft Wondrous Item, 20th-level runewright, wish; **Market Price:** 360,000 gp.

NEW MAGIC ITEMS

Rune Axe of Baltir: Made by a legendary dwarven runesmith, this exquisite weapon is a double-bladed battle axe with its faces polished to mirror brightness. Hundreds of tiny runes can be seen in the gleaming surface. This item functions as a +5 keen battleaxe. Furthermore, any runewright or runesmith who uses this weapon can feel its profound connection to the runes, and it increases the power of his or her rune spells, like opening a larger hole in the fabric of the universe for the magical energy to emerge. All rune magic spells cast by a runewright or runesmith while using this weapon have the DC of all pertinent saving throws increased by +4.

TABLE 9-3: THE RUNESMITH

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Craft magic arms and armor	+1 level of existing class
2	+1	+3	+0	+3	Master's efficiency	
3	+2	+3	+1	+3	Legendary armorer	+1 level of existing class
4	+3	+4	+1	+4	Legendary weaponsmith	
5	+3	+4	+1	+4	Master craftsman	+1 level of existing class

Chapter 10: Shadow Magic

Do not bother with your lantern, human. It will function no longer. How does it feel, when the light goes away? For those of us who spend our lives in darkness, light is an irritation, a nuisance. Bringing it here is an affront to myself and my brethren.

You see, for some of us who live in the darkness, the darkness becomes as real as the flesh of our bodies. You feel it, don't you? Its caress. Oh, don't worry. Not yet. The darkness was merely investigating you, getting to know you. For those of us who embrace it, it becomes our friend. Our confidant. Our servant. Unfortunate that your pitiable human eyes cannot see the symphony of shadows all around you. You see only "cave darkness." Perhaps you recall from nights in the upper world, that shadows appear to move sometimes of their own volition, the longer you stare at them. Perhaps when you were a child, alone in your bed, with the blessed night closed around you, you glimpsed the true essence of Shadow.

When the shadow seems to move the harder you watch it, that is when you have gained just a glimpse of its true nature. It is not merely the absence of light, but the antithesis of light! As real, as powerful, as necessary as the rays of the accursed sun! For those who can touch the true Shadow, it becomes an ally, a weapon. When the shadows move in your vision, it is at the behest of your own mind. When that happens you are on the verge of understanding. But when you look so deeply into the Shadow that it looks back, that is when it becomes yours to use as you will.

I told you not to move. Do you feel its tentacles? I can make them into thorny vines, if you like, tearing through your flesh as real as any dagger. Do not tempt me further. Like most of my race, I see inflicting pain as something to be savored. I'll wager that you wonder how long before your friends come for you. How long? Tell me, how do you think they will find you in all this

Shadow? You know that true Shadow can block even the Dark Sight of under-races.

Why did you gasp just now? Do you feel something? What is it? Ah, I see. You felt something snuffling at your ankle. Was its breath hot on your skin, or chill? What is it that you fear? You see the Shadow has created something taken from the dark recesses of your mind, something that you fear. Perhaps you're thinking, 'It's not real, then! It cannot hurt me! An illusion!' You would be mistaken. The substance of Shadow is as real as you or I, and that makes the thing your mind created just as real, and just as capable of hurting you.

Perhaps your friends will follow the sound of your screams . . .

BACKGROUND

The manipulation of darkness, the molding and shaping of something that does not exist, the direction of something that is produced by the absence or blockage of light, shadow magic is an obscure but powerful kind of magic. Shadow mages believe that darkness has a substance all its own, just as real and workable as light but harder to understand, because the user must focus his mind not on the solidity of real objects, but the negative spaces between them. He must focus his awareness not upon the bowl, but the space occupied by the bowl, not on the rays of light, but on the darkness created by the absence of the light. Shadow mages say that this darkness is a real substance, as real as air and just as necessary, and that it can be shaped and used by one whose mind is properly tuned to its nature. Others say that the darkness is merely a focus

for the shadow mage to exercise his unusual gifts, that darkness cannot be a tangible substance. But they cannot deny the reality of powers that a shadow mage can call upon. They cannot deny that the magic is real, even if its true source is a matter of debate.

Shadow mages come almost exclusively from races that dwell underground, primarily dark elves. The intellect and environment of dark elves is well suited for the awakening of the ability to use shadow magic, also called dark magic by some. The term "dark magic" leads many to believe that shadow magic is inherently evil, or associated somehow with the "forces of darkness," but that is not the case. While it is true that the majority of shadow mages are aligned with evil, there are a great many who simply consider themselves a friend to the darkness.

Little is known of the history of shadow magic. Its practitioners keep to themselves because the strange nature of their gifts alienates those around them. Tales abound in the underworld of figures that can walk between shadows, disappear into a shadow cast on a solid wall, or turn into shadow themselves. These terrifying figures of legend supposedly can summon tentacles of darkness to rip their enemies to shreds or conjure black beasts to perform their bidding. People fear what they do not know, and there are precious few people who know a shadow mage.

The ability to use shadow magic arises during childhood. Those with the gift are usually sent to study as an apprentice under a more accomplished practitioner. The teacher uses long periods of meditation and practice to condition the neonate's mind to properly use the powers of shadow. When the mind is sufficiently conditioned, the teacher imparts techniques required to perform the shadow magic equivalent of spells.

Shadow magic differs from arcane and divine magic in that it uses no scrolls, memorization, or preparation. A shadow mage has abilities much more akin to those of a sorcerer than a wizard or a cleric. He simply knows the procedure required to attune himself to the shadow, focus his will, and then manipulate the shadow into the effect he desires. Shadow magic spells cannot be scribed on scrolls or taught by any means other than direct instruction. The advancement of a shadow mage comes from his own experimentation. He gains new spells by learning new techniques on his own. He can also learn new spells from other shadow mages. Shadow mages who happen to meet on friendly terms often trade spells among themselves, exchanges which usually require only a couple hours of instruction.

Shadow mages use the matter of darkness itself to create their "magical" effects. The Shadow is a versatile and powerful ally; after all, it can assume nearly any shape and slip through any crevice, even into a body. Because Shadow is everywhere, the mage can use it to divine information at great distances. With sufficient willpower, he can force it to become real and solid, creating magical blades and barriers as real as any other. The Shadow knows the secrets of the heart and mind, allowing the mage to tap into thoughts and control the minds of others. The mage can use the Shadow to probe the fears of others and then mold the shadow into a solid manifestation of the target's fears. The mage can call upon the Shadow to protect him in time of need,

or use it to move things, including himself.

Because of the Shadow's versatility, its spells can come from nearly any school of magic, but it is not truly part of any of those schools. It merely resembles abjuration, divination, enchantment, illusion, and so forth.

While a shadow mage's spellcasting ability resembles that of a sorcerer, a shadow mage uses Wisdom rather than Charisma when determining spell limits, saving



throw DC, and other factors relating to his spells. This is because shadow magic is intuitive, requiring awareness and abstract thinking rather than any intellectual ability. To cast a spell, a shadow mage attunes himself to any shadows present and then taps into their power to create the effect he desires. Because deep shadow is required as a starting point for all shadow magic spells, it is significantly harder to use in daylight. That is another reason that shadow magic is hardly known in the surface world. It does not function there as readily as other types of magic. However in the under realms and under the night sky shadow magic is a potent power.

The reality experienced by a shadow mage is quite different than that of normal people. Because he sees not the light, but the absence of light, he sees the negative of all things. His eyes function as normal for any member of his species, his mind processes the sights gathered by his eyes altogether differently from normal folk. Instead of perceiving the person directly, he first perceives the space occupied by the person, the shadows surrounding the person. While this inverted way of thinking might seem strange at first, it allows the shadow mage to sometimes perceive details and nuances of a person not normally perceptible to the unaided eye. Shadow mages who know the technique are able to read thoughts in this manner, sometimes even control them. Shadow Masters, a peculiar form of shadow mages, are particularly adept at this sort of perception. They have become one with the Shadow, and they sometimes lose their mortal form, becoming mere shadows themselves. Some never return, and fade away like a shadow in the sun, vanishing as if they had never existed at all.

IN YOUR CAMPAIGN

The strange abilities of shadow mages make them an unusual addition to a group of adventurers. Their abilities make them ideal infiltrators, perhaps even assassins. A shadow mage's power can not only mask his approach and retreat but can also be a potent weapon. Some shadow mages are known to dabble in the skills of rogues and vice versa. However, their dark, unnerving powers can breed distrust among those who know their true nature.

In civilized regions of the surface world, few have ever heard of a shadow mage. In the darkness of the underworld, shadow mages are feared and respected, if not welcomed. Most races find their peculiar perceptions and powers to be unnerving at best, frightening when brought to bear with full potency. There are rumors that a group of dark elf shadow mages has formed a secret academy where they gather to teach their art to one another, but since such a thing has been heretofore unknown, most others do not believe it.

Shadow mages tend to be most comfortable hiding in dark corners, watching, listening, or slinking undetected into forbidden places, and sowing fear and uncertainty in enemies.

SHADOW MAGE

The shadow mage is one with the darkness, able to take the shadows and mold them to his will. To a shadow mage, the Shadow is much like a living entity, a friend and ally that he coaxes into creating the spell-like effects he desires. Like sorcerers, these spellcasters need no books, formal training, or other artifacts of traditional wizardry. Instead, they simply manipulate the Shadow and use it to perform their requests.

Shadow mages are little known and little understood on the surface world, but they have been known to develop there, especially in polar regions with long periods of nightfall. However, in the subsurface realms, shadow mages are known and feared, much like bogeymen or other fairy tale characters. Their incredible aptitude for stealth and secrecy allow them to come and go without detection. They are often loners, preferring the company of only the Shadow, but when their goals coincide with those of other people, they are perfectly happy to work with others. Their strange powers confound and dismay many traditional spellcasters, who are unable to counter their efforts with counterspells or *dispel magic*.

One of the great dangers shadow mages face is becoming so involved in their art that they can lose touch with the real world and become little more than shadows themselves.

Adventures: The shadow mage adventures for the same reasons as many other adventurers, such as a the search for wealth, or fame, or a desire to walk the vast expanses of the world, or to increase his power over Shadow, which can only be done with practice and perseverance. They sometimes seek out other shadow mages who might be willing to teach them more spells. They might wish to explore the true nature of the substance they call Shadow, and seek it out in ever-greater quantity in the deep, dark places of the world.

Evil shadow mages lust to subject others to their power, to conquer them with the power of the darkness, perhaps as revenge for past mistreatment, or perhaps to stave off future mistreatment. Adventures are a means to this end. Good shadow mages are more likely to see the Shadow as their friend, and want to use it to help others, or at least to cause no harm to others. All shadow mages remember how frightened they were when they first gained power over the Shadow, and they know just how frightening it can be.

Characteristics: Shadow mages work the stuff of Shadow through their insight into its nature and through their own peculiar perceptions of reality. The shadow mage can order the shadows around him to spring to life and serve his whim. Because it is not true arcane or divine magic, traditional magical defenses such as spell resistance and dispel magic are useless against shadow magic. The shadow mage's abilities resemble those of arcane spellcasters, and the spells are analogous, but created by totally different forces.

Shadow mages are slightly hardier and more skilled than wizards, and share traits with rogues in their penchant for stealth and espionage. They are proficient with all simple weapons.

Alignment: The nature of a shadow mage's intellect tends him towards chaos over law. His skewed view of reality often alienates him from other people. Lawful shadow mages are not unknown, but they are rare individuals who have stayed connected with *normal* society. Since the largest racial group of shadow mages is dark elves, the majority of shadow mages are evil, but there are many exceptions.

Religion: A shadow mage is so fixed on the source of his power that he has only one true god, the Shadow. He does not worship it or pay homage to it like a cleric, but his perceptions allow him to see no other source of power. He may occasionally pay respect to the gods of his native race out of respect, but he would not consider himself an adherent to that religion. However, he knows that most others are incapable of seeing the world the way he does, so he allows them their beliefs.

Background: A shadow mage can come from almost any background, but they tend to originate from races that dwell primarily underground. The ability to manipulate Shadow knows no boundaries of social class or race. It is a function of the individual's perception. Once his abilities are recognized, he must find a teacher to show him the proper techniques, or his potential will remain just that — potential.

Shadow mages of opposite alignment who recognize each other as such may be intensely interested in the knowledge the other possesses, because learning from one another is the fastest way to gain new insights. In civilized lands, shadow mages keep to themselves, knowing that they are misfits among the common populace.

Races: Shadow mages appear primarily from the race of dark elves. Because of the penchant for shadow magic embraced by their dark brethren, elves hold shadow magic in contempt, basically. The large majority of shadow mages come from subterranean races such as gnomes and monstrous humanoids.

Dwarves and halflings rarely become shadow mages because their races do not encourage the study of such things.

Human shadow mages are not uncommon because they can also develop perceptions twisted enough to gain control over the Shadow. Half-elves tend to side with their elven cousins and shun shadow magic altogether. Half-orcs generally lack the necessary wisdom, but half-orc shadow mages have been known to exist.

Other Classes: Shadow mages have no ill feelings towards any other character class, but that attitude is not always shared.

Wizards, paladins, and clerics tend to be very distrustful of shadow mages, but for different reasons. Wizards see shadow mages as unnatural, defying the laws of traditional magic. Clerics of good deities and paladins see shadow mages as blasphemers or minions of the forces of evil. Other characters in general see shadow mages as unnerving and creepy, and tend to give them a wide berth. Rogues however, can see the usefulness of the shadow mages' abilities, and sometimes work well in tandem with shadow mages.



SHADOW MAGIC

TABLE 10-1: THE SHADOW MAGE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Shadow magic, summon familiar, blacksight	1	5	3	—	—	—	—	—	—	—
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Taint of shadow	6	6	5	3	—	—	—	—	—	—
7	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—
8	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—
12	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13	+6/+1	+4	+4	+8	Taint of shadow	6	6	6	6	6	6	4	—	—	—
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15	+7/+2	+5	+5	+9		6	6	6	6	6	6	6	4	—	—
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12	Taint of shadow	6	6	6	6	6	6	6	6	6	6

GAME RULE INFORMATION

Shadow mages have all the following game statistics.

Abilities: Wisdom determines the maximum spell level the shadow mage can access along with the DC of the spells he uses. To cast a spell, a shadow mage must have a Wisdom score of 10 + the spell's level. The shadow mage gains bonus spells based on his Wisdom score, and the DC necessary to resist his spells equals 10 + the spell's level + the shadow mage's Wisdom modifier. A high Dexterity is also important because shadow mages often emulate the infiltration abilities of rogues, using Shadow to aid them.

Alignment: Any.

Abbreviation: Sdw

Starting Money: 3d4 × 10 gp.

Hit Die: d6.

Class Skills

The shadow mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (all skills, taken separately) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at 1st Level: (3 + Int modifier) × 4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Shadow mages are proficient with all simple weapons and light armor. They learn the basics of combat and can use their abilities while wearing armor, unlike arcane spellcasters.

TABLE 10-2: SHADOW MAGE SPELLS KNOWN

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

Shadow Magic: Shadow magic holds some things in common with arcane spells, but shadow mages function more like sorcerers than wizards. They use their perceptions and insight into the nature of Shadow to create effects that mimic traditional magic in many ways. However, they do not need to memorize or prepare spells in advance, and they do not require material components. They can cast a certain number of each level of spells per day, as determined by the tables below, and modified by their Wisdom bonus.

The shadow mage is limited to casting a certain number of spells of each level per day, but he need not prepare those spells in advance. The number of spells he can cast is improved by his bonus spells, if any. For instance, a 1st level shadow mage can cast three 1st level spells per day. He may use a higher-level slot to cast a lower-level spell if he chooses. For example, if an 8th level shadow mage has used up all his 3rd level spell slots for the day, but wants to cast another one, he could use a 4th level slot to do so. The spell is still treated as its actual level, not the level of the slot used to cast it.

Shadow magic uses the stuff of Shadow to create its effects. Any spell effects that describe any lighted or color effects have that special effect changed to pure black energy.

The strangeness of a shadow mage's verbal and somatic components impose a -5 penalty to all Spellcraft checks made to identify their spells. Shadow mages do not use material components. They need only the Shadow to focus and enact their will. They also do not suffer any chance for arcane spell failure when wearing armor or carrying a shield.

In spite of all these differences, shadow magic is still an art that requires intense concentration. Therefore, shadow mages must make all Concentration checks as normal. Any attacks or circumstances that wreck a spellcaster's ability to use verbal or somatic components could potentially hinder the shadow mage's abilities.

Shadow mages may not use metamagic feats to alter their spells, as their effects are not truly magical in nature. Feats such as Spell Focus function as normal. Shadow magic may not be inscribed on scrolls, because words and symbols cannot express the true nature of the perceptions and states of mind required to perform shadow magic.

If a shadow mage tries to use magic in a lit area, there is a chance he cannot summon the requisite shadow to work his magic. Under these conditions, the shadow mage must roll d% to determine if he can cast a spell. On a failed check, the shadow mage cannot cast his spell but he does not lose his spell slot. Instead, the shadow mage senses that he cannot complete the spell and stops his casting. If the shadow mage fails to complete his spell, he still uses a full standard action to cast it and draws attacks of opportunity if applicable. Since the shadow mage needs shadows to work his spell, total darkness can hamper his spells in a manner similar to bright sunlight.

Level of Lighting	Chance to Successfully Cast Spell
Total darkness	90%
Night time	75%
Dim lighting	100%
Torch light, lantern	100%
Daylight or similar spell	75%
Day time	75%

Summon Familiar: The shadow mage may summon a familiar exactly as a sorcerer.

Blacksight: Because the shadow mage is not attuned to darkness, he can use the darkness to perceive his surroundings at all times, in utter cave darkness or even in magical darkness. Spells such as *blindness* function normally. This does not extend to seeing through physical barriers of any kind. The shadow mage cannot perceive color with this ability. Black sight has a range of 10 feet/level.

Taint of Shadow: The more attuned a shadow mage grows with the Shadow, the more skewed his perceptions and frame of mind become. This begins to affect his physical body in various ways. At 6th, 13th, and 20th level, the shadow mage suffers a new physical change. He must choose one from the following list each time.

Instability: After casting any shadow magic spell, the shadow mage must make a Will save (DC 5 + spell level) or become a shadow for 2d4 rounds. While he is in the form of a shadow, he cannot cast spells or affect the physical world in any way. He is completely insubstantial and two-dimensional. He can only be harmed by spells and by magic weapons of +2 or greater power.

Shadow Eyes: The shadow mage's eyes become completely black, with no visible whites, iris, or pupil. He suffers a -1 Charisma loss, and his eyes become very sensitive to bright light. He suffers a -2 circumstance penalty to attack rolls, saves, and checks in daylight, or within the radius of a daylight spell. This effect is cumulative with any racial sensitivity to bright light the character might have.

Sunlight Sensitivity: The shadow mage is no longer able to withstand sunlight. He takes 1d6 subdual damage each round that his flesh is exposed to direct sunlight. This includes the spells *sunbeam*, *sunburst*, and *daylight*. This damage is added onto any damage caused by those spells.

SHADOW MAGE SPELL LIST

- 0 dancing shadows, daze, ghost sound, guidance, know direction, mage armor, mage hand, prestidigitation, resistance.
- 1 bane, black shards, chill touch, command, darkness, detect animals or plants, detect secret doors, detect snares and pits, divine favor, doom, message, sleep, true strike, ventriloquism.
- 2 augury, blur, death knell, deeper darkness, detect thoughts, find traps, hypnotic pattern, invisibility, levitate, mirror image, obscure object, scare, see invisibility, silence, sound burst, undetectable alignment.
- 3 dark swarm, discern lies, displacement, dominate animal, Evard's black tentacles, fear, helping hand, nondetection, phantom steed, scrying, sculpt sound, spike growth, suggestion, vampiric touch.

- 4 *detect scrying, dimension door, divination, divine power, enervation, hallucinatory terrain, illusory wall, legend lore, modify memory, nightmare, repel vermin, shadow conjuration, spike stones, status.*
- 5 *Bigby's interposing hand, circle of doom, dominate person, false vision, great command, greater shadow conjuration, mirage arcana, mislead, shadow evocation, slay living, spell resistance.*
- 6 *Bigby's forceful hand, blade barrier, circle of death, contingency, find the path, greater scrying, greater shadow evocation, project image, shades, shadow form, veil.*
- 7 *Bigby's grasping hand, finger of death, forcecage, repulsion, shadow walk, shadow's ripping tentacles, vision.*
- 8 *antimagic field, Bigby's clenched fist, binding, demand, discern location, shadow killer.*
- 9 *Bigby's crushing hand, dominate monster, energy drain, foresight, weird.*

SHADOW MASTER

The shadow master is a shadow mage who has all but succumbed to the Shadow, slipping into its strange realities. By doing so, he embraces the state in which Shadow exists, and thus gains greater power and control. His power increases, but he becomes ever more unworldly and disconnected from reality. He forgets everything about his life prior to his training as a shadow mage, but strangely his powers of concentration and mental discipline are honed to such a degree that he becomes immune to certain types of spells cast against him.

Shadow masters shun the light of the sun, preferring to spend all of their time underground or in the dark of night, when their powers are most potent. If shadow mages in general are viewed with suspicion and distrust, those who cross the threshold to becoming a shadow master are actively feared. Their pallor and cadaverous appearance, along with their abhorrence for sunlight, lead many to believe they are vampires. Sunlight can harm them, but only if they have gained that particular Taint of Shadow, as described above. They prefer to wear voluminous black robes and cloaks that blend with the Shadow, making it difficult to discern their outline.

Standard shadow mages view the shadow masters as the epitome of their art, but remain unwilling to pay the price of taking that step, the complete giving over of oneself to the Shadow, the loss of identity, the change in appearance. For those that do take that step, it becomes ever more difficult to discern where the person ends and the Shadow begins.

Hit Die: d6.

Abbreviation: Sdm

REQUIREMENTS

To become a shadow master, a character must fulfill all the following criteria:

Arcane or shadow magic caster level 6+

Wisdom: 14+

Special: The shadow master must have his Strength reduced to 0 or less by a shadow he calls forth with a special ritual detailed in the infernal *Codex of Absolute Darkness*. The would-be shadow master must spend 500 gp on material components and work three days preparing the ritual. Rather than kill its summoner, the shadow infuses him with a shard of pure darkness after reducing his Strength to 0.

Class Skills

The shadow mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 3 + Int modifier.

Class Features

All of the following are class features of the shadow master prestige class.

Weapon and Armor Proficiency: The shadow master gains no additional proficiency with weapons, armor, or shields.

Casting spells: At each level, the shadow master gains a level of spellcasting ability in shadow magic. An arcane spellcaster gains the casting abilities of a shadow mage whose level equals his level in this prestige class.

Depth of Shadow: As a 1st level shadow master, the character gains greater control over the Shadow and can create effects with greater potency, but with no small danger to himself. If he invokes this power, he has the option of increasing the DC of all saving throws against his spells by +4, and all spells he casts that cause damage gain a +1 enhancement bonus to each die. However, the shadow master must make a Will save (DC 12 + spell level) or take 1d6 damage/spell level, and turn into a shadow for 2d4 rounds. While he is in the form of a shadow, he cannot cast spells or affect the physical world in any way. He is completely insubstantial and two-dimensional. He can only be harmed by sunlight, spells, and by magic weapons of +2 or greater. Sunlight causes 1d6 damage per round of exposure when the character is a shadow.

Dark Taint: At 1st level the shadow master gives himself over to Shadow, with strange physical changes. He no longer needs to eat or drink. He draws all of his suste-

nance from Shadow. However, he suffers a -2 Charisma loss as his skin becomes deathly pale, and his face takes on a sunken cadaverous appearance. He gains an increased sensitivity to sunlight, suffering a -1 circumstance penalty to attack rolls, saves, and checks in daylight or within the radius of a *daylight* spell. This effect is cumulative with any other Taint of Shadow or racial sensitivity to bright light the character might have.

Cloak of Shadow: At 2nd level, whenever the shadow master is not exposed to direct sunlight, the Shadow clusters and merges with the character's clothing, making his outline indistinct. He gains a +4 deflection bonus to AC anytime he is not exposed to direct sunlight, or within the radius of the spell *daylight*.

The Shadow Knows: At 3rd level, the shadow master can use the Shadow to plumb the dark crevices of the minds of others. The shadow master may *detect thoughts* as per the spell a number of times per day equal to his character level/3.

Shadow Body: At 4th level, the shadow master can alter his form to change into pure Shadow. However, since he does this with full control, he suffers none of the ill effects that he would if this change were involuntary. He becomes a two-dimensional black shadow, and is unable to affect the physical world. He gains Damage Reduction 20/+3 and Spell Resistance 20, and may cast spells as normal. He can perform this ability once per day, with a duration of his character level in minutes. Aside from his spells, he may not affect the the physical world in any way. In addition, if shadow master is caught in the area of a *daylight* spell or direct sunlight he must make a Fortitude save (DC 25) or suffer 3d6 points of damage. In addition, while he is caught in such an area he cannot cast spells.

Shadow Mind: At 5th level, the shadow master has so disciplined and altered his mind that he becomes immune to all mind-influencing effects. His mind becomes a thing of shadow, rendering it utterly alien to magic mind-bending.

NEW SPELLS

Shadow mages have several spells available only to them. These spells cannot be copied onto scrolls or learned by anyone who is not a practitioner of shadow magic.

Black Shards

Evocation [Shadow]

Level: Sdw 1

Components: V, S

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create multiple small knife-like shards of two-dimensional Shadow capable of slicing through nearly anything that blast toward your intended target. The shards move in a straight line directly toward your intended target. You must make a single ranged touch attack to hit your target. If you hit, each shard does 1d4 points of piercing damage. You create a number of shards equal to your level, up to a maximum of 10.

Dancing Shadows

Illusion (Figment)

Level: Sdw 0

Components: V, S

Casting Time: 1 action

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

Effect: Up to four illusionary shadows, all within a 10-ft.-radius area

Duration: 1 minute

Saving Throw: Will disbelief (if not interacted with)

Spell Resistance: No

You can create up to four moving, two-dimensional shadows that can have any shape you wish. The dancing shadows must stay within a 10-ft.-radius area in relation to each other but otherwise move as you desire. No concentration is required. The shadows can move up to 100 ft. per round. The shadows disappear if the distance between you and them exceeds the spell's range.

TABLE 10-3: THE SHADOW MASTER

	Base	Fort	Ref	Will		
Level	Attack	Save	Save	Save	Special	Spells per Day
1	+0	+0	+0	+2	Depth of shadow, dark taint	+1 level of existing class
2	+1	+0	+0	+3	Cloak of shadow	+1 level of existing class
3	+1	+1	+1	+3	The shadow knows	+1 level of existing class
4	+2	+1	+1	+4	Shadow body	+1 level of existing class
5	+2	+1	+1	+4	Shadow mind	+1 level of existing class

SHADOW MAGIC

Dark Swarm

Conjuration (Summoning) [see text]

Level: Sdw 3

Components: V, S

Casting Time: 1 action

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

Effect: Cloud of black insect-like shards 180 ft. wide and up to 60 ft. high

Duration: 1 minute/level (D)

Saving Throw: See text

Spell Resistance: No

A coal-black, shifting cloud of pure Shadow shards like multitudes of swarming insects envelops the target area. These are not true insects, merely bits of Shadow given an insect-like form. The swirling black cloud limits vision to 10 ft. Spell casting within the cloud is impossible. Creatures inside the cloud, regardless of AC, sustain 1d2 points of damage each round they remain within the affected area, taken from hundreds of tiny pricks and stabs from the bits of Shadow. Invisibility is no protection. All creatures with 2 HD or fewer are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 ft. away from the cloud. Creatures with 3 to 5 HD flee also, though they can make a Will save to negate this effect.

The only things that can cause this cloud of quasi-insects to disperse are direct sunlight and the *daylight* spell.



Night's Blackness

Evocation [Darkness]

Level: Sdw 6

Components: V, S

Casting Time: 1 action

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

Effect: Circle with radius of 40 ft./caster level

Duration: 1 week/level

Saving Throw: None

Spell Resistance: No

This spell creates an area of complete blackness, with a radius up to 40 ft./caster level. Even creatures who can normally see in the dark with darkvision cannot see through this magical darkness. Sunlight cannot penetrate this area of darkness. Daylight brought into this area (or vice versa) is considered dispelled. *Night's blackness* counters and dispels any light spell of equal or lower level, including daylight and light. Within the area of this spell, shadow mages can see normally and have a 100% chance to successfully cast their spells.

Shadow Form

Transmutation

Level: Sdw 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One living creature

Duration: 1 minute/caster level

Saving Throw: Fortitude

negates

Spell Resistance: No

You cause the Shadow essence within the body of one living creature to spring to life and take over the target's physical form. The target of the spell is transformed into a pitch-black, two-dimensional version of itself, completely insubstantial. The subject may move in the same manner and speed as normal, gains Damage Reduction 20/+2 and Spell Resistance 20, but may not cast spells or make any physical attacks. He cannot interact with the physical world for the duration of the spell, but he is subject to physical barriers as normal.

Shadow Killer

Conjuration

Level: Sdw 8

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude for partial

Spell Resistance: No

You create a solid manifestation of the target's deepest, darkest fears. These fears are drawn from the target's subconscious, and are made from the substance of Shadow.

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Unlike *phantasmal killer*, this is not an illusion. It cannot be disbelieved. The conjured beast is as realistic and solid to the target as the real thing, and it is visible to all. However, it is only perceived as solid by the target. It is immune to any and all forms of attack. It simply appears in swirl of black mist and attacks the target. The victim must make a Fortitude save as the creature attacks him or he dies of fright. Even if the Fortitude save is successful, the target still takes 3d6 points of damage.

Shadow's Ripping Tentacles

Conjuration (Creation)

Level: Sdw 7

Components: V, S

Casting Time: 1 action

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

Effect: 1d6 tentacles + 1 tentacle/level,
all within 30 ft. of a central point.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You create several pitch-black barbed tentacles that erupt from whatever surface is underfoot: earth, stone, floor, even water. 1d6 + caster level tentacles appear where you choose in the spell's area. Each tentacle is 20 ft. long (Large) and makes saves just as you do. It has AC 20, 2 hit points/caster level, an attack bonus of +1/caster level, and a Strength of 21 (+5 bonus). It is immune to spells that do not cause damage, and *disintegrate*.

Each round that a tentacle is not already grappling someone or something, starting the round after it appears, it makes a grapple attack at a random creature within 20 ft. of it. These attacks take place on your turn. The tentacles do not attack each other, nor do they attack objects that are smaller than a Tiny creature. The attacks are regular grappling attacks, except they do not provoke attacks of opportunity from opponents. They cause 1d8 (+5 for Strength) points of normal damage, not subdual damage. Each round, a grappled subject must make a Fortitude save or suffer 1 point of temporary Strength damage. If the subject's Strength is reduced to 0, he must then make a Fortitude save each round or suffer 1 point of temporary Constitution damage. A tentacle maintains its grasp even after the subject is dying or dead.





Chapter 11:

Technomancy

Let us reconsider the matter at hand, for my own edification. You need a wizard, preferably one who specializes in the fine art of calling upon fire, ice, and wind to smash this invading war host. You spend three weeks braving the wilderness in search of my tower, dodging ogres, giants, and orc war parties. You finally find my tower, the object of your quest, then batter down my door and quite rudely lay into my servitor with your broadsword.

And now you expect me to go with you, with nary a word of complaint. Just pack my bags, wave goodbye to the workshop, and let you trundle me across the countryside to what sounds like certain doom at the hands of a marauding army. You didn't pay too close attention to the burghers when you asked them about my magic, did you? You heard Sunderstrom War College and assumed that I was some sort of crusading evoker, the type that stood along the Hyrak wall and tossed back the last invading horde. Yes, I was there, but no, I am no evoker. That school's pyrotechnics are a bit beyond my magic. That thing you so valiantly assaulted was my butler. And I am not interested in hearing any more of your silly protestations about the matter. Unless the rules of war have changed quite radically since my time, "May I take your cloak sir" is not a challenge to battle. Even if the thing saying it is a walking, animated coat rack. Poor little Bondato took me months to perfect, and now my effort is ruined. Though of course, if your companion's breathless recount of the events of this spring hold any truth, a new coat rack is the least of my worries at the moment.

None of you wear the duke's livery, and I can also assume that our pompous, corrupt lordship sold off the royal armory to the highest bidder and found a ship big enough to carry his royal corpulence back to the empire.

There's no need to blubber about it. I always knew the duke didn't have it in him to stand by the colonists when this day came. Make no doubt about it, the generals knew that Fangstaff was neither the first nor the last war shaman the orc tribes would produce. The duke's father was the one who insisted we let the orcs flee through Biedhert Pass. Like father like son.

Well, I didn't stand along the wall for nothing back in my day. I can't stay on my feet long enough to walk sentinel duty, what with my bad knees, and my back is too sore and twisted for me to take my place amongst the pikemen. I'm not sure I can even make the trip to Andusia on foot or horseback, with my aching old bones. I'm afraid then, we'll have to ride in my dirigible. Never heard of that, have you? Well, I'm not surprised considering I invented it just last month. And I can bet that the orcs don't know what one is either. But soon enough they will, soon enough.

BACKGROUND

Since the dawn of the arcane arts, the invention and creation of magical arms, armor, wands, and other trinkets has grown alongside other magical studies to produce a wide range of items capable of holding, discharging, and duplicating magical effects similar to those achieved by spells. Considering the limitations of magic (primarily the cap on the number of spells a wizard or sorcerer can work), wands, scrolls, and wondrous items play an important role in preserving the lives of adventuring mages, and allowing researchers and sages to toil at their

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studies without pushing themselves to their limits each and every day. Magical items also allow a mage's companions to mimic his spells and abilities. Considering the magical nature of many monstrous threats such as demons, devils, and other outsiders, enchanted weapons and items are a necessity for the defense and preservation of a community.

All wizards produce the simplest magic items, scrolls, and many more go on to master the ability to brew potions, forge magic armor, or design wondrous items. It is that last category, wondrous items, that most concerns the branch of magic known as technomancy. Technomancers are very rare but the fruits of their efforts are always in demand. While other mages learn to produce items that mimic their spells and serve essentially as holding vessels, the technomancer

produces a whole new range of items. Rather than use magic to duplicate existing spells in an item, technomancers produce wholly new items and constructs that are far more complicated and powerful than standard magic items. These spellcasters study arcane mathematics, pan-dimensional physics, and planar engineering to build powerful constructs. Apprentice technomancers learn to produce simple technologies such as firearms and explosives. More advanced ones combine arcane magic with their weird, esoteric sciences to forge steam-drive wagons, flying machines, self-propelled suits of plate armor, and other wonders. While other spellcasters rely on

their magic and produce enchanted items to supplement their spells, technomancers follow an exact opposite path. They produce items first and foremost and use their spells to help enhance and support their creations.

With their specialization in designing and producing magical items, technomancers are capable of creating powerful, complex contraptions that have capabilities far beyond the typical wand, staff, or enchanted cloak. Many technomancers focus on



producing autonomous, animated objects that fulfill a specific role or are designed to function within parameters. Others produce giant, wondrous machines that require a human operator but boast more features than their autonomous versions. Still others avoid such elaborate devices, instead preferring to devise simple but effective tools that rival magical items in utility and power.

In all cases, though, technomancers study the same basic field of magic. Technomancers operate like scientists. They study the physical world, building a vast knowledge of basic physics and mathematics. They then use that knowledge to craft magical devices and spells that interact with the world in a much subtler manner than traditional spells. While in the currency of raw power a technomancer does not command lightning bolts or ice storms, his magic works with the physical laws of the world to produce effects. Most magical spells do the opposite. They blatantly violate the mundane order of the universe to achieve an effect. While in the short-term this can create some fantastic results, most such spells can only linger for short periods before they dissipate. Only through the expenditure of expensive components and efforts of mighty spellcasters can large-scale, impressive effects exist for long periods of time.

In contrast, technomancers rely on weaker magic that takes advantage of the natural order of the multiverse. While technomagic tends to be weaker, it is much more persistent. Rather than spend each night preparing a spell that lasts a half-hour, a technomancer labors over a device for a week to produce a tool that can last him for several years.

IN YOUR CAMPAIGN

Technomancers represent a radical departure from the norms established in most fantasy campaigns. They can forge guns, build what amounts to archaic robots, and fashion highly advanced suits of armor. As such, they constitute a significant change to any game world in which they appear. After all, if technomancers can produce firearms, what's to stop a kingdom from hiring a few out and giving them full reign over the royal treasury to produce blunderbusses for an entire regiment of royal troops?

As presented here, the items produced by technomancers are highly unstable and likely to malfunction if anyone other than the technomancer attempts to use them. A musket produced by one of these mages requires constant care and maintenance which only a technomancer can provide. A fighter may be able to get a few uses out of a technomancer's rifle, but after a day or two the weapon jams, malfunctions, and no longer operates. While the item may seem wholly mundane, it is in fact powered by the technomancer's magic. Thus, no amount of ordi-

nary repairs can bring it back to a fully functional state. The technomancer himself must work on the item to restore it.

This limiting factor is the single most important element to keep technomancers from overrunning a game world with steam-powered robots, floating dirigible warships, and high-powered rifles.

On the other hand, you could decide that such technology is a perfect fit to your game. In that case, feel free to remove the constraints placed on other characters' use of technological equipment. In such a world, firearms are common, as are sky ships, steam-propelled vehicles, and other wonders. While this gives a campaign a much different feel from the traditional sword and sorcery epic, such a change of pace may be what you seek. If so, go for it. Just remember that if the human and dwarf kingdoms have built such wonders, their enemies undoubtedly have too.

TINKER

Sequestered in an isolated workshop, the tinker works night and day to produce astounding items that duplicate spells, give life to lumbering mechanical frames, and build wondrous machines such as dirigibles and steam tanks. Tinkers combine magical training with studies in arcane engineering, allowing them to produce enchanted constructs that can stand toe to toe with powerful monsters and smaller items that duplicate the effects of spells such as fireball, lightning bolt, and others. The tinker's spells are subtler than most arcane magic. He can alter an item's characteristics or produce raw materials from thin air. In addition, the tinker's knowledge of constructs such as golems and animated items allows him to use spells specifically designed to affect their operation. Normal wizards have no power to warp or alter a construct's mind, but the tinker does. While a tinker may not command the flash magics of a sorcerer, his mechanical followers and copious inventions more than make up for it.

Adventures: Tinkers go on adventures to field test their creations; in a dangerous adventuring environment they can study and grade the effectiveness of their mechanical creations. While an invention may function perfectly in a lab or isolated test area, the strain placed on it in a combat situation or other dangerous environment is the true test of its utility. Tinkers also seek out magical texts, constructs, and other artifacts to study. To a tinker, the wreckage of an ancient iron golem may be as worthwhile a treasure as a chest full of gold. Of course, tinkers need plenty of cash to fund their research. Adventuring is a surefire way to help fund the design and construction of a new device.

Characteristics: Tinkers build and command mechanical servitors who make able combatants and can fulfill other roles in an adventure. They also cast spells, though their magic is not quite as powerful as a wizard's or sorcerer's spells. The tinker spell lists focus more on interactions with constructs, the maintenance and care of the tinker's creations, and spells that create raw materials or alter the physical composition of matter. Compared to other arcane spellcasters, tinkers are better fighters. They know how to handle picks, hammers, and other tools in combat and can wear light armor without upsetting their spell-casting abilities.

Alignment: Tinkers come from a wide range of alignments. Lawful tinkers believe in studying the underlying order of the universe, using a set of principles similar to the scientific method. Chaotic ones are bound to leap from one project to the next, running with the seemingly random inspirations that grab their attention. Good tinkers sometimes wander the land, pitching in to help communities with their devices whenever they are needed. Evil ones focus on creating devices that can destroy their enemies and help advance their causes.

Religion: Some tinkers are too absorbed in their work to pay any mind to spiritual matters. These tinkers care only for their work and see religion as something of a distraction. Others are devotees of the gods of industriousness, the arts, blacksmithing, and other areas of craftsmanship and toil. These tinkers dedicate their work to the gods and seek protection from malfunctions and inspiration from the heavens.

Background: Most tinkers continue a tradition that stretches back for generations in their families. These tinkers learn their trade at their parents' feet, watching them work to produce inventions and study the world to better understand the principles behind their work. These tinkers have a carefully cultivated sense of engineering and feel a responsibility to uphold their families' tradition. Other tinkers stumbled on to this field through experimentation and curiosity. From an early age, these inventors could not help but wonder at the possibilities of the world. As children, they cobbled together crude devices from their toys and other available materials. As they grew older, this curiosity blossomed into a desire to study under a wandering tinker. Many tinkers accept a youngster as a student in order to propagate the knowledge of engineering and to help cultivate an active young mind.

In regions where tinkers and their inventions are common, academies similar to those founded and used by wizards and other arcane casters train a new generation of tinkers each year. These students come from a wide range of backgrounds. Most academies select students on the basis of their natural intelligence and aptitude for the tinker's arts, though in regions where the tinker's craft is a

prestigious line of work, influential families use their money and power to ensure their children a spot in these schools.

Races: Gnomes are far and away the most commonly encountered tinkers. Their love of invention and sense of curiosity — tempered with a strong practical streak — make them apt to study the tinker's magic. The human tendency to master and adapt new skills also makes them common members of this class. Humans rely on adaptability to overcome their environment, and the tinker's studies and talents are uniquely suited such challenges. Though the dwarven martial tradition pushes many of their youngsters to seek training as fighters and paladins, in some regions tinkers outnumber other dwarf arcane spellcasters by a considerable margin. Dwarves have no special talent for magic, but the tinker's combination of arcane spells and material craftsmanship appeals to the mountain folk's love of ironwork and smithing.

Other Classes: Tinkers get along well with other classes. As engineers, they are accustomed to viewing each tool as having a specialized, useful role. Tinkers know that the disparate parts of a machine must work together to produce useful results. Thus, they tend to value others for their unique talents and contributions. They see sorcerers and wizards as valued allies. Though a tinker can reproduce many arcane spells using inventions, they see the utility in those classes' ability to spontaneously create effects that a tinker must spend weeks of work to produce with an invention. On the other hand, tinkers view their creations as more enduring and useful in the long-term compared to a spell.

Tinkers value clerics, fighters, and rogues when adventuring. These classes can all contribute skills and talents a tinker lacks. In particular tinkers are curious about the workings of divine magic, as their arcane engineering skills do not yet allow them to duplicate the effects of healing magic and other divine spells. Tinkers enjoy producing items and equipment that other classes can use. To most tinkers' way of thinking, an invention should be put in the hands of the person who is apt to get the most use out of it.

GAME RULE INFORMATION

Tinkers have all the following game statistics.

Abilities: Intelligence is the tinker's single most important attribute. It dictates the effectiveness of his inventions and his ability to design and build new machines. Dexterity helps him use some of his more useful class skills, while a good Strength allows him to carry and use bigger, heavier machines.

Alignment: Any.

Abbreviation: Tnk

Starting Money: 3d6 × 10 gp.

Hit Die: d8.

Class Skills

The tinker's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (any) (Int), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Use Magic Device (Int)*, and Use Rope (Dex).

*Note that while Charisma is normally the key ability for Use Magic Device, the tinker uses his Intelligence with this skill. Normally, Use Magic Device relies on an innate feel for magic and strength of personality. However, the tinker calls on his knowledge of magic items and their operation to use them.

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Point at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the tinker.

Weapon and Armor Proficiency: Tinkers are proficient with simple weapons and light armor. They are also proficient with the following martial weapons: light hammer, light pick, heavy pick, warhammer. Tinkers use a wide range of tools and learn to adapt them for combat. In particular, tinkers who serve with the military as engineers quickly learn to use their sledges and picks as weapons.

Artificial Minions: As part of his work and research into using scientific law in combination with magical lore, the tinker learns to design and build small, mechanical creatures that guard him against attack and aid him with his work. A tinker may build and maintain creatures whose total hit dice equal twice his level. At 1st level, the tinker may apply the mechanical template to an animal to yield the statistics for a minion. He may have as many minions as he wishes, so long as their total hit dice are less than or equal to twice his tinker level. For example, a 4th-level tinker could have a total of 8 hit dice worth of creatures. He could command a mechanical polar bear or a mechanical lion and three mechanical monkeys. See the mechanical template for more information on how it effects a base creature and its game statistics.

A robotic minion costs 100 gp per hit die to build and requires the use of Craft (blacksmith) or a similar skill that involves metal working. The tinker uses his 1st-level spell *imbue with artificial intelligence* to grant the mechanical hull a basic intelligence.

At 5th level, the tinker learns to produce gearwork humanoids. These creations operate much like his mechanical animals, though they are smarter and capable of mastering more specialized skills and abilities. Each gearwork humanoid can gain a number of levels in a class equal to half the tinker's level in this class. In addition, the tinker may still only keep a total of mechanical servitors

whose hit dice equal twice his level. Gearwork humanoids count as twice their hit dice when determining the total minions the tinker can claim.

At 10th level, the tinker can produce mechanized giant insects. These creatures are similar to mechanical animals. Apply the mechanical template to any vermin to create the statistics for a robotic insect. Mechanical vermin count as animals due to the total hit dice of robots the tinker may command.

At 15th level, the tinker can produce giant, mechanical humanoids. Unlike gearwork humanoids, these creatures cannot gain class levels. When a tinker designs a giant gearwork, he chooses how many hit dice he wishes to grant the machine and selects from a menu of abilities and feats he may design for his creation. Gearwork giants count as 1.5 times their hit dice when determining the total hit dice worth of minions a tinker may command.

When a tinker produces a mechanical servant, he must teach it some basic commands and tactics. Mechanical creatures lack intelligence and have none of the natural instincts and reactions of animals or beasts. A tinker can teach his servitors one trick for each level he has in this class. All servitors know a few basic tricks that allow them to function normally. They know how to obey an attack command from their creator and always come when called by their owner. Mechanical creatures based on animals normally used as mounts, such as horses or riding dogs, may accept a rider. The creatures learn tricks as per the Handle Animal skill. Though the tinker does not use this skill, he must follow the guidelines set forth there when adding tricks to a machine's repertoire. Mechanical creatures cannot master complex tricks, such as accepting a rider if that is not their nature, unless modified by their creator to do so. See the mechanical creature template and the upgrades listed for it below.

Bonus Skill Ranks: In addition to his normal skill ranks, the tinker gains additional ranks at each level he may spend on Craft skills. At 1st level, he gains 8 bonus ranks. At 2nd level and higher, he gains 2 bonus ranks. These ranks can only be spent on Craft sub-skills, such as Craft (blacksmith) or Craft (armor).

Invention: The tinker can produce almost any magic item for which he owns the necessary feats. Count his levels in the tinker class as his caster level to determine if he can produce an item. In addition, he can compensate for any arcane spells (though not divine ones) required to produce an item by spending enough gold to research and duplicate the spell using his scientific magic. For purposes of determining which spells a tinker cannot duplicate, any spell that appears on the cleric or druid lists but does not show up on the sorcerer/wizard lists is beyond his abilities.

TECHNOMANCY

TABLE 11-1: THE TINKER

Level	Base	Fort	Ref	Will	Special	Spells per Day									
	Attack	Save	Save	Save		0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Artificial minions, bonus skill ranks, invention, spells, traps	3	1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3		4	2	1	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Bonus feat	5	3	2	—	—	—	—	—	—	—
5	+3	+4	+1	+4		5	3	2	1	—	—	—	—	—	—
6	+4	+5	+2	+5		5	3	3	2	—	—	—	—	—	—
7	+5	+5	+2	+5	Bonus feat	6	4	3	2	1	—	—	—	—	—
8	+6/+1	+6	+2	+6		6	4	3	3	2	—	—	—	—	—
9	+6/+1	+6	+3	+6		6	4	4	3	2	1	—	—	—	—
10	+7/+2	+7	+3	+7	Bonus feat	6	4	4	3	3	2	—	—	—	—
11	+8/+3	+7	+3	+7		6	5	4	4	3	2	1	—	—	—
12	+9/+4	+8	+4	+8		6	5	4	4	3	3	2	—	—	—
13	+9/+4	+8	+4	+8	Bonus feat	6	5	5	4	4	3	2	1	—	—
14	+10/+5	+9	+4	+9		6	5	5	4	4	3	3	2	—	—
15	+11/+6/+1	+9	+5	+9		6	5	5	4	4	4	3	2	1	—
16	+12/+7/+2	+10	+5	+10	Bonus feat	6	5	5	5	4	4	3	3	2	—
17	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+11	+6	+11		6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4	+11	+6	+11	Bonus feat	6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	4

The cost to duplicate a spell is 50 gp per spell level. In addition, the tinker must supply the gold, material components, and experience point cost necessary to cast the spell. These costs are added directly to the total price in gold and experience necessary to produce the item, and represent research and materials that are consumed during the process of the item's creation. The tinker must make an Invention Check by making a d20 roll and adding his Intelligence modifier and level in the tinker class. The DC of this check equals the market price of the item divided by 1,000. If the check fails, the tinker must spend half the item's gold cost to produce, and half the time necessary to complete the item before making another check (the item fails to operate fully and needs more work to complete it).

If the check succeeds, the tinker produces a fully functioning magic item. The item detects as magical and can be used normally. A tinker may use an item he produces in this manner if he lacks the prerequisite spellcasting or class abilities with his Use Magic Device skill. When using this skill on an item he created in this manner, the tinker gains a +10 competence bonus to his check. The tinker is intimately familiar with the item and knows how to operate it.

Rather than produce a traditional magic item, a tinker may opt to produce an item that functions only for him. The tinker creates the item as normal but cuts corners in its production, building a functioning but difficult to use item. A wand, for example, continually breaks and must be activated with a different command word each time a

person tries to use it. Only the tinker may use the item, and he each time he attempts to activate it he must make a Use Magic Device check with a +5 competence bonus to his roll. Other tinkers (and only tinkers) may attempt to use items crafted in this manner, but they do not gain the benefit of the competence bonus to their check.

In return for this reduced effectiveness, the tinker may pay half the gold and experience cost it would take him to produce an item for general use, as detailed above. The tinker cuts corners and draws upon his training as an engineer to produce an item that works most of the time.

When a tinker creates an item, it mimics the functionality but not the form of the magical item on which it is based. A wand, for example, may appear as a rifle or other gizmo. When designing an item, the tinker should create a visual description that matches the item's functionality. This design should have no effect on the in-game usability and characteristics of the item. Instead, it should add some flavor to the item and help mark it as the work of a tinker.

In addition to duplicating the effects of a magical item, tinkers also have the ability to craft a set of wondrous items that only they have the talent and knowledge to produce. These items, including flying machines, motorized wagons, and other wonders, are listed under the New Magic Items section after the tinker class description.

Spells: A tinker casts arcane spells. He is limited to a certain number of spells of each spell level per day, according to his class level. A tinker must prepare spells ahead of time by getting a good night's sleep and spend-

ing 1 hour studying his spellbook. To learn, prepare, or cast a spell, a tinker must have an Intelligence score of at least 10 + the spell's level. A tinker's bonus spells are based on Intelligence. The Difficulty Class for saving throws against tinker spells is 10 + the spell's level + the tinker's Intelligence modifier.

Unlike wizards, all tinkers gain and use the same spellbook: *The Manuals of Arcane Mechanics*. This three-volume set describes the basics of the tinker's craft and provides him with his spells. The manuals include all of the spells on the tinker's list. Thus, a tinker need never scribe spells into his book. If a tinker comes across a new spell that he may use but that is not included in his books, he may scribe them into his manuals as a wizard adding a new spell to his books. If a tinker finds one or more new spells, he must keep a new book separate from his manuals to store them. These books act exactly like a wizard's spellbook. The tinker must use read magic to decode a spell and pay to add it to his book as a wizard would.

A tinker's spells are unique combinations of arcane mathematics, geometry, and eldritch mechanics. A wizard cannot read or use a tinker's spellbooks. A read magic spell allows him to determine the general nature of spell, but he cannot copy the spell into his books and prepare it for use.



The tinker's spells are specifically designed to aid constructs. All of his spells affect constructs as if they were living creatures.

Traps: Much like rogues, tinkers can use the Search skill to locate traps which require a DC of 20 or higher to find. They can also use their Disable Device skill to disarm magic traps. If the tinker's Disable Device check is 10 or more above the DC needed to disarm a trap, he has figured out how the trap works. He and his friends can bypass the trap without triggering it, if he so wishes. Otherwise, he may disable the trap as normal.

Bonus Feats: Every 4th level, the tinker gains a bonus feat. He may select any item creation feat or a feat from the following list: Alertness, Endurance, Great Fortitude, Iron Will, Skill Focus, or Toughness. In addition, the tinker may select any of the new item creation and invention feats detailed in this section.

TINKER SPELL LIST

- 0 arcane mark, detect magic, light, mage hand, mend, mend construct, open/close, read magic, resistance.
- 1 alarm, animate rope, burning hands, comprehend languages, disrupt construct, enlarge, grease, hold portal, identify, imbue with artificial intelligence, jump, magic weapon, patch construct, unseen servant.
- 2 arcane lock, blur, bull's strength, cat's grace, bedazzle construct, darkness, darkvision, daylight, endurance, fog cloud, knock, levitate, pyrotechnics, repair construct, see invisibility, shatter.
- 3 charm construct, dispel magic, explosive runes, fly, greater magic weapon, gust of wind, haste, keen edge, restore construct, slow, stinking cloud, water breathing.
- 4 fire trap, minor creation, polymorph other, polymorph self, rebuild construct, shout, wall of fire, wall of ice.
- 5 confuse construct, fabricate, interposing hand, major creation, stone shape, telekinesis, transmute mud to rock, transmute rock to mud, wall of force, wall of iron, wall of stone.
- 6 analyze dweomer, dominate construct, flesh to stone, forceful hand, greater dispelling, mass haste, move earth, stone to flesh.
- 7 construct growth, grasping hand, reverse gravity, spell turning, statue.
- 8 Bigby's clenched fist, iron body, polymorph any object, protection from constructs, protection from spells, symbol.
- 9 Bigby's crushing hand, dispel construct, foresight, refuge, temporal stasis, time stop.

NEW SPELLS

Charm Construct

Evocation
Level: Tnk3
Target: One construct
Duration: 1 hour/level

As *charm person*, except this spell creates a quick blast of energy that disrupts a construct's programming and causes it to treat you as an ally. This spell is effective against golems and all other constructs. It has no effect against other creatures.

Disrupt Construct

Evocation
Level: Tnk2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One construct
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You create waves of energy that interfere with the magic powering a construct, disrupting its ability to function properly. On a failed save, a construct may only take partial actions for the duration of this spell.

Dominate Construct

Evocation
Level: Tnk5
Target: One construct

As *dominate person*, except this spell functions only against creatures of the construct sub-type, including golems. The caster creates a disrupting beam of energy that bends the construct to his will by reconfiguring its magical design.

Heal Construct

Conjuration
Level: Tnk3

As *patch construct*, except this spell repairs 3d8 points of damage.

Imbue with Artificial Intelligence

Transmutation
Level: Tnk1
Components: V, S
Casting Time: 1 hour

Range: Touch
Target: One touched construct
Duration: Permanent

This enchantment allows a tinker to imbue his creations with the basic intellect they need to function properly. After building his creation's outer hull, he uses this spell to give it life. Only machines built according to the guidelines outlined below may be granted this spell. Over the course of building his constructs, the tinker designs their bodies with the geometric and arcane arrangements necessary to grant the creature life.

Mend Construct

Conjuration
Level: Tnk0

As *patch construct*, except this spell repairs only 1 point of damage.

Patch Construct

Conjuration
Level: Tnk1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One touched construct
Duration: Instantaneous
Saving Throw: Will half (harmless)
Spell Resistance: Yes (harmless)

With this touch spell, you direct arcane energies into a construct to mend the damage it has sustained. This spell cures 1d8 damage suffered by a construct of any type. It ignores any spell immunities a construct, such as a golem, may have.

Rebuild Construct

Conjuration
Level: Tnk4
Components: V, S, M
Casting Time: 1 hour
Range: Touch
Target: One touched construct
Duration: Instantaneous
Saving Throw: No
Spell Resistance: No

This powerful restorative spell returns a destroyed construct to a function state. The caster must have the majority of the construct's original body on hand for this spell to function. After completing the spell, the construct's body reassembles and it may function as normal.

However, each time this spell is cast on a construct its maximum hit points are reduced by 25%. This spell restores the construct to an imperfect state, leaving it without parts of its structure and vulnerable to more damage.

Material Component: A silver wrench worth 100 gp.

Repair Construct

Conjuration

Level: Tnk2

As *patch construct*, except this spell repairs 2d8 points of damage.

Restore Construct

Conjuration

Level: Tnk7

This spell is similar to *rebuild construct* except it retains the construct's original hit point total and fully restores it to a functioning state. A construct restored to life with this spell regains its maximum hit points. In addition, a damaged but still functioning construct is restored to its maximum hit points with this spell.

Material Component: A golden wrench worth 1,000 gp.

Tinker's Hammer

Evocation

Level: Tnk1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/3 levels

Saving Throw: No

Spell Resistance: No

A ray of seering blue energy springs from your hand, striking a construct and dealing 1d4 damage for every two caster levels, with a maximum damage of 10d4. This spell ignores all inherent immunities a construct enjoys. This spell damages only constructs and inanimate objects.

TECHNOMANCY TEMPLATES

The following templates are used to create the statistics for the tinker's mechanical creations.

MECHANICAL CREATURES

Mechanical creatures are self-mobile, tinker-designed constructs that mimic the form and function of a living creature such as a wolf or snake. These constructs appear as metallic, mechanical versions of their base creature. They are forged from iron, wood, and other materials. No one would mistake a mechanical creature for the real thing, though its general shape and habits make it easy to tell what sort of beast it is based on.

Note that a mechanical creature is not derived from a living one. Instead, the tinker merely studies the animal he wants to produce and builds his creation from scratch.

Building Mechanical Creatures

A creature costs 100 gp per hit die plus additional gp for special features. It takes 1 day per 1,000 gp in total value to craft a mechanical creature.

Creating a Mechanical Creature

"Mechanical" is a template that can be added to any animal. A mechanical creature's type is always considered to be a construct.

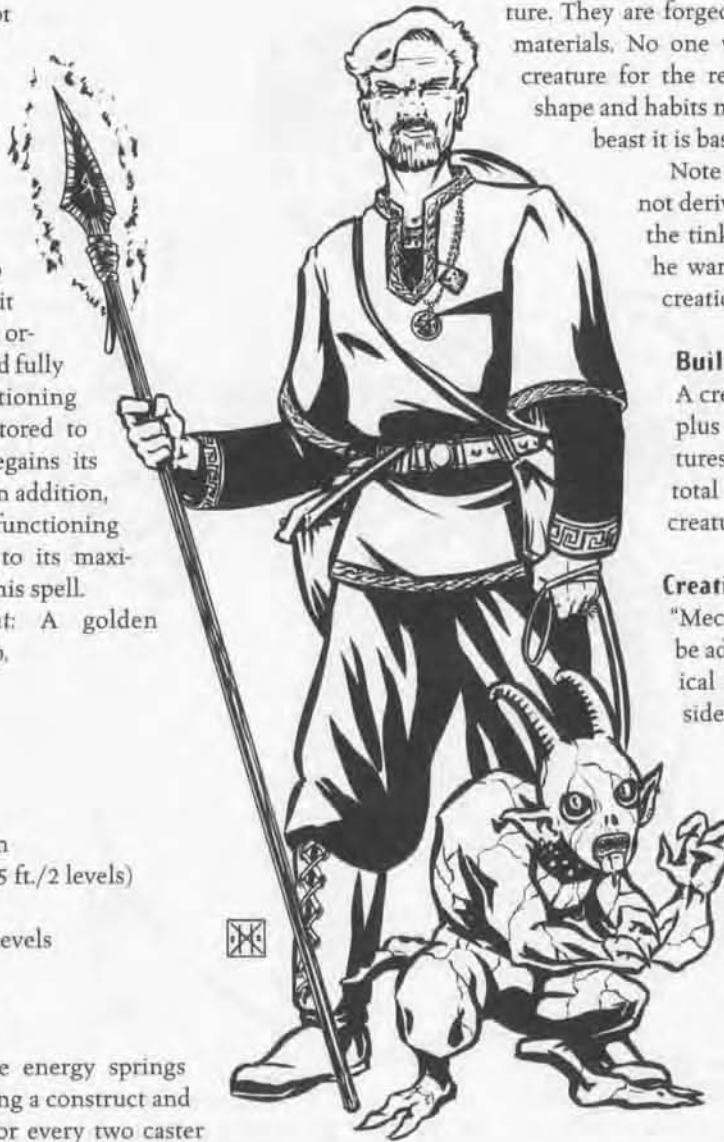
A mechanical creature has all the base animal's game statistics and abilities except as noted here.

Hit Dice: Mechanical creatures use d10 as hit dice rather than an animal's d8. In addition, constructs do not have Constitution scores. A mechanical creature never receives bonus hit points due to a high Con. They always receive 5.5 hit points per die, rounded down

and multiplied by the creature's hit dice.

Speed: Mechanical creatures have all the same movement modes and speeds as their base animal type.

AC: Mechanical creatures gain a +2 natural bonus to AC. If the base creature type already has a natural bonus, this +2 bonus stacks with it.



Attacks: A mechanical creature uses the same attack bonus and modes as its base animal.

Damage: The mechanical creature's form mimics the animal on which it is based. Thus, it deals the same damage.

Special Attacks: A mechanical creature gains all the special attacks of its base creature.

Special Qualities: In addition to the base creature's special qualities, mechanical creatures count as constructs. They are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They do not have Constitution or Intelligence score.

Mechanical animals cannot heal damage naturally and instead must be repaired with a tinker's spells or through repair work. A tinker may repair 1 hit point of damage to an animal by spending 1 gold piece per hit point and spending 1 day for each 100 gp worth of repairs working on his minion.

Mechanical creatures are immune to critical hits, subdual damage, ability damage, ability drain, and energy drain. They are immune to all effects that require a Fortitude save unless the spell or ability specifically states it can affect objects. Constructs never make saves to avoid death by massive damage, but as soon as one is reduced to 0 or fewer hit points it is destroyed. A destroyed mechanical creature cannot be repaired but can be rebuilt from scratch.

Unlike other constructs, mechanical creatures do not automatically receive darkvision.

Saves: Mechanical creatures lack the intuitive reflexes and danger sense that allow animals to dodge threats or resist spells. To determine its base saving throws, divide its hit dice by three and round down. Apply the creature's ability modifiers as normal. Note that since a mechanical creature does not have a Constitution score, it gains neither a bonus nor penalty to its Fortitude save.

Abilities: The mechanical version of an animal has the same ability scores as its base creature. However, like all constructs they lack a Constitution or Intelligence score.

Skills: As machines, mechanical creatures do not have the same experience and instincts as living animals. They have no ranks in skills.

Challenge Rating: As base creature.

Alignment: Always neutral.

Advancement: None.

Sample Creature: Mechanical Black Bear

Medium-Size Construct

Hit Dice: 3d10 (16 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 15 (+1 Dex, +4 natural)

Attacks: 2 claws +6 melee, bite +1 melee

Damage: Claw 1d4+4, bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Construct, scent

Saves: Fort +1, Ref +2, Will +3

Abilities: Str 19, Dex 13, Con —, Int —, Wis 12, Cha 6

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral



MECHANICAL CREATURE UPGRADE PACKAGES

Over time, a tinker can install additional equipment and upgrades on to his mechanical followers. These upgrade packages have two costs, one listed in gold pieces and a second listed in hit dice. A tinker must pay the gold piece cost and spend one day working on the creature he wishes to upgrade for every 50 gp worth of upgrade. The hit die cost affects the total number of creatures a tinker can command. When determining the hit die worth

of mechanical animals, add the hit dice value of the upgrades to the creature's hit dice to determine how much it counts against the tinker's limit.

The bonuses granted by a package all have the upgrade descriptor. Thus, bonuses provided by packages do not stack. For example if two packages provide a bonus to damage, use only the highest damage bonus.

Amphibious Package: By adding crude flippers to the mechanical creature's hull and incorporating webbing to its feet, paws, and other limbs, the tinker can make his creation suitable for underwater use.

This package grants a mechanical creature a swimming movement speed equal to its walking movement rate. Mechanical creatures whose base animals have a swim movement speed gain no benefits from this package.

Gold Piece Cost: 500 gp; *Hit Die Cost:* 1 HD.

Combat Package: The tinker improves the mechanical creature's reflexes and weaponry, making it a more formidable fighter. It reacts more quickly to attackers and deals more damage with its attacks.

This package grants a mechanical creature a +2 bonus to initiative and a +2 bonus to damage on all its attacks.

Gold Piece Cost: 500 gp; *Hit Die Cost:* 1 HD.

Defense Package: This set of improvements adds additional armor plates to a mechanical creature's outer hull and reinforces its interior. The tinker adds additional struts, supports, and armored casing for its joints and sensors.

This package grants a mechanical creature an additional +4 natural armor class bonus, which stacks with its existing natural armor bonus. In addition, the mechanical animal gains one hit point per hit die.

Gold Piece Cost: 1,000 gp; *Hit Die Cost:* 2 HD.

Flight Package: A radical change in the mechanical creature's form and function, this package grants it a set of crude, rudimentary wings. The creature may fly with these wings, though it is far from agile in the air.

This package grants a mechanical creature a flight speed equal to twice its normal walking movement rate. It has clumsy maneuverability but otherwise operates as a flying creature. Obviously, flying creatures gain no benefit from this upgrade.

Gold Piece Cost: 2,000 gp; *Hit Die Cost:* 4 HD.

Intelligence: This upgrade allows a tinker to program a complex trick into a mechanical creature.

Unlike the other upgrades, this one may be taken multiple times for each creature. Each time you select it, you grant a creature an additional complex trick. For example, you could teach a mechanical alligator to accept a rider or train a mechanical falcon to pluck objects from a person's hands.

When determining your total hit dice of mechanical creatures, add together your creations' hit dice then round up.

Gold Piece Cost: 250 gp. *Hit Die Cost:* 1/2 HD.

Long Jumper: By increasing the size and strength of the mechanical creature's hind legs, the tinker grants it the ability to jump great distances. Mechanical animals with this upgrade package can move faster and jump farther than other constructs.

This package increases a mechanical animal's ground speed by 10 feet. In addition, it gains 10 ranks in the Jump skill and is not limited by its speed when determining the distance of its jump.

Gold Piece Cost: 500 gp; *Hit Die Cost:* 1 HD.

Mauler: This fearsome upgrade package transforms a mechanical animal into a vicious, dangerous fighter. The tinker modifies the creature's jaws to give it a larger mouth filled with steel fangs, while increasing the range of motion of its limbs and paws. With these modifications, the animal can tear through several weak foes in a single attack.

This package grants a mechanical creature the Power Attack and Cleave feats.

Gold Piece Cost: 1,000 gp; *Hit Die Cost:* 2 HD.

Scout Package: By making an investment in redesigning a mechanical beast's joints and hull, the tinker can grant it an improved ability to stay out of sight and creep up on its enemies. The scout package is an excellent choice not only for reconnaissance purposes but to help a machine surprise its enemies.

This package grants a mechanical creature 6 ranks in Hide and Move Silently.

Gold Piece Cost: 500 gp; *Hit Die Cost:* 1 HD.

Subterranean Package: This combination of upgrades is designed to enhance a mechanical creature's ability to operate underground. It gains improved senses and foot claws that enhance its ability to climb and allow it to deal more damage in combat.

This package grants a mechanical creature darkvision with a 60 ft. range, steel claws that allow it to deal +2 damage with a claw attack, and 8 ranks in Climb, 4 ranks in Listen, and 4 ranks in Spot.

Gold Piece Cost: 500 gp; *Hit Die Cost:* 1 HD.

Tactician: The tinker modifies the creature's weapons, claws, and fangs, adding sharp hooks that allow to grasp and tug enemies. In addition, he trains it to grab enemies and pull them to the ground.

This package grants a mechanical creature the Improved Trip feat. In addition, on a failed trip the creature cannot be tripped by its target.

Gold Piece Cost: 1,000 gp; *Hit Die Cost:* 2 HD.

Tracker: Many mechanical beasts have an innate ability to detect creatures by scent. To take advantage of this ability, some tinkers modify their creations so that they become experts at pursuing and tracking their prey.

This package grants a mechanical creature the Track feat and 8 ranks in the Wilderness Lore skill.

Gold Piece Cost: 1,000 gp; *Hit Die Cost:* 2 HD.

MECHANICAL INSECTS

Tinkers who have reached 10th level or higher may apply the mechanical template to vermin in order to produce a robotic follower. Apply the template to these creatures as normal. However, if the creature has a poison special attack the tinker must buy poison to keep his minions supplied with it. A mechanical vermin can store six doses of poison. Each time it hits its opponent with an attack that causes him to make a saving throw against the poison's initial effect, it uses one dose. The tinker does not necessarily have to use the same type of poison found in the living version of his construct. Instead, he may choose any sort of injury poison to supply his creations. Refilling a single dose of poison into a mechanical vermin is a standard action.

GEARWORK HUMANOIDS

As tinkers progress in their mastery of building and maintaining artificial creatures, they learn to produce complicated, intelligent machines. These gearwork humanoids are far from fully intelligent, but they are capable of operating independently and can sometimes take the initiative and respond to threats in an aggressive, proactive manner.

Gearwork humanoids are essentially robotic humans programmed with skills and abilities that somewhat mimic those granted by a class. They may receive programming similar to the training gained by an expert, fighter, or rogue. Expert gearworks are advisors and walking databanks of knowledge. They can master a wide range of languages, compile information on history, geography, and other subjects, or pick locks and search for traps. Gearwork fighters are simple brutes that protect a tinker and destroy his enemies. Gearwork rogues are scouts and spies who keep a tinker safe from hidden threats. While gearworks have many of their namesake classes' abilities and features, their limited intelligence makes it difficult for them to master the more advanced class abilities. A gearwork expert, for example, may be able to perfectly recall many historical subjects but lacks the intuition and ingenuity to draw comparisons between history and current events. The gearwork fighter lacks the skill and tactical sense to master many feats. While the gearwork rogue's clunky limbs make it difficult to pick locks and disarm traps as efficiently as a humanoid rogue can.

Gearworks appear as humanoid frames made from iron, wood, and other materials. They have surprisingly smooth gaits and motions considering their construction. While no one would ever mistake a gearwork for a living creature by looking at it, its actions and motions become disturbingly life-like as a tinker refines and improves its form and programming.

Building Gearworks

A gearwork costs 100 gp per hit die plus additional gp for special features. It takes 1 day per 1,000 gp in total value to craft a gearwork.

Creating a Gearwork Servitor

When designing a gearwork, the tinker must first choose the basic type he wishes to construct — expert, fighter, or rogue — and what hit die construct he can design. Remember that a gearwork counts as twice its hit dice when determining the maximum number of mechanical followers a tinker may command.

The gearwork's class determines its abilities and basic chassis. All gearworks share the following basic statistics.

Type: Gearworks count as Medium-size constructs.

Attacks: All gearworks have a slam attack that does 1d4 damage. A gearwork's base attack bonus is determined by its hit dice and type.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: As constructs, gearworks are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They do not have Constitution scores.

Gearworks cannot heal damage naturally and instead must be repaired with a tinker's spells or through repair work. A tinker may repair 1 hit point of damage to a gearwork by spending 1 gold piece per hit point and spending 1 day for each 100 gp worth of repairs working on his minion.

Gearworks are immune to critical hits, subdual damage, ability damage, ability drain, and energy drain. They are immune to all effects that require a Fortitude save unless the spell or ability specifically states it can affect objects. Constructs never make saves to avoid death by massive damage, but as soon as one is reduced to 0 or fewer hit points it is destroyed. A destroyed mechanical creature cannot be repaired but can rebuilt from scratch.

Unlike other constructs, gearworks do not automatically receive darkvision.

Challenge Rating: A gearwork's challenge rating equals its hit dice minus 2.

Alignment: Always neutral.

GEARWORK EXPERT

Created to serve as assistants and aides, gearwork experts work best as walking catalogs of information. Unlike most constructs, the expert has an Intelligence score. While pitiable in comparison to a living creature, it allows the gearwork to store and recall great amounts of information. The gearwork never applies its Intelligence penalty to a skill that has Intelligence as its key ability. While far from sharp, the gearwork's excellent recall allows it to compensate for its stupidity.

Skills: Gearwork experts gain 32 skill points at for their first hit die and 8 additional skill points per additional hit die. They may spend up to 3 + their hit dice ranks in any permissible skills. Experts may spend ranks on Appraise (Int), Decipher Script (Int), Heal (Wis), Intuit Direction (Wis), Knowledge (any), and Speak Language. Gearwork experts are generally designed with a wide range of Knowledge skills. Gearworks may not spend ranks on skills not listed here. Unlike living creatures, they cannot master skills outside of their area of expertise.

Combat Ability: A gearwork expert is not designed for combat. Its base attack bonus equals its hit dice divided by two, rounded down. It lacks proficiency with any weapons, armor, or shields. Its natural attack deals 1d4 blunt damage.

Armor Class: The gearwork expert's chassis is usually designed to resemble a slender, spindly humanoid. It gains a +2 natural armor class bonus due to the metal and wood used to produce its body.

Speed: Gearwork experts are designed to keep pace with the race that designed them. After all, a sage would be quite annoyed if he had to keep stopping to wait for his mechanical servant to catch up. The gearwork expert's speed equals its creator's movement rate. Even if its creator can fly or swim naturally, however, the gearwork expert's only available movement type is walking.

Saving Throws: A gearwork's base saving throws equal its hit dice divided by three, rounded down.

Special Abilities: The gearwork expert can read, write and speak any language he knows.

Since the expert has an Intelligence score, it operates as a fully independent creature. It is not limited in the tricks or commands it has been taught as are mechanical animals. Instead, it operates as a truly independent being. The expert is still utterly loyal to its creator and fulfills all orders gladly, even suicidal ones.

Advancement: Gearwork experts do not gain levels. They are built and programmed to fulfill a specific role. A tinker can add additional hit dice to an expert by paying 100 gp per extra level beyond its current one and completing the necessary work as normal. When an expert gains a hit die, it earns the additional skills and improved statistics of a higher hit die expert.

TABLE 11-2: GEARWORK EXPERT

Hit Dice	Str	Dex	Int	Wis	Cha	hp
1	6	8	6	10	10	3
2	6	8	6	10	10	7
3	6	8	8	10	10	10
4	6	8	8	10	10	14
5	6	8	10	10	10	17
6	8	10	10	12	12	2
7	8	10	12	12	12	24
8	8	10	12	12	12	28
9	8	10	14	12	12	31
10	8	10	14	12	12	35

GEARWORK FIGHTER

Designed to serve as bodyguards, elite soldiers, and specialized shock troops, gearwork fighters are capable of mastering many of the same skills and talents that human warriors and other skilled combatants study and use in battle. Unlike other mechanical creatures the tinker builds, the fighter is capable of learning to use new weapons, and develops a low-level of intelligence that allows it to operate with a fair degree of autonomy. While mechanical animals need constant supervision, the gearwork fighter is capable of receiving, understanding, and completing complex orders.

Skills: Gearwork fighters do not gain any skill ranks.

Combat Ability: A gearwork fighter's base attack bonus equals its hit dice. In addition, gearwork fighters gain one feat at every even-numbered hit die of their design. For example, a 10 hit die gearwork fighter has five feats, while a 4 hit die one has two. In addition, gearwork fighters are proficient with all simple and martial weapons.

Gearwork fighters may be given feats that do not require too much tactical cunning or quick decision making. They may select Armor Proficiency (light), (Armor Proficiency (medium), Armor Proficiency (heavy), Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Shield Proficiency, and Weapon Focus.

Armor Class: Gearwork fighters are designed to absorb tremendous amounts of punishment. Their hulls are heavily plated with steel, iron, and bronze. They receive a +8 natural bonus to AC.

Speed: Weighed down by their armor plating, gearwork fighters move at about the same rate as a human wearing heavy armor. Their speed is 20 feet.

Saving Throws: A gearwork's base saving throws equal its hit dice divided by three, rounded down.

Special Abilities: As constructs with Intelligence scores, gearwork fighters are more independent and autonomous than other artificial creatures. They operate as a humanoid creature of their listed Intelligence. While their Intelligence is below 6, they operate as clockwork animals. They must be trained and given limited orders. Once their score equals or rises above that mark, they may operate independently, and can understand and enact complex orders. A gearwork fighter is absolutely loyal to its creator and gladly obeys all orders, including suicidal ones.

Advancement: Gearwork experts do not gain levels. They are built and programmed to fulfill a specific role. A tinker can add additional hit dice to a fighter by paying 100 gp per extra level beyond its current one and completing the necessary work as per the Craft skill.

TABLE 11-3: GEARWORK FIGHTER

Hit Dice	Str	Dex	Int	Wis	Cha	hp
1	12	10	2	4	4	5
2	12	10	2	4	4	11
3	14	12	4	4	4	16
4	14	12	4	4	4	22
5	16	14	6	4	4	27
6	16	14	6	6	6	33
7	18	16	8	6	6	38
8	18	16	8	6	6	44
9	20	18	10	6	6	49
10	20	18	10	6	6	55

GEARWORK ROGUE

Designed to serve as scouts and supporting fighters, gearwork rogues are small, nimble, and stealthy. They range ahead of a traveling tinker and alert him to any dangers. They are also experts at picking locks and detecting traps, though compared to a human or other humanoid rogue their skills are quite limited. Still, a gearwork rogue is better than no rogue at all.

Size: To help them remain out of sight and fulfill their role as scouts and spies, gearwork rogues are normally designed to be only 3 feet tall, making them Small creatures. A tinker may optionally decide to build a Medium-size gearwork. This choice has no bearing on the gearwork's cost or abilities, but a Small gearwork gains a +1 size bonus to hit and AC, a +4 size bonus to Hide checks, and all the other benefits and disadvantages of being a Small creature.

Skills: A 1 hit die gearwork rogue gains 16 skill ranks. With each additional hit die the gearwork gains an additional 4 ranks to spend. These gearworks may spend their ranks on Balance (Dex), Climb (Str), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Search (Int), and Spot (Wis). Gearworks may not spend ranks on skills not listed here. Unlike living creatures, they cannot master skills outside of their area of expertise.

Combat Ability: While gearwork rogues are not designed for combat use, they can hold their own in a fight when cornered. A gearwork's base attack bonus equals its hit dice divided by two, rounded down. Gearwork rogues are proficient with all simple weapons.

Armor Class: A gearwork rogue has some minor armor plating, but too much armor would hinder its movement and interfere with its skills. It gains a +4 natural bonus to armor class.

Speed: Small gearwork rogues have a base speed of 20 feet. Medium-size ones move at a base speed of 30 feet.

Saving Throws: A gearwork's base saving throws equal its hit dice divided by three, rounded down.

Special Abilities: As constructs with Intelligence scores, gearwork rogues are more independent and autonomous than other artificial creatures. They operate as a humanoid creature of their listed Intelligence. While their Intelligence is below 6, they operate as clockwork animals. They must be trained and given limited orders. Once their score equals or rises above that mark, they may operate independently and can understand and enact complex orders. A gearwork rogue is absolutely loyal to its creator and obeys all orders, including suicidal ones.

Advancement: Gearwork rogues do not gain levels. They are built and programmed to fulfill a specific role. A tinker can add additional hit dice to a gearwork rogue by paying 100 gp per extra hit die beyond its current hit die total.

TABLE 11-4: GEARWORK ROGUE

Hit Dice	Str	Dex	Int	Wis	Cha	hp
1	6	10	2	6	4	3
2	6	10	2	6	4	7
3	6	12	4	8	4	10
4	6	12	4	8	4	14
5	6	14	6	10	4	17
6	8	14	6	10	6	21
7	8	16	8	12	6	24
8	8	16	8	12	6	28
9	8	18	10	14	6	31
10	8	18	10	14	6	35

TABLE 11-5: THE STEAM GIANT

HD	Str	Dex	Int	Wis	Cha	hp	Base	Reach	Size
5	18	6	2	6	4	22	5 ft. by 5 ft.	10 ft.	Large
6	18	6	2	6	4	27	5 ft. by 5 ft.	10 ft.	Large
7	20	6	4	6	4	31	5 ft. by 5 ft.	10 ft.	Large
8	20	6	4	6	4	36	5 ft. by 5 ft.	10 ft.	Large
9	22	6	6	6	4	40	5 ft. by 5 ft.	10 ft.	Large
10	22	8	6	8	6	45	10 ft. by 5 ft.	15 ft.	Huge
11	24	8	8	8	6	49	10 ft. by 5 ft.	15 ft.	Huge
12	24	8	8	8	6	54	10 ft. by 5 ft.	15 ft.	Huge
13	26	8	10	8	6	58	10 ft. by 5 ft.	15 ft.	Huge
14	26	8	10	8	6	63	10 ft. by 5 ft.	15 ft.	Huge
15	28	10	12	10	8	67	10 ft. by 5 ft.	15 ft.	Huge
16	28	10	12	10	8	72	10 ft. by 5 ft.	15 ft.	Huge
17	30	10	14	10	8	76	20 ft. by 20 ft.	20 ft.	Gargantuan
18	30	10	14	10	8	81	20 ft. by 20 ft.	20 ft.	Gargantuan
19	32	10	16	10	8	85	20 ft. by 20 ft.	20 ft.	Gargantuan
20	32	12	16	12	10	90	20 ft. by 20 ft.	20 ft.	Gargantuan

GEARWORK UPGRADE PACKAGES

Much like mechanical animals, gearworks can be upgraded with additional armor, weapons, or programming with new skills. Since gearworks have Intelligence scores, they are much more flexible when it comes to mastering new abilities and can accept a much wider range of customizations.

Appearance: Banned in some areas for its potential to cause fear and confusion amongst those unfamiliar with a tinker's works, this upgrade allows a gearwork to pass for a living creature. The tinker adds layers of make-up, canvas, paint, hair, and clothing to his gearwork in an attempt to disguise its true nature. These disguises are rather rudimentary, but at a distance or with a casual inspection, a relaxed guard or other observer who pays no special mind to a gearwork may mistake it for a living creature.

Whenever a person looks at and inspects a gearwork, he must make a Spot check to detect that it is an artificial construct in disguise. The base DC for this check is 5. By investing more cash and time into improving this upgrade, the thinker can boost this DC. The gearwork does not automatically trigger a Spot check when it moves about in public. Only observers who interact with it or pay any attention to it may make a skill check. If the gearwork can somehow cover its face, it increases the Spot DC by 5. The face is the hardest part for a tinker to duplicate and the one area where most observers detect the disguise.

Gold Piece Cost: 500 gp for a Spot DC of 5, +50 gp per +1 DC.

Armor: A gearwork can be granted an additional +1 natural bonus to armor class by reinforcing its joints, bolting additional plates to its hull, and rebuilding portions of its body with tougher materials. Each time you add it to a gearwork, it gains an additional +1. A gearwork may gain a maximum +5 additional bonus to its natural armor with this upgrade.

Gold Piece Cost: 100 gp/+1 AC bonus.

Feats: A gearwork may be upgraded to gain one additional feat for every two hit dice it has. Thus, an 8th-level gearwork may be granted a total of four additional feats via this upgrade. You may grant a gearwork the following feats: Alertness, Armor Proficiency, Dodge, Exotic Weapon Proficiency, Improved Initiative, Run, Simple Weapon Proficiency, Skill Focus, Track, and Weapon

Focus. In addition, gearwork fighters may select bonus feats from their list of allowed feats.

Gold Piece Cost: 500 gp/feat.

Skills: By altering a gearwork's chassis, programming, and basic design, a tinker can grant it a rudimentary mastery of a few basic skills. The listed cost is for one rank in a skill. A gearwork may have up to 3 + its hit dice skill ranks in any skill. You may not use this upgrade to violate that maximum. In addition to the skills listed here, you may grant additional ranks in skills listed under the gearwork's type as available to that particular model.

All gearworks may be granted ranks in Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Speak Language, Spot (Wis), and Swim (Str).

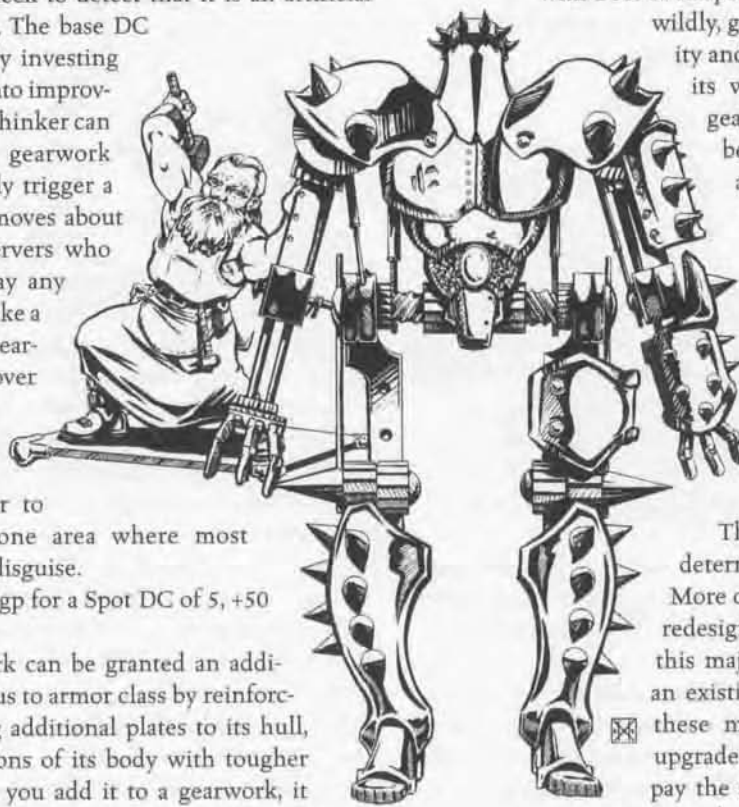
Gold Piece Cost: 50 gp/skill rank.

Speed: Gearworks may be designed to swim, fly, or climb along sheer surfaces. A flying gearwork is designed with a set of simple, mechanical wings that flap wildly, granting it poor maneuverability and a flying speed equal to twice its walking speed. A swimming gearwork has webbing installed between its fingers and toes and crude fins installed along its back and limbs. It may swim at a speed equal to its walking movement rate. Gearworks designed to climb walls have suckers and hooks added to their hands and feet. They can climb at a movement rate equal to their walking speed.

The cost of this upgrade is determined by the gearwork's level. More complex gearworks have to be redesigned and rebuilt to incorporate this major change to its structure. If an existing gearwork is given one of these movement modes, then later upgraded to a higher level, you must pay the additional cost for granting a new method of movement to a higher

level gearwork. For example, if you upgrade a flying 2nd-level gearwork to 6th-level, you must pay an additional 2,000 gp to grant the 6th-level version of flying. Flight costs 3,000 gp for a 6th-level gearwork. Subtracting the cost of granting flight to a 2nd-level one (1,000 gp) from that total yields an additional cost of 2,000 gp.

Gold Piece Cost: 500 gp/level for flying, 250 gp/level for swimming or climbing.



STEAM GIANTS

The pinnacle of the tinker's art, a steam giant is a fearsome, terrifying creation that stalks across the battlefield and sends lesser creatures scurrying for cover. Steam giants are heavily armed and armored humanoid machines that stand roughly 10 feet tall. They are designed expressly for combat and rarely see other uses. In battle, they rely on their tremendous strength and durability. As war machines, they are valued by generals for their ability to single-handedly plug breaches in defensive formations or spearhead assaults on heavily defended fortifications.

Steam giants are designed in a manner similar to gearwork servitors. You decide how many hit dice you want your giant to have, assign it feats and skill points via upgrades, and select upgrade packages to improve its abilities. They are more expensive to produce than other servitors, but they are amongst the most powerful and fearsome machines a tinker can produce.

BUILDING STEAM GIANTS

A steam giant costs 250 gp per hit die plus additional gp for special features. It takes 1 day per 1,000 gp in total value to craft a steam giant.

Designing a Steam Giant

A steam giant's base abilities and size are determined by its hit dice. A steam giant counts as 1.5 times its hit dice when determining how it counts against a tinker's total allowed hit dice of mechanical followers.

Type: Steam giants count as constructs.

Speed: Large steam giants have a speed of 30 ft., Huge ones move 40 ft., and Gargantuan ones have a speed of 50 ft.

AC: All steam giants have a +10 natural AC bonus. They are forged from iron, wood, bronze, and other tough materials, allowing them to shrug off powerful blows with ease.

Attacks: Steam giants are designed for combat and are programmed to make the most of their attacks. They have a base attack bonus equal to their hit dice. In addition, all steam giants have a natural slam attack. Large ones deal 1d8 damage with a slam, Huge ones 2d6, and Gargantuan ones 2d8.

Face/Reach: A steam giant's hit dice determine its size, face, and reach. Large steam giants are around 10 ft. tall, Huge ones reach 20 ft. in height, while Gargantuan steam giants can reach 50 ft.

Special Qualities: Steam giants count as constructs. They are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They do not have Constitution scores.

Steam giants cannot heal damage naturally and instead must be repaired with a tinker's spells or through repair work. A tinker may repair 1 hit point of damage to a steam giant by spending 1 gold piece per hit point and spending 1 day for each 100 gp worth of repairs working on his minion.

Steam giants are immune to critical hits, subdual damage, ability damage, ability drain, and energy drain. They are immune to all effects that require a Fortitude save unless the spell or ability specifically states it can affect objects. Constructs never make saves to avoid death by massive damage, but as soon as one is reduced to 0 or fewer hit points, it is destroyed. A destroyed mechanical creature cannot be repaired but can be rebuilt from scratch. Unlike other constructs, steam giants do not automatically receive darkvision.

Saves: A steam giant's base saving throws equal its hit dice divided by three, rounded down.

Abilities: A steam giant's ability scores are determined by its hit dice. Larger steam giants are stronger than smaller ones.

Skills and Feats: The basic steam giant has neither skills nor feats, though upgrade packages may grant these features to them.

Challenge Rating: A steam giant's CR equals its hit dice.

Alignment: Always neutral.

Attack Modes: When building a steam giant, a tinker has a few options for its armament. A tinker may choose two of the following weapons and pieces of equipment to mount on a steam giant's arms. A steam giant may attack with one of these weapons each round at its full base attack bonus, gaining multiple attacks if its bonus is above six. It may attack with both weapons but fights as if it wielded two weapons. The steam giant may choose which weapon it counts as its off-weapon each round and can switch between the two freely. These weapons are mounted as an integral part of the steam giant's arms. It cannot drop them or wield other weapons in their place unless the steam giant is equipped with battle fists. In that case, it may pick up and wield weapons as normal for a creature of its size.

A steam giant is proficient with all simple and martial weapons, shields, and armor. In addition, it automatically gains proficiency with any special steam giant weapons and attack modes that are incorporated into its design. For example, a steam giant equipped with a chain blade is automatically proficient in its use.

Ballistae and Catapults: A steam giant may also have a ballista or catapult mounted on its hull as a weapon. When granted one of these weapons, the giant is equipped with a set of pulleys and ropes that allow it to automatically reload and fire the siege engines. Needless

to say, since steam giants lack the necessary skill to aim a catapult they are rarely equipped with these weapons. Still, in times of war, a heavy volume of catapult fire from a steam giant unit can disrupt and destroy enemy formations. Since steam giants use pulleys and automated systems to load their weapons, the time needed to load these weapons is cut in half, rounding down.

Battle Fist: A battle fist is a spiked, armored gauntlet which a steam giant may use to smash and pummel enemies. In addition, the fist functions as a mechanical hand. The giant may use it to grab items, carry weapons or shields, and otherwise utilize it just as a humanoid uses its own hands. The battle fist is a steam giant's default armament. If it is not equipped with the weapons listed here, it sports two of these fists, one on each arm.

A battlefist deals the steam giant's slam damage when used in battle. The giant makes multiple slam attacks if its base attack bonus is high enough. Attacks made with a battlefist count as armed strikes.

Chain Blade: This long, blade-like weapon looks like a greatsword with a sharpened chain wrapped around its bladed edge much like a chainsaw. In battle the chain rotates around the blade at an extremely fast rate, allowing it to saw into targets with ease. The chain blade deals 3d6 damage on a hit, scores a critical threat on a 20, and has a $\times 3$ critical multiplier. When used against inanimate objects the chain blade ignores the first 5 points of its target's hardness.

When wielded by a steam giant with the Cleave or Great Cleave feat, the chain blade is a horrifyingly effective weapon. It chops through hordes of weak opponents with ease, spraying blood and bone into the air. When a steam giant makes a Cleave or Great Cleave attack with this weapon, it receives a +2 bonus to hit.

If a chain blade's attack roll is a natural 1, the chain snaps and must be repaired. A tinker must spend 30 minutes working on the chain blade and make a Craft (weaponsmith) or similar skill check with a DC of 15 to repair it. On a failed check, the tinker may continue working on the weapon, making checks every half-hour until he succeeds.

Great Flail: This fearsome weapon is a long, spiked pole attached to the steam giant's upper arm by a long, thick chain. In battle, the steam giant swings the flail in a wide arc before slamming it into its opponents. On a successful hit with this weapon that deals 10 or more damage, the steam giant receives a free trip attack against its foe as the tremendous force of this weapon knocks the giant's opponent to the ground. The steam giant cannot be tripped as a result of this attack.

A great flail wielded by a Large steam giant deals 1d10 damage, a Huge one deals 2d6 damage, and a Gargantuan one inflicts 4d6. The great flail causes a critical threat on a

19-20 and has a $\times 2$ critical multiplier regardless of its size. In addition, like a smaller flail the great flail grants its wielder a +2 bonus to hit when making a disarm attack.

Lance: The lance is a long, sharp spear mounted in place of one of the steam giant's arms. It may be used as a stabbing weapon that extends the steam giant's reach by 5 feet and is also effective when used to charge or when set against a charge. If the steam giant attacks with the lance while charging or if it readies an attack with this weapon to receive a charge, it deals double damage on a hit. If it scores a critical, increase its damage multiplier by one.

A Large steam giant's lance deals 1d8 damage, a Huge one 2d6, and a Gargantuan one 2d8. All lances inflict a critical threat on a 20 and have a critical damage multiplier of $\times 3$.

Siege Tower and Assault Bridge: Not a weapon but a simple shelter for passengers, the siege tower is a mobile, fortified structure attached to the steam giant's outer hull. Siege towers may only be mounted on Gargantuan steam giants. Up to a dozen Medium-size creatures may ride in the siege tower. Large creatures count as two Medium-size ones, while Small ones count as half a Medium-size creature. In battle, the steam giant may deploy its assault bridge to allow the occupants of the siege tower to rush forth and storm a wall, tower, or other fortification. The bridge and tower feature small windows that grant riders 90% cover and allow them to make ranged or spell attacks.

The bridge and tower are built from wood. The bridge may extend up to 10 ft. beyond the giant's threatened area. Deploying the bridge is a standard action. When extended, it forms a 5-foot wide, 10-foot high passage that the occupants of the siege tower may use to storm a fortification.

The assault bridge may not be used as a weapon, even to make slam attacks. It is too fragile and unwieldy to use in combat.

Sledge Hammer: This weapon is a large, leaden warhammer designed to smash fortifications and pummel the steam giant's opponents into submission. An incredibly heavy weapon even by a steam giant's standards, the sledge hammer is an incredibly unwieldy but punishing weapon. It is so top-heavy that a steam giant may only swing it once per round. Even if the steam giant's base attack bonus is high enough to grant it multiple attacks, it may strike once per round with this weapon. The steam giant may use the sledge hammer as a second weapon and use its full number of attacks with its primary weapon.

A sledge hammer used by a Large steam giant deals 2d8 damage, one wielded by a Huge giant deals 4d8 damage, and one used by a Gargantuan steam giant inflicts 6d8 damage. The hammer scores a critical threat on a 20 and has a $\times 2$ critical multiplier.

TECHNOMANCY

Armor Type	Large	Huge	Gargantuan
Padded	10 gp	20 gp	40 gp
Leather	20 gp	40 gp	80 gp
Studded leather	50 gp	100 gp	200 gp
Scale mail	100 gp	200 gp	400 gp
Chainmail	300 gp	600 gp	1,200 gp
Banded mail	500 gp	1,000 gp	2,000 gp
Half-plate	1,200 gp	2,400 gp	4,800 gp

Feats: Steam giants can be programmed with additional combat abilities and talents. While they are incapable of mastering specialized feats such as Expertise, they can be trained and designed to handle simple ones that rely on brute force such as Power Attack and Cleave. A steam giant may be granted the following feats: Improved Critical, Improved Initiative, Power Attack, Cleave, Improved Bull Rush, Sunder, Great Cleave, and Weapon Focus. It costs 1,000 gp to add a feat to a steam giant. In addition, a steam giant can gain no more than a number of feats equal to half its hit dice, rounded down.

Gold Piece Cost: 1,000 gp/feat.

Skills: As intelligent constructs, steam giants are capable of learning new skills and increasing their abilities with older ones. However, this training and programming requires time, raw goods, and money for research. A tinker or other character who can create steam giants must spend 100 gp and one day of work teaching a steam giant a rank in a skill. A steam giant may never have ranks more than 3 + its hit dice in any skill.

All steam giants may be granted ranks in Balance (Dex), Climb (Str), Jump (Str), Listen (Wis), Speak Language, Spot (Wis), and Swim (Str). Unlike living creatures, they are not mentally agile enough to gain ranks in other skills.

Gold Piece Cost: 100 gp/skill rank.

Special Weapons

In addition to the standard steam giant weapons listed above, these great war machines may also be fitted with exotic weapons that belch fire, hammer enemies with sonic energy, and the like.

Flame Tongue: The steam giant's head can be fitted with a large flame projection machine designed to blast the giant's enemies with sheets of fire. Three times per day, the steam giant may create a 60 ft. cone of fire that inflicts 5d6 points of damage. Targets may make a Reflex save (DC 13) for half damage.

Gold Piece Cost: 10,000 gp.

Grappling Attack: If a steam giant is equipped with a battle fist, it may be upgraded with this special weapon. The steam giant gains the use of the Improved Grab special ability when attacking with the fist equipped with this upgrade.

Gold Piece Cost: 3,000 gp.



Chapter 12: Thaumaturgy

Before I begin today's lecture for new apprentices, I must make two demands. Pay attention, and do not open your texts until I tell you to. If we are all willing to comply, I shall begin the lesson.

The world consists of laws, both artificial and natural. These latter laws we shall discuss today, and I trust you will all avoid breaking the former. Natural laws shape the world around us. The air turns cold in winter night. A man held underwater too long will drown. An animal will fight if hungry or to protect its lair or young. Most everyone knows of natural laws, even if they do not know how to use them for their own benefits. Careful study reveals further aspects of the laws themselves how they help hunters survive in the wilderness or farmers reap their harvest.

Since magic occurs naturally, most famously in the forms of powerful creatures such as dragons, we can only assume there are natural laws surrounding magic as well, yet rarely before has anyone attempted to catalogue these laws. As far as we know, thaumaturgists are the first organized group to attempt such a monumental task, where before it was the idle pastime of elderly wizards or mad liches.

Most all of you are familiar with one of the more basic spells, light, so it shall be our reference point. Arcane casters require a material component, divine casters a focus, and neither can use lightscrolls inscribed by the other. Two similar but different spells.

Reverse the flow of cause and effect. The effect is clear regardless of function: the light spell creates light from a certain object, with a certain area brightened, and for a certain duration. Take a step back. Though the exact components of the arcane and divine spells vary, the spells take the same length of time to cast and have the same requirement of a physical object from which to coax a nimble glimmer.

We have therefore proven that the two distinct spells are, in fact, one and the same. We need progress no further to make this conclusion — fire is still fire, whether it comes from a bolt of lightning or heated tinder. The sources, uses, and dangers of fire are inherent in both forms.

Extrapolate. Spellcasters follow the same rules: they must concentrate, use certain gestures, invoke words of power, and apply other components to cast the spell without expending energy, and still producing predictable effects. Certain monsters can also simulate spells. Most interestingly, however, spells fail from within an antimagic field, without regard for origin. We can therefore assume some general tie.

This means, theoretically, other races use spells as though they possess the inherent ability to do so. Naturally, we must experiment until we achieve that point... but experiment we must. The dangers are obvious, yet we must ever reach for the stars and be mindful, lest we fall into the darkness between them.

Open your books. That the pages are all blank is intentional. You yourselves shall help us write this book, and together, we shall discover the underpinnings of magic.

BACKGROUND

Thaumaturgy is a new mindset among spellcasters, a set of teachings less than two centuries old. The basic concept came from the natural tendency of certain wizards to use magic for intellectual rather than for material gain. The impetus came when a powerful conjurer, Spelcius, grew frustrated at his repeated failed attempts to duplicate any sort of healing spells through arcane methods.

When he announced his intent to discover why this was, most of his fellow wizards at the academy dismissed the comment as an already eccentric wizard finally going mad. Since his insanity was evidently confined to a harmless pursuit, he was left largely alone in his studies.

Unfortunately for them, many of Spelcius' apprentices were still legally bound to serve him until released and found themselves effectively exiled from the rest of the wizard community. Compounded with the half-sane rants and teachings of Spelcius, it was a wonder that any of them survived the first few years.

Spelcius' experimental zeal eventually eclipsed his nobler ideals, and he turned his lunatic gaze upon his pupils. Though they attempted to fight their master, Spelcius' power was too great, and each fell in turn, until the last one.

A decade after Spelcius made his announcement, he returned to his fellows at The Wizards' University with the results of his findings. Before a dumbfounded audience, he slit the throat of his only remaining apprentice, then cast a spell, healing the wound. The spell was obviously arcane, and the wizard obviously insane as evidenced by his subsequent assault on the audience. In the following flurry of spells, Spelcius' body was utterly annihilated by his colleagues.

The madman slain, the academy then turned to the decision as to what to do with Spelcius' work. His findings were too important to simply ignore or destroy, but neither could the academy reveal them to the world at large, lest they incite panic and warfare from clerics for the fallen man's heresy. They ultimately assigned seven wizards, three of whom were Spelcius' former students, to thoroughly investigate the wizard's lair and works, and report their findings once complete.

Spelcius' lair was a chamber of horrors, with magical traps and guardians protecting virtual abattoirs, some containing the still-twitching remains of the other apprentices, lingering on the edge of death. Books and scrolls laid across floors and tables, covered in half-written rants or detailed pictographs of dissections. Portals to dozens of other planes yawned wide in the basement, only ineptly warded against invaders. Exhausted after the first few days' incursions, the wizards gathered their discoveries and retreated to the academy.

In the years that followed, the brightest students of the school spent many hours pouring over the texts, collating the more reliable material and discarding the rest. As the school's headmasters read the edited versions of the text, they slowly decided upon a more permanent solution. Certainly, they thought, Spelcius' original ideas had merit, but the madman's lack of self-control had drowned his ideals in blood, and a more cautious approach was necessary for the future. Unfortunately, whole books referred to texts evidently remaining in Spelcius' lair, and a second expedition, armed with some of Spelcius' magic, proved disastrous when a killer emerged from one of the planar portals and murdered one of the wizards (see *Number Magic*, page 73). Though the second group returned with more texts, they also claimed that the lair was even more dangerous than initially believed, and the academy since banned its members from entering it.

Though working with incomplete texts and partial records, the academy decided to allow a slow, supervised training of what Spelcius defined as thaumaturgy. Initially, fewer than a dozen of the academy's students were among the thaumaturgists, and the number has grown only very slightly in the years since. Fewer than a hundred exist today, and most of those are former thaumaturgists who abandoned the craft in frustration. In all this time, there have been very few further results. The academy, concerned that their regulations were stifling possible results, has recently announced that a select few student thaumaturgists may work largely unsupervised. They hope that a touch of personal initiative might work where their sterile teachings have failed.

In theory, a thaumaturgist can learn any spell, regardless of class restriction. This is, however, a daunting and difficult task, requiring extraordinary patience and personal restraint. The thaumaturgist must study a spell scroll repeatedly, deciphering its meanings and subtexts, before even attempting to rework it to fit his own familiarities, much less cast the spell. In most cases, the scroll is simply destroyed. In rare instances, however, the thaumaturgist discovers a way to cast the spell as an arcane spell. Most spells reworked in this manner remain under the academy's protection, and are not shared with others. A rare few have been smuggled out by greedy apprentices, and sold on the black market (at the GM's discretion, any spell which clerics and wizards can use may be one such spell). To date, however, the failures far outnumber the successes, and the



present crop of thaumaturgists are all eager to produce more results than their fellows. Some of the older wizards recall the last time they saw such excitement over thaumaturgy, and worry that they have created a new generation of victims for Spelcius' magic.

Fortunately for the thaumaturgists, the academy's secrecy has paid off in one respect: those few outside the academy who know of thaumaturgy either underestimate it, or completely misunderstand it. For now, at least, thaumaturges need not fear that other wizards will seek to steal their work, or that clerics will burn them as heretics.

For now.

THAUMATURGE

Free from the century-old regulation of the academy, the thaumaturges seek to fulfill the powers proffered by Spelcius' texts. As the favored students of their masters, they are headstrong and brash, but also capable and intelligent. This new breed has received training for use beyond the halls of their school. Whatever their futures hold for them, they seek to change the nature of magic forever...

Adventures: For once, an organization of wizards has pushed forward a series of students for the express purpose of adventuring. Whereas previous generations of thaumaturges were little more than clerks, librarians, and lab assistants, the present group has a direct command from their masters to seek out new troves of lore, and to mark the world with their presence. If anything, these thaumaturges are too eager to adventure, and may overreach themselves in the process.

Characteristics: Thaumaturges are inquisitive and intelligent, willing to learn. This strikes some as wide-eyed naivete, but nothing could be further from the truth — knowledge is power, a principle the thaumaturges hold close to heart. Though a thaumaturgist is akin to a wizard in many respects, the thaumaturge's spells are less flexible, a weakness from his dedication to learning the backgrounds of magic.

Like wizards, thaumaturgists can call familiars. Unlike a wizard's familiar, however, a thaumaturge's is often less a companion and spy than a bodyguard, trained to protect and occasionally fight.

Alignment: Though thaumaturges have had many different alignments, the academy's present agents were chosen not only for their skill, but also for their dedication. While almost all traditional thaumaturges are simply non-chaotic, the current crop are all lawful good or lawful neutral. Some rare thaumaturges allow their frustration to overcome their sensibilities, turning chaotic, but these exceptions are usually destroyed by the more extreme members of the academy's hierarchy.

Religion: Not surprisingly, most thaumaturges are very religious in some way, and most multiclass as either a cleric or a druid at some point. Thaumaturges frequently worship gods of Knowledge and/or Magic domains, with the hopes of receiving these deities' blessings. Even those thaumaturges who do not actively worship maintain a healthy respect for most religions and their followers, even if only as a possible source of power or conflict.

Most gods, for their part, would have no qualms about dispatching their followers to destroy thaumaturges, but for the fact that the thaumaturges have deliberately secreted their designs. Gods of knowledge and/or magic are somewhat more lenient, as the thaumaturges' goals are roughly in line with proper worship, but even then some of their followers may view these magicians as heretics.

Background: Unlike most other spellcasters, all thaumaturges share an origin: they have attended an academy, whose name they choose not to mention in mixed company, where their talents for experimentation and curiosity drew the notice of their peers and masters. Separated from their fellow students, these apprentices were informed of the secret lores of Spelcius and of his disastrous fate. The existence of thaumaturgy was a deliberate secret, even within this academy, and thaumaturges and normal wizards and specialists trained in rooms just down the halls from one another. This deliberate deception was a further failsafe — should thaumaturgy ever be discovered, its roots in a "real" academy would likely be dismissed as a hoax, since no academy would indulge in such fanciful notions.

The current group of thaumaturges are also formally expelled from the academy, and required to submit to a series of random interviews to ensure their sanity. This is, of course, a front, and the "interviews" are actually semi-regular contacts with their superiors.

Races: With its foundation in a wizard's academy, thaumaturges hail from a similar background as true wizards, though for reasons of expediency rather than natural tendencies. Elves, humans, and half-elves make up the greatest bulk of thaumaturges, with a total of less than a dozen among the combined dwarf, gnome, half-orc, and halfling races.

One of the academy's secrets, kept even from their own students, is that Spelcius did not always act alone, and some of his texts refer to the aid of dark elves, kobolds, and ogre mages in his studies. The academy dreads the day they must finally discover whether he shared his lore with these other races. If such has occurred, they must divulge their findings early, before these other races can master thaumaturgy in secret.

Other Classes: The new batch of thaumaturges have yet to learn the value of self-preservation in the field, and as such the academy quietly contracts a fighter or ranger to act as their bodyguard. Thaumaturges see value in most

every class, showing greatest deference to clerics and especially druids (if magic is natural, natural magic is perhaps the art's purest form). Druids, for their part, typically enjoy such flattery. They are uncomfortable with the felonious ways of bards and rogues, however, and quietly fear the day when such a person might happen to look over the thaumaturge's belongings.

GAME RULE INFORMATION

Thaumaturges have the following game statistics.

Abilities: As with wizards, Intelligence remains primary among a thaumaturge's abilities. Intelligence determines how powerful a spell a thaumaturge can cast, how many spells he can cast, and how difficult those spells are to resist. To cast a spell, a thaumaturge must have an Intelligence score of 10 + the spell's level. In addition, a thaumaturge gets bonus spells based on Intelligence. The Difficulty Class of a saving throw against a thaumaturge's spell is 10 + the spell's level + the wizard's Intelligence modifier. High Dexterity and Constitution are also most useful, as only the rarest thaumaturge wears armor.

Alignment: Begins as lawful good or lawful neutral. Older thaumaturges may be of any alignment, though chaotic thaumaturges are considered outcasts.

Abbreviation: Thm

Starting Money: 3d4 × 10 gp.

Hit Die: d4.

Class Skills

The thaumaturge's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha)*, Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Perform (Cha)*, Profession (Wis), Scry (Int), Search (Int)*, Sense Motive (Wis)*, Spellcraft (Int), and Use Magic Device (Cha).

*Older thaumaturges do not have the Bluff, Perform, Search, or Sense Motive skills, as these are taught only to those thaumaturges who become adventurers.

In game terms, this means characters joining this class after the 1st character level do not receive these skills as class skills. They may still however take them as cross-class skills.

Skill Points at 1st Level: (3 + Int Modifier) × 4.

Skill Points at Each Additional Level: 3 + Int modifier.

Class Features

All of the following are class features of the thaumaturge.

Weapon and Armor Proficiency: Thaumaturges are familiar with all simple weapons. They are not proficient with any armor, nor with shields, as these interfere with their ability to cast spells with a somatic component.

Spells: A thaumaturge casts arcane spells (even the divine spells he later adds to his repertoire are added as arcane spells). He is limited to a certain number of spells of each spell level per day, according to his class level. A thaumaturge must prepare spells ahead of time by getting a night's sleep and spending one hour studying his spellbook, plus one additional hour if he intends to prepare spells normally not available to wizards. While studying, the thaumaturgist decides which spells to prepare. To learn, prepare, or cast a spell, the thaumaturge must have an Intelligence score of at least 10 + the spell's level. A thaumaturge gains bonus spells (purely spells from the list of wizard spells) based on his Intelligence. The Difficulty Class of saving throws against thaumaturgical spells is 10 + the spell's level + the thaumaturge's Intelligence modifier.

A thaumaturge may know any number of spells.

Spellbooks: Thaumaturges keep and use spellbooks as do wizards, and may not prepare spells (other than *read magic*, which the magicians can recall from memory) without the spellbook. A thaumaturge begins play with a spellbook containing all 0-level wizard spells plus three 1st-level wizard spells of the player's choice.

Thaumaturgical Restrictions: Despite the benefits of thaumaturgical training, the philosophy imposes restrictions as well. As a thaumaturge is trained to see the similarities and differences between different types of magic, and to use them as the basis for his conversions, he has extraordinary difficulty in otherwise modifying his spells beyond their original boundaries. When casting spells as a thaumaturge, the character may not use any metamagic feats. This penalty extends to his converted spells as well, even if he has multiclassed into another arcane spellcasting class; it is simply too difficult to understand the spell at its basic levels.

Bonus Languages: A thaumaturge begins play with Draconic in addition to other languages gained due to race or increased Intelligence, allowing him to read and extract ancient texts and treatises.

Familiar: A thaumaturge summons a familiar in a manner similar to that of sorcerers and wizards. Unlike sorcerers and wizards, however, a thaumaturge's familiar is a different breed. Consult the following chart for thaumaturgical familiars' special abilities and granted powers. Aside from the powers listed below, the thaumaturge's familiar gains the same benefits and abilities as a standard sorcerer or wizard's familiar.

FAMILIARS

Familiar	Special
Cat	Master gains a +2 bonus to Move Silently checks
Dog	
Hawk	

THAUMATURGY

Monkey	Has the Weapon Finesse feat with any one weapon, and wields a Tiny weapon of that type
Raven	Speaks one language
Snake (tiny)	Venomous bite
Wolf	

Familiar Special Abilities

Master			
Class	Natural		
Level	Armor	Int	Special
1-2	+1	6	Alertness, improved evasion, empathic link, shared life
3-4	+2	7	Combat reflexes, darkvision
5-6	+3	8	Speak with master
7-8	+4	9	
9-10	+5	10	
11-12	+6	11	Spell resistance
13-14	+7	12	Savage attack
15-16	+8	13	
17-18	+9	14	
19-20	+10	15	

New Familiar Ability Descriptions

Combat Reflexes: The familiar is more accustomed to fighting, and gains the Combat Reflexes feat.

Savage Attack: The familiar gains an enhancement bonus to attack and damage equal to the amount of damage its master took last turn.

Shared Life: The body and soul of a thaumaturge and his familiar are inextricably linked. Following a successful hit against them, but before damage is rolled, either can force the other to suffer half the damage for them. This ability only applies if the thaumaturge and his familiar are within sight of one another.

Scribe Scroll: A thaumaturge has the bonus item creation feat of Scribe Scroll, enabling him to create magic scrolls.

Thaumaturgy: The thaumaturge's most important class feature is that of learning spells normally banned to him. While those spells a thaumaturge gains during level advancement are from the wizard spell list, the thaumaturge may attempt to copy any spell from a scroll, not simply those he could cast naturally. When making such an attempt, the DC for his Spellcraft check is increased to 15 + twice the spell's level (if arcane), or 20 + twice the spell's level (if divine). Success scribes the spell in the thaumaturge's spellbook as though it were an arcane spell of one higher level (maximum nine for ninth-level spells), with Divine Foci components replaced with expensive material components of the GM's choosing. As a rule of thumb, these spells require gems or gold worth 50 gp per spell level. Some spells may be further altered, again at the GM's choosing (see the Spelcius' Specious Sanguisuge series and associated spells on page 126 for some examples), as this conversion is only prototypical, and may take centuries to master precisely. Failure to convert the spell

forever bans the thaumaturge from converting it or its variations (i.e. *cure minor wounds*, *cure serious wounds*, etc.), even if the thaumaturge later learns the spell through some other means.

Thaumaturges receive a +3 synergy bonus to these checks if they have multiclassed into a class which has the spell as part of its spell list. One other thaumaturgist may cooperate for this check, but any more than that has no effect as the thaumaturgists' disparate methods hopelessly corrupt the effects.

Spells learned in this manner are thaumaturgical spells, native to this class alone.

Domain: At 7th level, and again at the 14th and 20th levels, the thaumaturgist's studies of divine magic expand to include a basic understanding of cleric's Domains. At each of this levels, he may choose one clerical Domain. From this point forward, he has the Granted Power of this Domain, and may use it as a though he were a cleric. He does not automatically have access to the spells of these Domains, however, and must use thaumaturgy to convert them as normal.

Improved Scribe Scroll: At 10th level, the thaumaturge is so familiar with the process of converting scrolls that he may summarize it when scribing himself. By doubling the XP cost of a scribed scroll, he may attempt to allow any class to use it, not just arcane spellcasters. The thaumaturge must make a Spellcraft check (DC equal to the difficulty in learning the spell, +10 if the spell is a thaumaturgical spell normally banned to wizards). Success scribes the spell, which requires an Intelligence check to use (Spellcraft or Use Magic Item skills add their ranks, but are not required; DC is equal to the thaumaturge's own Spellcraft check for the item's creation; failure has no effect whatsoever). Failure wastes the materials used to create the scroll, but the thaumaturge does not lose any XP for the item's creation (though he loses any XP which the spell requires as an XP component).

Former Thaumaturges: Though thaumaturges can multiclass freely (and are encouraged to by their mentors), some actions are banned by the academy, and those who break the academy's rules face reprimands, demotion, expulsion, or death, depending on the severity of the infractions, and the thaumaturge's own trustworthiness. Some of the most basic rules are: not to speak of thaumaturgy with outsiders without academy approval; not to enter Spelcius' lair; not to sell, trade, or otherwise allow thaumaturgical spells into the hands of other spellcasters; to meet with the thaumaturge's appointed master upon demand, or else have a thoroughly supported explanation as to why the meeting must be canceled or was missed.

TABLE 12-1: THE THAUMATURGE

Level	Base Attack	Fort Save	Ref Save	Will Save	Special†	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar, Scribe Scroll, thaumaturgy	3	0	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		3	1	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	2	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	2	1	—	—	—	—	—	—	—
5	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
6	+3	+2	+2	+5		4	3	2	1	—	—	—	—	—	—
7	+3	+2	+2	+5	Domain	4	3	3	2	—	—	—	—	—	—
8	+4	+2	+2	+6		4	4	3	2	1	—	—	—	—	—
9	+4	+3	+3	+6		4	4	3	3	2	—	—	—	—	—
10	+5	+3	+3	+7	Improved Scribe Scroll	4	4	4	3	2	1	—	—	—	—
11	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
12	+6/+1	+4	+4	+8		4	4	4	4	3	2	1	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
14	+7/+2	+4	+4	+9	Domain	4	4	4	4	4	3	2	1	—	—
15	+7/+2	+5	+5	+9		4	4	4	4	4	3	3	2	—	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	2	1	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	2	1
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
20	+10/+5	+6	+6	+12	Domain	4	4	4	4	4	4	4	4	3	3

SPELCIUS' TEXTS

Roughly described as a collection of tomes and journals, these are in fact little more than a series of poorly organized and occasionally self-contradicting notations. They are also incomplete, with the vast majority of the texts remaining within Spelcius' abode, and some others apparently lost throughout the planes or in the possession of some of his former allies. Written in a nearly illegible melange of Draconic, Elf, Ogre, and Undercommon, the known texts are relatively benign, and have produced several of Spelcius' more infamous spells (see Spelcius' Spells, below). After nearly a century of study, however, the thaumaturgists believe they have plundered all the secrets to be had from their copies of the texts, and quietly plan a third (and hopefully final) raid on Spelcius' lair to recover the rest.

Unfortunately for the thaumaturgists, this is not their idea, but that of the texts themselves. Likewise, the creation of an adventuring group of thaumaturses is also the texts' idea, the better to draw the attention of Spelcius' former allies.

The texts are indeed incomplete, and fill roughly a dozen loosely bound tomes the size of spellbooks. While the texts know far more spells than they have imparted, they are stingy, offering up more spells only if they think doing so will lead to a reunion with some of their missing pieces. The last such attempt backfired, however, as the other texts attacked the thaumaturgists sent to retrieve them. Though reunited with a small portion of their missing pages, the texts consider this quest a failure.

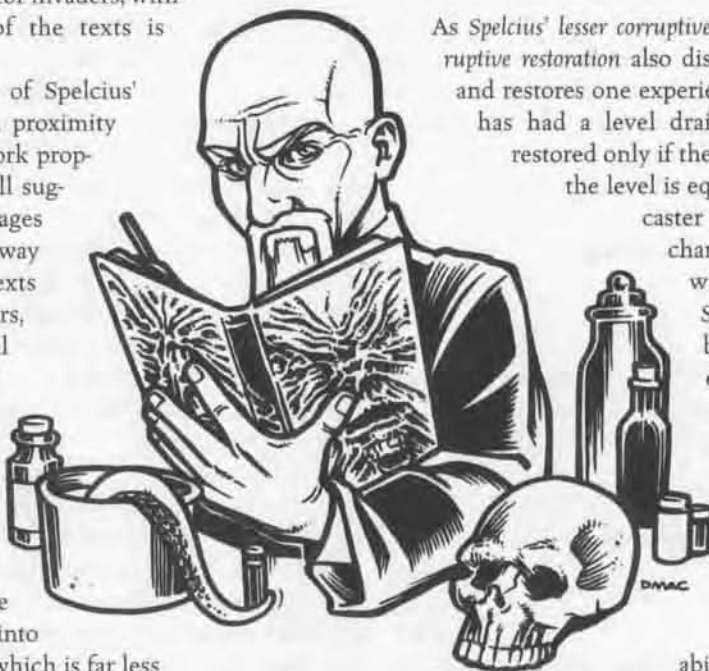
The texts' origins and precise nature are a mystery, even to themselves. They remember being whole once, and being far more potent than they are now, a galling fact. They remember hearing strange shouts and screams from the basement of Spelcius' lair, and musing unto themselves as to what their master was doing. They remember the master's strange guests, and how some could not help but take some small pages for themselves. They faintly remember that Spelcius himself divided the rest of them up, though they do not recall where the missing portions are (other than those within his lair). Neither do they know his motivation for doing such a thing, though they remember advising Spelcius to share his discoveries.

The incomplete texts in the academy's hands are quite powerful on their own, however, and have the following game statistics: Int 16, Wis 11, Cha 10, AL: NE, speech (though they prefer giving off semiempathic suggestions by means of flipping to a certain page once opened; the texts speak Common, Draconic, Ogre, and Undercommon, but ironically cannot read such script other than in their own pages), Sense Motive at 10 Ranks, can cast suggestion as a 15th-level enchanter three times per day, and its user does not need to sleep. The texts also have a special purpose, that of reuniting with each other, and may choose to grant their user a +2 luck bonus to all saving throws, a +2 deflection bonus to his AC, and SR of 15. Additionally, they know all of Spelcius' Spells printed below, as well as all conjuration and necromancy spells in the PHB (these latter spells they have never divulged). Should the texts reunite with more of their missing portions, they will grow stronger, gaining greater abilities,

primary abilities, and extraordinary powers. The missing texts are similar, though more powerful (as they are more complete), but have no idea where the other texts are located. None of Spelcius' Texts contain any transmutation spells, as transmutation was Spelcius' banned school.

The academy's texts intend to convince someone to bring them to Spelcius' lair. Once there, they will contact the portions which remain in that location (a supernatural ability similar to telepathy, but with a range of only 100 ft.), and the texts will then join forces to either destroy or enslave the expedition. Furthermore, once within Spelcius' lair, the texts may activate any number of magical traps prepared for invaders; within its walls, the will of the texts is supreme.

The solitary weakness of Spelcius' texts is their reliance on proximity with other portions to work properly. Though the texts will suggest otherwise, if all the pages are more than 100 ft. away from each other, the texts lose all abilities and powers, including the supernatural resistance to damage associated with artifacts. The texts may then be destroyed as normal, though destroying the text in its entirety has repercussions elsewhere (see below). The texts may also be divided into smaller sections, each of which is far less a threat, so that the individual portions may be studied with relative safety.



SPELCIUS' NEW SPELLS

The following are the spells thaumaturgists recovered from Spelcius' tomes. Until recently, each was thought too dangerous for experimental testing, but the new movement of thaumaturgical research lifted this restriction. The copies of Spelcius' tomes in the hands of the academy are incomplete, and refer to other, similar works of varying levels of ability and danger, none of which have been recreated by thaumaturgists since. Thaumaturgists are almost positive that Spelcius failed in his ultimate attempts to raise the dead, but this may be wishful thinking on their part. Nobody really wishes to dwell on what the flaws in Spelcius' version of *true resurrection* might be...

Though these spells are marked for thaumaturges only, they are in fact arcane spells, and wizards and sorcerers who discover them may use them at the same level as would a thaumaturge. These spells are not currently known by any wizard or sorcerer, however, and their discovery by one could signal some very interesting times ahead for thaumaturges.

Spelcius' Corruptive Restoration

Conjuration

Level: Thm 5

Components: V, S, M

As Spelcius' lesser corruptive restoration, but Spelcius' corruptive restoration also dispels negative energy levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 1 day per caster level. Thus, if a 10th-level character has been struck by a wight and drained to 9th level, Spelcius' corruptive restoration brings the character up to exactly the minimum number of experience points necessary to return him to 10th level (45,000 XP), gaining her an additional hit die and new level functions accordingly.

Spelcius' corruptive restoration cures all temporary ability damage, and restores all points permanently drained from a single ability score (caster's choice if more than one is drained). Spelcius' lesser restoration does not restore levels or Constitution points lost due to death and subsequent raising.

As with Spelcius' other imperfect attempts at healing, however, Spelcius' corruptive restoration exacts a price: each use permanently reduces the target's base Fortitude and Reflex saves by 1 each, with no minimum.

Material Component: Diamond dust worth 100 gp, which is sprinkled over the target.

Spelcius' Greater Corruptive Restoration

Necromancer

Level: Thm 8

Components: V, S, XP

Casting Time: 10 minutes

As *Spelcius' lesser corruptive restoration*, except that *Spelcius' greater corruptive restoration* dispels all negative energy levels afflicting the healed creature, restoring the creature to the highest level it achieved previously. This reverses level drains by a force or a creature. The drained levels are restored only if the time since the creature lost the level is no more than 1 week per caster level.

Spelcius' greater corruptive restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also removes all forms of insanity, confusion, and similar effects. *Spelcius' greater corruptive restoration* does not restore levels or Constitution points lost in the event of death.

As with *Spelcius' other flawed attempts at healing spells*, *Spelcius' greater corruptive restoration* exacts a toll for its use. The target permanently reduces all of his base saving throws by 1.

XP Cost: 500 XP.

Spelcius' Greater Specious Sanguisuge

Conjuration

Level: Thm 5

As *Spelcius' lesser specious sanguisuge*, but *Spelcius' greater specious sanguisuge* cures 3d8 points of damage, +1 point per caster level (up to +10), at the cost of 3 permanent hit points from the target.

Spelcius' Least Specious Sanguisuge

Conjuration

Level: Thm 1

As *Spelcius' lesser specious sanguisuge*, except *Spelcius' least specious sanguisuge* cures only 1 point of damage. When employing this spell, make a Spellcraft check (DC 20). Failure costs the target 1 permanent hit point.

Spelcius' Lesser Corruptive Restoration

Conjuration

Level: Thm 3

Components: V, S

Casting Time: 3 rounds

Range: Touch

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Spelcius' lesser corruptive restoration dispels any magical effects reducing one of the subject's ability scores (such as ray of enfeeblement), or cures 1d4 points of temporary ability damage to one of the subject's ability scores (such as a shadow's touch or poison). It does not restore permanent ability drain (such as that of a wraith's touch). Though the

lost ability points are restored, the character's base Fortitude save is permanently reduced by 1, with no minimum. The target may select to automatically fail the saving throw.

Spelcius' Lesser Specious Sanguisuge

Conjuration

Level: Thm 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates or halves (see text)

Spell Resistance: Yes

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage, +1 point per caster level (up to +5). Unfortunately, this spell is imperfect at best, and the thaumaturgical academy has refused to allow further experimentation with it due to its dangerous side-effects. While the spell does heal, it exacts a price: the loss of 1 permanent hit point from the target. Until recently, this spell was outright banned, but the academy reversed their ruling as the spell is occasionally useful. Targets of the spell may select to automatically fail the saving throw.

As the thaumaturgist is still channeling positive energy (if clumsily so), the thaumaturgist can damage undead with this spell. Instead of healing the undead, this spell inflicts positive energy damage on an undead target, who may make a Will save for half damage. Strangely, though the spell initially damages undead, any undead who survive the spell's use find their maximum hit points increased by 1.

Spelcius' Mastered Specious Sanguisuge

Conjuration

Level: Thaum 6

As *Spelcius' lesser specious sanguisuge*, but *Spelcius' mastered specious sanguisuge* cures 4d8 points of damage, +1 point per caster level (up to +20), at the cost of 4 permanent hit points from the target.

Spelcius' Moderate Specious Sanguisuge

Conjuration

Level: Thm 3

As *Spelcius' lesser specious sanguisuge*, but *Spelcius' moderate specious sanguisuge* cures 2d8 points of damage, +1 per caster level (up to +10), at the cost of 2 permanent hit points from the target.

TEACHING THAUMATURGY

Though presently a secretive and paranoid sect of spellcasters, the ultimate goal of the thaumaturges is to release their theories of magic's interactivity, thereby allowing all to benefit. This is more difficult than even the thaumaturges believe, however.

The primary obstacle to teaching thaumaturgical spells to others is that thaumaturgy, as a philosophy, is only rarely discussed, much less thoroughly taught and learned. As such, thaumaturgy itself is as alien to other classes as they are to each other, despite the thaumaturges' attempts to find common ground.

For arcane spellcasters to learn a thaumaturgical spell, they must first have access to a thaumaturgical spell inscribed on a scroll with the Improved Scribe Scroll ability of the thaumaturge class. Merely casting the prepared spell is easier than understanding it so thoroughly as to recall it from memory or transfer it into a more familiar text, however, and the spellcaster must make a Spellcraft check with a DC equal to the DC of inscribing the scroll + double the difference between the spellcaster's level and the thaumaturge's (if the spellcaster is of higher level than the thaumaturge, the former finds the writing too simplistic and lacking in detail; if the reverse, the writing is dense and difficult to follow precisely). Wizards who learn thaumaturgical spells in this manner may not select these spells with use of the Spell Mastery feat.

As difficult as it is for arcane spellcasters to learn thaumaturgical spells, however, it is virtually impossible for divine spellcasters. An as yet undiscovered oversight in thaumaturgical training is that, while thaumaturgists can convert divine spells to arcane spells with difficulty, they have never attempted the opposite (due primarily to a lack of need; no divine spellcaster has as yet presented an interest in learning thaumaturgy). Divine spellcasters not only require a thaumaturgical spell inscribed on a scroll with the Improved Scribe Scroll ability, but must also discover a method to tie the new spell with their previous understanding of their own magic. They must not only make a Spellcraft check as arcane spellcasters do (see above), but must make a Knowledge (religion) check of the same DC (clerics' DCs are lowered by 5 for each Domain with an obvious tie to the spell; clerics with access to the Magic Domain always receive this benefit). Even then, the spell is effectively one level higher for them to cast, and divine spellcasters using formerly arcane spells may themselves be marked as heretics by their fellows.

Dark elves, kobolds, and ogre mages suffer none of these restrictions, and in fact may find the inaccurate portions of thaumaturgy highly amusing.

SPELCIUS

LICH

Medium-Size Undead

Hit Dice: 18d12 (117)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 31 (+3 Dex, +5 natural, +8 bracers of armor, +5 robe of the evil archmagi)

Attacks: Touch +10/+5 melee

Damage: Touch 1d8+5 and paralysis

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Damaging touch, fear aura, paralyzing touch, spells

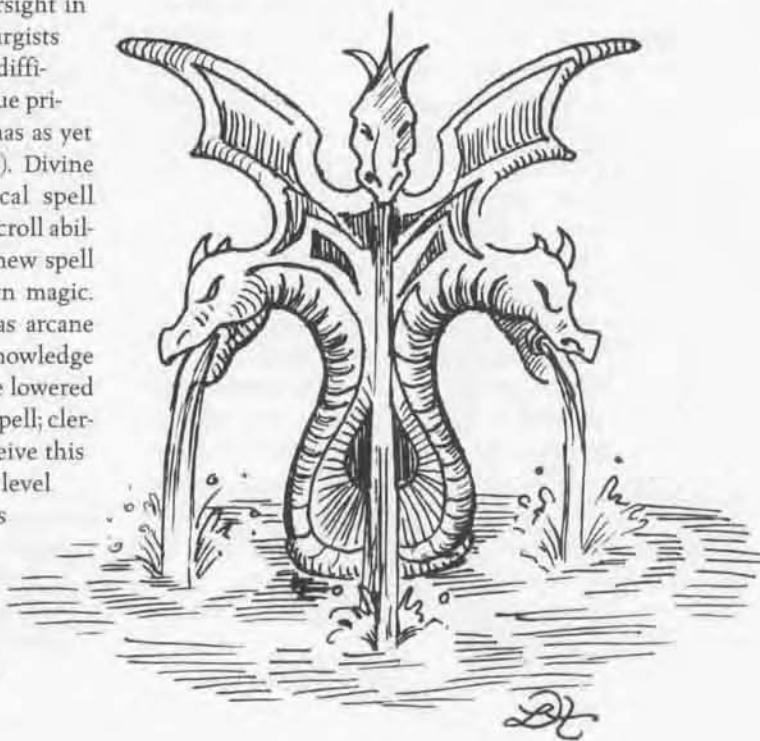
Special Qualities: Undead, +4 turn resistance, damage reduction 15/+1, immunities, SR 17 (robe of the evil archmagi)

Saves: Fort +7, Ref +10, Will +13

Abilities: Str 12, Dex 17, Con —, Int 22, Wis 9, Cha 15

Skills: Concentration +18, Hide +8, Knowledge (arcana) +18, Knowledge (planes) +18, Listen +8, Move Silently +8, Scry +14, Search +8, Sense Motive +22, Spellcraft +18, Spot +8

Feats: Alertness, Blind Fight, Combat Casting, Combat Reflexes, Craft Wondrous Item, Iron Will, Maximize Spell, Scribe Scroll, Spell Focus (Conjuration), Spell Focus (Necromancy), Spell Penetration, Still Spell, Quiet Spell



Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 20
Treasure: Standard coins; double goods; double items
Alignment: Chaotic evil
Advancement: By character class

Combat

Undead: Spelcius is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease; he is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (ex): As a lich, Spelcius is immune to cold, electricity, polymorph, and mind-affecting attacks. The Will save against his fear aura and damaging touch, and the Fortitude save against his paralyzing touch, have a DC of 18.

Magical Items Carried: *Bracers of armor +8, robe of the evil archmagi, staff of swarming insects*

Spells: With the separation of his texts, Spelcius' mental capacity is somewhat erratic. Though his spellbook contains every conjuration and necromancy spell he's ever known, as well as those spells of his own creation and 1d12 other spells per level, his ability to cast them is diminished. Though he was a level 15 conjurer/level 3 thaumaturge in life, he casts spells as though he were only a 14th level spellcaster.

That Spelcius still exists is not likely to surprise anyone who has read his texts — the old conjurer, while mad, was a genius. He survived the encounter with his colleagues by means of a *clone* spell, and was none too pleased with their actions which followed. He became a lich, and hid his phylactery among the pages of his already magical texts. Knowing that the entirety of the texts would need to be destroyed before the phylactery was, and believing that, while his former academy members would retrieve some of the texts without taking it all, he felt himself secure in his immortality. He then departed across the planes in search of more answers.

At first, he attributed the occasional memory loss or nervous tic as a side-effect of becoming a lich, something which would either disappear or else to which he would become accustomed. As the memory lapses grew, and he suffered uncontrollable fits of rage, the lich Spelcius returned, only to find that his experiment with the phylactery had an unforeseen effect: as the texts divided, so too were aspects of his mind. Those texts which remained at his lair recognized but did not trust him, and drove the mad lich back to the planes. Spelcius is desperate to retrieve his missing texts, fearful that someone might render them and him senseless.

Spelcius appears as a tall, pale elf with exceptionally loose skin, which sometimes catches and tears on sharp edges. These tears (as well as any orifices, such as his mouth, nose, and ears) swarm with tiny beetles and wasps. His black robes are immaculate, however.

SPELCIUS' LAIR

Spelcius' Lair contains over half the missing texts of Spelcius (Int 18, Wis 15, Cha 11, AL: NE, speech, telepathy, can read all languages and magic; wielder can *see invisible*, *detect secret doors* and *detect magic* at will; can cast *finger of death* (100 ft. range, DC 17) 2/day; has a special quest to reunite with its missing portions, and may choose to grant their user a +2 luck bonus to all saving throws, a +2 deflection bonus to his AC, and SR of 15). Though these texts do not know the exact whereabouts of their missing portions, they do know how they were separated. Texts of varying size, none of which are individually as powerful as either section listed here, were scattered before the texts lost contact with their missing pieces: 1d8 are in the hands of ogre mages, 1d6 with dark elves, 1d4 were claimed by kobolds, and 1d10 (including the thaumaturges' section) were stolen by adventurers or visiting Outsiders.

The lair itself is an empty ruin of a keep, its upper levels dusty and unused. Beyond a secret door (DC 25 to Spot) in its basement, however, is a series of tunnels branching out from a central antechamber. This antechamber has a shimmering series of pools of water, each glowing a cascade of colors. These are in fact portals to other planes, and there is a 1 in 20 chance that anyone approaching a portal will draw the attention of an Elemental or Outsider of a random plane (GM's choice; most are evil and/or chaotic in subtype). The wards protecting these portals deal 3d6 damage to Outsiders who pass through them (Will save, DC 20 to avoid), and are destroyed on a successful save. The texts which run the lair seal off portals unless they have unwelcome visitors, but some Outsiders too weak to leave on their own still wander the halls, maddened with their imprisonment.

Beyond the antechamber, the air is safer only in comparison. Each door has a rune enscribed upon it which, when the door is touched, casts *summon monster VI*. There is a 1 in 4 chance that any given door has already had its rune triggered.

Aside from missing texts, the lair contains numerous magical items, particularly those involving summoning monsters, or those with strange or unusual effects (such as a *wand of wonder*). At least three adventurers claim that one room contains a *deck of many things* as well, though none attempted to retrieve it.



Chapter 13:

Theurgy

"All praise Arym-Ahya, Queen of the Sky, o starry Oracle, for her wisdom and mercy. Amen."

"Amen," the child repeated. After a moment, he looked up. "My lady, why do you ask the gods for magic?"

His teacher blinked in surprise, then chuckled gently. "You mean, when I could cast spells like any other wizard?"

The child nodded.

"Fair enough. When I was young, I believed that the power of dragons was the path to magical supremacy. I studied dragon lore, I could read Draconic when I wasn't much older than you, and I learned of the arcane wisdom of Arym-Ahya."

She patted her spellbook and continued. "As I studied the ways of Arym-Ahya and Her teachings, I began to feel differently about magic. Indeed, I began to feel differently about life. I realized that there was more to the world than hoarding knowledge and power. To use that knowledge and power wisely, for the good of all, is to find fulfillment. Further, when one has power, there is an obligation to use it on behalf of those less fortunate. In the case of magic, my devotion gives me a greater ability to aid others, through the gifts Arym-Ahya grants me in her generosity. In the case of knowledge," she added, tousling the child's hair, "we have the duty to pass it along. Does that answer your question, my curious young apprentice?"

The child thought about this, then nodded. A moment later he spoke again. "My lady, why are all dragons magic?"

The wizard sighed.

BACKGROUND

Faith is a powerful force. Though there are those that prefer to live without it, most feel a strong need for a belief system of some kind. As a result, religious organizations are potent forces in society, but arcane spellcasters are often held at arm's length by those organizations. Their powers come from impersonal forces that some clerics don't trust. While there are arcane spellcasters who react to their talents by disdaining any power other than the one they control, others still crave the approval of the gods and a connection to the divine.

While arcane magic and divine forces may not seem to fit each other well, there are wizards who study the connection between arcane magic's impersonal forces and the gods. Combining science and faith, these holy wizards study cosmology with an eye to bridging the gap between arcane understanding and divine faith. The result is theurgy.

In a sense, divine spellcasting could be considered theurgy. It involves casting spells under the auspices of the gods or the divine energy in nature. However, theurgy usually implies actual magical study as is done with arcane spellcasting. Clerics and paladins generally receive their powers as gifts of the divine. A theurgist combines study and faith to infuse arcane formulas with an understanding of the divine order of creation.

As the wizard's magical study advances, he begins to make real advances in the combination of arcane magic and divine lore. With study, devotion, and communion with the deity's powers, he can eventually become a true

theurgist: a wizard who empowers his arcane magic with divine knowledge and cosmological insight.

Theurgists, their beliefs aside, have at least one thing in common. Their study of metaphysics is profoundly different from that of their strictly arcane cousins. As a result, there is a certain amount of brotherhood between even the most diametrically opposed religions, at least among the theurgists. This won't stop them from fighting each other with all the fervor that faith can evoke, but the connection lends itself to certain scholarly communications. Holy wizards of allied deities are likely to compare theories and experiments, and if a religion is large enough to support theurgical colleges, this form of arcane study becomes the supreme magical art form in a kingdom.

IN YOUR CAMPAIGN

The faith that the theurgist follows is more likely to accept and even embrace his art as he reconciles arcane magic with divine teachings into a hopefully elegant whole. This reaction is not universal, but in worlds where arcane magic is well known, theurgy is usually accepted by the religion it supports. After all, magic is simply another tool for a religion to exploit and use against rival faiths. Wizards who do not devoutly follow a god, on the other hand, react in many different ways. Some find theurgy a curious wrinkle in magical theory. Others look on it condescendingly, and a few are disgusted by it. Sorcerers are far less likely to become theurgists due to the nature of their abilities, as they do not need to study and comprehend magical theory, but those who do find it deeply rewarding. Other sorcerers are usually uninterested in theurgical theory unless they themselves are deeply religious. In such a case, a sorcerer's reaction to theurgy will be entirely dependent on his faith's relation to the theurgist's.

THEURGIST

A theurgist is an arcane spellcaster whose study of religion is combined with faith to grant him additional magical capabilities. As they study the relationship between the arcane and the divine, they gain great power. They may not acquire it as quickly as some other arcane prestige classes, but a powerful theurgist is a formidable foe, not to be taken lightly. The pinnacle of the theurgist's art is to purify himself through his study and magic, becoming one with his faith in a very real sense.

Theurgists are almost exclusively wizards. Theoretically, bards and sorcerers can become theurgists as well, but few from either class ever develop the knowledge base required to become a theurgist. It is also unlikely that any of the core classes presented in this book would become theurgists, but it may be possible if an individual member

of the class devotes himself to meeting the requirements. As a result of this, theurgists are sometimes called "holy wizards."

While the holy wizard gains a great deal of respect from his religious community, he is held to a very high standard — often an even higher one than that expected of clerics. The theurgist who holds the respect of the faithful can expect total support. One who doesn't live up to these standards will receive a chilly reception indeed.

Hit Dice: d4.

Abbreviation: Tgt

Requirements

To qualify to become a theurgist, a character must fulfill all the following criteria.

Alignment: Varies by deity. The theurgist must be within one step of the god's alignment, as with clerics, and may not be neutral unless the god's alignment is neutral. Theurgists, as a result of their pursuits, tend towards lawful alignments, but this is not a requirement.

Skills: Concentration 10 ranks, Knowledge (religion) 12 ranks.

Feats: Spell Penetration.

Spellcasting: Must be able to cast *contact other plane*.

Special: The prospective theurgist must cast *contact other plane* with the express intent of swearing fealty and service to the deity to which he is devoted. This use of the spell does not incur the risk of temporary reduction in Intelligence and Charisma, and a servant of the deity willingly makes extended contact with the spellcaster. However, the outsider questions the spellcaster, checking to make sure that he is loyal and devoted to the deity, and that the caster knows what he's getting into. If successful, the caster gains his 1st level in theurgist. Thereafter, the character's *contact other plane* is replaced with the ability to cast *commune* as the divine spell. It is cast as an arcane spell, but is otherwise unchanged.

Class Skills

The theurgist's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Int), Scry (Int, exclusive skill), and Spellcraft (Int). The theurgist also gains any class skills granted by his chosen domains (see Domains under Class Features, below).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features for the theurgist prestige class.

Weapon and Armor Proficiency: Theurgists gain no additional proficiency with weapons, armor, or shields.

Spells: A theurgist continues his training in arcane spellcasting, perhaps even more devotedly than ever. When a level of theurgist is gained, the character gains new spells per day as if he had also gained a level in his original spellcasting class. The theurgist does not gain any of the other benefits a character of that class would receive for going up in level, such as bonus feats. In the unlikely event that the character has more than one spellcasting class when he becomes a theurgist, he must decide which class to add each level of theurgist to for spellcasting purposes.

Domains: Through a combination of study and prayer, theurgists gain access to clerical domains. Like clerics, they receive two of the domains that the god can grant. The player chooses the domains when the character reaches the 1st level of theurgist. The domains can't be changed later.

The domain spells granted are cast as arcane spells for purposes of arcane spell failure and for determining components (until the character receives the divine focus feature). They follow the rules for domain spells in every other way, however. The caster receives one extra slot per spell level that the character is capable of casting, which can only be used to memorize a spell from one of the available domains. The character can use other arcane spell slots for additional uses of either domain spell of that level or lower. For example, Ojinin is a 9th-level wizard/3rd-level theurgist, and can therefore cast four 3rd-level spells per day plus one domain spell. His domains are Chaos and Trickery. He can use the domain slot to memorize either magic circle against law or nondetection, and can memorize either of these spells, as well as those in his spellbook, with any of the other four slots.

The theurgist also gains the granted power of that domain. In all cases where a type of spell is cast at +1 caster level, this affects all spells of that type cast by the theurgist, whether gained through the domain or not. The combined spellcaster level (normally wizard levels plus theurgist levels; use the highest arcane caster level of the character) functions as the clerical level for granted powers. If a granted power increases or supplements a clerical power, the theurgist can use that clerical power a number

of times equal to the number of times the increased or supplemented power can be used. For example, a theurgist with the Sun domain can perform one greater turning per day, but no ordinary turnings until 4th level.

Regardless of the domains chosen, the theurgist can make friendly contact with outsiders related to the chosen domain more easily than other wizards. Any *planar binding* spell can be cast as a *planar ally* spell instead, when cast as a spell with the same descriptor as the name of the domain. This includes (but is not limited to) air, chaotic, earth, evil, fire, good, lawful, and water spells.

Divine Focus: At first, the theurgist continues to use normal material components. When he reaches 4th level, if a spell he knows is available to both divine and arcane spellcasters and divine casters use a divine focus instead of the material components, the theurgist can now use a divine focus in place of the materials. The spell is still considered arcane for all other purposes.

A theurgist can now also turn undead as a cleric, but his equivalent cleric level is only equal to his levels of theurgist. Levels received from an arcane spellcaster class do not count. For example, when Ojinin reaches 4th level in theurgist, he can turn undead as a 4th-level cleric, not a 13th-level one.

The divine focus of a theurgist is invariably a complex sigil, combining arcane formulas with important symbols of his religion. In many ways, it is a magical key of sorts, unlocking a complex metaphysical theory that frees the theurgist from many of the limitations of "pure" arcane spellcasters.

Divine Companion: The theurgist's faith now affects his familiar, as well. It gains the benefits of the "celestial" template found in Core Rulebook III unless the character is evil, in which case it receives the "infernal" template instead. In addition, the familiar's hit points double. When determining the familiar's new elemental resistance and damage reduction, use the higher of the caster's level and the familiar's hit dice. The familiar is now considered to be an outsider, and can be hedged out by spells that affect enchanted creatures such as *magic circle*. If the familiar is slain, the caster does not suffer the normal

TABLE 13-1: THE THEURGIST

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Domains	+1 level of existing class
2	+1	+3	+0	+3		+1 level of existing class
3	+1	+3	+1	+3		+1 level of existing class
4	+2	+4	+1	+4	Divine focus	+1 level of existing class
5	+2	+4	+1	+4		+1 level of existing class
6	+3	+5	+2	+5		+1 level of existing class
7	+3	+5	+2	+5	Divine companion	+1 level of existing class
8	+4	+6	+2	+6		+1 level of existing class
9	+4	+6	+3	+6		+1 level of existing class
10	+5	+7	+3	+7	Divine purification	+1 level of existing class

penalties. Further, unless the theurgist dies as well, the familiar will return to life in 2d4 days as if *true resurrection* had been cast on it. The original body vanishes and the familiar appears within 30 feet of the character. The deity may instead (solely at the DM's option) grant the familiar a more powerful and/or appropriate form when the caster reaches 7th level. In this case, the familiar does not receive a template or doubled hit points, but is considered an outsider and does receive the *true resurrection* ability.

Divine Purification: In many ways, the goal of theurgy is to use study and devotion to become closer to the divine. A 10th level theurgist has achieved this goal to a certain extent. The character is now treated as an outsider rather than a humanoid, and can no longer be affected by spells that specifically target humanoids (such as hold person) but is affected by spells that hedge out enchanted creatures. The character gains damage reduction 20/+1 and immunity to cold and acid attacks. Evil theurgists also gain fire resistance 20. All other theurgists receive electricity resistance 20 and immunity to petrification attacks. He also gains darkvision with a range of 60 ft.

EX-THEURGISTS

If the theurgist loses the god's favor or changes alignment to one incompatible with the patron deity, he loses access to the domains granted, the ability to use the divine focus, and cannot gain new levels in the theurgist class. These abilities can be regained with atonement, as long as the caster is of the appropriate alignment at the time the spell is cast. Alternately, as with clerics, the theurgist may be able to find a new divine patron.

NEW SPELLS

Deva's Might

Transmutation [Good]
Level: Good 7, Tgt 7
Components: V, S, F
Casting Time: 1 action
Range: Personal
Duration: One minute/level
Saving Throw: None
Spell Resistance: No

Part of the theurgist's power comes from studying the arcane laws of other planes. By learning the ways of good's celestial champions, the caster can emulate some of their power.

Deva's might transforms both the caster and his staff or mace into a powerful weapon. In addition to granting the weapon (which must be a staff or mace) a +3 disruption bonus for the duration of the spell, the caster receives a +6

bonus to Strength. If the character commits a truly evil act, however, the spell ends immediately and the caster must make a Will save with a DC of 22 or be stunned for 2d4 rounds.

Focus: The staff or mace to be empowered.

Planetary's Clarity

Transmutation [Good]
Level: Good 8, Tgt 8
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Duration: Ten minutes/level
Saving Throw: None
Spell Resistance: No

As the theurgist's studies advance, so does his ability to summon the powers of a faith's protectors. Planetary's clarity grants the caster the following spell-like abilities at his caster level, at will: *detect evil*, *detect snares and pits*, *discern lies*, *see invisibility* and *true seeing*. The flow of divine energy also provides regeneration 5. This regeneration is ineffective against fire and acid unless another spell (like *Solar's invincibility*) provides protection from them. If the character commits a truly evil act, however, the spell ends immediately and the caster must make a Will save with a DC of 24 or be permanently blinded. On a successful save, the caster is stunned for 2d4 rounds.

Solar's Invincibility

Transmutation [Good]
Level: Good 9, Tgt 9
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Duration: One hour/level (see text)
Saving Throw: None
Spell Resistance: No

At the pinnacle of the theurgist's understanding of celestial power is the ability to become all but invulnerable. *Solar's invincibility* bathes the caster in a golden aura that adds +4 bonus to AC and a +4 resistance bonus to saves. The spell also grants fire resistance 20, tongues, immunity to electricity, cold, acid and petrification, +4 save vs. poison (cumulative with the +4 resistance bonus) and damage reduction 10/+1. If the character commits a truly evil act, however, the spell ends immediately and the caster must make a Will save with a DC of 26 or die. On a successful save, the caster is stunned for 4d4 rounds.



Chapter 14:

Witchcraft

Easy, easy. That ogre wounded you badly, you shouldn't try to move too quickly.

Yes, I'm the witch you saw. No, I'm not going to sacrifice you to anything. It's an awful mess and stains the rug.

I was joking. You left your sense of humor at the altar, yes? Paladins.

Quick lesson in witchcraft. First, it's not inherently evil. Your god gives you the ability to sense evil's taint, yes? Please use your gift now.

Don't look so shocked. I saved your life, after all. Of course, you saved my apprentice, so it was only fair.

Yes, that young man you stopped the ogre from eating. That's the next lesson — not all witches are human women. He's male, and I'm sure you noticed my ears. You see, not all elves have forgotten what it is to be one with the magic. My people study dry texts and master arcane equations, and forget what it is to be living wonder. I refuse to forget.

Oh, the other man? He's my companion. I've granted him a bit of my power, and in return he "watches my back?" I believe that's the term, yes.

Then what is witchcraft, you ask? A fair enough question. It is oneness with magic substance. It is awareness of magic. It is to understand Mystery, to accept the infinite and one's small place within it. And oh yes, there is power. We cannot fetter it as easily as the wizard does, I grant you that. Evocation of raw force and conjuring substance from emptiness, these things are dangerous to us. Not impossible, mind you — nothing is impossible to the open mind — simply a greater risk. But our magic is older. Not as refined, perhaps, yet every bit as potent.

For example, knowledge flows easily from that oneness. Wards, banishings, protection, these are also things that come from

magic's essence. With proper time, we are adept healers as well, and the mind holds few mysteries for us. Wizards go on about "science" and sorcerers brag about dragons' blood, but we were the first, and it was our magic that held eternal night at bay when mighty powers roamed the world.

Ah, but listen to me. I do ramble with patients sometimes. Forgive me. Here, drink this.

Heh. Should've warned you about the taste, I suppose, but then you might not have taken it. Wisdom teaches us more than magic, you see.

Yes. There are evil witches, I must admit, and they can indeed learn the foulest aspects of necromancy. I am at a loss to understand how one can be called to the Craft and yet be willing to pervert it. Still, they are rare enough, I promise you that.

Called, yes. It is why so many of us live away from civilization. We can feel it more where life and nature flow more freely. The suspicion that causes is an unfortunate price to pay, but that is for another time. Your wounds are mending, and you must rest.

BACKGROUND

Witch.

It's one of the most conflicted, misunderstood, and powerful words ever spoken. At turns a healer, a mind-bender, a devil-worshipper, a virtuous priestess, a powerful spellcaster, and/or a strong-willed woman the speaker doesn't like (among others), the witch holds a strange place in contemporary social thought. Some fear witches as harbingers of evil, while others take the name with pride, refusing to accept the stereotype.

The matter of witchcraft is equally difficult, though not entirely the same issue. Though the concept of a witch has moved beyond any one type of magic (indeed beyond magic entirely in some cases), witchcraft itself is certainly understood to be a magical concept. However, whether this craft is a sacred gift, an innate talent, the result of demonic worship, or simple delusion, is hotly debated.

There is one archetype that runs through all the conflicts and conceptions, however. The mysterious older figure who lives in solitude on the edge of civilization, or at least the edge of town. This person is usually a woman, but is sometimes the "crazy old man" who lives out beyond the village. She is rumored to talk to fairies, demons, animals, or all of the above. Her brews can heal the sick or bewitch the senses, and she can work strange magics. Nearly everyone avoids her until they need something only she can provide. (Then they wonder why she delights in frightening visitors with her spooky reputation.) Occasionally, a child who doesn't know better or a young couple trying to dodge disapproving elders is befriended by the lone figure.

Witches, as a rule, are not the adventuring kind. Still, if they were the sorts of people that were especially fond of rules, they probably wouldn't be witches in the first place. Older, more experienced witches will sometimes travel with young heroes to provide guidance and wisdom. When the heroes get in over their heads, the witch can provide impressive magical power. Though they rarely generate large amounts of damage, powerful mental effects and protective magics are simplicity itself for the experienced witch.

Younger witches may well go on adventures for the same reason many young people do — to go out and have adventures! The call can come at any age, and while few other than witches ever see the apprentices, they do exist. And, like any apprentices, they often chafe at their limitations. As a general rule, a human witch can go up one level every two years spent in the relative solitude that allows them to feel the magic more strongly. This time period is roughly proportionate to a race's life span. That results in some powerful older witches, but it can seem like an eternity to the young spellcaster.

Younger witches must be far more cautious about how they use their magic. Even relatively simple spells can fail them, and they haven't yet learned to channel more than a trickle of magical energy. Even so, the few basic tricks available to them can make a low-level witch a valuable addition to an adventuring party... until his mentor catches up with him, that is.

Witches are not all evil. In fact, they almost never are — their acute magical senses and expanded awareness give them enough insight into the consequences of an evil life that most avoid it assiduously.

The problem is, as in all matters concerning witchcraft, there are exceptions.

Even the wisest can be seduced by evil, and the most patient have their limits. Witches are often hounded, mistreated, maligned, attacked, and sometimes even murdered. They can be scapegoats for everything from bad crops to plagues, when they often do everything in their power to prevent such things. Most witches can take such matters philosophically (or leave the area). For others, though, enough is enough.

Evil witches will rarely build armies of undead monsters or mutated apes. Instead, they slowly and subtly use their powers to gain influence. Divination, normally used for enlightenment, becomes a powerful weapon here. Who needs to bend the will with magic when simple blackmail is so much more permanent? Gossip, passion, illicit wealth... there are no secrets from the witch who puts her mind to it. Any failed attempts to deal with the witch permanently will have unpleasant consequences... and with the witch's defenses, failure is a very likely outcome.



WLOZ

When blackmail and rumor aren't enough, however, the witch's magic makes for a deadly arsenal if turned to evil purposes. Mind-bending is quite effective when used cleverly, and an herbalist's knowledge can bring death as easily as life. A single witch who's grown tired of her neighbors' attitude can terrorize entire cities.

Good witches, not surprisingly, have very little patience with peers who have been seduced by evil. Unlike the battles of wizards, however, a duel of witchcraft is a subtle and quiet affair. Few will ever know it occurred, and there may not even be a visible indication of victory or defeat. Instead, the victor might have a new gardener or servant who won't quite meet anyone's eyes, or the vanquished may decide to withdraw from political entanglements and such. On the other hand, while death magic is quite dangerous for the witch, death itself holds few mysteries for them. The result of a truly bitter duel may be a corpse found several days later — albeit with no sign of the cause of death.

IN YOUR CAMPAIGN

Witches are presented as an option for integrating the spell point and spontaneous magic systems into your campaign without altering the structure of existing classes such as wizard or sorcerer. In a world rife with magic the witch represents something different, a spellcaster that follows a magical tradition quite different from those commonly employed in civilized regions. The witch's magic is strange and unpredictable. She relies on her natural talent to call and bind magical energies rather than mystic formulae and magical spells.

Witches make good NPCs if you do not want PCs to use either the spell point or spontaneous casting system. As allies, they provide help and support to PCs with their magic. As enemies, their flexibility and skills with a wide range of magic make them dangerous enemies.

THE WITCH

While the witch's magical beliefs and methods are quite different from the wizard and sorcerer, the magic itself is fundamentally identical. The real difference is how that magic is wielded — not through devoted study of arcane theory or a birthright made manifest in a display of artful talent, but by opening up to a sort of magical "sixth sense." This almost spiritual gift is a part of the reason witches prefer solitude, or at least others innately connected to magic for companionship. Not only is this perception easier in areas where the energy is allowed to flow freely, but the witch's new perceptions set her apart even more thoroughly than wizards and sorcerers.

Adventures: Adventuring witches are uncommon but not unheard-of. While a witch is more likely to accompany a quest or follow his instincts than seek treasure, witches are highly individualistic. As a rule, however, a witch has much better reasons for adventuring than treasure or power. Traditional magical resources like spellbooks and scrolls, in particular, hold little interest for the adventuring witch. Their arcane understanding comes from insight and awareness, not equations or symbols.

Occasionally, a witch will adventure just to "get out of the house," so to speak. Witches may appreciate their solitude as a means of honing magical focus, but sometimes connection means getting out and dealing with the world as it is, too. An added bonus is that most adventurers are more accepting of strange foibles than the average villager.

Characteristics: A witch's power flows from her connection to magic itself. Though not as powerful as the sorcerer or as reliable as the wizard, a witch's magic is endlessly versatile. In contrast to this versatility, however, is the witch's natural talent for what a wizard would call the schools of divination and abjuration. Because of the way witches understand magic, they are most adept at using it for knowledge and to resist other forms of magic. These advantages spill over into other areas as well, including general protective abilities, skill in manipulating the center of magical prowess (the mind) and the energy's natural flow through the body.

Alignment: Awareness of the connection that binds all things leads witches to tend toward good, out of enlightened self-interest if nothing else. The healing potion that saves an innocent child's life subtly bolsters the witch's connection to that child, and thus indirectly to creation. Also, a good alignment helps to counter some of the suspicion that surrounds the witch class. Witches also tend slightly toward the chaotic, since trusting their intuition often leads them to "ride the wind," in a metaphoric sense. Nevertheless, witches can choose to be evil, and likewise some witches respond to their intuitive understanding by desiring to bring order to it. Witches can be of any alignment.

Religion: It can seem odd when compared to the witch's self-reliance, but most witches do revere some higher force. Few actually worship a particular god, but showing respect and making regular offerings are quite common. Witches are drawn most often to gods of nature, magic and luck. Mother Green (from AEG's *Gods* supplement) is a popular choice.

Background: Witches come from all walks of life. Unlike sorcerers, whose talent seems almost inborn, witchcraft calls to a rare few with the right mixture of open-mindedness, perception, and willpower. As a mental or spiritual gift, the call can come at any time of life as

long as the character has the right attitude. While witches don't consider themselves part of a great order and prefer solitude, they also have a tendency to form small groups (sometimes called covens) and respect the ancient tradition from which they spring.

Races: Ironically, the supposedly pedestrian humans are highly likely to take to witchcraft. Many human witches claim that it was their craft that made humans more than ants beneath the feet of dragons and giants, and there is no denying that their magic is well-suited to protecting fragile humanity. Half-elves are the only "race" more likely to take to witchcraft than humans. Between their primordial human calling on one side and their ancient elven magic on the other, they just seem to have a knack for it. Half-orcs can also do well as witches, especially since its magic is based on Wisdom, though their reduced Intelligence does complicate matters somewhat. Halflings who feel the call take well to witchcraft as a more "common-sense" approach to arcane magic, but most are far too communal to prefer the solitude of the witch. Elves, while well-suited to witchcraft's vibrant magical style, prefer wizardry's elegant spellcraft. Dwarf and gnome witches are exceedingly rare, but a handful are called. The savage humanoids, despite the witch's reputation, are much more likely to become adepts. Whatever their alignments, they usually lack the mental flexibility to become a witch. Even among the humanoid tribes, however, a few witches can be found.

Other Classes: Witches have an undeservedly bad reputation with just about everyone. Adventurers, however, quickly learn to appreciate the benefits a witch can provide for the party. Druids and rangers, other classes that prefer nature and relative solitude, are most likely to understand the witch's path. Bards, with their intuitive style and broad spectrum of magical ability, often understand witches better than most. Some have informal arrangements with witches, providing information for shelter. Clerics and paladins, on the other hand, tend to be particularly wary of witches, especially if doctrine frowns on their craft. Witches can get along with nearly everyone, though the highly urbanized (and often dishonest) rogues can annoy them, and they sometimes return the disdain of the cleric and paladin in kind.

GAME RULE INFORMATION

Abilities: Wisdom determines how powerful an effect a witch can cast, and affects how many spell points he has as well as how hard his spells are to resist. To cast a "spell," a witch must have a Wisdom score of 10 + the spell's level. In addition, a witch gets bonus spell points based on his Wisdom ability modifier (if any). The Difficulty Class of a saving throw against a witch's spell is 10 + the spell's level + the witch's Wisdom modifier. Like wizards and sorcerers, witches benefit from high Dexterity and Constitu-

tion, but a high Intelligence is also important to a witch for the skill points and bonuses it provides (particularly to the all-important Spellcraft).

Alignment: Any.

Abbreviation: Wch

Starting Money: 3d4 × 10 gp.

Hit Die: d4.

Class Skills

The witch's class skills are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features for the witch.

Weapon and Armor Proficiency: Witches, like sorcerers, learn to wield magic through a less intellectually rigorous method than wizards. While this should be no means imply that witchcraft is easy, it does mean that they have more time for other pursuits. Witches are proficient with all simple weapons. They are not proficient with armor or shields, and are subject to arcane spell failure as with any arcane spellcaster.

Magic: Witches don't usually cast "spells" in the normal sense. Instead, each witch has a pool of arcane magical energy (as described in the Spell Points chapter) that can be transformed into effects more or less at will. Witches regain spell points in the same manner as other spellcasters. Use the wizard class's listed spell point totals and maximum spell level per level.

Familiar: A witch can summon a familiar in exactly the same manner as a sorcerer. See the sidebar on familiars next to the sorcerer description in Core Rulebook I for details.

Arcane Senses: The witch is attuned to the flow of magical energy — but that energy is in all things. Just as he can feel magical energy flowing through him, so can the witch sense this magical energy flowing through all things. While the witch can't watch everything, these senses provide certain bonuses. Also, as a result of this deep, innate attunement, the witch can detect magic as a spell-like ability. This ability duplicates the effects of the spell *detect magic*.

Flexible Magic: Witches don't memorize spells or develop them innately. Instead, every magical effect created is a unique craft unto itself. Even when the same effect is created several times, the witch does things dif-

WITCHCRAFT

TABLE 14-1: THE WITCH

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day*									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon familiar, arcane senses, flexible magic	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	4	3
20	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

* Optional system.

ferently each time as a result of shifting arcane energies. The sole exception to this is the small selection of "talents" that a witch has, as explained above. While this means that all but the most well-known basic effects have a respectable chance of being less than what the witch hoped for, this also means that a witch is theoretically capable of anything.

Witches use the freeform magic rules to cast all of their effects, with a few exceptions and several changes. First, Profession (witchcraft) replaces Knowledge (arcana); the witch's magical knowledge base is far more grounded in practical application than arcane formula. A character with at least five ranks in Profession (witchcraft) gains a +2 synergy bonus to Alchemy and Profession (herbalism). Most freeform magic is easier for witches than it is for other spellcasters. All related skill checks have the DC reduced by 5, with a few exceptions. Divination, abjuration, healing (when performed as a ritual; see ritual spellcasting in the spontaneous magic section) and mind-altering effects have the check DC reduced by 10 due to the witch's natural talent with these types of magic. Conversely, evocation, conjuration, force and death effects are all more difficult and dangerous for witches, and use the standard difficulties provided in the spontaneous magic chapter. In case of contradicting school, subschool, and/or descriptor, use the lowest DC unless the spell does damage or kills the victim on a failed saving throw, in which case use the highest DC applicable.

Witches also master a few spells completely. A witch can learn any spell except those from the evocation and conjuration schools (other than healing spells, which can

TABLE 14-2: WITCH SPELL TALENTS

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

be learned), and those with the force and death descriptors. The witch may select spells from the druid and sorcerer/wizard spell lists. These spells can be cast as written, including casting time, and components. However, unless the spell is from the divination or abjuration schools, the healing subschool, or has the mind-altering descriptor, the witch must still make three skill rolls to cast the spell successfully. There are other advantages to knowing a spell, however; the check DC is reduced by 10 instead of 5. See the Witch Spell Talents table to determine how many spells the witch is adept with at each

level. A witch who advances in a prestige class that grants equivalent spellcaster levels receives extra talents with each equivalent level as well as spell points and a higher maximum spell level. A witch who learns healing spells can cast them normally (i.e. as regular spells rather than rituals) without having to make skill checks to determine success.

Witches use the same charts as Wizards for Spell Point Progression and Maximum Useable Spell Level. For more information on spell points, see Chapter 15.

TABLE 14-3: WITCH SPELL POINT PROGRESSION

Level	Spell Points	Maximum Spell Level
1	1	1
2	3	1
3	6	2
4	10	2
5	15	3
6	21	3
7	28	4
8	36	4
9	45	5
10	55	5
11	66	6
12	78	6
13	91	7
14	105	7
15	120	8
16	136	8
17	151	9
18	169	9
19	188	10*
20	208	10*

* 10th-level spells are normally only possible by adding metamagic feats to high level spells. For example, an 8th-level spell modified with a feat that adds +2 to the spell's level is a 10th-level spell.

NEW FEATS

Witches usually learn feats with a fair amount of general use, but otherwise follow the same pattern as other characters with them. A few feats particularly suited to witches are presented below.

ARCANE EVASION [GENERAL]

The character can use evasion as a supernatural ability.

Prerequisites: Arcane senses, Lightning Reflexes.

Benefit: The character can emulate the rogue's evasion ability. If exposed to any effect that normally allows a character to make a Reflex saving throw to take half damage, he takes no damage on a successful saving throw. This ability can be used while wearing any armor the character is proficient with. This is a supernatural ability dependent on the character's arcane senses.

CONVICTION [GENERAL]

A strong-willed character is more likely to succeed with spontaneous magic.

Prerequisites: Iron Will, Skill Focus (any skill used for spontaneous magic).

Benefit: The character receives the +2 bonus from Iron Will to all skill rolls involved in spontaneous magic.

IMBUE HERBS [ITEM CREATION]

The character can create herbal remedies, which carry healing spells within them or which can undo harmful magical effects.

Prerequisites: Spellcaster level 4th+, at least 5 ranks in Heal and either Profession (herbalism) or Profession (witchcraft).

Benefit: The caster can create an herbal concoction or poultice, which can carry any of the following spells: *break enchantment*, *cure critical wounds*, *cure light wounds*, *cure minor wounds*, *cure moderate wounds*, *cure serious wounds*, *delay poison*, *greater restoration*, *heal*, *lesser restoration*, *neutralize poison*, *protection from chaos/evil/good/law*, *regenerate*, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, *remove paralysis*, or *restoration*. The character must be able to cast the desired spell to imbue the remedy with the intended effect. At the DM's discretion, other abjuration effects can also be imbued in herbs, so long as they are spells that would normally only affect the caster. Imbuing (and preserving) the herbal remedy takes one day per level of the spell to be imbued (minimum one day). There is no XP cost in creating the remedy. However, the materials cannot be purchased — the gp cost must be "worked" off by using Profession (herbalism) or Profession (witchcraft) like a Craft skill used to produce an item. Whoever drinks the concoction or has the poultice placed on them is the target of the spell.

Any process not specifically described above functions identically to the Brew Potions feat. In cases of conflict, the rules for Imbue Herbs take precedence when using this feat.

Special: You can never produce a number of poultices greater than your current level. Once you reach that maximum, you must use one of these items before you can create another. The poultices require a steady stream of ambient magic that you must maintain at all times to keep their magic fresh. If you die, your poultices lose all effectiveness.

IMPROVED ARCANE EVASION [GENERAL]

The character can use improved evasion as a supernatural ability.

Prerequisites: Dex 13+, Supernatural Evasion, caster level 6+.

Benefit: The character can emulate the rogue's improved evasion ability. Even on a failed Reflex save against a spell or other damaging effect, the character takes only half damage from the effect. This is a supernatural ability.

Witches often find themselves dealing with enemies or rivals that, for one reason or another, they do not wish to harm. This spell creates a solution that benefits all involved.

NEW SPELLS

Though witches don't research spells in the usual sense, certain useful tricks make the rounds fairly quickly. It takes somewhat longer for such magic to become common among other spellcasters, as wizards rarely seek a witch's insight on spell research. Sorcerers, ironically, provide a sort of cross-pollination, as they intuitively pick up a useful trick by watching a wizard or witch, later demonstrating the new spell elsewhere.

Competence

Divination

Level: Wiz/Sor 4, Wch4

Components: V,S

Casting Time: 1 action

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Knowledge is power. For those gifted with arcane insight, knowledge can be turned into destructive fire, invincible shields, and mental domination. Even in its raw form, however, knowledge can be turned to the spellcaster's advantage.

By casting this spell, the target is granted a constant flow of understanding that merges seamlessly with his own, making him better at all basic tasks other than direct combat. The spell grants a +1 competence bonus to saving throws, ability checks, and skill checks.

As the caster goes up in level, the bonus increases. A 9th level caster grants a +2 bonus, a 12th level caster grants a +3 bonus, a 15th level caster grants a +4 bonus, and an 18th level caster grants a +5 bonus.

Distant Boon

Abjuration

Level: Wch 3, Wiz/Sor 5

Components: V,S,M

Casting Time: 8 hours

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No



The caster performs a day-long ritual that involves cleaning your home and wishing the rival well. (Witches tend to practicality in their magic.) If the ritual is interrupted for any reason, the spell is lost and the caster must begin again. Once the ritual is complete, a chain of events is set in motion. As soon as is feasible (never more than one week), an excellent opportunity arises for the spell's target. A messenger will arrive as quickly as possible, and for some reason bandits and monsters will avoid him.

Once the target receives the message, he makes a standard Will save if he wishes to resist the opportunity. This is only likely if there is some compelling reason for him to stay, and the opportunity allows immediate household (spouse, children, any other important members) to come with the target. Rivalry with the caster should not be considered "compelling" unless hatred between caster and target is deep and unrelenting. Spell resistance does not apply; the Will save is a relatively mundane one.

Material Components: A drop of honey and a grain of wheat.

Ghost Ward

Abjuration

Level: Clr 3, Wch3, Wiz/Sor 3

Components: V,S,M

Casting Time: 1 minute

Range: Touch

Area: One room, taking up space no greater than one 10 ft. cube per caster level

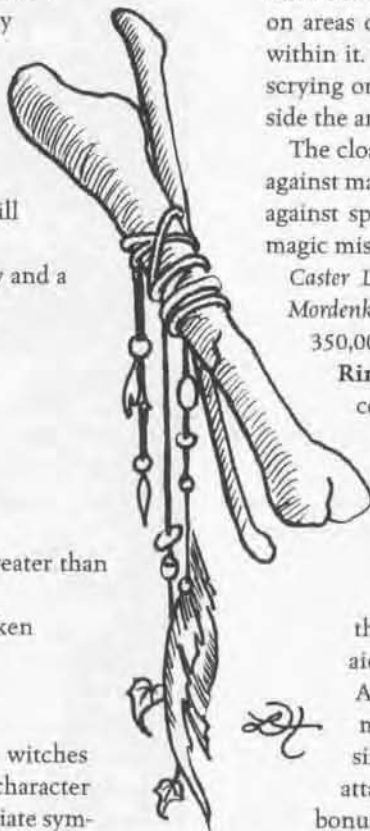
Duration: Until ward is physically broken

Saving Throw: No

Spell Resistance: No

The ghost ward is a useful trick for witches plagued by incorporeal nemeses. The character spends the casting time placing appropriate symbols on all entrances to the warded room. Once the spell is in place, the walls of the room are rendered completely impassable to gaseous, ethereal, astral, and otherwise incorporeal creatures. The symbols provide absolutely no protection from physical entities, magical or otherwise. The spell ends the moment the barrier is physically broken, either by opening one of the entrances or if any section of the wall, ceiling or floor is breached (hit points reduced to 0).

Material component: The chalk or charcoal used to mark the room.



NEW MAGIC ITEMS

Cloak of Magical Connection: To most witches, the thought of being disconnected from the flow of magic is a sobering one. Though rare, an encounter with an antimagic field robs a witch of all his powers and special abilities. This feels supremely unnatural to the witch.

While wearing this cloak, the wearer is able to use supernatural powers, spell-like effects, and spells, even while within an antimagic field, as long as he has a range of personal or touch. Thus, a witch can use spells like *alter self* or *true strike*, but not *magic missile* or *slow*. Spells that allow the caster to bypass space and time can also be used on areas outside the antimagic field, but not on targets within it. This ability allows the caster to use spells like *scrying* or *teleportation*, as long as the target area is outside the antimagic field.

The cloak also provides a +4 bonus to all saving throws against magical effects, and allows standard saving throws against spells that don't normally permit them, such as *magic missile*.

Caster Level: 18th; **Prerequisites:** Craft Wondrous Item, *Mordenkainen's disjunction*, *prismatic sphere*; **Market Price:** 350,000 gp; **Weight:** —.

Rings of Shared Danger: Rings of shared danger come in batches. They are usually paired, but up to a dozen rings can be linked at any one time. Whenever one of the ring wearers is in danger that would be obvious to a nearby observer (though not necessarily the wearer himself), all other wearers are aware of the endangered character's location and what is threatening him. The rings do not provide any aid in reaching the endangered character. Anyone who knows what a ring of shared danger is may be reluctant to kill the wearer, however, since all other ring wearers will be able to see the attackers. The ring's power does not provide any bonuses to seeing through disguises, nor does it grant any ability to penetrate illusions.

Caster Level: 10th; **Prerequisites:** Forge Ring, *locate creature*, *scrying*; **Market Price:** 20,000 gp per ring (minimum 40,000 gp for two).

Staff of Lithira: The only known artifact forged from witchcraft, the staff of Lithira is said to have been created by the first witch. The existence of Lithira herself can't be proven, but the staff has flitted in and out of history enough times that few doubt its existence.

This major artifact functions as a +5 quarterstaff, and also grants its wielder +5 to AC and all saving throws. The wielder may cast *daze*, *detect magic* and *prestidigitation* at will as standard actions. The staff also has 20 charges per day, each of which can be used for one of the following effects:

Will of Ages: By using one charge, the staff can provide a mind blank to any one target as if cast at 20th level.

End Strife: By using one charge, the staff allows the wielder to convince any number of targets that are not directly involved in combat to spend one day considering options other than violence. Alternately, the wielder instead uses mass suggestion normally, as if cast at 20th level. The primary effect is considered a highly reasonable suggestion and is made at -3 to saving throw, unless the group affected will clearly be adversely affected by waiting a day to fight.

Flow of Life: By using one charge, the wielder can cast *cure critical wounds*, *neutralize poison*, *remove blindness/deafness*, *remove disease*, or *restoration*. By using two charges, the wielder can cast *greater restoration*, *heal*, or *regenerate*. All effects are as the spell cast at 20th level.

Invincibility: By using two charges, one target chosen by the wielder gains damage resistance 50/+5, doesn't need to breathe, and is immune to poisons and gases, for 20 minutes. The wielder can also be the target.

Though Lithira was neutral good, her staff was a creation of pure magic. It has neither intelligence nor alignment, and can therefore be used by anyone who knows the command word.

The current whereabouts of the staff are unknown, and it is aggressively sought by witches, wizards, and monarchs alike. It is believed that the staff can be destroyed by leaving it in a plane completely devoid of arcane energy for a full year, but how to get to such a plane when the only known means of planar travel is magic is hotly debated. It is known that the staff has survived the wrath of demon kings and great wyrms untouched.

Stone of Great Fortune: Essentially a more powerful version of the luckstone, a *stone of great fortune* provides bonuses to saving throws, ability checks, and skill checks. It always appears to be a common, unworked stone, though merely using detect magic will reveal the stone for what it is.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, competence; **Market Price:** 10,000 gp (+1), 20,000 gp (+2), 30,000 gp (+3), 40,000 gp (+4), or 50,000 gp (+5).

Ward Candle: This unusual magic item generates a magic circle when lit (a full-round action). The type of magic circle (chaos, evil, good or law) is determined when the *ward candle* is created and cannot be changed. The magic circle is always directed outward from the candle, and affects the area that the flame illuminates. Normally, this is a 10 ft. radius, exactly like a normal *magic circle* spell. However, the candle can be placed in a mundane object that alters the direction of the light cast from it. For example, placing the *ward candle* in a bullseye lantern changes the affected area into a 30 ft. long cone. The *ward candle* has 50 charges. Extinguishing the flame prematurely ends the effect. (The flame cannot be extinguished by normal means other than being put out by the candle's wielder.) The charge is still expended. Other than the ward candle's unusual benefits, it functions exactly like a *magic circle*.

Caster Level: 7th; **Prerequisites:** Craft Wand or Imbue Herbs, magic circle of the type desired; **Market Price:** 11,250 gp; **Weight:** —.

THE WITCHKNIGHT

Witches have been accused of many things throughout the ages. Stupidity is almost never one of them. While a witch can be a deadly opponent, his reliance on magic (and particularly the requirement for somatic components) and the usually lengthy casting time for witchcraft mean that a strong opponent with a large weapon can make short work of the witch if he can get in close. Therefore, witches occasionally look for allies with open minds and strong arms. If a warrior is talented and strong-willed, he can even be granted the power to channel a small amount of arcane energy.

Witchknights are generally linked to a single witch, though occasionally covens combine their powers to create a witchknight. Either choice will have benefits and drawbacks to the prospective witchknight.

Hit Die: d8.

TABLE 14-4: THE WITCHKNIGHT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1		+0	+2	+0	Arcane senses, healing, spells
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	
10	+7	+7	+3	+7	

WITCHCRAFT

TABLE 14-5: WITCHKNIGHT SPELLS KNOWN

Level	1	2	3	4
1	0	—	—	—
2	1	—	—	—
3	2	—	—	—
4	2	0	—	—
5	2	1	—	—
6	3	1	—	—
7	3	1	0	—
8	3	2	1	—
9	4	2	1	—
10	4	2	1	0

Requirements

To become a witchknight, a character must fulfill all of the following criteria:

Base Attack Bonus: +5.

Knowledge (nature): 4 ranks.

Feats: Iron Will, Weapon Focus (any).

Special: A witch (or witches) must perform a special rite on the prospective witchknight, which determines the truth of his loyalty and imbues him with the ability to sense and channel magical energy, albeit to a limited degree. One of the witches involved must have the feat *Imbue Herbs*.

Class Skills

The witchknight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (nature) (Int), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features for the witchknight prestige class.

Arcane Senses: Identical to the class feature available to the witch.

Healing: The witchknight can use arcane energy to heal, much like the paladin's ability to lay on hands. To use this spell-like ability, the witchknight touches the wounded character and channels energy into him. Every spell point used in healing restores one hit point to the target. Unlike paladins, the witchknight can't use this power to damage undead. A witchknight can heal 8 hit points per level per day using this ability.

Spells: Unlike the witch, the witchknight's magical arsenal is focused and limited. The witchknight casts spells normally, and does not need to use somatic components at all. Like the witch, a witchknight's power is derived from Wisdom, which determines how powerful an effect he can cast. It also affects how many spells he has as well as how hard his spells are to resist. To cast a spell, a witchknight must have a Wisdom score of 10 + the spell's level. In addition, a witchknight learns bonus spells based

on his Wisdom. A witchknight learns a spells based on the Witchknight Spells Known chart; when a 0 appears on the chart, the witchknight only learns a spell if he has access to a bonus spell of that level. The Difficulty Class of a saving throw against a witchknight's spell is 10 + the spell's level + the witchknight's Wisdom modifier.

WITCHKNIGHT SPELL LIST

Witchknights can choose their spells from the following list:

- 1 *command*, *daze**, *feather fall*, *hold portal*, *resistance**, *true strike*, *ventriloquism*.
- 2 *blindness/deafness*, *blur*, *magic weapon**, *tongues*, *shield**
- 3 *detect thoughts**, *displacement*, *protection from arrows**, *suggestion*.
- 4 *competence*, *ghost ward*, *greater magic weapon**, *lesser geas*, *polymorph self*.

* All spells on this list that normally have somatic components are considered permanently altered as with *Still Spell*. The witch who empowers the witchknight is not required to have the *Still Spell* feat to grant this ability.

TABLE 14-6: WITCHKNIGHT SPELL POINT PROGRESSION

Level	Spell Points	Maximum Spell Level
1	1	1
2	3	1
3	5	1
4	8	2
5	11	2
6	14	2
7	18	3
8	22	3
9	26	3
10	30	4



Chapter 15:

Arcana

This chapter contains all of the arcane knowledge handed down from various authors of magerial law. The information here can be used in part, or in whole, to enhance game play and add additional dimensions of magic to new or pre-existing campaigns.

SPELL POINT SYSTEM

The spell point system presented here is designed as an alternative to the core magic system. Rather than preparing a static list of spells each day or organizing spells into slots by level, spellcasters each draw on a pool of spell points they spend to power a spell.

SPELL POINTS: A GAME DESIGN DISCUSSION

In the core d20 magic system, a spellcaster has the ability to cast a clearly defined number of spells from each level per day. Spells are arranged in neat, discrete units that each represent a piece of magical power. Most classes, such as wizard and cleric, must define their available spells before they can use them while the sorcerer and bard have the option to select from a limited list of incantations when casting a spell.

Traditionally, a spell point system breaks down the walls that separate spells. Instead of gaining access to a set number of spells per level, a caster has a pool of points he may spend to cast his spells. When a mage decides to use a spell, he subtracts its spell point cost from his current available pool of points. When his pool falls to zero, he cannot cast any more spells that day. The concept of spell

level falls by the wayside. Instead, each spell's power and difficulty are defined by the number of magic points the caster must spend to use a spell. Under such a system, spellcasters have a lot more flexibility in managing their spells. They can choose to burn their points casting a few powerful spells or conserve them and use many weaker spells over the course of an adventure. Not only must a spellcaster choose the right spell for a situation, but he must also judge whether the situation warrants a powerful or weak spell. In the standard magic system, casting *charm monster* on a troll doesn't affect your ability to use a *burning hands* spell later on in the day. *Charm monster* consumes a 4th-level spell slot, while *burning hands* uses up a 1st-level one. In a spell point system, the points used to power a 4th-level spell come out of the same resource pool that powers lower-level spells. Thus, each time a caster in a spell point system uses his magic he reduces his ability to cast all of his other spells later on in the adventure. Spells are no longer quite such separate units as they are in the core d20 system.

The biggest hurdle to introducing such a variant magic system using the existing spell lists is that many spells, particular evocations such as *fireball*, *magic missile*, and *cone of cold*, rely on the caster's level to determine their effects. *Magic missile* cast by a 9th-level wizard is a much more powerful spell than one used by a 1st-level apprentice. Such mechanics defeat the core assumption of a spell point system: a weaker spell should cost fewer points to use because it is always weaker than a costlier spell. Under a particular set of circumstances a weaker spell may be more useful, but when two spells serve roughly the same

purpose, such as injuring the enemy, the costlier spell must always be superior. Otherwise, there's never any benefit to paying more points for a weaker spell.

Under the spell slot system, weaker spells scale up in power with the caster's experience level in order to avoid crippling spellcasting classes by leaving them with access to many low-level spells that become useless at higher levels. The spells designed to work with a spell slot system look much different than the ones built for a spell point one. Thus, a true spell point system is not feasible without defining a completely new set of spells to go along with it.

Instead of building a whole new set of spells from scratch, the material presented in this chapter introduces new rules and alternate applications of the existing rules for magic. They grant spellcasters increased flexibility at the cost of raw casting power.

OVERVIEW

The spell point system presented here is a hybrid system that uses the existing rules for magic as a foundation. Spellcasters have a limited number of spell points available per day. For example, Malchor the 5th-level wizard has 15 spell points to spend on his incantations. During the course of a battle he could spend 5 points to cast *fireball* at a band of attacking orcs, 3 points to cast *mirror image* to ward off their melee attacks, and 1 point to cast a *shield* to protect himself from their arrows after running to the back of the party, leaving him with 6 spell points. After a full 8 hours of sleep, he wakes up refreshed with his full allotment of 15 points. During the second day of the adventure, Malchor decides he needs to prepare a *web* spell to help deal with the many orcs he and his companions face. He spends 2 hours poring over his books, expunging *mirror image* from his mind and replacing it with *web*.

CASTING SPELLS

In order to cast a spell, the caster must have enough spell points remaining in his pool to meet the spell's cost. Each spellcasting class has its own point progression per level. However, all classes pay the same point cost to use spells of the same level.

Spell Level	Spell Point Cost
0	Special
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17
10	19

0-Level Spells: Any spellcaster capable of using 0-level spells may cast up to 3 per day without spending any spell points. For each 0-level spell beyond the third you must spend 1 spell point. A character with 0 spell points may still use his free cantrips provided he has access to 0-level spells. For example, a 1st-level bard has no spell points but has mastered 0-level spells. Thus, he may use 3 cantrips per day.

SPELL POINT PROGRESSION

The spell points available to a character are determined by his class and level. In addition, a caster's level dictates the maximum level spell he may learn and cast. For example, a 6th-level wizard may learn spells of up to 3rd-level. Even if he has enough spell points to cast a 4th-level spell, he lacks the training and experience needed to handle such powerful magic.

As a general design note, characters using this spell system cannot cast as many spells per day as spellcasters using the core magic system. However, a spellcaster's increased efficiency compensates for this shortcoming. In theory, a spellcaster need never worry about wasting a slot on a useless spell. For example, under the original system a wizard who prepares *fireball* and *suggestion* as his 3rd-level spells has essentially wasted one slot if he is attacked by undead or other mindless creatures. Under the spell point system, he can simply use his points to repeatedly cast *fireball*. Taking *suggestion* does not lock up any of spell casting resources into that spell. While his spell selection is more limited, he has the ability to re-use other, more useful spells and ignore ones that do not fit into his current situations.

The spell points listed at each level are the character's total points available.

SPELL POINT PROGRESSION: ARCANE SPELLCASTING CLASSES

Level	Wizard	Sorcerer	Bard
1	1	2	0
2	3	6	0
3	6	9	1
4	10	15	2
5	15	22	5
6	21	31	8
7	28	42	13
8	36	54	18
9	45	67	23
10	55	82	30
11	66	99	37
12	78	117	44
13	91	136	53
14	105	157	62
15	120	180	71
16	136	204	82
17	151	226	93
18	169	253	104
19	188	282	115
20	208	312	126

SPELL POINT PROGRESSION: DIVINE SPELLCASTING CLASSES

Level	Cleric	Druid	Paladin	Ranger
1	1	1	0	0
2	3	3	0	0
3	6	6	0	0
4	10	10	1	1
5	15	15	1	1
6	21	21	1	1
7	28	28	1	1
8	36	36	2	2
9	45	45	2	2
10	55	55	3	3
11	66	66	5	5
12	78	78	7	7
13	91	91	7	7
14	105	105	11	11
15	120	120	12	12
16	136	136	15	15
17	151	151	18	18
18	169	169	22	22
19	188	188	26	26
20	208	208	30	30

MAXIMUM USABLE SPELL LEVEL: DIVINE SPELLCASTING CLASSES

Level	Cleric	Druid	Paladin	Ranger
1	1	1	—	—
2	1	1	—	—
3	2	2	—	—
4	2	2	1	1
5	3	3	1	1
6	3	3	1	1
7	4	4	1	1
8	4	4	2	2
9	5	5	2	2
10	5	5	2	2
11	6	6	3	3
12	6	6	3	3
13	7	7	3	3
14	7	7	4	4
15	8	8	4	4
16	8	8	4	4
17	9	9	4	4
18	9	9	4	4
19	10*	10*	4	4
20	10*	10*	4	4

MAXIMUM USABLE SPELL LEVEL: ARCANE SPELLCASTING CLASSES

Level	Wizard	Sorcerer	Bard
1	1	1	0
2	1	1	1
3	2	1	1
4	2	2	2
5	3	2	2
6	3	3	2
7	4	3	3
8	4	4	3
9	5	4	3
10	5	5	4
11	6	5	4
12	6	6	4
13	7	6	5
14	7	7	5
15	8	7	5
16	8	8	6
17	9	8	6
18	9	9	6
19	10*	9	7*
20	10*	10*	7*

* 10th-level spells (or 7th-level ones for bards) are normally only possible by adding metamagic feats to high level spells. For example, a 9th-level spell modified with a feat that adds +1 to the spell's level is a 10th-level spell. Similarly, bards do not have a 7th-level spell list but may produce them by adding metamagic feats to lower level spells.

CASTER LEVEL AND SPELLS

Under the core d20 magic system, many spells become more effective as a caster's level increases, particularly evocations. Under the spell point system, a higher level spell that costs more points should always be more effective than a cheaper spell that fills the same role. To enforce that stricture, under the spell point system a caster's level normally only affects a spell's duration. To gain the other benefits of a higher caster level, you must spend additional spell points to power up the spell. For each caster level above the minimum necessary to use the spell, the caster must spend 1 additional spell point to cast the spell.

A spell may never be used with a caster level below the minimum necessary to cast it. For example, a wizard cannot use *fireball* with a caster level below 5, since that is the level at which a wizard gains access to 3rd-level spells.

For example, Findus the 12th-level sorcerer knows *lightning bolt*, a 3rd-level spell. Since sorcerers gain access to 3rd-level spells at 6th level, he can use *lightning bolt* at caster level 6 by paying the standard 5 points for the spell. If he wants to deal 10d6 damage with the spell, he must use it at caster level 10. Since caster level 10 is 4 above 6th, he would have to spend 4 additional spell points, for a total of 9, to cast a 10d6 damage *lightning bolt*.



By design, this system forces more powerful versions of low-level spells to cost the same as higher level ones. The biggest hurdle between converting the core d20 slot-based system to a spell point scheme is the inflating power of spells. By increasing the cost of a spell cast at a high caster level, less powerful spells are balanced against their higher level counterparts.

A caster may never increase a spell's effective caster level above his own current caster level. Obviously, if a character is not yet skilled enough to cast a *cone of cold* as a 14th-level sorcerer he cannot simply pump spell points into the *cone* in order to boost its effectiveness.

While a spell with increased caster level costs more to cast, its saving throw and spell level do not change. From the example above, Findus's caster level 10 *lightning bolt* is treated as a 3rd-level spell for saving throws, *dispel magic*, and all other effects even though it costs the same as a 5th-level spell to cast.

PREPARING SPELLS

Most classes, including clerics, druids, paladins, rangers, and wizards, must study and prepare a spell before they can spend spell points to cast it. A wizard spends hours reading magical tomes and memorizing the arcane gestures and incantations necessary to focus his magical power and transform it into a spell. A cleric meditates and prays to his deity, using the power of his faith to study and understand his god's mysteries. To determine how many spells a caster may memorize and later cast, use the standard spells per day chart modified by the character's relevant spellcasting attribute.

For example, in the core magic system a 2nd-level wizard may cast 4 0-level spells and 2 1st-level ones. Under the spell point system, he could study and learn the same selection of spells to cast with his spell points. If the wizard had an Intelligence of 12 or higher, he could memorize an additional 1st-level spell.

All character classes who must prepare spells before casting them obey the standard rules for resting and preparing spells. The nomenclature in a spell point system is slightly different. Casters no longer prepare spells and finish them at casting time. Instead, when studying or praying for a spell they learn how to construct a temporary energy conduit in their minds that shapes and

focuses the spell. When they complete the spell's components, they unlock their inner magical abilities (represented by their spell points), channel that energy through the spell construct they built through their studies, and create the spell effect. When a caster drops one spell and replaces it with another one, he purges the old construct from his mind and shapes a new one.

INNATE SPELLCASTING

Sorcerers and bards do not prepare spells. Instead, they automatically gain a small selection of incantations. As in the core spell system, they do not need to study a book or pray to a deity in order to build the mental construct necessary to channel their magical energy. Rather, their spells spontaneously form in their minds. A bard or sorcerer must still use or complete the appropriate spell components to activate his spells.

SPELLBOOKS

Under the spell point systems, spell books work exactly as they do in the core magic system. A wizard, or other class that stores spells in a book pays the same gold piece cost to scribe spells, prepare them, and otherwise use a spellbook.

Spell Repetition

A character can only repeat a particular spell a limited number of times per day before focusing his magical abilities on a particular pattern strains it beyond his abilities. Using a pattern too often disrupts that matrix built within the caster's mind and renders it useless, forcing him to study the spell again after one full day of rest. He may use his other spells as normal, but must rest for a full day to relax his mind and prepare to re-learn the spell he burnt out.

Characters with innate spell ability, such as sorcerers and bards, lose the ability to cast a spell they use more than their allocated number of times for the rest of the day and one additional full day after resting for the night.

The Maximum Spell Repetition tables list the maximum number of times a caster may safely use a spell. He may use it one additional time above his maximum but doing so incurs the penalties described above.

If the stat that governs a spellcaster's magical abilities is high enough, he can cast a given spell more often than normal. Look up the character's bonus spells due to his characteristics. Rather than add those bonus spells to his spells per day, they increase the maximum number of



times a caster can repeatedly cast a spell of the listed level. For example, a wizard with a 12 Intelligence can cast a given 1st-level spell 5 times per day, one more than the normal limit of 4. Since a 12 statistic grants an additional 1st-level spell, it increases the maximum number of times a caster may use a 1st-level spell by 1. Note that this applies to all 1st-level spells. A wizard with Intelligence 12 could cast *shield* and *magic missile* each 5 times per day. A wizard with Intelligence 34 increases the maximum number of times he could cast 1st through 4th-level spells by 3 each, 5th through 8th-level spells by 2 each, and 9th-level spells by 1.

When a caster uses the mental construct he completed to channel and shape a spell, he places a great deal of strain on the construct and his mind. Using a given construct too often causes it to collapse and temporarily damages the caster's mind. Until a caster has rested and allowed his mind to settle, he is incapable of reproducing the construct he shattered through overuse. His ability to prepare and use other spells is never affected by casting a spell too many times.

A spellcaster cannot retroactively exceed his cap on spells. If a caster uses a spell up to his maximum number of times including bonus uses due to high stats, he is not considered to have burnt out that spell if he later takes ability damage that reduces the number of times he can use any single spell.

MAXIMUM SPELL REPETITION:

ARCANE SPELLCASTING CLASSES

Wizard	Sorcerer	Bard
4	6	4

MAXIMUM SPELL REPETITION:

DIVINE SPELLCASTING CLASSES

Cleric	Druid	Paladin	Ranger
4	4	3	3

METAMAGIC FEATS

Feats that alter a spell's effects and level work a little differently in the spell point system than they do in the standard magic system. Wizards, clerics, and other casters that prepare spells must allocate one of their spell slots to a base spell modified with the metamagic feat as normal. Bards and sorcerers still take longer to cast metamagic-enhanced spells as they must modify the spell as they cast it.

A spell modified with a metamagic feat costs a number of additional spell points equal to 2 times the level modification the feat applies to a spell. For example, Silent Spell increases a spell's level by 1 for purposes of casting and preparing it. Thus, it costs an additional 2 spell points to cast a spell modified with it. Note that as normal for metamagic feats, the spell's level does not change for the purposes of saving throws and all other effects.

WHY PUT A CAP ON REPEATING SPELLS?

It may seem a bit severe to prevent spellcasters from casting the same spell over and over again. After all, isn't the purpose of a spell point system to grant spellcasters more flexibility? The primary reason for these rules is to prevent high-level casters from abusing the spell system. The core d20 spells were designed for a spell slot system that places a hard cap on the number of spells available to a caster at each level. The spells were each designed and balanced with that assumption in mind. Completely dropping that rule opens up a lot of potential for abuse. For instance, high-level clerics have no reason to ever use *cure moderate wounds* or *cure serious wounds*. *Cure moderate* costs heals 2d8 damage for 3 spell points. On the other hand, 3 *cure light wounds* spells heal 3d8 for the same number of points. In addition, at high levels it becomes very easy for clerics to heal massive amounts of damage. A 20th-level druid could potentially cast over 200 *cure light wounds*, allowing him to heal the party up to full health after almost any battle. The hard cap on spell repetition is designed to mimic the cap placed on a spell's use in the standard magic system. Without it, the spell point system becomes far too easy to abuse and throws magic out of balance with the rest of the game system.

Optionally, you can remove this limit, but be aware that divine spellcasters in particular gain a lot of power from this option. At low levels this is not much of a problem, but at higher levels casters may tend to favor casting 1st-level spells dozens of times with spell points that would and should be earmarked for other uses. As a rule of thumb, when two spells fill the same general role, the higher level spell should be a more efficient use of spell points. As you read in the section covering rules for applying a caster's level to spell effects, this is an important concern throughout this section. Remember, the spell point system applies a new set of mechanics to spells designed to work within a different system.

A spell modified with a metamagic obeys the standard rules presented above for changing a spell's caster level. The spell's base caster level is considered to be the level needed to cast the standard, non-modified spell. You must pay the standard spell point cost to increase a metamagic-enhanced spell's effective caster level.

The Heighten Spell metamagic feat is a special case. It increases a spell's effective level. Therefore, it does not require any additional spell point costs beyond the

increase associated with casting a higher level spell. When determining a heightened spell's base caster level, use the minimum caster level necessary to use the spell's newly determined level.

DOMAIN SPELLS

Clerics gain domain spells that do not fall under the spell point system. These spells are special blessings received from their divine patron, not prayers or chants the cleric has studied and memorized. A cleric receives one domain spell for each spell level he has access to. These domain spells are chosen as per the standard magic rules and may not be converted into healing magic. When a cleric uses a domain spell, it is gone for the day just as in the standard magic rules but does not cost any magic points. Otherwise, use the rules from the standard magic system for preparing and casting domain spells. You may not use magic points to repeatedly cast domain spells. If a domain spell appears on the cleric lists and you select it as one of your normal spells for the day, you use magic points to cast it as normal from your list of cleric spells.

For example, Abbal is a 5th-level cleric. He can cast spells of up to 3rd level, granting him access to domain spells from the 1st, 2nd, and 3rd levels. Each day, he picks one of his two domain spells for each of those levels to prepare. Once a prepared domain spell is cast, it is gone for the day. Casting a domain spell prepared in this manner does not cost any magic points. Abbal has access to the Good and War domains. He picks *magic weapon* as his 1st-level domain spell, *aid* as his 2nd-level one, and *magic vestment* as his 3rd-level domain spell. If he casts his *magic weapon* domain spell, he spends no magic points but burns the spell for the day, just as if he was using the standard magic system. If Abbal prepared *magic weapon* as a cleric spell he could cast it up to his normal maximum per day using magic points and also cast it once as his domain spell. Domain spells and spells selected from the cleric spell lists are prepared in a completely separate manner. You cannot use magic points to cast spells prepared from your domains.

SPONTANEOUS CURING OR INFLECTING

Clerics have the ability to spontaneously transform prepared spells into healing magic. A cleric may always cast a cure spell, such as *cure light wounds*, by spending the appropriate magic points. Clerics are considered to always have those spells prepared for use in addition to the spells they pick for the day. However, they are limited in the number of times per day they may use their curing magic as with any other spell. However, a cleric who elects to prepare a cure spell ahead of time counts casting a pre-

pared spell as a use separate from spontaneous healing. The cleric may use his spontaneous healing up to his normal maximum limit and may also use a prepared cure spell up to its normal maximum. If a cleric uses his spontaneous healing spells too many times, he loses the ability to spontaneously cast that particular cure spell for 1 day after a night's rest.

The above guidelines also apply to an evil cleric's ability to spontaneously cast inflict spells.

SAVING THROWS

Saving throws against spells are determined as per the rules presented in the standard magic system. Using spell points to alter a spell's effective caster level does not change the spell's level or its saving throw DC. The standard formula for determining a save DC, 10 + spell level + attribute modifier, works the same in the magic point system.

You cannot spend additional spell points to boost a spell's level without the Heighten Spell metamagic feat. Paying a higher than necessary spell point cost for an incantation does not alter on its saving throw DC.

MULTICLASSING

If a character has levels in more than one spellcasting class, keep track of the spell points granted by each class separately. You cannot cross spell points between classes. For example, a cleric/wizard could not use spell points granted by the cleric class to cast wizard spells and vice versa.

PRESTIGE CLASSES

If a prestige class allows you to gain additional levels of spellcasting ability, you gain the spell points, higher level spells, and greater spell selection granted by your increased caster level.

NEGATIVE LEVELS

When a spellcasting gains a negative level, he loses spell points equal to the difference between his maximum spell points at his original level and the maximum possible at his current level.

PRESTIGE CLASSES, FEATS, AND MAGIC ITEMS

A fundamental change to the inner workings of the core magic system opens up many avenues for additional rules designed to expand and alter how magic works in a game. The following game artifacts make use of the spell point system and provide models for your own game design efforts using this system.

SPONTANEOUS MAGIC

What is magic?

Perhaps the single most dangerous question in arcane study, the issue of magic's true source can be said to have as many answers as students of magic. In truth, however, there are a few primary groups of theories. The three most popular are presented below.

Meraliel sighed. "The source of magic is simply occult or 'hidden' energy all around us. By combining these energies in certain scientifically reproducible ways — through words, gestures, and materials — effects we call 'spells' can be created. Some learn them through intuition, but the proof is there — you use the same components that we wizards do."

Hittin chuckled. "Scientific. Hah. You're just binding yourself in smart-sounding theory. Magic is what we are, gorgeous. You've got the Blood, or you don't. Some tricks just need more 'oomph' than others, and a strong will can get around that. How else do you explain 'metamagic,' milady?"

"Acceptance," Alorila replied. "Acceptance of the Great Mystery that is magic. Study can bind it, talent can foster it, but only acceptance of its unknowable nature allows its true power to flow through us."

All three shook their heads and began again...

The answer may never be known, because whatever arcane theory is behind the caster, the results are the same. While methods may differ, the effects of skills like Knowledge (arcana) and Spellcraft remain the same.

Ironically, the universal nature of these skills only fuels the debate, since anyone who masters his arcane understanding is able to manipulate magic in many ways. Most of these manipulations are meant to escape the limitations each style of magic imposes on them, granting wizards the ability to use spells they haven't memorized, or allowing sorcerers to create effects they haven't "learned." Though the risks of this "spontaneous magic" are great, so are the rewards.

SPELL ALTERATION: AN OVERVIEW

Sometimes, the magic available to an arcane spellcaster isn't enough. Though there are many different ways in which a spell can be altered, and the amount of time required varies, the basic process remains the same. Three skills are required to alter arcane energies, whether changing the rigid matrix of a prepared slot or bending wild and intuitive magic to the trained will. Knowledge (arcana) gives the caster the theoretical background to devise a way of altering the magic he already knows. Spellcraft is the central skill, with which the spell is actually changed. Finally, the caster's Concentration skill comes into play once the effect is released, as the energies must be held in place while the casting is done (since it wasn't done in advance, either through preparation or

by knowing the spell innately). A spellcaster can never take 10 or 20 on a Knowledge (arcana), Spellcraft, or Concentration check for spontaneous magic purposes. Regardless of the results, spell slots or points are expended normally.

If all three skill checks are successful, then so is the spell. The character gets the expected effect at full power. The desired effect must be fully described by the player in advance.

If two of the three skill checks are successful, then the spell is cast, but all numerical values other than the save DC are halved. This includes (but is not limited to) damage, area, range, duration, and bonuses. If no such values are applicable, the relevant save DC is halved, as is the caster's level for determining Spell Resistance penetration. Round down in all cases. Any increases gained from added metamagic feats or similar enhancements are likewise halved. For example, a Maximized Spell automatically does half the maximum damage the spell is capable of.

If only one of the three skill checks is successful, the spell fails. The character manages to control just enough of the energy to avoid complete disaster. Optionally, at the DM's discretion, the caster might get an insignificant magical effect.

If all three skill checks are failed, the magical energy matrix is somehow perverted or reversed, resulting in backfire. The spell is turned against the caster or his allies. This can result in any number of malicious effects, which can either harm the caster's group or aid enemies. See the backfire section later in this chapter for full details.

The time required to alter magical energy is based on the complexity of the change. While the concept of a "simple" change is highly relative when dealing with spontaneous magic, some changes are not as extensive as others and thus take less time regardless of the Difficulty Class.

Simple changes consist of a series of full round actions, with the Knowledge (arcana) check and the Spellcraft check each requiring full-round actions and the Concentration check being a free action. The Concentration check takes place at the end of the Spellcraft check's full-round action.

Complex changes require more time, as they are fundamental alterations of the spell's structure. Complex changes take 10 minutes, with both the Knowledge check and the Spellcraft check taking 5 minutes each. The Concentration check takes place immediately after the Spellcraft check.

In both cases, if the caster is distracted while the spell is being altered, the DM can call for regular Concentration checks. If a check is successful, the distraction has no effect on the casting attempt. If the check is failed, however, it is considered to be a failure of the required Concentration check. Further failures on Concentration

checks during the spontaneous effect are considered failures for the other skill checks as well, in reverse order. For example, Meraliel is attempting to spontaneously change a *burning hands* spell into a *fireball*. While making her changes, she takes damage twice, and fails both Concentration checks. She is considered to have failed her Concentration and Spellcraft checks. If the Knowledge (arcana) check is also failed, she is subject to backfire.

Keep in mind that a specialist wizard can't cast a spell from a prohibited school, no matter what skills he possesses. Likewise, the bonus slot can only be used to cast a spell of the specialist's chosen school.

Only arcane spellcasters may use this system. Divine spellcasters and those who use different forms of magic presented here, such as shadow magic or madness magic, cannot use this system. Only arcane magic is flexible enough to accommodate changes and governed by predictable rules that allow it to be changed on the fly.

BACKFIRE

This capacity to alter magic at will begs a question - why not do it all the time? Well, aside from the risk of losing spell energy, if the caster fails all three skill checks he's in serious trouble. That trouble comes as a release of uncontrolled arcane energy, or backfire.

Backfire can come in many forms, and ultimately the DM may freely determine its effect. However, there are certain guidelines that maintain consistency when determining results.

The most common and obvious backfire result is how the phenomenon gets its name - the spell's desired effect is reversed. In all cases, range is irrelevant, but area and duration remain the same. Anyone standing behind a wizard who fails to control a spontaneously cast *lightning bolt* is going to be very unhappy.

For purely offensive spells, the caster becomes the target. A *fireball* is centered on the wizard or *finger of death* targets the sorcerer. If a spell allows the target to make a saving throw, the caster can make a Will save with a DC of 15 + the spell's level. However, feats and extraordinary abilities that change the result of Fortitude or Reflex saves don't apply. A multiclass wizard/rogue, for example, can't benefit from the evasion ability, because the character is trying to shunt the energy away rather than dodge the effect. Spells that don't allow a target to make a saving throw, such as *magic missile*, can't be avoided. Spell Resistance never protects an arcane spellcaster from backfire.

In the case of non-damaging offensive spells, the caster also becomes the target - but if a save negates the effect, then if possible the caster should still be partially affected. A failed *hold person* should result in the caster being slowed on a successful save, for example, while *dominate person* could result in the caster being charmed with the intended victim. Spells that are more difficult to reduce in effect, like *slow* and *charm person*, could take effect for a single round on a successful save instead.

If the spell is defensive in nature, then either an opponent receives the benefits (the enemy's most powerful spellcaster or highest level character, whichever is more appropriate) or the caster becomes more vulnerable in whatever way he was trying to be more resilient. In the latter case, reverse the value of the spell exactly. *Mage armor* backfire would reduce the caster's AC by 4, *endure elements* would add 5 points of damage taken from the appropriate energy type by the first such attack each round, and *invisibility* would create a faerie fire field around the subject. Spells with the (D) quality can't be dismissed normally. A successful save halves the penalty, but not the duration.

TABLE 15-1: SPONTANEOUS CASTING COMPLEXITY

Change Type	Complexity	Base DC
Overcasting		
Spellbook	Simple	25 + 2 × spell level
Ritual	Complex	20 + 2 × spell level
Unprepared Spells		
Spell Mastery	Simple	20 + 2 × spell level
Spellbook	Complex	20 + 2 × spell level
Spell Burn	Simple	20 + spell level
Spell Alteration		
Decreased Power	Simple	DC 15 + spell level
Increased Power	Complex	DC 20 + spell level + 2 x metamagic level cost
Substitute Spell		
Same Type and School	Simple	DC 20 + final spell's level
Same Type or School (lower)	Simple	DC 20 + final spell's level
Same Type or School (higher)	Complex	DC 25 + final spell's level
Neither Type nor School	Complex	DC 25 + 2 × higher spell level + lower spell level
Spontaneous Freeform Casting		
Basic	Simple	DC 35 + 2 × spell level
Careful	Complex	DC 30 + spell level

Direct backfire for a spell without an immediate offensive or defensive effect is more difficult to adjudicate. Most divination and non-damaging illusion spells can simply hinder the character's perceptions for the duration of the spell (minimum one round per level), adding the spell's level $\times 2$ to any DC that requires the character to sense what's going on around him. 0 level spells add +1 to relevant DCs in this case. Spells that provide bonuses, like cat's grace, inflict penalties instead. Alteration spells used on the caster, such as *alter self*, either prevent shapechanging for the duration of the effect or make a useless change that make stealth impossible (bright blue skin, for instance). Transmutation spells cast on enemies, such as using *polymorph other* to change a dragon into a toad, rebound on the caster. Attempts to cast such spells on allies to benefit them, like giving a fighter wings, create effects that hinder the character, such as adding enough weight to increase his load rating.

Another way of determining backfire is by school. When determining a direct reversal effect seems overly complex or harsh, a more "generic" backfire can be determined by spell type and level. These effects last one round per level of the spell the caster attempted to modify.

Abjuration: Choose or roll 1d4: 1 = Nearest opponent's AC is increased by (spell level + 1); 2 = Caster's AC is reduced by (spell level + 1); 3 = Nearest opponent granted damage reduction against all attacks equal to (spell level/2 + 1); 4 = Caster takes (spell level + 1) in additional damage from each successful attack made on him.

Conjuration: Summon monster cast at level of spell attempted (minimum 1st level) as alignment exactly opposite of caster's (if caster is neutral, roll 1d4: 1 = LG, 2 = CG, 3 = LE, 4 = CE). Monster attacks caster for duration of spell or until slain. If caster is slain, monster attacks nearest ally of caster, continuing to attack until slain, spell duration ends, or all potential targets are killed.

Divination: Choose or roll 1d4. 1 = DCs for all Int and Wis checks are increased by (spell level + 1); 2 = Leader of group that is of most immediate threat to the caster instantly becomes aware of caster's position, abilities, and intentions; 3 = Caster receives circumstance penalty equal to (spell level + 1) to all attack rolls; 4 = All opponents receive a (spell level + 1) insight bonus to all attacks on caster.

Enchantment: Caster becomes enamored with enemy, acting as if *charmed* by the enemy character with the highest Charisma.

Evocation: Caster takes 1d6 $\times$ (spell level + 1) in damage. Caster takes half damage on a successful Will save at DC 15 + (spell level $\times$ 2).

Illusion: Anyone who would be adversely affected by the attempted illusion (including anyone who looks at the target of a change self or invisibility spell) is affected as if *true seeing* had been cast on them by a 20th level cleric.

LAND AND MAGIC

In many fantasy worlds, certain areas are stronger or weaker in magical strength. These regions can affect spellcasting in all sorts of ways, but are most relevant in terms of spontaneous magic. If and where these areas arise depends entirely on the source of magical energy.

Sometimes, these areas are zones, wide regions where magic functions differently. Perhaps life itself is the source of magical power, making forests magically stronger and blighted areas weaker. Alternately, a particular mineral or element might create magic-rich areas.

In other cases, worlds have ley lines, or leys, currents of natural energy coursing across the landscape. These leys are magic-rich, and important magical locations are traditionally found on them. Nodes are places where leys intersect, though places where three or more leys meet can be called junctions. Areas far from leys may be magically weaker.

Regardless of the source, a number of rules can replicate this. Magically strong areas (such as leys) can provide bonuses, such as a +2 circumstance bonus to all spontaneous magic checks and +2 to all save DCs. They may also reduce the point cost for spells by one or two when using the point-based system, or add one metamagic feat to all arcane spells cast in the area at no cost. Areas where magic is especially strong, such as nodes, might provide a +5 circumstance bonus to spontaneous checks, halve point costs, double the number of slots available (duplicating each spell memorized in a wizard's arsenal), and/or reduce xp costs for spells by half. Areas of magical supremacy, such as junctions, could produce a +10 circumstance bonus and eliminate point costs, slot expenditure, and/or xp costs. Such regions are better used for world-building than adventuring in, allowing magic items to exist in far greater number and variety than most fantasy games. They're also vital resources for mighty kingdoms and temperamental archmages with the power to repel armies.

Likewise, areas of weak magic could add +5 to all magic-related DCs and increase spell point costs, particularly weak areas increasing the DC penalty to +10 and actually draining half the character's points or slots (wizards choose which prepared spells to lose), which can be regained normally once outside the region.

Magically "dead" areas function identically to anti-magic fields. It is highly recommended that such areas be used as sparingly as junctions.

Necromancy: The caster must make a Will save at DC $10 + (\text{spell level} \times 2)$ or die. If the save is successful, the caster loses half his remaining hit points. If any injured undead are within the spell's range, the closest is healed by that amount. If any hit points are left over, the next-closest wounded undead is healed, and so forth.

Transmutation: Caster is turned into a newt (use lizard from Core Rulebook III). He gets better in (spell level + 1) days.

If no other form of backfire seems appropriate, have the caster make a Will save with a DC of $15 + (\text{spell level} \times 2)$. If the save is failed, the caster is held as if by a hold monster spell for $2 + (\text{spell level} \times 2)$ rounds. If successful, the caster is slowed for an identical amount of time. This is a result of the caster's attempt to stop the magic from bursting free, thus hindering his own energy pattern.

Overcasting

It can be frustrating to need a spell that the caster has access to but can't cast because its spell level is too high. A skilled spellcaster can attempt this for a price. Overcasting is the process of attempting to cast a powerful spell from a spellbook. Normally, the caster is not yet skilled enough to handle the energies harnessed by the spell. In game terms, he either lacks the ability score or caster level to prepare or cast the spell.

SPELL SOURCES

Scrolls: Scrolls can be used to cast a spell of any level, with only a small amount of risk. As described in Core Rulebook II, if the caster's level is lower than the scroll's caster level, he must make a caster level check with a DC of the scroll's caster level + 1. If this check is failed, the caster must immediately make a Wisdom check with a DC of 5 or suffer a scroll mishap, which functions like backfire.

Spellbooks: According to the rules of spellbook use, a wizard can theoretically have spells beyond his capacity to cast in his spellbook. For example, nothing prevents a 3rd-level wizard from adding a 5th-level spell to his books. While he cannot prepare the spell, he can understand its basic mechanics and scribe it into his book. When casting a spell in this manner, the wizard must burn spell slots totaling the level of the spell he wishes to use. He may not elect to burn more than one spell of any given level.

Ritual Magic: The caster must spend at least five minutes casting the spell from his spellbook for both his Knowledge (arcana) and Spellcraft checks. The Concentration check takes place immediately after the Spellcraft check. For spells of higher level than the caster's normal capability, slots equal in total levels to the spell being attempted are used, the caster can't take 20 on the Knowledge (arcana) check, and the difficulty is DC 20 +

(spell's level $\times$ 2). A spellcaster using a high level in this manner may elect to burn more than one spell of a given level.

UNPREPARED SPELLS

Occasionally, a wizard needs a spell he hasn't memorized, and he needs it immediately. A character in this position has three options. All three assume the caster is high enough level to use the spell or has the required attribute score. Otherwise, the caster must make an overcasting attempt.

Spell Mastery: The first requires the wizard to have the Spell Mastery feat. In this case, as a free action, he can attempt to "burn" a spell or slot to cast a spell known with Spell Mastery, using the standard spontaneous magic rules as normal. This spontaneous casting attempt has a DC of 20 + twice the spell's level and counts as a simple change.

Spell Book: This version of casting is more complicated than relying on Spell Mastery. The caster must use his spellbook (and no other) to perform the same effect if he does not know spell with the Spell Mastery feat. This more difficult trick has a DC of $20 + (\text{spell's level} \times 2)$ and is considered a complex change that requires 5 minutes for the Knowledge (arcana) and Spellcraft skill checks.

Spell Burn: A spellcaster can attempt to unravel a stored spell, turning it into raw power to blast his foes. Unlike the other options presented above, casters with intuitive magic (like sorcerers and bards) can try this, using their innate energy and hurling it largely unformed. The actual unraveling process is a simple change and requires spontaneous casting checks with a DC of 20 + the spell's level. The unraveled spell does 1d6 damage per spell level, firing the energy as a ray that extends out to close range (25 ft. + 5 ft./2 levels). The character must make a ranged touch attack, and the target can make a Fortitude save (DC 10 + spell level + caster's attribute modifier) for half damage. Obviously, 0-level spells are useless for use with spell burn.

No matter the method, unleashing the raw energy of a spell hurts. The caster takes 2 points of damage per level of the spell and must make a Will save at a DC of 15 + the spell's level or be stunned for one round.

SPELL ALTERATION

How many heroes have survived dragons and deathtraps, only to be fried by an ally's poorly-aimed fireball? Does the party need a *wall of ice*, but the wizard only memorized *cone of cold*? And is it worth the risk of unlearning a spell to be able to cast it this very second?

The skilled spellcaster can take the spells he knows and change them in different ways. By applying his knowledge of spontaneous magic, known or memorized spells can be slightly modified, significantly altered, or changed entirely.

MODIFICATION

Many combat spells affect large areas. Other spells are instantly lethal, have permanent effects, or otherwise create results that are sometimes inappropriate to certain situations. When necessary, the skilled spellcaster can reduce a spell's power.

A spell can be modified to reduce any of its relevant values, including range, area, duration, damage dealt, saving throw difficulty, and/or the number of targets affected. Damage can also be changed from normal to subdual damage. A death effect thus changed doesn't kill the target, instead doing twice the target's starting hit points in subdual damage. Spells with a duration of permanent can have the duration reduced by any amount, but spells with a duration of instantaneous can't.

Reducing a Spell's Power: Reducing a spell's effect is a simple change with a DC 15 + the spell's level. Any number of reductions can be made without increasing the difficulty of the modification, but the changes must be decided upon before making the skill checks. Any numerical rating connected to the spell, such as damage, area of effect, range, or duration, may be reduced by up to 50%. If the caster rolls two successes on his three skill checks the changes are made but one additional factor is cut in half, such as damage, duration, or area, or the spell's save DC is decreased by 4. If the caster makes one or no successes, the spell has its full effect as normal.

Increasing a Spell's Power:

Modification can also be used to increase a spell's effectiveness, but this is both more difficult and more costly in terms of power. This is done by adding metamagic feats to a spell that was not memorized with the feats added. The caster must have the feats to be added to attempt such a modification. Increasing the spell's power this way is also

a simple change, with a DC of 20 + the spell's level + twice the number of levels the metamagic feat adds. The caster must also expend spell slots equal to the number of slots the metamagic feat or feats would have added. A spellcaster may not use more than one spell from any given level to meet this requirement. A modification of this sort can't create a spell of a higher level than the highest level spells the character can cast.

Altering a Spell's Effects:

Some changes to a spell are easier than others. In between simple modification and complete spell change are situations where a spell the caster has is similar to one he wants, but still different enough that mere metamagic is insufficient. Both spells must be known to the caster and no alteration of this sort can create a spell of a higher level than the highest level spells the character can cast. That requires freeform magic.

Spells which share both the same school and the same energy type (subschool or descriptor) are the easiest to change, such as changing a *cone of cold* to a *wall of ice* or *cure moderate wounds* to *delay poison*. If the caster wishes to alter a spell into a lower level one, such an attempt is a simple change with a DC of 20 + the final spell's level. The caster must expend the original spell. The caster must have the desired spell in his books and be capable of casting it normally.

If the desired spell is higher level than the original one, the caster must expend a bit more effort to create the change. Such an attempt is a complex change with a DC of 25 + the final spell's level. The caster must expend the original spell and a single spell with a level equal to or greater than the difference between the original spell and the desired spell. The caster must have the desired spell in his books and be capable of casting it normally.



WHAT GOOD IS THIS TO MY SORCERER?

Not all of these tricks are of value to sorcerers or bards, who can cast spells at will. However, some of these effects allow the caster to use spells at a higher level than the slot of the original spell. For example, a sorcerer who had used up all of his 4th level slots could still turn *shatter* into *shout*, as described in the alteration section, by using a 2nd level slot in addition to casting *shatter* as normal.

In addition, sorcerers and bards can also use freeform magic if they have the necessary skills. While risky, such magic allows them to cast spells that would otherwise be impossible for them. See the freeform magic section for details.

Changing a spell that shares only the same school or only the same descriptor, like altering *meteor swarm* to *fire trap* (both fire spells from different schools) or *levitate* to *darkvision* (both transmutation spells with no descriptors), is somewhat more challenging. An alteration of this type is a complex change with a DC of 25 + twice the higher of the original spell's level and the final spell's level. You must know both spells and cannot change a spell to a higher level version. The desired spell must be the same or lower level.

FREEFORM MAGIC

When the available resources just aren't enough, a master of arcane spellcasting can completely rework magical energy. Essentially, the caster invents a new spell on the spot. Unquestionably the most difficult and dangerous effect a spellcaster can attempt, there is nonetheless something awe-inspiring about the idea of taking magical energy, bending it to the enlightened will, weaving a desired effect from it, and making that "spell" a reality—all at once.

All freeform magic skill checks are made against a DC of 35 + (effect's equivalent level × 2), with guidelines for determining level equivalency provided below. If the spell's equivalent level is higher than the highest level spell the character can cast, the caster cannot duplicate the effect. The caster must use a spell slot equal to the spell effect's equivalent level. The school of spell used determines the type of effect the caster can create. Freeform casting counts as a simple change. This casting's high DC reflects the rushed nature of using magic in this manner. Alternatively a caster may elect to make it a complex casting, in which case the DC is 30 + the spell's equivalent level effect.

Unless emulating a pre-existing spell, all freeform magic requires verbal and somatic components, but not material components, arcane foci, or experience points. If a spell's power exceeds the guidelines presented below,

the spellcaster can add expensive material components or an experience point cost to lower the effect if the DM allows. Materials should cost a minimum of 200 gp per spell level (before adjustment) to reduce the final spell level by one. Freeform spells can't be reduced by more than one level in this manner. Alternately, for a minimum of 200 xp spent for every level that's "bought down," a caster can reduce a spell's effective level with a maximum reduction of five levels.

Freeform spells can be affected by metamagic feats normally, including Still Spell and Silent Spell. The spell's effective level increases as described by the feat.

Freeform Guidelines

Suggestions for maximum allowable effects are provided in the charts to the right. Players may note that the guidelines presented often list maximum values lower than the most powerful spells of that level for the desired effect. This is deliberate. The spells in Core Rulebook I are examples of well-researched and time-tested magic. Improving on them with a spontaneously crafted effect simply isn't a realistic expectation. Even the ability to equal such magic with an impromptu casting is an impressive display of skill. As always, the DM may adjust these values as he sees fit.

When creating a freeform spell, the caster selects a spell type from the sections below, such as an attack spell or an illusion. Each type has a table that summarizes the level equivalent cost of different spell aspects. The caster selects the spell's specifications from the table and adds together each feature's level cost to determine the spell's total level.

ATTACK SPELLS

Some wizards may seek knowledge and enlightenment, but the adventuring spellcaster quickly learns to value sheer destructive power. While Core Rulebook II has suggested limits on arcane spell damage by single target and for area effects, in practical terms few basic spells are only capable of doing damage to a single target. Most attack spells that can only affect a single target are either melee touch attacks or death spells.

The school of evocation is the most effective one when it comes to dealing damage. Unless duplicating an existing spell, freeform evocation spells do 1d6 damage per spell level. To determine the total spell level of an evocation effect, pick the effects from the list below and note each's equivalent level. Add up each factor's level to determine the spell's total level.

Spell Level	Damage	Type	Area
0	1d3	Fire	Touch
1st	1d6	Cold	Ranged touch
2nd	3d6	Acid	1 targets
3rd	5d6	Electricity	3 targets
4th	7d6	Sonic	20-ft. radius burst
5th	9d6	Force	20-ft. radius spread
6th	11d6		20-ft. radius, 40-ft. high cylinder
7th	13d6		40 ft. cone
8th	15d6		—
9th	17d6		—

The second most useful school for dealing out damage is conjuration. It doesn't do nearly as much damage as evocation, but conjuration effects can linger and do damage over several rounds. A freeform conjuration attack can do 1d4 damage per level of the spell, and can last up to half the spell's level in rounds (round up). The effect lingers, dealing damage to all within it who fail their saving throw. Aside from the reduced damage, create a damaging conjuration spell in the same manner as an evocation one but increase its total spell level by 2.

Finally, necromancy can do a respectable amount of normal damage, as well as temporary ability or level damage. Necromancy rarely does significant amounts of damage, but *horrid wilting* may be the single most devastating damage-dealing attack available to arcane casters. Necromancy spells are created in the same manner as evocation ones. However, they deal one point of temporary ability damage can be done per equivalent spell level cost. These effects can be combined into a single attack. For example, a necromantic attack that does 3d6 damage and 2 point of temporary ability damage is a 4th level spell, can be used on a single target with a touch attack.

To save against a damaging effect, the victim must make a Reflex save with a DC equal to 10 + the spell level + the caster's appropriate attribute modifier.

ENHANCEMENT SPELLS

Spells that enhance abilities or skills are almost exclusively transmutation and divination effects. Enchantment spells can occasionally create "enhancement" effects through objects. Generally, the broader and more useful an effect, the smaller the bonus value. In general, a 1st level spell can add +10 to any skill check or a +1 enhancement bonus to a weapon. At 2nd level, an enhancement spell can add 1d4 to an ability score.

Normally, higher-level spells that provide bonuses to abilities, to attack rolls, or to skill checks provide "package deals" centered around a theme. *Tenser's transformation*, for example, adds hit points, Strength, Dexterity, natural armor, and provides an attack bonus and a bonus to Fortitude saves. Bonuses of the same type can be stacked.

For example, taking Strength twice in a spell means that the spell will add 2d4 to Strength and cost 4 additional levels.

Spontaneous enhancement spells last 2 rounds per level equivalent of the spell. Since the caster must create the spell on the fly, it does not have the staying power of a standard spell. The raw power of the magic used to create the spell determines how long it persists.

Spell Level	Duration	Type
0	1 round	+1 save
1st	2 rounds	+1 enhancement, +10 skill
2nd	4 rounds	+1d4 stat
3rd	6 rounds	
4th	8 rounds	
5th	10 rounds	
6th	12 rounds	
7th	14 rounds	
8th	16 rounds	
9th	18 rounds	

FIGMENTS, GLAMERS, PHANTASMS, AND SHADOW ILLUSIONS

Illusions are already highly flexible. Each spell above the cantrip level allows the caster to create any senses-deceiving effect he desires, limited only by the number of senses that can be fooled by a single spell at lower levels. A 1st-level spell can create any sight, sound, or smell, but only one of these senses can be fooled at a time. At 2nd level, two senses can be fooled, and at 4th level, all senses other than touch can be fooled with one illusion. At 5th-level equivalent or above, the illusion can duplicate any spell of 4th-level or lower. All numerical aspects of the spell function as a percentage of their normal values, as indicated on the table below, including duration. These spells do not need to have a separate duration or size aspect.

An illusion's size is dictated by the level equivalent spent to determine its total area of effect. Level equivalent 2 allows an illusion of Large size, while 4 allows one of Colossal size.

Only illusion spells can be used to create these spontaneous effects.

Spell Level	Duration	Size	Effect
0	Concentration	Small	None
1st	Concentration	Medium-size	One sense
2nd	4 rounds	Large	Two senses
3rd	6 rounds	Huge	Three senses
4th	8 rounds	Gargantuan	All senses
5th	10 rounds	Colossal	10% spell effect
6th	12 rounds		20% spell effect
7th	14 rounds		30% spell effect
8th	16 rounds		40% spell effect
9th	18 rounds		50% spell effect

INFORMATION SPELLS

While other schools may occasionally grant a subject knowledge, divination unquestionably reigns supreme in this regard. See the text below for divination's general information-gathering capabilities. Note that the ability to counter magical concealment at certain levels does not bypass spells that specifically block scrying or other forms of divination.

Generally speaking, a spontaneous divination effect counts as one level higher than a standard divination spell. Only divination spells can be used to create these effects.

Divination

1st level: detect something that could be found without too much difficulty (DC 10-15) by someone with the right skills, when the subject is present and non-resisting (example: *detect poison*).

2nd level: Understand subject, when the subject is present and non-resisting (example: *comprehend languages*), detect something hidden, so long as clues to its presence exist or it is magically empowered (example: *detect undead*), or provide large bonus to a single roll (example: *true strike*).

3rd level: sense that which is completely hidden by another (example: *see invisibility*).

4th level: extend senses for short periods (example: *clairaudience/clairvoyance*) and have comprehensive knowledge on one specific subject (example: *tongues*).

5th level: extend senses to any distance, with considerable effort (example: *scrying*) and sense divination (example: *detect scrying*).

6th level: limited extraplanar contact (example: *contact other plane*) and multiple simultaneous awareness (example: *Rary's telepathic bond*).

7th level: near-total knowledge of any one thing (example: *analyze dweomer*).

8th level: rapid divination (example: *vision*).

9th level: perfect knowledge of a single subject, anywhere (example: *discern location*).



PROTECTIVE SPELLS

While wizards and sorcerers are known for their sheer destructive power, the discerning adventuring party values their defensive magics even more. Arcane spellcasters are capable of a wide array of protection spells, ranging from Armor Class bonuses to virtual invulnerability.

Obviously, abjuration is predominant in terms of protective magic, and only spells from that school can provide any form of defense in this manner. However, in some specialized cases other schools are useful in providing a defense against attacks.

Armor Class is the most immediate form of defense available, and can be provided by evocation and transmutation as well as abjuration. Freeform magic can provide +1 to AC with a cantrip, +2 to AC with a 1st level spell, and +1 to AC for each additional spell level.

Illusions can instead grant a 10% miss chance at 3rd level, a 30% miss chance at 5th level, and a 50% miss chance at 7th level.

General saving throw bonuses can be provided by abjuration and transmutation, though any school can provide a bonus to save against spells of the same school, and divination can grant a save bonus against illusions.

The total bonus can be no higher than the spell's level, but this total can be divided between the three types of saving throws. For example, a 6th level freeform abjuration spell could provide a +2 bonus to all saving throws, a +6 bonus to one save, or a +4 bonus to one and a +2 to another.

Defenses against specific forms of attack, such as energy types, spells with specific descriptors, and forms of normal combat (bludgeoning, slashing, piercing, unarmed, melee, or ranged) can be created with abjuration, conjuration and evocation. This effect creates a pool of energy equal to the spell level times 5. 1st level spells block 5 points of damage per attack, 2nd level spells block 10 points of damage per attack, and 3rd level spells can block any amount of damage per attack up to the pool's remaining value. A 5th level spell can render the caster immune to the attack type for the duration of the spell. A 7th level can provide protection from two types of attacks at once, and each spell level above 7th adds one form of defense.

Damage resistance can be created with abjuration or transmutation, as follows:

Spell Level	Damage Reduction
5th	5/silver
6th	10/+1
7th	15/+1
8th	20/+1
9th	25/+1

The effects possible with protective magic cannot be stacked. For example, you could not use freeform magic to cast a spell that absorbs energy damage and provides damage reduction. A spell's duration is determined by adding level increments to the effect's base cost. A spell lasts 3 rounds as a default, plus 2 per each level equivalent spent on duration. For example, a spell with a duration of 7 rounds would have an additional level cost of 3.

SUMMONING

Creating a proxy combatant is possible through conjuration (summoning), and necromancy. Conjuration may be used call any outsider, while necromancy may summon undead. The maximum challenge rating of the summoned (or briefly created) warrior is the spell's level minus 2. The spell lasts for 1 round plus the level equivalent spent on duration.

Caster Level	Challenge Rating
1st	1/3
2nd	1/2
3rd	1
4th	2
5th	3
6th	4
7th	5
8th	6
9th	7

OBJECT MANIPULATION AND ALTERATION

Travel, binding and shapechanging are all major elements of a spellcaster's arsenal. In these areas of magic, any type of magic dealing with the creation and manipulation of forces can produce these effects. Transmutation, evocation, and conjuration spells can all power this type of spontaneous casting. To determine the spell's equivalent level, choose an effect from the table below. As a default, the effect lasts 1 round. Increasing the spell's equivalent level by 1 boosts its duration by 2 rounds.

Movement

- 1st level:** Move easily handled object (*mage hand, open/close, prestidigitation*)
- 2nd level:** Double speed, increase travel difficulty, or entangle one target (*mount, hold portal, animate rope*)

3rd level: Travel along unusual two-dimensional medium or block travel within an area (*spider climb, levitate, web*)

4th level: Total freedom or helplessness for one subject — travel in normally inaccessible medium or render helpless (*fly, hold person, water breathing*)

5th level: Limited spacial bypass, block magical travel, or create challenging barriers (*dimension door, dimensional anchor, wall of ice*)

6th level: Spacial freedom, nearly impassible barriers, move large objects (*telekinesis, teleport, hold monster*)

7th level: Group enhancement, permanent helplessness, strong repulsion (*Bigby's forceful hand, flesh to stone, mass haste*)

8th level: Planar travel, group imprisonment (*ethereal jaunt, forcecage, plane shift*)

9th level: Group transportation, virtual impassibility (*ethereality, prismatic wall*)

TRUE FREEFORM MAGIC

At a certain point in a fantasy world's development, magic becomes so powerful and prevalent that spellcasters no longer need spell slots or energy points. Whether arcane science, ever-present force, or endless mystery, a spellcaster's access to magic is limited only by mortal weakness. Whether the limits are physical (stored energy), psychological (conceptual limits), or spiritual (a lack of oneness with magic), eventually they can be surpassed.

Magic, no matter its origins, has a single pinnacle: limitless possibility. By removing the need for spell slots and/or energy points, the arcane spellcaster realizes that potential. Instead of a reliance on rigid slot storage or personal power, knowledge and understanding become paramount. The character becomes one with magic instead of merely using it.

The problem with allowing a PC to reach this pinnacle is game balance. Someone capable of transcending the limitations of standard magic is probably highly enlightened, and (unless extraordinarily evil) thus unlikely to misuse that great power. Whether or not a player is capable of showing similar restraint is something DMs will have to determine for themselves.

If the DM wishes to explore this aspect of magic while preventing arcane spellcasters from dominating the campaign, there are several options available. The easiest method is simply to raise the difficulties involved in casting a freeform spell. If the player always has to run a real risk of backfire, judicious use of magic is more likely. A related option is to require a Will save with the same DC as casting the spell; failure can cause normal damage of 1d6 times (1 + the spell's level), temporary ability damage of 1d4 to the relevant spellcasting ability, and backfire — doubling backfire effect if the caster also fails all three skill rolls.

Another option is increasing the effect and/or risk of backfire. The highest level effects available to a spellcaster are still determined by the caster's relevant ability, so if a caster takes temporary ability damage as well as other backfire effects when no successes are rolled, that will cause most players to weigh their chances carefully. Lesser backfire (half backfire effect, as on a successful Will save), temporary ability damage, or both, when only one success is rolled will drastically increase the chances of unpleasant results when freeform magic is attempted.

Whatever the mechanism, as long as spellcasters cannot throw infinite *fireballs* with impunity, they can have complete flexibility — if they're willing to handle it responsibly.

Beyond the Rules

Spontaneous magic provides limitless potential to a spellcaster's arsenal. Sooner or later, a player is going to attempt an effect that transcends these guidelines. Unlike allowing a caster to learn a custom spell, spontaneous magic creates no immutable precedent. The ebb and flow of magical energy can allow a one-time effect that may not be possible under other circumstances. (In other words, the DM can say "that's a higher level effect now" any time he wants.) In general, estimate high when figuring an effect's level equivalency; it's easier to adjust down than up later on. This chapter provides benchmarks, but magic defies simple numerical limits (damage aside). Spontaneous effects, particularly freeform ones, can be difficult to adjudicate, but allowing magic's true, limitless potential into a campaign can ultimately be very rewarding.

IN YOUR CAMPAIGN

The skill DCs presented here are designed to make spontaneous casting a viable option at around 10th level for a caster. At even higher levels, it becomes much easier for a wizard or other caster who does not mind risking a spell slot to produce a very wide range of effects. Sorcerers in particular gain a lot of flexibility under this system. Wizards need not worry so much about their spell choices for the day, as they can alter their prepared incantations to deal with problems as they arise. Thus, it is generally not a good idea to allow the PCs to freely use spontaneous magic. Generally speaking, arcane spellcasters can only use freeform casting of any sort three times per day.

Alternatively, you can use this system as a foundation for all arcane magic. Perhaps spells and other formulae are merely an attempt to impose order on what is otherwise a wild, barely controllable process. In this case, allow spellcasters to use this system as often as they wish. Remember, though, that sorcerers gain a lot more from the ability to freely alter their spells than wizards do. A sorcerer who takes one evocation with the fire subtype

gains the ability to cast a wide range of fire spells. In some ways, sorcerers quickly surpass wizards in campaigns where freeform casting is unlimited.

As another alternative, perhaps sorcerers lack the training, dedication, and scholarly mindset to ever use freeform altered casting. In this case, sorcerers are still limited in their selection of spells while the wizard class's strength, its flexibility of spells, is enhanced compared to other spellcasting classes. If your players tend to opt for sorcerers over wizards, these rules can help close any perceived gap between the two classes.

SPELL DESIGN

Though most all spellcasters live out their lives without even attempting to create new spells, others find it a worthy challenge or a way to leave their marks upon the history of their craft. Intensely time-consuming and prone to failure (if not disaster), spell design is an art best looked upon from a considerable distance... and behind very thick walls.

Most would-be spell designers shy away from the task before ever nearing completion, and for good reason. The vast majority of attempts to create new spells meet with either failure or a warped "success" with unwelcome or simply dangerous side effects (see *Thaumaturgy*, page 119, for an example). Even were this not the case, the sheer demands of time and money (as well as the potential life and limb) threaten to overwhelm the spellcaster. Further, a spellcaster can expect his colleagues to actively frown upon his work, viewing it as a waste of time at best, and a threat to their lives (or worse still, their reputation) at worst. Unfortunately, even the most powerful solitary wizards need research materials to properly formulate a new arcane spell, and an academy's library is better stocked than all but the richest and most powerful wizards'. For once, politics may be worth the risk.

As petty as the wizards' problems may seem, they are still dangerous; creating new divine spells is even more so. A divine spellcaster who seeks to create a new spell must also convince others (particularly in a lawful or evil hierarchy) that they are not being ungrateful for what the blessings already granted them, or worse still, challenging the powers themselves.

Spell design demands much of a spellcaster, in terms of time, materials, and risk. While lower level spells are somewhat easier to create, they are less rewarding except as a small step towards the eventual creation of a greater spell. The spellcaster cannot expect to begin his designs with spells which rival the power of *wish*.

PREPARATIONS

With proper planning and materials (to say nothing of DM permission), any spell is theoretically possible. Spells do not simply come into being, however, and even the wisest cleric or most intelligent wizard must push themselves to achieve success. Despite the potential dangers of the latter stages of creating new spells, the earliest stages are unquestionably more difficult, for it is here where the spellcaster must begin by wringing the actual from the potential.

The first step is always the same, regardless of class or spellcaster type: inspiration. Though many clerics wish they could heal better, or wizards throw about bolts of purest flame earlier in their careers, the simple fact of the matter is that most spellcasters are intent on designing new spells that are outside their reach. Those inspired to quick and easy success have little hope, as they are simply incapable of working the power they seek. The subtleties of channeling magical energies safely are beyond the ken of the inexperienced arcane spellcaster, while divine spellcasters should know better than to attract the wrath of the powers of the universe. Regardless, pride is a deadly and self-destructive sin in the realms of magic.

The spellcaster roughly sketches out the spell's dimensions and definition, as well as the spell school and/or Domain, and possible types thereof. This need not be overly specific, nor necessarily follow the trends of other, similar spells (i.e. *restoration* is a conjuration spell, but *greater restoration* is a necromantic spell), but both remain good guidelines, as spells are far easier to create with a frame of reference.

Let's apply this to an example. Saretina is a 5th level druid, and after several encounters with a band of evil monks, is determined to negate some of their advantages. Because they use fast-strike tactics against their enemies and flee after their objectives are complete, Saretina has decided to make a spell that invokes the powers of nature to increase her own speed. Her player defines the basic

spell outlines: a low-level spell that allows a character to take extra actions and move faster. Looking over the PHB, her player notices that although no spells exactly match this premise, there is a spell somewhat similar to the planned one - *haste* - that is also different enough to justify the existence of a similar, less overtly powerful spell. Unfortunately, *haste* is uniquely arcane, and has no features overtly tying it to nature, further making it unsuitable for a druid spell. Rather than abandon the idea, the player adds a few wrinkles to the spell for both flavor and mechanics — instead of simply increasing the running speed of the spellcaster, the spell harnesses the spirit of a common woodland animal — the deer — granting speed at the cost of courage. With this slight modification, the

player feels the spell is more in line with Saretina's class and with balance consideration. The spell is also clearly an evocation spell — calling on the deer spirit — with possible use for clerics of the Animal Domain, druids, and rangers. The DM looks over the proposal, and allows it to go forward, making a mental note not to let the spell's effects go overboard.

Once the spell outline is ready, the spellcaster must begin research before the next step — experimentation. This research need not be that of a slow, drawn-out search over musty

tomes (though it can be

that, and often is for wizards), nor need it be at the cost of game time. Indeed, for more unusual or powerful effects, the spellcaster must consult rarer sources, a sure sign of a quest.

Research takes different forms for different types of spellcasters. While wizards and sorcerers can pour over ancient texts or research notes of their predecessors, they may also conduct field investigations — researching a new spell based on fire magic certainly justifies an incursion into the Elemental Plane of Fire. Bards may seek out new tales of great heroes or villains whose legends inspire the very powers they seek to master. Clerics and paladins quest to prove themselves worthy for their deities' benefices, while rangers and druids might commune



through nature by fasting or protecting its resources, particularly in those areas central to the new spell's ideals. The extent of the spellcaster's learning depends on both the quality of his efforts and his capability of understanding the research itself, requiring Knowledge checks.

Additionally, the spellcaster may seek out the advice or aid of an expert in the field of study covering the prospective spell (not necessarily a spellcaster themselves; a paladin could certainly gain useful insight from a planar). Such individuals typically demand quests or recompense in exchange, which may or may not be secretly part of the research. The price of aid is always more dear than that of advice, but a living expert provides more than the notes of a dead one. Mentors may offer other benefits besides advice or an extra set of hands during the experiment stage, particularly if the mentor and spellcaster become close during their association.

Technically speaking, research is not a necessary step in the creation of a new spell. Not all of the current spells require research, after all, and some major discoveries come about through sheer accident. Research does make the experimentation stage easier, however, and only the most unusual spells would have no basis for them in pre-existing lore.

There is another benefit to doing research: that of simple pragmatism and mathematics. Given that the planes are high infinite, and have existed longer than any care to guess, there is the distinct possibility that the new spell the spellcaster seeks to design is already in existence. While this deprives the would-be archmagician of the fame associated with having a spell named for him, it can ultimately save on time and resources, particularly for the high-level spells. Even should this not be the case, the discovery of similar spells helps in the final product tremendously.

To continue our earlier example, with the spell outline approved, Saretina seeks to further understand the spirits of deer. As a relatively low-level character, she can do little to halt transgressions of greater forest menaces, but chooses to protect a family of deer during winter months. Since the DM has ample preparation time, this becomes part of the story, rather than a subplot played out during downtime. Through their efforts, Saretina's party has discovered the general region where the evil monks lair, near a wooded forest. Unfortunately, the monks' frequent conflicts with the party have driven the villains into hiding for the moment, resulting in a small checkmate as each group plans their next move. As the party cannot afford to abandon the hunt so close to their quarry, they winter near the forest. Here, Saretina couples her duties as an adventurer with her research on the new spell. She protects the deer of the forest from sportsmen but not from hunters seeking food (which is part of the natural order). During this time she also discovers a difficult trail leading

to a valley, wherein she finds the monk's hidden enclave! Though only a druid could easily travel the route in winter, she reports her findings to the party, and the group begins planning in earnest how to defeat their foe once the spring thaw arrives.

At the close of the session, the DM forces Saretina to make a Knowledge (nature) check to determine how well she understands the deer. Since her role as a protector of the wild comes second to her adventuring ways, the DC is high — 25. With an Intelligence of 14 and a Knowledge (nature) skill of 8 ranks, granting her a total of +10 to the check — not bad, but ultimately the odds are against her, and her check is only 23 — so close! Still, Saretina does not despair. The winter has only just begun, and the party has already uncovered an important secret of the enemy. It will be spring before the party strikes, and the monks think themselves hidden, and are unlikely to press the attack before formulating a plan themselves.

On the evening of the winter solstice, Saretina discovers an ancient treant, half asleep with the changing of its leaves. Though the treant has no overt skill with druidic magic capable of directly helping her, it has certainly observed the deer much during its long life. Saretina offers to help keep the treant free of vermin and parasites, and the treant offers its knowledge in exchange. The first offering the treant gives up is that it is easier to understand the deer by becoming one of them with the wild shape power of druids. Saretina accepts the treant's advice gratefully, even as her player groans over forgetting such an obvious tool for the spell.

Since the treant will give advice freely so long as it lives and Saretina does not anger it, the DM does not force a skill check for this portion of the druid's research. If Saretina is confused about any aspect of the treant's advice, she need only speak to it again.

EXPERIMENTATION

Once the spellcaster feels he has researched enough, he may begin the experimentation process. At this time, the player and DM work out the final details of the spell — the name, level, components, casting time, range, area of effect, duration, the presence or lack of saving throws or spell resistance, and the other details of its function. While the player may make suggestions, the DM is ultimate arbiter of the game, and should ever remember play balance when creating new spells.

Returning to our druid, after spending a month with the deer and listening to the treant's advice, Saretina decides she is ready to begin experimenting to create her new spell. The DM has reviewed the PHB and DMG for advice, and come to the conclusion that while the spell is feasible, it is also useful enough to be a 3rd-level spell, which limits Saretina's daily uses of it more than her player would like. Even with her Wisdom of 16, if the spell

were 3rd-level she could only cast the spell on two of her party members a day, less than half the group. The player asks the DM what it would take to lower the spell's level to 2nd (which, while only giving her one more casting per day, means that both scouting the monastery and cutting off the monks' escape is that much easier). The DM consults the DMG, and decides that the addition of a rare component — a whole antler of a deer that has died peacefully of old age, used as a material component — would do the trick. Saretina's player considers, then agrees.

Saretina bids farewell to her friends as she enters the woods alone. She hopes to return with a new blessing of the forest, the spell which she will call *Hart's Soul*.

Afterwards, the DM writes up the new spell:

Hart's Soul

Evocation [Animal]

Level: Animal 3, Drd 2, Rgr 2

Components: V, S, M

Range: Touch

Target: One creature touched

Duration: 1 round/level

Saving Throw: Will negates [harmless]

Spell Resistance: No

Through the use of the antler, you draw the spirit of a deer into the target's heart for a time, increasing both the target's speed and timidity. The target may take an extra partial action on his turn, either before or after his regular one, which may only be used for movement. Additionally, he can jump one and a half times as far as normal, an increase counting as an enhancement bonus.

Deer are timid creatures, however, and for the duration of the spell, the target suffers a -4 circumstance penalty on all fear saves and when resisting Intimidate checks.

Material Components: The whole antler of a deer that died peacefully of old age.

Application

Unlike the research stage of the design process, seclusion makes experimentation much less risky, both for the spellcaster and any unfortunates who might wander by during an early miscast. Seclusion is not strictly necessary, however, but distractions risk hampering or corrupting the experiments.

Before the retreat into isolation, the spellcaster gathers together all materials needed for the process, including any lab materials, holy texts, epic stories, or the like, as well as any and all research notes the spellcaster has collected up until this point. The research stage is not actually over, however, as both early successes and failures are valuable in the creative process.

DM'S NOTE: LIMITING SPELLS BY MATERIAL COMPONENTS

In the example of Saretina's spell creation, the DM makes an unusual choice for the material component of the spell: that a worthless object would be so rare. While finding such an object would be difficult in the future, it is not impossible right now — Saretina has access to the material component right now, having already taken up the guardianship of several such deer in the dead of winter. The DM clearly likes the immediate use of the spell, but has effectively reserved the right to remove it in the long term, should the spell prove unbalancing.

Additionally, because the antler has no monetary value (the antlers of elderly deer are too fragile to be worth selling), it is effectively more difficult to find than cut gems — which, after all, are always valuable, even to non-spellcasters, and can be purchased with relative ease with riches common to high-level characters. Other, similar examples include: a fistful of soil from a dangerous plane; a tear from each of a beholder's eyes; a wedding ring, given without deception or coercion; the dying breath of a man, sealed in a vial. Each of these items is absolutely worthless and difficult to obtain, ironically making them perfect choices as spell components for new spells.

While experimenting, the spellcaster must work uninterrupted for a period of no fewer than 8 hours a day, and must have absolute concentration during this time. The character may work longer hours, gaining checks more frequently, but risks exhaustion (which ultimately slows the design process). He may also work fewer hours, lowering the chances of interruption, but this delays the finalized spell. The spellcaster announces how many hours he intends to work each day between skill checks, but as the world goes on about him, interruptions may occur.

He may receive aid from others of his class, or that of an expert, but no one else can reliably help him with the experiments. Other aides (such as the ever-popular lab assistant for wizards) may help keep interruptions to a minimum, or perform other functions which allow the spellcaster to work longer than the default 8 hours a day. Unfortunately, co-workers and assistants are the most common source of sabotage during experiments.

An interruption is anything which prevents experiments' work being begun or finished in a day (such as a fire, the revelation that a new spell component is needed but not at hand, an attack, adventuring, etc.), or which damages or destroys vital materials. Work does not progress during this time. If a spellcaster does not experi-

Benefits

Bonus to Skill Check

For every prior failed skill check during the experimentation	+2*
For every prior successful skill check during the experimentation	+1*
For every successful pertinent Knowledge check made during research	+2*
Consulted an expert	+3**
Consulted his own Extraordinary Mentor	+5**
For every assistant, up to five total	+1***
For every level of spell the spellcaster can use in excess of the new spell's	+1
For every natural 20 rolled during research checks	+1
For every Domain the spellcaster and the new spell share	+2
Spellcaster is a specialty wizard in the new spell's school	+2
Spellcaster has a Spell Focus feat in the new spell's school	+2
Spellcaster is experimenting in a guarded location	+2
For every spell that the spellcaster knows that is a more powerful version of the new spell	+3
For every spell that the spellcaster knows that is a less powerful version of the new spell	+1
For every spell that the spellcaster created which is a version of the new spell	+5
Spellcaster has access to pertinent masterwork or magical equipment	+3
For every rare component required in the spell	+5

- * One-time benefit. Announce the use of the bonus (or bonuses, if the marked bonus accumulated) before making the check. If the check fails, the spellcaster has grossly misapplied or misinterpreted lessons from the research or from previous experimentation.
- ** This is a one-time benefit unless the spellcaster can summon (by spell or other means) the expert or mentor in less than a day throughout the duration of the experiment.
- *** An assistant is a character or creature who performs miscellaneous duties which would otherwise fall to the spellcaster. An assistant has no skills pertinent to the skill check, and may not cooperate.

Penalties

DC Increase

For every interruption	+2*
For every check since the last success in this experiment	+2*
For every month since the last check in this experiment	+4*
Spellcaster has had to change locations for experiments	+5*
For every natural 1 rolled for research checks	+5
Spellcaster has no spells similar to the new spell	+5
New spell is most similar to a spell of a different type (arcane or divine)	+10
Spellcaster performed no research	+10
Spellcaster is using poor equipment	+10
Spellcaster knows no spells of the same school as the new spell	+20
Spellcaster is using no equipment	+20
Spellcaster is missing spell components from the new spell	+25
Spellcaster is a specialty wizard of a school other than the new spell's	+10

- * This penalty only affects the present check, and subsequent checks do not necessarily have this penalty.

ment for two or more days, he loses the benefits of all hours spent experimenting since the last skill check, and must begin anew. So long as he makes and keeps his notes, however, he does not lose the benefits of any of his previous skill checks. A successful Concentration check (DC equal to double the excess hours over 8 intended to be worked that day + double the spell level of the researched spell) negates the interruption's ill effects, so long as it is still physically possible to continue with the day's experiments.

After 60 hours of experimentation, the spellcaster makes a skill check, usually of a Knowledge (arcana for wizards and sorcerors, religion for clerics and paladins, nature for rangers and druids), Perform (bards), or Spellcraft, which alternate (use the same skill for checks until scoring a success). At this point, the spell essentially

does exist, but its limits and subtleties are undiscovered. The Spellcraft checks determine the spellcaster's knowledge of the spell's limits, whereas the other checks build upon his familiarity with the nuances and subtleties of the new spell. Consult the tables below to determine how successful this period's experiments are. Up to three other characters may cooperate on these skill checks, assuming that they have the appropriate skills.

Base DC: New spell's level for spellcaster's class × 10 (minimum 10).

Natural 20s during experiment checks provide extraordinary insight, and count as an additional success toward the spellcaster completing the spell. Natural 1s during experiment checks indicate a massive mishap during that period's tests, dealing a number of d10s in damage to a

random character in the vicinity and destroying an important piece of equipment. Spellcasters may not take 10 or take 20 on these checks.

To complete a spell, the spellcaster must have a number of successes equal to twice the spell's level (minimum of 1). Once completed, the spell is the caster's to do with as he pleases, though it is considered common courtesy to reward other spellcasters who have a direct hand in either the research or the final product with a copy of the scroll. Should word get out, the spellcaster's fame will also increase, garnering him more jealous enemies as well as greater recognition and respect from his acquaintances and allies.

To finish our example, let's assume that Saretina journeyed into the forest once more, and the treant provided her with a hidden copse in which to conduct her experiments. Her research into the deer, and her subsequent protections of them, produced only modest results: 2 successful checks overall. She still has access to the treant's wisdom, however, and has two antlers from an old buck who died in her arms.

Deciding that time is of the essence, Saretina experiments for 10 hours a day. Fortunately, the treant's protection spares her interruptions, and she suffers no ill effects for this. After six days, she is ready for the first check. Her DM decides that her first experiment check will be a Knowledge (nature) check, to determine whether she understands the nature of the deer. Her base DC for the check is 20 (10 times the spell level of the new spell), +5 for not having any similar spells, +10 for having the most similar spell — *haste* — be arcane, for a total DC of 35. Her Knowledge (nature) and Intelligence modifier bonus combined is only +10, but she consulted an expert (+3), can cast spells of 1 level higher than Hart's Soul (+1), is inspecting in a guarded location (+2), and the spell requires a rare component — the antlers (+5), for a total bonus of +21. Cursing the lack of druids in the area, as well as the lack of assistants willing to trudge into winter's snow to help her, Saretina must roll a 14 or better to succeed at this point. Since she has nine weeks before the thaw, she's not terribly worried, and chooses not to expend the research bonuses at this time. She rolls a 15, barely succeeding, but now needs only three more checks before she can cast the spell.

After resting up for one day, Seratina continues. As the skill checks involved alternate, she must now make a Spellcraft check. While her DC is unmodified (35), she only has 6 ranks in her Spellcraft skill, and she has one successful experimental check to her name already, for a net of +20 to her check. With eight more weeks before the thaw, she is confident that she will have the spell ready in time, and again chooses to keep her research bonuses until later. This turns out to be a good decision for all the wrong reasons — needing a 15 or better, Seratina's check result is a natural 1! During the experiment, her sample antler shatters into hundreds of shards, and she takes 2d10 hits. Fortunately for her, low rolls are the order of the day, and she suffers only 5 points of damage.

Healing and pressing forward, Seratina must again face the Spellcraft check. Her DC is higher this time —

+2 to a total of 37, due to having had one check since the last successful check

— but this is offset by the +2 to her check she gets from a previous failed check. While her confidence is shaken, she has learned a valuable lesson in her failure. On the morning she is to finish the week's experiments, she finds some most unwelcome visitors — the monks heard the previous week's misfire, and three of them have finally found the source of

the strange noise! She cannot let them escape knowing what they've seen, so she quietly whispers a request of her treant ally — that the forest close in around them, completely trapping all four combatants. While Seratina and the treant make short work of the monks once they could not flee, the danger has not passed — once they realize their fellows are missing, the monks will know that there is a nearby threat, and further investigate. Not only has the interruption cost her a day, but she must also step up her timetable and either change the location for her experiments or chance that her foes stumble across her again!

The following morning makes the choice easy. Finally able to perform her skill check (now +1 to DC 38 due to the interruption, but she expends both of her research benefits for a total of +4; she now needs a 12 or better), her run of bad luck ends when she scores a natural 20! Not only did she succeed, but the check counted double, and she only needs one more success before learning Hart's Soul.



With three successes, Seratina leaves early to warn her friends of the monks' movements. Deciding that the forest holds less possibility for discovery than the nearby town, Seratina and her friends return to the copse, chancing that between the treant and their own skill at arms, they can handle any attacks launched their direction.

Seratina is now ready for the final push. Working at 15 hours a day, she can finish in only four days. The final check is again one of Knowledge (nature), and back down to DC 35. Her total bonus, however, is a staggering +34 (+2 Intelligence modifier, +8 Knowledge (nature) ranks, +3 from her treant advice, +1 for having a higher level of casting, +2 for a guarded location, +5 for the rare component, +2 from a previous failure, +6 from three effective prior successes, and an additional +5 from her party members-cum-assistants). Her check is predictably successful, and the following morning, the final attack against the monks begins, this time on more equal ground...

ARCANE DUELING

Everyone who has spent time around arcane spellcasters knows they consider themselves a breed apart from normal folk. It's a function of their special ability to channel the power of arcane magic. Anyone who can kill with a few words of Draconic, a pinch of sulfur, and a wave of the hand earns a sense of his own superiority. But it also comes from the rigorous and ritualistic nature of their training, and the feeling of professional solidarity that this unique experience creates.

The custom of arcane dueling forms an important part of that shared experience. Wherever arcane spellcasters congregate, you are likely to find a dueling society composed of novice practitioners eager to show their mettle. These duelists are not young hotheads eager to avenge slights against them, but serious scholars seeking the fellowship and respect of their peers. When they are not dueling as scholars and gentlemen (or so they fancy themselves), you are likely to find them debating theories of arcane magic or tapping a keg of ale and composing bawdy lyrics in Draconic.

No governing body or official set of regulations oversees arcane dueling, but duelists everywhere follow the same general forms and rules of etiquette. It seems that dueling originated in a single place (now unknown) and spread by demonstration and word of mouth so that, local variations notwithstanding, the essence of the practice remains the same everywhere. It is also a tribute to the influence of the work of the scholar Procopios Belzus, who devoted his career to the subject and wrote the definitive treatise on it, *Tome of the Arcane Challenge*. The book became an instant success among young spellcasters, and now serves as the canonical text for arcane dueling societies in every corner of the known world.

BEFORE THE DUEL

A formal duel requires at least 5 participants: the 2 combatants, a judge, and no fewer than 2 witnesses. The judge officiates the contest and insures that its rituals are performed properly. The witnesses keep an eye on the judge to make sure he carries out his duties fairly and they also help him watch out for any cheating. All parties involved must be arcane spellcasters. Seconds for the combatants are not necessary, except in those rare cases when a duel is fought to resolve personal differences, for blood and honor rather than gentlemanly competition.

Many dueling societies require that duelists pledge a token of distinctive personal value as a prize. The winner of the contest gets to keep his opponent's wager. Usually, these tokens are amulets or badges — something small enough to be worn as a trophy — made of brass or bone, with some identifying mark showing from whom it was won. Arcane duelists from wealthy or otherwise prominent families have been known to carry tokens carved from ivory or cast from precious metal.

Before the duel begins, the judge establishes the duelists' marks, usually by drawing parallel lines ten human paces (i.e., about 30 feet) apart. The combatants must remain just behind their marks throughout the contest. They may not move laterally, either.

The duelists then take their places, face each other and, as a matter of etiquette, salute each other. This may involve a gesture, a ritualized verbal address, or both.

Meanwhile, the judge takes his place, off to the side midway between the duelists. He pronounces a benediction upon the contest, asking a deity of his choice to witness the duel and watch over the combatants. Procopios described a duel between two young wizards that he witnessed in the city of Nodh as typical in this sense. The judge was an older wizard who stood on the sideline as the youths faced each other, spread out his hands, and called out to the sky above: "O Atatha [the local god of luck], we beseech that you keep watch over these young devotees of thine, for they test their skill only to honor thee. Let them acquit themselves so that they prove themselves worthy, yet let no harm befall them."

As it turned out, Procopios wrote, the judge need not have worried. "The two youths were so inexperienced in their practice that their spells hardly singed a hair on the other's head. They harmed each other not a whit, so that the judge was forced to declare the contest a draw when both so exhausted themselves that they could cast no more that day."

THE CONTEST

Once the judge gives the pre-arranged signal, the duel commences. At this point, both duelists may begin casting a spell of their choice. Whoever gets his spell off first is deemed the first caster for the remainder of the contest.

He may not cast again until his opponent has had a chance to cast (assuming that his opponent is still standing, of course). If the judge determines that both have cast simultaneously, he gives the signal again.

After that initial exchange, the duelists take turns casting at each other, with the first caster initiating. Each duelist must remain on his mark while the other casts. He may not move his feet to dodge the effects of a spell. Procopios notes that the following restrictions on what may be done in the course of a duel appear to be universal:

- 1 Duels are not fought to the death. Dueling is not bloodsport (although it has been used on rare occasions to settle feuds), but a pursuit of scholars and gentlemen. A duelist who kills his opponent without giving him the opportunity to yield — even by accident — suffers the strongest possible ostracism by his peers, and may also be subject to criminal prosecution by local legal authorities. Procopios states this not only as a matter of fact established by his research, but also with the full force of his moral and ethical passion.
- 2 The use of wands, rods, staves and other magical items is strictly forbidden, as they may give one duelist an unfair advantage or prolong the duel long past the point at which it really ought to end.
- 3 Area effect spells, such as *fireball* or *meteor swarm* are strongly discouraged unless the dueling ground is large enough to accommodate their use without harming someone other than the duelists. Inflicting wounds upon the judge, witnesses or innocent bystanders, even by accident, is a severe breach of dueling ethics. Use of such a spell gives the judge full justification for disqualifying a duelist right then and there.
- 4 Pursuant to the ethical principle that dueling to the death is unacceptable to spellcasting fraternity, spells that can kill your opponent in a single blow without giving them the opportunity to yield, like *power word kill*, are very much forbidden.
- 5 Similarly, spells that create permanent and profound transformations that are difficult to undo (such as *geas*) are also forbidden.

The exact list of spells that are banned from use varies from locale to locale, but Procopios could not find a single place where duelists did not accept these general principles. Banned spell lists are kept and amended as necessary by individual dueling societies, and petty political disputes within these groups can emerge over what spells get on the list and who gets to put them there.

Ending the Duel

A duel continues until one combatant yields or is unable to cast a spell on his turn, whether because of wounds, spell effects, or spell depletion. The judge determines how much of an opportunity a combatant should be given to cast on his turn before he is disqualified. Standard protocol also dictates that a duelist in obvious distress must be given the chance to yield by his opponent. And the judge may step in and end the duel at any time if he determines that one combatant has taken enough physical damage so as to place him in danger of his life and award victory to the other.

DIVINE SPELLCASTERS AND DUELING

Procopios noted that the practice of dueling never took hold among divine spellcasters, even though their magical repertoire could easily be adapted to it. He acknowledged that clerics and druids tend to abhor combat for its own sake, and engage in it only in what they perceive as the defense of their deity.

But he also speculated that most clerical orders already provided a highly developed institutional structure for their members, whereas arcane spellcasters had no such device for creating a cohesive class identity. When you traveled from city to city, temples to the sun god or the god of travel pretty much looked alike, performed the same rituals in the same way, and their clerics affected uniform dress and preached the same doctrines. Many religions had overarching organizations that tied various temples together and forced them to adhere to orthodox practices and beliefs. They communicated clearly and effectively to their younger members what was expected of them if they were to fulfill the church's expectations and rise in the hierarchy, as well as what made their place in the world distinctive.

Arcane spellcasters, for the most part, had a much weaker feeling of institutional solidarity with their fellows, even within individual specialties. The customs and rituals of dueling gave arcane practitioners a common frame of reference, a way of relating to each other and forging a collective identity, that they otherwise lacked.

Notes for DMs on Game Mechanics

Arcane dueling is a ritualized form of combat and as such, rules for handling combat govern it. At the beginning of the duel, each combatant should roll for initiative, with the winner acting as first caster for the remainder of the duel.

Because duels will probably involve combatants taking damage, remember to enforce Concentration checks when appropriate. If one duelist misfires a spell because he's in too much pain to cast it properly, it could mean the difference between victory and defeat. It may also be a sign that the judge needs to step in and end the duel.

Remember that etiquette strictly forbids dueling to the death. As soon as one of the combatants takes damage, consider that the judge begins to scrutinize him, weighing when it would be appropriate to end the duel. Under normal circumstances, the judge should step in as soon as one duelist has suffered damage worth half of his hit points and declare the other combatant the winner.

Duels also end if one combatant simply runs through his entire day's allotment of legal spells and cannot cast on his turn. In this case, he forfeits the duel. A duel between a high-level and a low-level spellcaster is therefore a substantial mismatch, and if a low-level spellcaster is foolhardy enough to take one on, he should have a sound plan for taking his opponent out early in the contest.

If a PC wins a duel, award him XPs worth 10% of his opponent's normal XP value.

In highly advanced cities with a rich magical tradition, the duelists are each protected by a screen that glows with a faint blue haze. As the screen absorbs damage, it flashes brightly. Any spell that deals direct damage to a duelist instead causes his screen to flash. The artifact absorbs the physical damage and transforms it into light. Thus, duelists may unload spells such as *magic missile* or *acid arrow* with impunity. At the end of the contest, the caster who dealt the most total damage is the winner. Each caster makes saving throws as normal to determine the total damage the spell would inflict against him. In addition, a duel automatically ends after 1 minute (10 rounds) of casting. Thus, a duelist could use a spell such as *charm person* or *resilient sphere* to halt or delay his opponent's casting while continuing his own.

ADVENTURE HOOKS

You can use the existence of dueling societies and the ritual of arcane dueling as a pleasant diversion for your PCs or weave it tightly into the fabric of an adventure. Perhaps one of your PCs belonged to a dueling society as a novice spellcaster and formed life-long friendships; you can use this as a way to introduce an important NPC to the party. Or, if an arcane spellcasting PC arrives in a city or large town for an extended stay, he could have the option of joining a local dueling society for a bit of professional camaraderie and some relatively risk-free XPs. Local duelists in a pinch might ask a qualified PC to serve as a judge or a witness (only to get caught up

in a dispute over improper observation of the forms, or even accusations of cheating). Or perhaps the party comes to a place where dark rumors circulate about the doings of a dueling society composed of evil (or simply eccentric) spellcasters, and someone tasks the PCs with investigating them.

INTELLIGENT MAGIC ITEMS

Enchanted items that possess a mind of their own are a staple of fantasy gaming and literature. From a malevolent ring that yearns to return to its dark master to a dwarf axe crafted to defeat a terrible orc king, intelligent items add an additional level of roleplaying and tactical processes to your game.

This section is broken down into two parts. The first piece describes a few basic intelligent item personalities. Each item presents personality notes and item qualities appropriate to sort of item it covers. The second section gives rules for expanding an intelligent item's abilities over time. In essence, it presents a simple, flexible character class which items can use to advance their abilities.

INTELLIGENT ITEM PERSONALITIES

The templates presented here are described using the following format:

Name: The personality's name.

Description: A brief explanation of the personality's origin and purpose. Also, this section describes the personality's typical attribute score spread.

Personality: Notes on traits and social tendencies amongst items that use this personality.

Weapon Qualities: Magic weapon qualities appropriate to armament that uses this personality.

 **Primary Abilities:** Common primary abilities.

Extraordinary Abilities: Typical extraordinary items imbued into the item.



Alien Item

Description: The alien intelligent item is much more than a magical construct imbued with intelligence. Instead, it is a wholly alien life form that appears on the material plane as an inanimate object. Aliens find their predicament somewhat odd. They are rarely happy with the dependent nature of their relationship with their owners and of all the intelligent items they are the most likely to rebel. Alien items tend to exhibit powerful abilities, but their motives and goals are largely inscrutable. Alien items favor Intelligence and Charisma over Wisdom.

Personality: Alien items are bizarre, strange, and difficult to comprehend. Most are chaotic neutral, though largely because their personalities and motives fail to match any human norms. Aliens are very curious about their environment and grill their owners endlessly about the nature and purpose of topics ranging from the utterly mundane (why do you need to eat?) to the deeply philosophical (are good and evil relative or absolute?) Imagine a talkative tourist badgering the locals for information and you have a good picture of the alien's personality. Alien items seize control of their users in order to investigate an interesting event or phenomenon.

Other alien items are so thoroughly divorced from their surroundings that their few statements are bizarre and nonsensical. These items are potentially quite dangerous, as their goals and desires usually remain unknown until the item attempts to take control of its bearer and force him to commit some unspeakably bizarre act.

Weapon Qualities: When found as weapons, alien items commonly have the ghost touch and brilliant energy special abilities. Formed from bizarre, extra-planar materials, they manifest as immaterial objects.

Primary Abilities: As beings intensely curious about the world around them, alien items exhibit divination-based primary abilities such as *detect secret doors*, *detect magic*, and *locate object*. Alien items with utterly incomprehensible personalities tend to have seemingly random abilities.

Extraordinary Abilities: *Detect thoughts* and *clairaudience/clairvoyance* are the most common extraordinary abilities amongst alien items. As mentioned above, some possess a hodgepodge of qualities that seem to have no connection to one another.

Ancestor

Description: The ancestor is the bound spirit of an ancient spirit. Called from beyond the veil to inhabit the weapon, the ancestor gladly serves his people to help preserve his line. Ancestors seek to impart their accumulated wisdom to a younger generation and can be rather obnoxious about dismissing the beliefs and desires of the youngsters who bear them.

Personality: Ancestors have seen it all. Battling a red dragon on the crumbling battlements of the duke's castle? The ancestor has been there and done that three times over. It does its best to counsel and advise its bearer, sometimes going so far as to seize control in order to put what it considers the best plan of action into motion. Ancestor items are a tremendous asset when they serve as advisors but can be a liability when they insist that their way is the only way to deal with a problem. Wisdom and Intelligence are the ancestor's favored attributes.

Weapon Qualities: Weapons imbued with ancestral spirits show no particular tendencies to any weapon qualities.

Primary Abilities: Ancestor weapons normally have ranks in skills such as *Intuit Direction* and *Sense Motive*. In addition, an ancestor weapon may have 10 ranks in any Knowledge skill, usually one related to history. This represents the ancestor's accumulated decades of experience.

Extraordinary Abilities: As befits their roles as advisors and supporters, ancestor weapons have extraordinary abilities that allow them to support and aid their wielders. *Cat's grace*, *bull's strength*, *haste*, and *heal* are all common abilities for ancestor items.

Avenger

Description: Forged to right some terrible wrong, the avenger exists solely to deal out punishment for a transgression that may have taken place centuries ago. Some avengers are tasked with combating a general type of act, like a sword designed to defeat all robbers and highwaymen. Others are built to struggle against a particular event, such as a longbow built to slay every last orc who participated in the raid on the elf village of Thuellai and their descendants.

Personality: Avenger items are single-minded to the point of monomania. They continually badger their bearers about taking care of the task at hand, namely striking out to fulfill the avenger's purpose. An avenger weapon may allow its wielder to stray from the path for a time, but inevitably it demands its owner see to its task. Many a warrior bearing an avenger blade has awakened in the middle of the night and crept away from his comrades to embrace his weapon's quest. Needless to say, avenger weapons are all too eager to battle their wielder for control. Wisdom and Charisma are the avenger's two primary attributes.

Weapon Qualities: Bane is the most common characteristic for avenger weapons, usually with the object of the item's hatred selected as its victim. Mighty cleaving and keen are both quite common as they deal additional damage to enemies in a gruesome, painful manner. Similarly, vorpal is also popular for these weapons. Traits they operate on alignments, such as chaotic, lawful, holy, and unholy are common in weapons designed to operate against religious sects or alignments.

Primary Abilities: Avenging weapons normally have the ability to grant the Power Attack feat to their wielder. Against their chosen enemies, they attempt to control their bearers and force them to use that feat to the maximum of their abilities. For example, avenger sword carried by a 10th-level fighter may try to force him to convert his entire +10 base attack bonus into extra damage when he attacks.

Extraordinary Abilities: Avenging weapons focus on dealing damage. Thus, extraordinary abilities such as *finger of death* and *magic missile* are common in avenger weapons.

Diplomat

Description: Designed to aid emissaries and other representatives in their dealings with other races, the diplomat intelligent item is best used in social situations. The satraps of the sunken city of Tairk were renowned for carrying these weapons while lording over their conquered domains. According to legend, the swords always asked anyone who grasped their pommel "Drawing me in anger now may gain you victory today, but how many enemies will it earn you tomorrow?" Diplomats seek to guide their bearers to solutions other than violence, yet when battle is called for they are powerful weapons.

Personality: Diplomats are calm, reasonable, and never show emotions. They can be maddeningly logical, dismissing out of hand any situations, complications, or considerations that arise from human feelings. To the diplomat love, hatred, and vengeance are burdens that cloud clear thought. They favor reason over action and have been known to seize control of their bearers to prevent them from charging into battle without fully considering the alternatives. Diplomats focus on Intelligence and Charisma.

Weapon Qualities: When found imbued within weapons, diplomats commonly exhibit the defending special ability. They seek to preserve their bearers without necessarily inflicting violence on their opponents. Diplomat weapons with that quality sometimes take control of their bearers in order to force them to use the defending ability.

Primary Abilities: Diplomats have the following primary abilities: 10 ranks in Sense Motive, free use of Expertise, uncanny dodge, and evasion. In addition, some diplomats have the ability to cast *tongues* once per day on their user.

Extraordinary Abilities: Diplomats favor abilities that make it easier to deal with others in social situations. Abilities such as *charm person*, *detect thoughts*, and *telepathy* are all common in them.

Master

Description: Dedicated to achieving the pinnacle of some field, the master is a tool driven to extract the greatest performance possible from its wielder. When found as a weapon, the master expects to help its wielder improve his skill and study the art of combat. Others serve as helpers for an artisan, possessing knowledge and training to aid in his development and magical abilities to protect and preserve his work.

Personality: Masters are relentless, demanding, and unafraid to voice their opinions in harsh, insulting words. The master demands excellence from his wielder and will have it no matter what the cost. A master weapon pummels its wielder with continuous commentary on his maneuvers, tactical choices, and fighting style. Useful

masters provide advice and constructive criticism that allows a warrior to improve over time, while bitter or cranky ones merely berate their users for their incompetence and moan over the poor luck that landed them with a bungling idiot. Masters take control of their wielder when they feel they are being misused or are stuck in the hands of an incompetent. They favor Intelligence and Wisdom over Charisma.

Weapon Qualities: Masters are very commonly dancing weapons. When they can no longer withstand their wielder's fumbling, they demand to be let loose to show how a competent warrior fights.

Primary Abilities: Abilities such as the free use of feats such as Combat Reflexes, Sunder, and Improved Initiative are all common to master weapons. They seek to improve their wielder's abilities by showing them how to do things. Granting feats fits into that purpose.

Extraordinary Abilities: Masters bound into weapons do not tend to any specific extraordinary abilities. Those charged with protecting their charges favor abilities such as *shield* and *stoneskin*.

Sentinel

Description: The sentinel is attached to a specific place. It was crafted to defend a domain, castle, kingdom, or other area and seeks to recruit a worthy warrior to help it with its charge. Sentinels focus on defensive abilities and have a strong knowledge of the areas with which they are associated. They are also commonly bound to a royal line or a government.

Personality: Sentinels are worriers. They fret over the state of their realm, their wielder's health, and their ability to cope with any threats they may face. Sentinels have a strongly defensive mindset. They believe in securing themselves against attack before readying an offensive of their own. Some sentinels are bound to areas that were long ago destroyed by invasion or some other disaster. These items sometimes become avengers. Sentinels most commonly attempt to seize control of their bearer in order to force him to help defend the sentinel's home or hold back an attack in favor of aiding an ally. They favor Intelligence and Wisdom over Charisma.

Weapon Qualities: Obviously, the defending ability is a common choice for sentinels. Abilities that help quickly dispatch foes, such as shock, mighty cleaving, or icy burst, are also common. The sentinel prefers not to fight, but if needed it can put down a foe before it can pose a threat to the weapon's homeland.

Primary Abilities: In keeping with the sentinel's defensive tendencies, it favors abilities such as uncanny dodge, evasion, and Expertise. In addition, abilities that preserve the wielder to survive dangerous environments, such as removing the need to sleep or breathe, are also common.

ARCANA

High Score	Low Score	Communication	Capabilities
11 or lower	11 or lower	Semiempathy	One primary ability
12-13	11 or lower	Empathy	Two primary abilities
12-13	12-13	Speech	Two primary abilities
14-17	13 or lower	Speech	Three primary abilities
14-17	14-15	Speech	Three primary abilities, and can read any languages which it can speak
14-17	16-17	Speech, Telepathy	Three primary abilities, and one extraordinary power, and can read any languages which it can speak
18+	17 or lower	Speech, Telepathy	Three primary abilities and two extraordinary powers, and can read all languages and read magic
18+	18+	Speech, telepathy	Four primary abilities and two extraordinary powers, and can read all languages and read magic

Extraordinary Abilities: *Teleport* is the most common extraordinary ability for a sentinel item. If its homeland is in danger, it may attempt to seize control and force its wielder to immediately teleport there to aid in its defense.

MAGIC ITEM PROGRESSION

In many fantasy stories, the heroes wield items that slowly gain in power and importance as the plot progresses. One of the oddities of fantasy RPGs is the PCs' willingness to discard trusted weapons and other items that have seen them through difficult times as soon as a more powerful item becomes available. Presented here is a new sort of NPC class, one designed to be taken and used by magical items. It works best for weapons, though it can be applied to permanent items such as cloaks, boots, and other wondrous items.

THE BASICS

The epic item class is available to any magical item that does not consume charges as it is used. Thus, wands, staffs, rods, scrolls, potions, and some rings are barred from this class. The class is designed primarily for weapons, though it can be applied to rings, armor, and other permanent items.

LEGENDARY MAGIC ITEMS

Forged from the most powerful magics, crafted for epic heroes, legendary magic items gain in power at the same rate as their wielder. Some items contain slumbering spirits that awaken over time, while others watch their user's actions and reveal their abilities when they judge their wielder worthy of them.

Hit Die: +1 item hit points/level.

Level	Total Value	Weapon Qualities	Intelligence Level
1	Masterwork	+0	0
2	Masterwork	+0	0
3	Masterwork	+0	0
4	2,000 gp	+1	0
5	2,000 gp	+1	0
6	8,000 gp	+2	0
7	8,000 gp	+2	0
8	18,000 gp	+2	1
9	26,000 gp	+3	1
10	31,000 gp	+3	2
11	47,000 gp	+4	2
12	49,500 gp	+4	3
13	67,500 gp	+5	3
14	97,000 gp	+6	4
15	123,000 gp	+7	4
16	130,000 gp	+7	5
17	153,000 gp	+7	6
18	205,000 gp	+8	7
19	239,000 gp	+9	7
20	299,000 gp	+10	8

Requirements

To become a legendary magic item, an item must fulfill all the following criteria:

Charges: The item must not rely on charges for its magical power.

Quality: The base item must be of masterwork craftsmanship.

Class Skills

The legendary magic item class skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2.

Note that a magic item must use its skills in such a manner dictated by its physical form and abilities. An item that has not yet gained Intelligence, Wisdom, and Charisma scores may not use its skills. Furthermore, many skills are not usable until the item gains the ability to communicate. For example, an item that communicates via empathy cannot use its Intimidate or Diplomacy skills against NPCs. Even though an item has not yet gained an Intelligence score, it still accumulates and spends skill points. When it is awakened, it may then begin to use its skills.

Items receive 2 skill points at each level. Do not multiply this total by 4 at 1st level. The item's total skill points are not modified by the item's eventual Intelligence score. Otherwise, the item may use its skills as normal within the restrictions of its physical form. For example, an item with Perform would have to rely on art forms that require only a speaking voice, such as singing or comedy. At the DM's option, some items may gain extended use of their skills based on their form. A magical lute with the Perform skill could play a tune on its own, for example.

Class Features

All of the following are class features of the legendary magic item class.

Levels: Legendary magic items do not gain experience points. When they are crafted, they possess the full potential of their 20th-level abilities. However, over time the intellect stored within the weapon sinks into hibernation if the item goes for an extremely long time without use. Each time the legendary weapon's wielder gains a level, the weapon also gains one. As a rule of thumb, a legendary weapon is an appropriate treasure for a character whose level equals the weapon's. However, an item can have a lower level than a character. If an 8th-level fighter wields a 5th-level legendary sword, the sword becomes a 6th-level weapon when the fighter gains his 9th level. The item advances when the fighter does, but it never leapfrogs levels to catch up.

Total Value: The legendary item has magical qualities and abilities equal to the total gp value listed at a given level. Note that these values do not include the cost of the base masterwork item used to create the magic item. At 1st to 3rd level, the legendary item is worth only the market price of its base masterwork item. At 1st to 3rd levels

a legendary longsword is worth 315 gp, the standard price for a masterwork longsword. At later levels, add that base 315 gp cost to the item's total value. At 4th level, the legendary longsword is worth 2315 gp, 2,000 gp for attaining 4th level and an additional 315 gp for being a longsword.

When designing legendary magic items, the gold piece value listed for a given level is the primary cap on its value. The weapon qualities and intelligence level are based on that gp value. If you build a magic weapon using the listed bonus and intelligence, its value equals the listed gp total.

Weapon Qualities: The bonus listed under this heading represents the maximum combination of enhancement bonuses and weapon special qualities that you may normally add to a weapon. This cap is not a hard and fast measurement but instead a guideline to help you quickly design legendary weapons.

Intelligence Level: The intelligence level corresponds to the item's intelligence level, communications method, and capabilities. As with the total bonus listed for weapon qualities, the value under this header is designed as a shortcut to help produce items. When building items from scratch, you may instead rely on an item's total listed value by level.

DESIGNING LEGENDARY ITEMS

When building an item with this class, it is easiest to plan out the progression of its abilities all the way to 20th level. An item of a given level does not need to make full use of its potential capabilities. You may instead design items that delay some abilities until later levels. For example, at 13th level an item may have a total of abilities equal to a +4 weapon, even though the item is allowed to have +5 worth of qualities. At 14th level you may then grant the item an ability worth a +2 bonus, granting it the +6 bonus allowable at that level. An item may also drop previously gained abilities and replace them with more powerful ones. For example, a legendary longsword could gain the flaming ability at 6th level and then later drop it in favor of flaming burst at 9th level.

Legendary items should always have a history, detailed personality, and coherent set of abilities. Legendary items are the pinnacle of the magical craft and are always crafted for a specific person, event, or purpose.

Int Lvl	Mental Ability Scores	Communication	Capabilities
1	Two at 2d6+5, one at 3d6	Semiempathy	1 primary
2	Two at 2d6+6, one at 3d6	Empathy	2 primary
3	Two at 2d6+7, one at 3d6	Speech	2 primary
4	Two at 2d6+8, one at 3d6	Speech	3 primary
5	Two at 2d6+9, one at 3d6	Speech	3 primary
6	Two at 2d6+10, one at 3d6	Speech, telepathy	3 primary, 1 extraordinary
7	Two at 2d6+11, one at 3d6	Speech, telepathy	3 primary, 2 extraordinary
8	Two at 2d6+12, one at 3d6	Speech, telepathy	4 primary, 2 extraordinary

For non-weapon legendary items, use the total gp value by level to design the item. Since wondrous items and others do not have the clear progression of abilities found with weapons, those treasures simply gain a completely new set of abilities as they gain levels. You may combine the abilities of more than one magic item of a given type. Determine the value of such an item by adding the component items' values together and increasing the sum by 20%. Combining capabilities into a single item is more valuable than the sum of its parts because a character can now gain the advantages of two magic items in one item slot. For example, a character can wear one ring that combines the abilities of three even though creatures cannot normally wear more than two rings. All rules for stacking bonuses still apply. Combining two abilities of two +1 rings of protection does not yield a +2 ring.

Items other than weapons, armor, and shields do not need to add in the cost of the base masterwork item. That cost is already contained within the base magic item's market price.

Armor and shields work exactly like weapons. Simply break down the abilities by their component enhancement bonus value and stack them onto the item as it gains levels.

Not all weapons have to start at 1st level and progress to 20th. A legendary item may begin play at up to the character's level and can be restricted in advancement to any level before 20 if you wish. Not all legendary items achieve the same level of power, nor do they all begin at the same level.

CHARACTERS AND LEGENDARY ITEMS

Player characters should not normally create these items. They are meant to cover powerful artifacts forged in ancient times or for specific purposes. It makes little sense for a PC to produce a legendary item, as the level progression is meant to simulate an item's awakening powers after uses of disuse or an intelligent item's acceptance and approval of a new master.

As an optional rule, however, you may allow PCs to create these items. If a character wishes to make one, he must have all the feats, spells, and other prerequisites necessary to create the highest level version of the legendary item and must create that item normally. He may then create a level progression table using the rules above that results in the final item. He may not use any abilities in the progression table that he could not add to an item.

ALIGNMENT AND LEGENDARY ITEMS

As an optional rule, you may assign an alignment and personality to a legendary item, including the sample personalities presented earlier in this section. If the item's wielder does not live up to the item's goals or ideals, it may refuse to rise in level as the character progresses. The item finds the PC unworthy and chooses to hide its abilities.

Later on, the item may change its mind if the PC comes around to the item's beliefs or takes up its goals.

SAMPLE LEGENDARY ITEM

The following legendary item is suitable for use in play and serve as an example of how to design legendary items.

Pardek's Hammer

In the ancient days of the dwarven kingdom, the great king Pardek was a wise and just ruler. In those days, the dwarves had only just recently emerged from the gods' plane and begun their first efforts to mine the mountains. Those first years were marked by great prosperity as the dwarves uncovered massive veins of gold, mithral, and other valuable ores. As is sadly the case, all good things must come to an end. As the dwarves dug deeper, they awakened slumbering demons, unleashed hordes of troglodytes, and drew the attention of the first orc hordes. Beset by enemies, the dwarves were forced to retreat to their uppermost mountain galleries. Trapped at the very top of the mountain, Pardek beseeched the dwarf gods to aid his people in their hour of need. As he stood atop the mountain, the voice of the rock itself thundered through the sky. Lightning arced through the air, striking the hammer and infusing it with the raw elemental power of the storm that raged around the king.

"The creatures of the depths dare not take to the surface," howled the winds.

"They fear mother sun and father sky," echoed the craggy peaks.

"Should they walk beneath me, I shall strike them down with the power of the air," thundered father sky.

"Yet they shall never wander from their dark caverns," said mother sun.

"Go forth with this shard of my being. Bring to them that which they hope to avoid," the four shouted in unison. With that a final barrage of lightning bolts slammed into King Pardek's hammer, infusing it with the power of the sky. With his newly enchanted weapon, Pardek led his people on a crusade against the invaders. His hammer blasted his foes with thunder, smote them with lightning, and drove them back to deepest caverns of the earth.

For eons, the hammer has since been lost. Originally buried with Pardek, it was subsequently stolen by human tomb robbers and lost in the mists of time.

Pardek's hammer was forged by the lords of elemental air in the ancient days of the dwarven kingdom. In that time, dwarves had only recently established their mines and had not yet claimed the earth as their home. The hammer speaks in low, rumbling tones. It is slow to anger and is normally calm and placid. In battle, its demeanor changes markedly. It shouts battle cries and rumbles with energy. Electricity crackles around its head and when its thundering ability activates, the hammer shouts in dwarvish "Death to the fiends of the depths."

The hammer is carved from an unidentifiable black rock, in actuality the raw, physical essence of elemental air. Its head and haft are inscribed with pictographs of thunder clouds hurling lightning bolts at cowering orcs, demons, and other figures.

Level	Pardek's Hammer
1	Masterwork warhammer Listen +1, Perform +1
2	Masterwork warhammer Listen +2, Perform +2
3	Masterwork warhammer Listen +3, Perform +3
4	+1 warhammer Listen +4, Perform +4
5	+1 warhammer Listen +5, Perform +5
6	+1 shock warhammer Listen +6, Perform +6
7	+1 shock warhammer Listen +7, Perform +7
8	+1 shock warhammer Listen +10, Perform +9 Int 10, Wis 14, Cha 12, semiempathy Grants Improved Initiative
9	+1 mighty cleaving shock warhammer Listen +11, Perform +10 Int 10, Wis 14, Cha 12, semiempathy Grants Improved Initiative
10	+1 mighty cleaving shock warhammer Listen +12, Perform +11 Int 10, Wis 15, Cha 13, empathy, Grants Improved Initiative, Mobility
11	+2 mighty cleaving shock warhammer Listen +13, Perform +12 Int 10, Wis 15, Cha 13, empathy Grants Improved Initiative, Mobility
12	+2 mighty cleaving shock warhammer Listen +15, Perform +13 Int 10, Wis 16, Cha 14, speech (Dwarven) Grants Improved Initiative, Mobility
13	+3 mighty cleaving shock warhammer Listen +16, Perform +14 Int 10, Wis 16, Cha 14, speech (Dwarven) Grants Improved Initiative, Mobility
14	+3 mighty cleaving shocking burst warhammer Listen +17, Perform +16 Int 10, Wis 17, Cha 15, speech (Dwarven) Grants Improved Initiative, Mobility, uncanny dodge

15	+4 mighty cleaving shocking burst warhammer Listen +18, Perform +17 Int 10, Wis 17, Cha 15, speech (Dwarven) Grants Improved Initiative, Mobility, uncanny dodge
16	+4 mighty cleaving shocking burst warhammer Listen +20, Perform +19 Int 10, Wis 18, Cha 16, speech (Dwarven), telepathy Grants Improved Initiative, Mobility, uncanny dodge
17	+4 mighty cleaving shocking burst warhammer Listen +21, Perform +20 Int 10, Wis 19, Cha 17, speech (Dwarven), telepathy Grants Improved Initiative, Mobility, uncanny dodge Cast lightning bolt (8d6 damage, 200-ft. range, DC 13) 1/day
18	+5 mighty cleaving shocking burst warhammer Listen +23, Perform +22 Int 10, Wis 20, Cha 18, speech (Dwarven), telepathy Grants Improved Initiative, Mobility, uncanny dodge Cast lightning bolt (8d6 damage, 200-ft. range, DC 13) 1/day Cast globe of invulnerability 1/day
19	+5 mighty cleaving shocking burst warhammer Listen +24, Perform +23 Int 10, Wis 20, Cha 18, speech (Dwarven), telepathy Grants Improved Initiative, Mobility, uncanny dodge Cast lightning bolt (8d6 damage, 200-ft. range, DC 13) 1/day Cast globe of invulnerability 1/day
20	+5 mighty cleaving shocking burst thundering warhammer Listen +25, Perform +24 Int 10, Wis 21, Cha 19, speech (Dwarven), telepathy Grants Improved Initiative, Mobility, uncanny dodge Detects evil at will Cast lightning bolt (8d6 damage, 200-ft. range, DC 13) 1/day Cast globe of invulnerability 1/day

Deep Scour's Cloak

This legendary item serves as an example of a non-weapon or armor legendary item. Since other item types do not have enhancement bonus equivalents for their abilities, you must calculate the value of the item as described above. Note that this item does not include the 300 gp cost of a masterwork cloak. That cost is already included in the price of its component parts. The weapon



given above does not need to break down its exact cost because it was designed using the given guidelines for weapon bonuses and intelligence levels.

In the days of an epic invasion of the dark elf realms, the attacking surface elves found it difficult to navigate the dark, alien realm of the underworld. To help solve this problem, the elves crafted cloaks using the raw essence of shadows, cavern spirits, and earth elementals. These vaguely sentient items were designed to aid elf scouts as they explored passages leading to the dark elf vaults.

Over time, the cloak attunes to its wearer's intellect, granting him the use of its true abilities and slowly forming a bond of communication with him.

Level	Deep Scout's Cloak Equivalent Abilities
7	cloak of elvenkind (2,000 gp) cloak of resistance +2 (4,000 gp) Intuit Direction +7, Knowledge (underearth) +7 Total value: 7,200 gp
8	cloak of elvenkind (2,000 gp) cloak of resistance +2 (4,000 gp) cloak of arachnida (6,000 gp) Intuit Direction +8, Knowledge (underearth) +8 Total value: 14,400 gp
9	cloak of elvenkind (2,000 gp) cloak of resistance +2 (4,000 gp) cloak of arachnida (6,000 gp) Intuit Direction +10, Knowledge (underearth) +10 Int 13, Wis 12, Cha 8, semi-empathy Grants wearer Blind Fight Total value: 24,400 gp

MAGICAL AND MUNDANE ITEM TEMPLATES

Templates added to magical items allow you to customize particular traits, abilities, and enhancements granted to items by a particular race, culture, religion, or other

group. A magical longsword produced by a dwarf craftsman may have slightly different characteristics than one produced by an expert elf swordsmith. The dwarf blade may be heavier and more durable, while the elf weapon is lighter, easier to handle, and more pleasing to the eye. The dwarf forges a tool designed to chop through orcs, while the elf produces an art object that happens to be a sword. Item templates allow you to make minor changes to a weapon, armor, ring, or any other object's basic statistics to reflect the culture or craftsman that produced it.

USING TEMPLATES

The templates are a simple way to differentiate between items. In game terms, a +1 longsword is just as good as any other similarly enchanted sword. Templates allow you to introduce some variation into a weapon's details without radically altering its performance. For example, dwarf weapons are more durable than normal ones while gnomes ones are slightly smaller than normal. Elf rings are designed and built to readily accept magical enhancements, making them much easier to imbue with magic than to normal items.

Each template functions much like a monster template. The item template slightly alters the item's base statistics and modifies its base price up or down. In some cases, the item may gain additional, minor magical qualities. Typically, the template adds some additional detail to the item's appearance and functionality.

Not every weapon or magic item produced by a race must use that race's template. For instance, dragons produce primarily normal magical items. Only in select cases do they craft items with the draconic template. The templates are meant to cover rare and exquisitely crafted items, not everyday or common tools.

TEMPLATES AND MAGIC WEAPONS

While in some cases a masterwork weapon may receive a template, such an armament is considered mundane for purposes of damage reduction and other defensive effects. For example, a wererat (DR 15/silver) gains its DR against a blessed longsword unless the blade was enchanted with an enhancement bonus in addition to the template or was forged from silver.

GAME STATISTICS

Each template has the following modifiers and rules listed with it.

Modifications: This lists the changes made to a mundane item of the appropriate type. It includes any magical effects or alterations to an item's size, hardness, or hit points.

Items: The general class of items eligible to receive the template. In addition to the magical item categories, some templates may be applied to mundane, masterwork items.

Cost: The gold piece modification to the item's base price. In some cases this is a negative number, indicating the template signifies a poorly crafted item that is of lower quality than normal.

Prerequisites: In order to craft an item using the template, a character must meet the requirements listed here. Generally speaking, most of the templates are poor choices as options to add to an item a PC constructs though they enhance the value and durability of items found as treasure.

Ancient

"Ancient" is a template that may be applied to any item produced by a long-lost civilization that rose and fell before the current age of a campaign world. These items are covered in hieroglyphics, runes, and other indecipherable markings. In some cases ancient items are forged from bronze, particularly if current civilizations are more technologically advanced than their ancestors were. In others, ancient weapons and items are forged from incredibly strong, unrecognizable alloys whose secrets have long since been lost. Common ancient weapons include hand axes, javelins, spears, maces, and clubs. Armor heavier than scalemail and weapons such as the bastard sword and crossbow may have been completely unknown to older civilizations. Ancient scrolls are written on papyrus or small stone tablets, while wondrous items are built from bronze. An ancient item is recognizable on sight, even if its exact origin is not. These items bear the design and materials of an obviously foreign or ancient culture. No one would mistake an ancient sword for a freshly forged one.

Modifications: Items that managed to weather the ravages of time represent the pinnacle of an ancient civilization's craftsmanship and technology. An ancient item

gains a +1 bonus to its Hardness and a +2 bonus on all item saving throws in addition to any bonuses gained for magical enchantment. Note that unattended ancient items do not receive a saving throw, as normal.

Items: Armor, weapons, rings, scrolls, rods, staves, wands, wondrous items.

Cost: Ancient items are not only valued for their magic but as rare art objects. Collectors pay a premium for historical artifacts in working order. Increase the market price of an ancient item by 250 gp.

Prerequisites: None. Ancient items were made with processes either long lost to modern spellcasters or simply too primitive to employ. Optionally, casters with 13 or more ranks in Knowledge (ancient history) may decipher the secrets necessary to duplicate ancient craftsmanship. In addition to the slightly higher market price, an ancient item takes twice as long to complete which allows for time to gather materials necessary to duplicate those available to the ancients for researching proper construction techniques.

Blessed

Forged with the exalted, pure ores of the upper planes, shaped by angels and other saintly beings, "blessed" items are the bane of evil and a mighty tool for heroic crusaders. Blessed items radiate positive energy and are difficult to damage with malign magic. The servitors of good-aligned deities forge blessed items for use against the fell powers of hell. These items are normally white or light blue in color and are spotlessly clean no matter what sort of grime or sludge they may be dragged through. Anyone using a *detect good* spell or power senses a blessed item's supernatural origins.

Blessed items are normally crafted from white steel and ivory and feature holy symbols and runes appropriate to the divine power connected to their creation. Other materials are common in pantheons that associate a particular metal, wood, or color with a saintly deity.

Divine items are elegantly shaped and carefully crafted. Armor includes elaborate carvings that represent myths, legends, and parables connected to a good-aligned deity, while wondrous items take the form of symbolic tools and artifacts connected to important religious icons.

Modifications: Blessed items may never be damaged by necromantic spells or negative energy. A character grasping a blessed item gains a +2 morale bonus on saves versus all fear effects. Only one character may gain this bonus. The power of the heavenly planes fills him with confidence in the face of overwhelming evil. In addition, a blessed weapon counts as gaining an additional +1 enhancement bonus for purposes of defeating any evil-aligned creature's DR. Note that this bonus does not apply to attack or damage rolls, only to determining if a creature's DR applies to the damage dealt by a blessed weapon.

Items: Armor, weapons, rods, staffs, wands, wondrous items, masterwork items.

Cost: Increase the market price of any blessed item by 1,500 gp.

Prerequisites: A character who wishes to craft a blessed item must be able to cast 3rd-level divine spells and have a good alignment.

Demonic

Swords that pulse with infernal lust for battle. Armor that feels hot, cramped, and sweaty even on the coldest day. Scrolls fashioned from human skin. These are all items with the "demonic" template, tools crafted by pitiable slave demons damned to toil for an eternity within the horrid workshops of the abyssal planes. No demonic items are crafted from iron, steel, or other mundane ores. Instead, the powerful forged demons collect the souls of the damned and shape them upon their anvils, giving material form to the anguished screams of those banished to centuries of torment for their crimes upon the material plane.

Demonic items are warm to the touch. Anyone who presses an ear to them can hear the faint whispers of those souls bound within them as they beg for release. Over time, demonic items exhibit disturbing changes, as faces appear in the wood grain of a demonic shield, the leering visages carved into a sword's pommel change to resemble the blade's wielder, and scrolls crafted from human skin bleed when torn.

Modifications: A character carrying a demonic item gains a +5 competence bonus to all Intimidate checks if the subject of his skill check can see the item. Demonically crafted wares are horrific to behold and strike fear into mortals. In addition, a demonic weapon counts as gaining an additional +1 enhancement bonus for purposes of defeating any good-aligned creature's DR. Note that this bonus does not apply to attack or damage rolls, only to determining if a creature's DR applies to the damage dealt by a demonic weapon.

Demonic items detect as evil when inspected with the appropriate divinations. Paladins who wield such weapons violate their sacred code.

Items: Armor, weapons, scrolls, rods, staffs, wands, wondrous items.

Cost: Increase the market price of any demonic item by 1500 gp. Few good-aligned merchants buy demonic items, but many churches offer full market price to buy and destroy such items.

Prerequisites: A character who wishes to craft a demonic item must be able to cast 3rd-level divine spells and have an evil alignment.

Diabolic

Within the many levels of hell whole sections of the plane are given over to great workshops where minor devils toil under the supervision of towering cyclops weaponsmiths. These iron-skinned beasts are hell's sword smiths, responsible for producing the many weapons, tools, items, and siege engines deployed by the diabolical legions in the many wars fought between the dukes of hell. It is said that every tool designed to kill or injure mortal beings was first devised in these infernal workshops before their secrets were let loose into the multiverse to spread violence and pain throughout the many planes.

Diabolic items are expertly crafted from steel, leather, and wood. In the hands of a trained warrior or wizard, they perform admirably. However, such power comes at a terrible price. Over time, the wielder of a diabolic item is drawn to travel to hell's fiery planes, where he pledges his service to the diabolic smiths who crafted his wand, staff, or blade.

Items forged in hell are crafted from black iron, brass, bone, and obsidian. They bear dire blasphemies etched on their surfaces in a variety of languages, most commonly Infernal.

Modifications: Forged in hell fire, diabolic items gain fire resistance 30. Note that this resistance does not extend to the wearer or user, only to the item itself. Diabolic items grant a +2 competence bonus on all saves against fire effects. This bonus comes at a steep price. Each day a character carries a diabolic item, his sleep is troubled by terrible dreams of the great battles fought in hell. He sees titanic struggles through the eyes of a devil that once carried the item, with the visions concentrating primarily on scenes of epic victory and terrible slaughter of the wielder's enemies. These dreams persist for one week. After the first seven days, the user must make a Will save each morning with a DC of 5 plus 1 for each day he has carried the item after the first week. These days need not be consecutive and the user must make a save each morning following a day in which he makes any use of the item. A character must only make one of these saves per day. If he uses more than one item, he must save against the highest DC amongst the item. On a failed save, the character embarks on a quest to journey to hell and enlist in its legions. Good and neutral characters recognize the source of the visions and may immediately discard the item.

Needless to say, the wise thief never steals from hell's workshops.

Diabolic items are marked as evil when inspected with detect evil and similar divinations.

Items: Weapons, armor, rings, rods, staffs, wands, wondrous items.

Cost: Diabolic items cost an additional 1000 gp. Good-aligned churches pay full market price to buy items from adventurers in order to permanently dispose of them.

Prerequisites: Only lawful evil outsiders may produce diabolic items.

Draconic

An item with the draconic template was crafted by a dragon wizard, one who spent years studying the art of producing magical items in an effort to increase the worth and utility of its treasure hoard. Some dragons lose interest in their wealth over time. To help stave off boredom, they use a portion of their treasure to produce breathtaking art objects and powerful magical items. As a miser carefully invests his savings and joys in watching his fortune grow, so too does a dragon invest his treasures for producing magical items.

Draconic items are invariably crafted from some of the rarest, most expensive materials. Since dragons accumulate great wealth over the years, they have their choice of a wide range of exotic materials from their treasure. Some dragons disassemble powerful magical items in order to reassemble them in weaker more aesthetically pleasing forms. Dragons sometimes incorporate their own scales, broken claws, loose teeth, and other detritus into their creations.

A draconic item is eye-catching, studded with jewels, and almost borderline gaudy. To a dragon's way of thinking, why make a plain steel sword when one studded with diamonds will do just as well? Dragon items are designed to draw attention and flaunt the materials and craftsmanship that went into their manufacture.

Modifications: Draconic items are rare and highly coveted by collectors. Such items sell for 10% more than their listed value. The bearer of an item can influence the reaction of a dragon depending on the type of dragon that crafted the item and the color of draconic beast he wishes to influence. When speaking with a dragon, the bearer of a draconic item gains a +2 competence bonus to Diplomacy checks if the item he bears was crafted by a dragon type that normally fights against the dragon he speaks with. Generally speaking, all chromatic dragons react favorably to those who bear items crafted by metallic dragons and vice versa. A dragon would never willingly part with an item, even as a gift. Thus, a non-dragon in possession of a draconic item presumably either stole it or defeated its creator.

Items: Armor, weapons, rings, wondrous items, masterwork items.

Cost: A draconic item costs 10% more than its standard version.

Prerequisites: Only dragons may produce draconic items. No amount of study or research can mimic a drag-

on's unique method of constructing magical items. Some counterfeiters have forged such items, but none have fooled a dragon.

Dwarven

Sequestered in the halls of stone, the master dwarven artisans labor for decades to produce items designed to withstand the toll of many years of heavy use. "Built for a dwarf" is a common saying to indicate an exceptionally stout piece of craftsmanship, as dwarves value durable, rugged tools designed to last centuries. To a dwarf's way of thinking, it is better to spend a year forging a warhammer that will last a century of handling than to forge one in a month that lasts less than a decade.

Dwarf items are shaped from as much steel and stone as possible. Dwarves are loathe to use "lesser" materials, as they label leather, wood, and others that can rot or easily break over time. To a dwarf, anything that can't withstand a few hacks from a battleaxe lacks the staying power necessary for a good tool.

Dwarves rarely opt for form over function, yet that never stops them from injecting artistic flourishes into their work. Instead, a dwarf craftsman focuses first on producing a durable item, then adds embellishments to it. Though dwarf items have low-key, almost unnoticeable flourishes, they are as remarkable for their subtlety as their craftsmanship. A warhammer forged for a high priest may have an entire book of scripture engraved in tiny runes on its head, while a wizard's steel wand lists the names and major accomplishments of the long line of his spellcasting ancestors.

Modifiers: All dwarf items are forged from durable materials and are designed to be incredibly difficult to break. A dwarf item gains a +1 bonus to its hardness and increases its hit points by 25%. Many items normally crafted from wood or bone such as staves and wands are forged from steel by dwarf wizards.

Items: Armor, weapons, rings, rods, staves, wands, wondrous items, masterwork items.

Cost: Owing to their durability and expert artisanship, dwarf items cost 10% more than normal items.

Prerequisites: Only dwarves may produce an item with the dwarven template. Dwarf items take five times as long as normal to produce, as only patient, slow progress on an item can yield products with the dwarven items' renowned durability.

Elven

As the longest-lived of the civilized races, elves have many years to study and perfect their artistic skills. Yet, their chaotic nature makes it difficult for an elf master to focus on a single art form for long. Elves love new experiences and tend to be dabblers rather than experts. Rarely does an elf attain the same level of focus or attention to detail

as a dwarf swordsmith or armorer. Furthermore, as creatures of the forests, elves are well-adapted to the cycle of the seasons and the inevitability of change. Compared to dwarves, elves expect a tool to serve a single important purpose rather than endure for centuries.

The most notable elven works combine the elves' love of nature with their unwillingness to slave over an item for months or even a year. Instead, an elf would much rather carefully guide a process when necessary and leave it to its own devices for much of the time. Thus, elf craftsmen developed the art of tending to and cultivating items, rather than forging them by hand. Rather than sculpt a stone, an elf artist places an unworked rock into a stream in such a manner that the rushing water slowly gives it the shape he desires. Perhaps once a year, the artist returns to inspect his project and slightly alter its position, slowly but surely directing the natural world to produce a beautiful sculpture. Of course, at some point the sculptor must tend to his project himself, but elves believe in allowing nature to take care of as much of the work as possible.

Elven items are crafted from natural materials such as wood and stone. Elves rarely mine ore but instead eagerly trade for mithral and steel produced by their human and gnome allies. To an elf, an item must be both useful and aesthetically pleasing. All elf craftsmen, even simple blacksmiths, believe it is their duty to add beauty to the world. Elven items incorporate nature imagery such as leaves, trees, stars, the sun, and moon. Elven items are never gaudy, instead relying on subdued uses of gold, gems, and other expensive materials to highlight and enhance an item's natural form.

Modifications: With their strong connection to nature and the elves' natural magical capabilities, elven items are especially receptive to enchantment. When adding magical enhancements to a masterwork or magical elven item, deduct 10% from the gold piece cost. In addition, elven items weigh only 75% as much as their counterparts.

Items: Armor, weapons, rings, rods, staves, wands, wondrous items, masterwork items.

Cost: An elven item's market price is 500 gp more than the standard version's. This price increase applies when making, buying, or selling an elven item.

Prerequisites: Only elves may produce elven items. In addition, it takes three times as long to produce an elven item as it does a normal one.

Gnomish

Gnomes are practical and inventive, driving them to craft items that incorporate innovative and useful features. To a gnome, an item's beauty lies in a combination of its novelty and utility. Gnomes love crafting original creations that fill previously unfilled roles in their daily lives.

Gnomes are never afraid to take risks in building and designing items, but their practical natures help rein in their creative tendencies and prevent them from running rampant.

Creativity without focus yields wasted efforts in a gnome's way of seeing things.

Gnome items tend to package magical objects in new forms. For instance, rather than build a cloak of resistance a gnome wizard may craft a pair of boots of resistance. The newly invented item has no real advantages over its original form, unless you happen to prefer wearing a pair of comfortable boots to a hot, stuffy cloak. Gnomes are masters of invention and adaptation, allowing them to take the theory and basic design of existing magical item types and adapt them to new forms.

Gnome items exhibit a wide range of craftsmanship. Some gnomes consider themselves artisans and seek to combine form with function.

These craftsmen and wizards create items that are pleasing to the eye yet still quite useful. Other gnomes care little for what an item looks like so long as it functions properly. This

can lead to magical items that look like battered pieces of junk yet function quite nicely.

Modifications: Gnomes may craft wondrous items that alter the sort of item that holds a dweomer. For example, rather than create slippers of spider climbing a gnome could produce gloves of spider climbing that



duplicate the slippers' function in a new form. A gnome may only alter items that must be worn and can craft a new item that is also an article of clothing.

Items: Wondrous items.

Cost: Gnomish items cost the same as their normal counterparts.

Prerequisites: Obviously, only gnomes may produce gnomish items.

Orcish

Though not exactly renowned for their ability to craft items and master magic, orc wizards, clerics, and adepts are normally recruited by chieftains or forced into service as bonded slaves who produce arcane weapons, armor, and potions for their master's use. Thus, orc items are never crafted with any inclination for beauty or elegance. Instead, they are crude, simple items designed to withstand the punishment of battle. As a highly violent race, orcs expect what few tools and items they produce to eventually see some sort of use in a combat situation.

Orcs craft items from stolen masterwork items, iron ore raided from caravans, and wood taken from the nearest fallen tree. Orcs would much rather simply steal a magic item than make one, but when forced to craft something from scratch they are rarely willing to go to the effort of harvesting raw materials themselves.

The finished products produced by an orc craftsman are simple and durable. More importantly, they are all designed to have some martial application. Orc wands, for example, function as small clubs that can be used to beat an enemy in a pinch. Orc rings include sharp hooks and spikes that allow them to serve as knuckledusters. If an item can't be used as a weapon, an orc wants nothing to do with it. Then again, everything is a weapon in an orc's hands.

Modifications: Orc items may be used as simple weapons. Spiked orcish rings allow their wearer's unarmed strike to deal normal damage. Rods and wands both function as light clubs in melee, dealing d4 damage on a hit, a $\times 2$ critical, and threatening on a 20.

Items: Rings, rods, wands.

Cost: Orcish magical items cost no more than normal.

Prerequisites: Only orcs and half-orcs may produce orcish items.



INFUSING SOULS

One of the most fearsome and forbidden magical acts is the infusing of souls into magical items. Almost universally condemned, this action nonetheless produces some of the most powerful magical items known.

The process is easily outlined, if difficult to perform properly. First, the spellcaster must gain access to a soul, usually through either the *spell soul bind* a mirror of life trapping, or through the use of the *Soulbinding* feat (see below), but always through a method in which the soul is bound into a cut gem or other worked object of value. The spellcaster may then add the gem to the creation of any magical item, using the *infuse soul* spell. The soul gem is prominently displayed as part of the item, and directly empowers it. If the magical item is one-use, the gem's inclusion replaces the caster's experience cost for creating the item. If the item has charges, the charges are doubled. In either case, this is an evil act, as the soul is consumed through the use of the object. Should the magical item be destroyed before its last use, the soul is freed. The soul is fully aware the entire time (albeit powerless) and simply freeing it may unleash a ghost, spectre, or wraith, as the lengthy imprisonment may drive the soul to madness.

SOULBINDING

Prerequisites: At least one Item Creation feat. You must find a mentor willing to teach you this feat (including a copy of *Spirit Made Flesh*, or a member of the Masons of the Black Seal; see *Forge Magic*, pages 49–50), and most patrons demand that you commit a portion of your soul to the patron, permanently gaining one negative level until either the patron or you die (if the latter occurs, the patron claims your soul).

Benefit: When creating a magical item, you may sacrifice one intelligent being, which may not be of the following types: animal, beast, construct, elemental ooze, outsider, or undead. For every hit die or level of the creature slain, reduce either the gold cost or the experience cost of the item's creation by 100 (minimum 0). You may only sacrifice one such creature per item, and the creature's soul is inexorably bound to your new creation. If the item relies on charges, is one-use, or if the subject is

unwilling, then the use constitutes an evil act. Items created in this manner sometimes “weep” blood, particularly if intelligent but only semi-empathic.

Additionally, there is a greater chance than normal that the item is intelligent, due to the trauma of this act. During the item's creation, the DM should secretly have the slain creature make a Will save with a DC equal to twice the soulbinder's level. If the creature succeeds, the item is always intelligent, even if it is of a type that normally cannot be intelligent. Intelligent charged and one-use items grow quite angry if their limited-use abilities are used, and may direct their other abilities against their user.

Special: Should your character die after sacrificing part of his soul, his patron collects the soul before it departs. Your character may not return to life without his patron's permission, assuming the patron does not use the soul in his own experiments.

Use of this feat on an unwilling participant is an evil act, but some societies (particularly dwarves and gnomes) view judicious use of this feat on willing participants (usually those who are already dying) as a proper and honorable method of preserving the soul's abilities for use of his descendants.

INFUSE SOUL

Necromancy (Death)

Level: Sor/Wiz 5, Death 4, Evil 6

Components: V, S, M

Duration: 1 hour

Saving Throw: Special (see below)

Spell Resistance: None

This spell infuses a soul into an object as part of the creation of a magical object. During the casting, the soul slowly grows to permeate the item, binding itself to it. This process is not at all pleasant for the soul involved, as it is being channeled through and anchored into an inanimate object. Worse still, the competence of the spellcaster affects the soul's journey — the soul's Intelligence, Wisdom, and Charisma cannot exceed those of the spellcaster's; any excess points bleed away, permanently lost to the soul even if they are later freed. The remaining points are assigned in proportion to the soul's original ability scores. The soul does remember having higher abilities, and their loss is extraordinarily painful — most souls hold nothing but malice for those who dilute them so. Sadistic spellcasters may purposefully bleed away portions of the soul, but this is wasteful and unnecessary.

Once bound, the soul maintains most or all of its faculties, and may have some powers and extraordinary abilities appropriate to its personality. Over time, they may even grow more comfortable with their new forms.

The material components for this spell are the soul and

its prison, as well as a pinch of grave dust mixed with rust from a set of manacles.

Souls and Intelligent Items

If the item is permanent, it automatically becomes intelligent, gaining the Intelligence, Wisdom, and Charisma abilities, alignment, and known languages of the infused soul. The new magical item has abilities of its own as well, ones over which the creator has little control. An intelligent item created by the infusing of a soul has its communication and capabilities determined by its ability scores.

The DM should assign the primary abilities and extraordinary powers of infused items, based on the personality of the infused soul. Additionally, intelligent magical items created from infused souls have an additional number of Ego points equal to their Will save + former level. Should a personality conflict occur between the magical item and a user, and the user fail his Will save, the magical item does not exact demands. Instead, it actually possesses the user, as though it were a sorcerer of its former level casting a *magic jar* spell. During this time, the item enacts its own plans, and some especially powerful items will seek out new possessors who are strong of mind but weak of body. Once the duration of the possession is over, the item may choose to force its will again, with the possessor making another personality conflict check.

The conversion from a living being to an object is an uncomfortable one for most creatures. Though most are still capable of seeing, hearing, and speaking, the depravation of other senses exacerbates the personality traits of the soul as it seeks to replace the lost sensation with emotion. Paladin souls demand quests, for instance, while fighters demand combat. The souls do not precisely change their nature, but rather become more extreme examples of it. The worst and best of the personality comes constantly to the foreground.

Souls in semiempathic items have perhaps the least painful conversion, though it is no less terrible. The soul continually exists in a constant, dream-like state, and is only aware of its surrounding environment if its ability activates. Even then, this sensation is dim, and the item answers like a man half asleep. In those rare instances where a semiempathic item takes control, it will do everything in its power to avoid losing control again.

Souls in empathic items, in contrast, are fully conscious, and fully aware of the world around them, but frustrated by their lack of ability to communicate. Possessors of such objects often feel waves of anger or frustration from the items, and personality conflicts with the host are frequent. As with the semiempathic items, empathic items who achieve possession over their owners will do whatever they can to maintain control.

Souls capable of speech or telepathy are still dissociated from their conversion, and suffer extremes of personality common to their new status, but are otherwise as in control of themselves as they were in life — a discomforting fact considering how some evil souls are bound to items in an attempt to contain them. Such souls not only seek out vulnerable hosts, but attempt to complete their quests from their former lives as well. Some of the infamous rites of challenge to determine leadership in evil nations come from these items, which are nominally the symbols of office passed on from one leader to the next.

SOULED CONSTRUCTS

For those spellcasters who find becoming a lich too terrible to consider, there is an alternate possibility, though costly in other respects. Binding their souls into constructs, the spellcaster discovers an entirely different type of immortality than that of a lich, one with its own benefits and restrictions.

Unlike a lich, a souled construct is not necessarily either evil or ambitious, merely fearful of death. Though they find their abilities somewhat diminished, their minds and souls are intact, and within a body stronger than most spellcasters ever hoped to have. The newly immortal caster progresses with his life as best he can, and does so with an enthusiasm found only among the nigh invulnerable.

Souled constructs, while considered far more tolerable than liches, are still strange in most peoples' eyes, and many tend to view the souled construct as an object rather than a person. Additionally, life clerics, druids, and some fanatics may find the souled construct to be a foul corruption of the natural order, seeking its destruction.

A souled construct appears as a construct of any type, though the facade rarely lasts long. Though physically distinguishable from other constructs only by the soul chamber (see below), very few constructs have any personality at all, much less the intellect of a wizard or the sagacity of a cleric. To further distance themselves from other constructs, the souled construct may wear clothing as an affectation, or hire smiths to fashion his base visage to be more like it was in life.

Souled constructs speak all languages which they did in life.

CREATING A SOULED CONSTRUCT

"Souled Construct" is a template that can be added to any construct (referred to hereafter as the "character"), provided it can create the soul chamber (see Soul Chamber, below), and transfer its soul into it. The character's new statistics are unchanged, except as noted here.

Special Attacks: A souled construct retains all special attacks of a normal construct of its kind, and gains the following:

Spells: The character can prepare and cast spells as he did in life, although his effective spellcasting level is reduced by 4. Constructs, while durable and powerful, are poor choices for conducting varied magical talents.

Special Qualities: A souled construct retains all special qualities of a normal construct of its kind, save those qualities which involve a "master." The souled construct gains the following:

Sensory Deprivation: Despite the advantages of their new forms, souled constructs cannot feel the touch of anything against their new bodies. When performing Dexterity checks requiring fine movement, the character suffers a -4 circumstance penalty. Additionally, the character is only aware of attacks against him from directly within its field of vision (see Vision, below), or those they can hear. If attacked from behind, the character is not automatically aware of it, and attackers catching the character flat-footed and from behind continue to receive the associated benefits to attack the character until he discovers their presence. The character can make a Listen check (DC 25 — the damage suffered from the attack) to notice.

The character automatically fails all checks based on feeling something through the sense of touch, or smelling or tasting something.

Vision (ex): The souled construct, despite appearances, sees and hears through the soul chamber. The soul chamber is often placed upon the brow or chest of the construct for this very reason, and the character can make Spot checks within a 180 degree field of vision, suffering no penalties for peripheral vision.

Saves: Same as the construct, though the Will save is replaced by the spellcaster's.

Abilities: The character's Intelligence, Wisdom, and Charisma are replaced by the spellcaster's, and the character's Dexterity is the lower of the base construct's and the spellcaster's, as the new body is clumsier than what flesh and blood is capable of. This may render the character incapable of using special abilities and feats requiring a high Dexterity. All constructs, including souled ones, do not have Constitution scores.

Skills: As the spellcaster's, though some (such as Ride) are rarely compatible with the souled construct's form.

Feats: Same as the character

Climate/Terrain: Any land and underground

Organization: Solitary or gang (1-3 additional constructs of the same base type and similar appearance)

Challenge Rating: As the base construct, +2

Treasure: Becomes standard coins; double goods; double items

Alignment: Replaced by spellcaster's

Advancement: Becomes by character class

SOULED CONSTRUCT CHARACTERS

Though still intelligent and capable of magic, the reduced casting ability frustrates spellcasters used to operating with greater facility. Souled constructs prefer to multiclass into fighters, a class with few restrictions and many benefits in consideration of the character's new nature.

THE SOUL CHAMBER

The most vital part of becoming a souled construct is creating the housing for the soul gem. Though its body may be destroyed, unless the soul chamber is as well, the soul lives on (though imprisoned).

The creation of a soul chamber requires the Craft Wondrous Item feat, and the creator must be an arcane or divine spellcaster capable of casting at least 6th level spells. The soul chamber costs half again the construct's base gp and XP costs to construct.

As mentioned above, the soul chamber is usually placed upon the brow or chest of the construct, the better to view the world. Such housings are out of melee range of opponents of two size categories smaller than the construct's wielding medium or smaller weapons. Opponents three size categories smaller than the character can only reach the soul chamber at range.

The default soul chamber has 1/2 concealment (since the object is partially within the character), a hardness rating of 20, 40 hit points, and a break DC of 40. The soul chamber can be further internalized in the head of a construct, allowing the character to see out of its eyes; this soul chamber has 3/4 concealment, but does not have the Vision ability.

SAMPLE SOULED CONSTRUCT

This example uses an 12th-level wizard combining himself with a shield guardian.

Souled Shield Guardian

Large Construct

Hit Dice: 15d10 (82 hp)

AC: 24 (-1 size, +15 natural)

Attacks: Slam +16/+11/+6 melee

Damage: Slam 1d8+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell storing, spells

Special Qualities: Construct, fast healing 5

Saves: Fort +5, Ref +5, Will +11

Abilities: Str 22, Dex 10, Con -, Int 16, Wis 13, Cha 13

Skills: Alchemy +10, Concentration +15, Craft (black smith) +16, Knowledge (arcana) +17, Spellcraft (+16)

Feats: Alertness, Blind Fight, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Iron Will, Scribe Scroll, Spell Penetration

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: Standard coins; double goods; double items

Alignment: Lawful neutral

Advancement: By character class

Combar

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

SPELLCASTING GEAR

Despite the relative rarity of spellcasters of any appreciable power, tools for advancing their abilities have existed for centuries. Used in conjunction with castings or the creation of magical items, these tools either increase the power of the magic or make them less costly. Others keep a wizard's secrets hidden or place a heavy price on discovery. In most cases these items are extraordinarily rare, taken or created rather than purchased. Few spellcasters would abandon such potent weapons as these items, and they are so rare and expensive that few stores could afford to purchase them.

Aligned Emblem: This curious device, normally a nondescript steel wand of nine to twelve inches in length, acts as a spell focus for castings. Each of these is created through repeated castings (over a hundred or more) of spells from the same school of magic. Much like a magnet can charge iron, so to do the spells' passing alter the emblem itself. When using the emblem to cast a spell from the appropriate school, there is a small chance (1 in 20 or 5%) that the spell is not expended for the day. Each time this happens, however, there is a risk that the spell also burns out the emblem (roll a d20; if the result is equal to or less than twice the spell's level, the emblem burns out), and it crumbles to dust. These items are not magical, but *detect magic* reveals faint traces of the school of the many spells cast through it.

Binding, Doppelganger's Flesh: Despite the appearance of a dark-stained leather case for a book, doppelganger's flesh binding is actually much, much more. When covering a book or scroll case and placed among other books or scrolls, the flesh takes on the appearance of

its neighbors, with only the fleshy feel of the binding giving away its true nature. Books or scrolls bound in doppelganger's flesh and hidden amid other books and scrolls increase by +10 the DC of Search attempts to discover them.

Binding, Manflesh: A favored material of diabolists and evil wizards, manflesh bindings are literally the treated skins of humans (other common race variants exist, with the same qualities). Tomes bound in manflesh quiver slightly when touched, forcing a Will save (DC 19) to the unsuspecting. A character who fails this save drops the book in horror, usually arousing the attention of a hidden guardian.

Binding, Nagahide: Despite the cheap appearance of these items (which resemble blotchy or striped, poorly-treated leather; +5 to the DC to Appraise checks), nagahide bindings are not only expensive, but worth every copper to a paranoid wizard. The skin secretes a narcotic contact poison (Fortitude save, DC 19, or become unconscious for 2d6 minutes). Gloves of any thickness protect against the poison.

Binding, Salamander Skin: This thick, red leather binding is warm to the touch. Cut from salamander hide, the skin retains its natural qualities. Books bound with salamander skin take no damage from fire or heat.

Candle, Skull: Literally the skull of a medium-size creature with a candle jutting from its top. Considered gaudy by most spellcasters, these items are particularly popular among melodramatic bards and necromancers, as well as clerics of death or evil. Though used primarily for ambience (granting their owner a +2 circumstance bonus to Bluff, Intimidate, and Sense Motive checks when lit), skull candles have another, lesser known use: once lit, the candle burns precisely one hour for every year the creature lived.

Holy Symbol, Masterpiece: Like normal holy (and unholy) symbols, these items serve as foci for clerics and paladins. Made of fine materials by the best craftsmen, they are also slightly stronger than normal. When used as a Divine Focus in a spell, the DC to resist the spell is increased by 1. Additionally, the cleric or paladin has a +2 sacred (or profane) bonus to his checks to turn (or rebuke) undead.

Ink, Gorgon's Blood: At first glance, writing made with gorgon's blood is no different from that of regular, black ink. Upon closer examination, however, gorgon's

blood ink is a deep, dark red. As an expensive ink, it adds a +4 enhancement bonus to all Craft (calligraphy) checks, but the true power is that gorgon's blood ink acts as a permanent dye or stain. Writings of gorgon's blood ink do not fade, run, or smear, and only the destruction of the actual parchment will get rid of the script. If used in tandem with the Scribe Scroll feat, the scroll created may be used one additional time before it is destroyed, though copying the spell still destroys the scroll in the process.

Ink, Kraken: Though rare and difficult to obtain, only specialty stores are interested in purchasing or selling this ink. Harvested from a kraken, the ink is too thin to readily take to paper, and bleeds through even the thickest parchment. When used as part of scribing scrolls or spellbooks, the resulting work appears to be an inky black mess, and totally illegible. Under *read magic*, however, the letters stand out quite well.

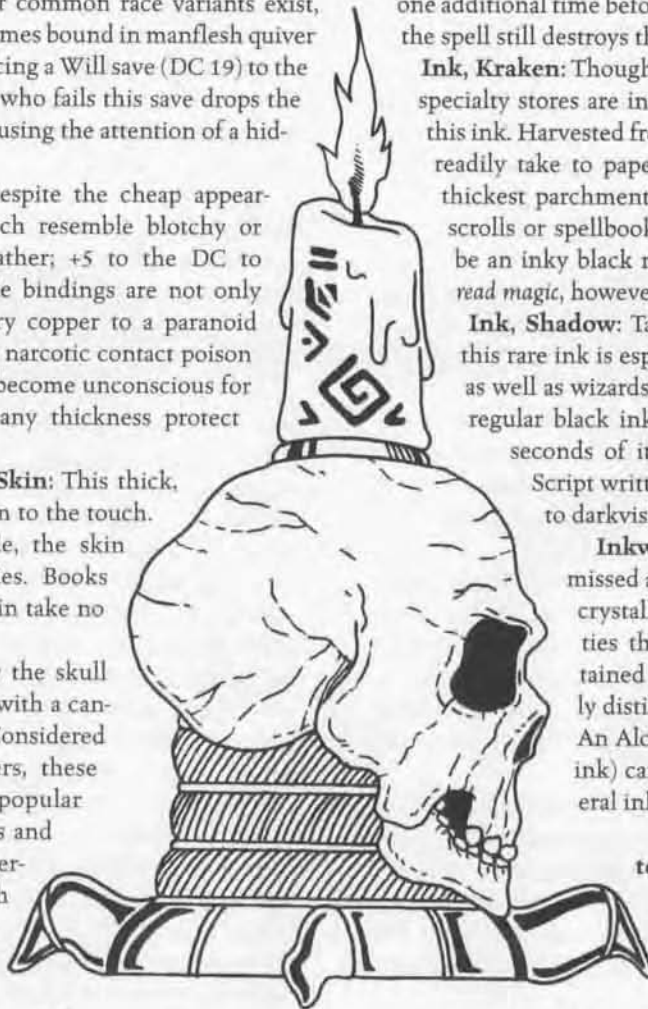
Ink, Shadow: Taken from the Plane of Shadow, this rare ink is especially prized among spymasters as well as wizards. Visually indistinguishable from regular black ink, shadow ink evaporates within seconds of its use, seemingly without trace.

Script written in shadow ink is easily visible to darkvision.

Inkwell, Crystalline: Frequently dismissed as a mere decorative affectation, a crystalline inkwell has greater properties than most are aware of. Ink contained in a crystalline inkwell eventually distills into its disparate components. An Alchemy check (DC 20 + 5 for each ink) can combine the properties of several inks.

Spell Component Bag, Masterwork: Like the more common variants, this small, watertight leather belt pouch contains many small compartments, each filled with a tiny, common material spell components or foci.

A spellcaster with this item has access to all spell foci or material spell components without an additional gold cost that are not too large to fit into the bag itself. Unlike lower quality bags, however, the material components are as fresh and pure as possible, while the foci are of exceptional quality. When using a masterwork spell component bag, the DC to resist the spellcaster's spells is increased by 1. Unfortunately, maintaining fresh and quality components is time-consuming and expensive, costing 500 gp a month. If this expense is not met, the spell component bag loses its masterwork benefits.



Stylus, Scorpion: A specially-treated tail of an actual scorpion, this stylus is still quite functional, and leaks small traces of poison when used for writing, which invisibly bleeds through to the whole paper. Those who handle paper written upon with a scorpion stylus must make a Fortitude save (DC 13) or become nauseated for 2d6 minutes. Those who use a scorpion stylus for more than six hours in a two day period build up a tolerance, and automatically make the save. Unfortunately, the poison negates any special abilities of the ink it writes with, and the poison itself is diluted (DC 8). There is no secondary damage to this poison.

Vellum, Illithid: This thin, translucent parchment is slightly rubbery, and requires twice the time to write upon. Made from the flayed skin of an illithid, these expensive pages are well worth it to wizards who worry about the time they need to prepare spells. If a spellbook uses illithid vellum for its pages, wizards need only 10 minutes' study to prepare their spells, as they burn themselves quickly into the caster's mind.

Illithid vellum's peculiar texture does not hold any ink other than basic black.

Vellum, Slaadskin: A thick, greasy sheet of vellum, slaadskin is very difficult to write on, and even more difficult to read. The ink on slaadskin vellum appears to slide of its own accord. All attempts to write on slaadskin vellum require a Crafts (calligraphy) check with a DC of 23, and all attempts to read it require a Concentration check with a DC equal to the calligraphy check result. Alternately, a writer could use gorgon's blood ink, which writes well on the slaadskin, and has a Concentration DC of 25 to read.

Vial, Ether: This specially-treated vial contains a tiny pinch of essence from the ethereal plane, which only escapes when the vial itself breaks. The ether renders dangerous substances such as acids and poisons (even supernatural ones) inert, allowing safe storage of otherwise volatile humours. You can use a vial of ether as a grenade-like weapon with a range of 10 ft. When thrown, the vial breaks upon any corporeal being or solid surface. The ether instantly dissipates, dealing damage (if any, including unusual effects) to the target based upon the contents' nature, and may do 1 point of splash damage (among other effects) if the substance is dangerous.

Ink, gorgon's blood (1 oz. vial)	80 gp	*
Ink, kraken (1 oz. vial)	75 gp	*
Ink, shadow (1 oz. vial)	150 gp	*
Inkwell, crystalline	200 gp	1 lb.
Spell component pouch, masterwork	1,500 gp	3 lbs.
Stylus, scorpion	35 gp	*
Vellum, illithid (10 pages)	100 gp	1 lb.
Vellum, slaadskin (10 pages)	175 gp	2 lbs.
Vial, ether	60 gp	*

* No weight worth noting.

SPECIAL MATERIALS

The following special materials are rare and highly prized by expert smiths, and found almost exclusively through the use of magic. In both cases, effects which cancel magic also negate the benefits of the materials.

Magesteel: Magesteel is a new material, first created within the last ten years through an exacting alchemical process, essentially removing all the impurities from physical matter (DC 50 to create). The resulting material is only barely substantial. Utterly weightless, the metal is a shimmering cascade of colors, leaving no doubt as to its magical nature. Unfortunately, the metal is also quite brittle, making it unsuitable for weapons or heavy armor. Magesteel armor has no chance for spell failure, no armor check penalty for skills (though it remains in effect for nonproficient characters) and no maximum Dexterity bonus, but is utterly useless against non-magical weapons, providing no AC bonus in such scenarios.

Armors fashioned from magesteel are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the armor check penalty of armor.

Magesteel has a hardness of 15 and 30 hit points per inch of thickness, but non-magical weapons deal double damage to it.

Item	Market Price Modifier
Light armor	+750 gp
Medium armor	+3,000 gp
Shield	+750 gp
Other items	+375 gp

Shadowsteel: Forged with a dark ore stolen from the Plane of Shadow, shadowsteel is an extraordinarily flexible, black metal that is utterly without luster save when sharpened. Applied to a whetstone, shadowsteel's edges are golden. The blades of a shadowsteel weapon are finely honed, and remain sharp indefinitely. Wounds inflicted by shadowsteel resist magical healing, and any such effects only produce half the results (rounding up). Such cuts, if survived, commonly leave deep black scars. The metal is also uncommonly cold, even on the forge. Anyone without cold resistance or immunity touching it with bare flesh suffers a -1 circumstance penalty on all checks for 1d4 minutes, though they suffer no further ill effects.

SPELLCASTING GEAR

Item	Cost	Weight
Aligned emblem	100 gp	1 lb.
Binding, doppelganger's flesh	125 gp	2 lbs.
Binding, manflesh	75 gp	1 lb.
Binding, nagahide	115 gp	1 lb.
Binding, salamander skin	150 gp	3 lbs.
Candle, skull	100 gp × CR of creature	4 lbs.
Holy symbol, masterpiece	1,000 gp	3 lbs.

Shadowsteel armor is not as prized as shadowsteel weapons are. Though shadowsteel armor provides protective bonuses, and reduces armor check penalties by 2 and increases maximum Dexterity modifier bonuses an equal amount, the armor retains its unnatural qualities. Shadowsteel armor, when worn, limits the effectiveness of magical healing, and all such effects have half the benefit (rounding up), leaving the same black scars associated with shadowsteel weapons.

Weapons or armors fashioned from shadowsteel are treated as masterwork items with regard to creation times, but the masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.

Shadowsteel has a hardness of 10 and 25 hit points per inch of thickness.

Item	Market Price Modifier
Light armor	+1,600 gp
Medium armor	+4,500 gp
Heavy armor	+8,000 gp
Shield	+1,600 gp
Weapon damage 1d4 or 1d6	+2,400 gp
Weapon damage 1d8, 1d10, or 1d12	+7,200 gp

NEW PRESTIGE CLASSES

ARCANE DEVOURER

The arcane devourer is rightly feared amongst spellcasters of all types. After undergoing a bizarre ritual that allows them to absorb the essence of an undead vampire, arcane devourers gain the ability to sap the mystic strength from their enemies. Those who follow this path are power hungry, greedy, and willing to take whatever means are necessary to achieve their goals. In many cities and regions, arcane devourers are considered aberrants and vile outlaws. Small cadres of inquisitor-wizards wander the land seeking to scour arcane devourers from the

world. Next to necromancers they are considered some of the most foul practitioners of magic.

Arcane devourers drain the mystic energy from their victims, leaving them little more than dried husks. As they master the foul secrets of their path, they slowly take on the aspects of the vampiric creature that helped spawn them. Powerful devourers develop fangs, great strength, and the ability to hypnotize victims with little more than eye contact. Their skin takes on a bluish, bruised tone, while their eyes turn yellow and grow increasingly bloodshot. Some sages theorize that devourers slowly become addicted to the raw magical energy they strip from their foes. The physical changes they display are the outward manifestation of this increasing dependence on magic as a food source. Whatever the truth, arcane devourers are fearsome foes who are best avoided.

Hit Die: d6.

Requirements

To become an arcane devourer, a character must fulfill all the following criteria:

Arcane Caster level 5

Knowledge (arcana): 8 ranks

Spellcraft: 8 ranks

Special: The character must destroy a vampire in a special ritual that requires 1,000 gp worth of materials and 1 week to complete. At the end of the ritual, the character absorbs part of the vampire's essence and may gain levels in this prestige class.

Class Skills

The arcane devourer class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the arcane devourer prestige class.

TABLE 15-2: THE ARCANE DEVOURER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+12	+0	+0	+2 Arcane devourer, 1d6
2	+1	+15	+0	+0	+3 Maximum spell level +1
3	+1	+18	+1	+1	+3 Arcane devourer, 1d8
4	+2	+21	+1	+1	+4 Unsettling aura
5	+2	+24	+1	+1	+4 Arcane devourer, 1d10
6	+3	+27	+2	+2	+5 Maximum spell level +1
7	+3	+30	+2	+2	+5 Arcane devourer, 1d12
8	+4	+33	+2	+2	+6 Vampiric traits
9	+4	+36	+3	+3	+6 Arcane devourer, 1d20
10	+5	+39	+3	+3	+7 Maximum spell level +1

Weapon and Armor Proficiency: The arcane devourer gains no additional proficiency with weapons, armor, or shields.

Bonus Spell Points: The arcane devourer gains additional spell points with each level he gains in this class. The magical nature of the ritual necessary to join this prestige class bathes the devourer in magic, making him highly attuned to the ebb and flow of arcane energies. The total listed for each level is added directly to the devourer's spell point total. For example, a 5th-level wizard has 15 spell points. He gains a level of devourer and adds +12 points to that total, giving him 27 total. If he attains 2nd level in arcane devourer he nets an additional +15 points for a total of 42. If the devourer has levels in more than one arcane casting class, he must choose which class's spell point total receives this bonus.

Arcane Devourer: Once per day per level, the arcane devourer can make a melee touch attack against a creature that has spell points. If the devourer hits with this attack, he drains spell points from his victim and adds them to his total. The devourer may use this ability to exceed his maximum spell points, though excess magical energy dissipates in 1 hour. At 1st level, the devourer drains 1d6 points. This damage increases one die size every two levels, to 1d8 at 3rd, 1d10 at 5th, 1d12 at 7th, and 1d20 at 9th.

At 5th level and above, the devourer's most horrific power develops. When he uses his arcane devourer ability to drain spell points, the victim of the attack must make a Fortitude save (DC 15) or suffer permanent spell point drain. In addition, if the victim fails his save the devourer gains 1 permanent additional spell point. If the devourer drains a spellcaster to 0 or fewer spell points, the victim must make an additional Fortitude save (DC 15) or die. If the victim fails his save and perishes, the devourer immediately gains 4 permanent spell points. The victim's remains shrivel to a withered, browned husk. In cities plagued by a devourer, many unlucky young apprentices turn up dead in such a state.

Maximum Spell Level: At 2nd, 6th, and 10th level the arcane devourer increases the maximum spell level he may cast by one. In addition, the devourer gains the ability to prepare two spells of his newly gained spell level. If the devourer has levels in more than one arcane casting

class, he must choose which class's spell ability receives this bonus.

Unsettling Aura: At 4th level, the devourer takes on some of the traits of an undead creature. His skin stretches tight over his bones and an unhealthy chill continually surrounds him as he drains heat energy from the air. The devourer gains a +2 competence bonus to all Intimidate checks and increases the save DC of any fear-based spells he casts by +1.

Vampiric Traits: At 8th level, the devourer gains some of the abilities of the vampire he destroyed to achieve this prestige class. He gains the domination and blood drain vampire special attacks. However, he may only use domination once per day and his blood drain deals temporary, rather than permanent, Constitution damage.



EXALTED PROPHET

If clerics are a god's foot soldiers and minions, the exalted prophet is his mouthpiece. Granted divine magical powers beyond those of his brethren, the exalted prophet bears his god's mark of favor. His deity grants him visions of the future, an innate sense for those who would do harm to the faithful, and magical powers far beyond those wielded by any simple cleric.

The appearance of an exalted prophet heralds troubling times. The gods do not carelessly imbue this power upon just any mortal. In periods of need, the exalted prophet appears to rally the faithful and lead them against their enemies and oppressors. His word is law amongst those who follow his god, yet inevitably a rift forms between those who cling to the old religious hierarchy and the prophet's new breed of followers. Whether the prophet succeeds in prying away the majority of his god's worshippers from the current theocrats, he inevitably leaves a mark on the religious landscape in his wake.

Exalted prophets who fulfill their duties rise to become important figures in their religion, usually attaining a level on par with sainthood. In life, the prophet draws followers and sets religious doctrine with a few spoken words. In death, he is an icon and example for those who follow in his footsteps and heed his teachings.

Hit Die: d6.

Requirements

To become an exalted prophet, a character must fulfill all the following criteria:

Divine Caster Level 10

Diplomacy: 13 ranks

Knowledge (religion): 13 ranks

Languages: Speak any 3 languages in addition to Common.

Feat: Leadership

Feat: Skill Focus (Diplomacy)

Special: Receive a vision directly from your deity that prompts you to take up the role of the exalted prophet. Only those chosen by the gods may follow this path. As a rule of thumb, a character must perform a great deed in his god's name against the enemies of the faithful to receive this vision. Single-handedly defeating a cleric of a higher level than your own who worships a god directly opposing your deity is a good baseline for achieving this prestige class. Other possible actions including freeing thousands of the faithful from slavery or imprisonment, casting down a demon lord, defeating an arch-devil, slaying a saint, or otherwise making a major advance for your religion.

Class Skills

The exalted prophet class skills (and the key ability for each) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the exalted prophet prestige class.

Weapon and Armor Proficiency: The exalted prophet gains no additional proficiency with weapons, armor, or shields.

Additional Spells Per Day: The exalted prophet need not prepare spells per day. Instead, like a sorcerer he chooses the spell he wishes to use when he takes a casting action. The exalted prophet may choose any spell from the cleric spell lists and his domains or from the druid spell lists. He must choose which of the two he wishes to use upon gaining 1st level of this prestige class. The prophet

must choose a spell list that he already has access to. Once he has made his choice, all bonus spell points and other spellcasting abilities granted by the prestige class stack with his chosen class's casting abilities.

In essence, the exalted prophet must choose which spellcasting class he wishes to combine with this prestige class.

The exalted prophet may use this ability with spells whose level is less than or equal to his level in this prestige class. Thus, at 1st level the prophet may pick and choose his 1st-level spells as he casts them. At 2nd level, he gains this ability with 2nd-level spells, and so on. The prophet must pray for and study spells as normal for spell levels above his current level of ability in this prestige class.

Maximum Spell Level: At 1st, 3rd, 5th, and 7th level the exalted prophet increases the maximum spell level he may cast by 1.

Detection: The exalted prophet can sense the alignment of those around him. At 2nd level, the prophet chooses one of the following spells to use at will as a spell-like ability: *detect chaos*, *detect evil*, *detect good*, *detect law*. Once the prophet has made his choice, he may not alter it. He may now cast his chosen spell at will as a spell-like ability.

Followers: Word of the prophet's teachings and abilities grows far and wide. Omens foretell his coming and the oracles speak of his travels. The prophet attracts 2 + his Charisma modifier 3rd-level priests of his faith. A cleric attracts clerics of his faith who share his chosen domains while a druid draws NPCs of his class. These followers attend to the prophet's needs and record his words and deeds in scripture. They serve as fanatics and willingly lay down their lives in service. If a follower is lost, it takes one year for a replacement to take his place. The replacement enters play at 3rd level, no matter what the level of the fallen priest.

The followers granted by this ability are utterly faithful to the prophet. They obey his orders unquestioningly and do their best to please him. In their minds, the prophet is a divine figure. However, the DM must keep the prophet's

TABLE 15-3: THE EXALTED PROPHET

Level	Base Attack	Spell Points	Fort Save	Ref Save	Will Save	Special
1	+0	+12	+0	+0	+2	Maximum spell level +1
2	+1	+15	+0	+0	+3	Detection
3	+1	+18	+1	+1	+3	Maximum spell level +1
4	+2	+21	+1	+1	+4	Followers
5	+2	+24	+1	+1	+4	Maximum spell level +1
6	+3	+27	+2	+2	+5	Ambassador of the faith
7	+3	+30	+2	+2	+5	Maximum spell level +1
8	+4	+33	+2	+2	+6	Tongues
9	+4	+36	+3	+3	+6	Favor of the gods
10	+5	+39	+3	+3	+7	Divine seer

alignment in mind as he interacts with his followers. If the DM feels the prophet has abused this ability (if, for example he sends his followers ahead of the party to trigger traps), he may deny him replacements for lost priests.

Ambassador of the Faith: At 6th level the prophet gains a +2 competence bonus to all Charisma checks and skills based on Charisma. Divine power flows through his voice and makes him a very persuasive speaker.

Tongues: At 8th level, the prophet may communicate with any intelligent creature. The prophet does not gain any additional languages. Instead, when he speaks all listeners hear their native tongue regardless of what language the prophet uses. In turn, the prophet understands any language spoken to him.

Favor of the Gods: With the divine support of his god in hand, the prophet enjoys protection from many mortal perils. He gains a +4 bonus to all saving throws.

Divine Seer: The prophet gains insight into the future, allowing him to make divine predictions. The prophet may cast any divination spells as many times per day as he wishes. He is no longer limited by the maximum times he may use a spell. In addition, he pays spell points for a spell one level lower than his chosen incantation when casting a divination, though he always pays a minimum of 1 point.

NEW FEATS

The following feats are designed to work with the spell point system. Most of the existing feats related to magic, such as Spell Focus, are equally useful in both the standard and point-based system.

ARCANE DEFENSE [GENERAL]

You can call upon your innate magical energy to protect you from spells cast by your enemies.

Benefit: Once per round as a free action you may spend 2 spell points to gain a +1 bonus to any single saving throw. You may spend up to 10 spell points to gain a +5 bonus with this feat.

Special: You must spend your spell points before rolling your saving throw.

ARCANE LUCK [GENERAL]

The magical energy you command seems to help turn events to your advantage. Your magic has brought you luck in addition to power.

Prerequisite: Arcane Defense

Benefit: Once per day, you may spend 5 spell points to gain a +1 bonus to an attack, check, or save after making your roll. You may gain up to a +2 bonus by spending 10 spell points.

AUTONOMOUS SPELL [METAMAGIC]

When you cast a spell that requires concentration to maintain, you can instead feed the spell, a steady stream of spell points to keep it active when you focus wanes.

Benefit: An autonomous spell continues to function without concentration for up to 3 rounds total if you spend 2 spell points per round to maintain the spell. Spending those points is a free action. If you concentrate on the spell as part of your next action, you do not need to spend magic points to maintain the spell and may continue using it as if you did not lose focus on it. You automatically spend the points to keep the spell going if you lose concentration on it, though you may choose to let the spell end and save your points. The 3 rounds do not have to be consecutive, though if after the last round you cannot concentrate on the spell it ends immediately. While the feat operates, the spell functions as if you maintained your concentration on it. For example, *detect evil* reveals more information even if the feat sustains it rather than you.

An autonomous spell counts as one level higher than its base spell for purposes of determining the spell's cost to cast. Only spells that have a duration listed as concentration may gain the benefits of this spell.

Normal: What happens if you don't have this feat.

Special: Other things to keep in mind about the feat.

DIVINE HAMMER [GENERAL]

When turning undead, you can funnel your magical energies into the attempt in order to increase the power of your attempt.

Prerequisite: Divine Surge.

Benefit: When you use your turn undead ability, you may spend 3 spell points to gain a +1 bonus to your turning check and to your turning damage roll. You must spend the points separately for each roll. Spending points to gain a bonus on your check does not automatically grant a bonus to your turning damage roll. You must pay for the two bonuses separately, though you may gain bonuses on both rolls as part of a single turning attempt. You may not gain more than a +5 bonus to either roll using this feat.

DIVINE SURGE [GENERAL]

You can use your magical energy to open a connection to your deity and call upon his power.

Prerequisite: Ability to turn undead.

Benefit: You may spend 5 spell points to turn undead without consuming one of your daily uses of that ability. You may use this feat even if you have already used up all your turning attempts for the day.

FAVORED WEAPON [GENERAL]

The character is especially adept with his deity's favored weapon.

Prerequisite: Theurgist prestige class.

Benefit: The character gains proficiency in the god's favored weapon. His base attack bonus with that weapon, and only that weapon, is equal to the bonus to hit granted by the cleric class of the same level as the theurgist's total spellcaster level. For example, an 8th level wizard/4th level theurgist with Favor Weapon (longsword) would have a base attack bonus of +9/+4 when wielding a longsword. If the character has multiclassed, the base attack bonus of other classes is added to the improved bonus granted to the arcane spellcaster levels. Base attack bonuses received from other classes are not increased by this feat.

MULTISPELL [METAMAGIC]

You can pour enough energy into a single touch spell to duplicate its effects without having to cast it a second time.

Benefit: When you cast a touch spell, you may use it to make an additional ranged or melee touch attack or touch one additional target. For example, an evil cleric with two attacks per round could cast a multispell *inflict moderate wounds* to make both of his attacks on the subsequent round deliver that spell. A multispell does not count as a higher level than the base spell but costs three times the spell points cost of casting the spell.

MYSTIC SENSES [GENERAL]

You have an innate ability to sense magical auras. While this ability lacks the refined precision of *detect magic* and similar divinations, it gives you a sixth sense when it comes to spells and magical items.

Prerequisite: Wis 13+.

Benefit: As long as you have at least 1 spell point remaining, you can sense if an item is magical or not by grasping it and making a Wisdom check (DC 20). You may attempt this once per item per day.

SPELL PROFICIENCY [GENERAL]

Through long hours of study you have learned to fortify your spells, allowing you to repeatedly cast a spell without placing too much strain on your magical abilities.

Benefit: Choose a single spell you may cast. Increase the maximum number of times per day you may repeatedly cast the spell by +2.

Normal: You may cast a given spell a limited number of times per day based on your class before the strain of using it purges it from your mind for a limited time.

Special: You may gain this feat multiple times, choosing different spells for it or applying each +2 bonus to the same spell.

MAGIC ITEMS

Most magical items work as normal under the spell point system. Any item that grants additional spells per day, such as a pearl of power, instead grants you bonus spell points equal to the points needed to use a spell of the level it grants.

Armor of the Gods: The theurgist's art allows a limited amount of divine magic to be combined with arcane knowledge. Aside from the immediate benefits, it gives a theurgist more options when designing magic items. One result of this power is the *Armor of the Gods*.

This +2 plate mail grants the wearer several powers. The first is to fire volleys of five spikes, each of which does damage as a +2 *holy dagger*, three times a day. The wearer makes normal attack rolls for each spike at his full attack bonus, and the spikes vanish at the end of the round in which they are fired. The second is to fly as the spell once per day. The third is spell resistance 17.

Caster level: 15th; **Prerequisites:** Craft Magic Arms and Armor, magic missile, fly, spell resistance; **Market Price:** 82,650 gp; **Cost to Create:** 41,325 gp + 3,306 xp.

Amulet of Spell Storing: Crafted from mithral and set with a deep blue gemstone, this necklace is designed to hold a magical construct similar to that formed when a wizard or cleric studies and readies a spell. By feeding spell points into the *amulet*, a spellcaster can activate the spell it contains. An *amulet of spell storing* contains one spell of 1st to 3rd level. A caster who has enough spell points to use the spell and can cast spells of the appropriate level adds the *amulet's* spell to his list of prepared or known spells as long as he owns the *amulet*. Treat the spell like any other the caster knows. He may apply metamagic feats to it, is limited in the number of times per day he can use it as with other spells, and pays the normal spell point cost to cast it and increase its effective caster level. Each morning, the caster must spend 30 minutes studying the *amulet* and attuning his abilities to its magical abilities. A spellcaster may only attune with one *amulet* per day.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, ability to cast spell stored in *amulet*; **Market Price:** 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd).

Circlet of Arcane Regeneration: A plainly crafted silver headpiece, the *circlet* refreshes and invigorates the mind of whoever wears it. For each full hour the *circlet* is worn, the bearer regains 1 spell point. The *circlet* never allows the wearer to gain more than his normal spell point maximum. Any points beyond this total are lost.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item; **Market Price:** 10,000 gp.

Potion of Arcane Sustenance: This viscous, amber liquid is infused with raw magical power. When consumed, it grants its user additional spell points. This

potion does not allow the user to exceed his maximum normal spell point total. Any points beyond that total are lost. A *potion of arcane sustenance* can grant from 1 to 17 spell points. Only one of these potions may be used per day. All *potions* consumed after the first have no effect.

Caster Level: By potion type; **Prerequisites:** Brew Potion; **Market Price:** By potion type.

Spell Points	Caster Level	Market Price
1	1st	100 gp
3	3rd	400 gp
5	5th	800 gp
7	7th	1,000 gp
9	9th	1,400 gp
11	11th	1,800 gp
13	13th	2,300 gp
15	15th	2,800 gp
17	17th	3,500 gp

SPELL LISTS

ARCANE MONK SPELLS

1st-Level Arcane Monk Spells

Ghost's Touch. Your fists ignore armor and shields.

Sundering Strike. Shatter inanimate objects with your hands.

2nd-Level Arcane Monk Spell

Hurricane Kick. You strike many foes with one attack.

3rd-Level Arcane Monk Spell

Reverse Foe's Strength. Turn an opponent's attacks against him.

5th-Level Arcane Monk Spells

Distance Punch. You make melee attacks against a distant target.

Jumping Monkey Whirlwind. You bounce off creatures you attack.

6th-Level Arcane Monk Spells

Hundred Legged Dragon Dance. Fire dragons set fires, knock over enemies.

Storm of Fists. Summon cloud of phantom fists to attack enemies.

CHRONOMANCER SPELLS

1st-Level Chronomancer Spell

Combat Precognition. You foresee attacks and defenses.

2nd-Level Chronomancer Spell

Deja Vu. You can cause a foe to mindlessly repeat a task.

3rd-Level Chronomancer Spell

Temporal Displacement. Casts a target into the future.

4th-Level Chronomancer Spell

Time Fold. Twists time to take extra actions.

5th-Level Chronomancer Spell

Rapid Aging. Weakens a creature or structure.

6th-Level Chronomancer Spell

Inevitable Strike. Alters time to damage a target.

7th-Level Chronomancer Spell

Time Travel. Moves backwards in time.

8th-Level Chronomancer Spell

Sever Thread. Bends time to destroy an opponent.

9th-Level Chronomancer Spell

Greater Time Travel. Travels back to a more precise date.

FLESH MAGE SPELLS

1st-Level Flesh Mage Spells

Claws of the Tiger. Grows long, jagged claws that deal damage.

Ears of the Prey. Alters target's ears, granting +10 bonus to Listen checks.

Eyes of the Eagle. Alters target's eyes, granting +10 bonus to Spot checks.

3rd-Level Flesh Mage Spell

Prehensile Tail. Grants target a useful, temporary tail.

4th-Level Flesh Mage Spells

Alter Features. Permanently alters a creature's face.

Giant's Strength. Grants the target 2d4+2 bonus to Strength.

Greater Endurance. Grants a target 2d4+2 bonus to Constitution.

Speed of the Viper. Grants a target 2d4+2 bonus to Dexterity.

5th-Level Flesh Mage Spells

Bone Spines. Sharp spines of bone sprout from the target's body.

Face Wipe. Destroys a target's facial features.

6th-Level Flesh Mage Spell

Liquefaction. Turns target into protoplasmic slime.

7th-Level Flesh Mage Spell

Create Flesh Golem. Builds and enchants a flesh golem servitor.

9th-Level Flesh Mage Spell

Greater Liquefaction. Turns creatures into organic slime.

SHADOW MAGE SPELLS

0-Level Shadow Mage Spell

Dancing Shadows. Conjures and directs small shadows.

1st-Level Shadow Mage Spell

Black Shards. Slices of pure darkness strike enemies.

3rd-Level Shadow Mage Spell

Dark Swarm. Summons swarm of shadows that panics creatures, hinders sight.

6th-Level Shadow Mage Spells

Night's Blackness. Creates area of impenetrable darkness.
Shadow Form. Transforms target into a two-dimensional shadow.

7th-Level Shadow Mage Spell

Shadow's Ripping Tentacles. Shadowy limbs attack, tear apart foes.

8th-Level Shadow Mage Spell

Shadow Killer. Shadowy form scares target to death.

THEURGIST SPELLS

7th-Level Theurgist Spell

Deva's Might. Boosts Strength, transforms weapon into powerful mace.

8th-Level Theurgist Spell

Planetar's Clarity. Grants caster regeneration, divination abilities.

9th-Level Theurgist Spell

Solar's Invincibility. Grants a variety of protections, resistances.

TINKER SPELLS

0-Level Tinker Spell

Mend Construct. Heals a construct of 1 point of damage.

1st-Level Tinker Spells

Imbue with Artificial Intelligence. Grants Intelligence score to construct.

Patch Construct. Repairs 1d8 damage suffered by a construct.

Tinker's Hammer. Energy ray deals damage to golems, constructs, objects.

2nd-Level Tinker Spells

Disrupt Construct. Confuses and stuns constructs.

Repair Construct. Fixes 2d8 damage suffered by a construct.

3rd-Level Tinker Spells

Charm Construct. Construct treats you like an ally.

Heal Construct. Fixes 3d8 damage suffered by a construct.

4th-Level Tinker Spell

Rebuild Construct. Restores destroyed construct.

5th-Level Tinker Spell

Dominate Construct. Construct obeys your mental commands.

7th-Level Tinker Spell

Restore Construct. Returns destroyed construct to working condition.

TOTEMIST SPELLS

2nd-Level Totemist Spell

Create Blast Charm. Transforms a charm into a projectile weapon.

5th-Level Totemist Spell

Charm Shield. Transforms a charm into a defensive ward.

WITCH SPELLS

3rd-Level Witch Spells

Distant Boon. Drives rival away with lure of a distant opportunity.

Ghost Ward. Prevents incorporeal creatures from entering area.

4th-Level Witch Spell

Competence. Grants bonus to skill checks.



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You think you know magic? Ha! Pulling a pointy cap over your head and wandering around town in your bed robe does not make you a wizard.

I must admit the stars and moons are a nice effect, the better to warn others of the foolish thoughts rattling in your brain. You speak of magic, but you know nothing of true power. Perhaps among the fools of this city you are numbered among the wise, but from where I come, you are an apprentice.

Have you witnessed the power of the awakened eye? Have you seen a madness mage warp reality with the pure force of his twisted mind? Can you take a living creature as a sculptor handles clay and shape a being of your own design? The flesh mages of the Forbidden Wind can.

So, tell me wizard. What is it you know about magic?

— Dyrendrus Wylrune, Enchanter of the Winds

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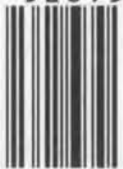
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